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This article is about content that is only available in the version on Steam, Xbox One, PS4, Epic Games.This creature, item, or feature is not yet released in the version on Nintendo Switch. Wyvern (WAI-vern) is one of the creatures in ARK: Survival Evolved. This creature can be found on Scorched Earth in The World Scar, at Ragnarok in Dragon's Painted Trench and Wyvern Cave, and at Valguero in The Great Trench. Wyverns are found in five varieties: Poison, Fire, Lightning, Ice (only on Ragnarok and Valguero), and Forest (only on extinction). A weaker variant of Poison, Lightning and Fire can spawn after Wave 2 in gauntlet Missions Bog Beatdown, TEKnological Terror and Magma Medley Melee respectively. Basic info[edit] Dossier[edit] This section is intended to be an accurate copy of what survivor Helena Walker, the author of the dossier, has written. There may be some discrepancies between this text and the creature in the game. Wild As its relative from the island, Draconis vipera who lives in aptly called Dragon Trenches are creatures straight out of European legend. Apart from size, the main difference between Draconis vipera and its larger cousin is that the former only has two legs, like an avian. Otherwise, it is quite similar, with armored scales, leather wings and the ability to spew projectiles from a couple of glands inside the mouth. The nature of these projectiles is directly linked to the color of Draconi's scales. Some spit fire while others unleash toxic acid or even outbreaks of bioelectricity. Domesticated I can not imagine any flying mount more deadly than Draconi's vipera. Its strength, toughness and ability rain death on one's enemies makes it unmatched in battle. The few creatures that it can not immediately overpower, it can outmaneuver. The ridges on the back form a natural saddle, to the point where many riders prefer to ride Draconi's bareback. Curious indeed. Draconi's vipers, however, are too resistant to domesticated when it has become an adult. It must be raised from an egg if you want to get its loyalty. ~ Helena Behavior[edit edit source] Extremely aggressive, often found flying around mountainous areas, or dragon trenches in search of a match. The only exception is Forest Wyvern, which does not attack at all. Without rivalry from Rock Elemental and no natural predators, wyverns are considered to be the apex predators of Scorched Earth for their surprising speed and devastating elementary attack. External links[edit] From left to right: Married, Lightning and Fire Wyverns. Wyverns look very similar to what one would assume to be a stereotypical dragon. There are five different types of wyverns, each with small but distinguishable variations in size, shape and color. Poison Wyverns usually appear in some shade of green or greenish-gray, while cases, they appear in black or purple shades and shades. They have frills on the sides of their face, much like a Dilophosaur. The head is flatter and wider than the other Wyverns, seemingly more Snake-like. A ragged strip of webbed spines runs down the back. They also have a snake-like tongue. Four Wyverns usually appear in shades of reddish brown, red, orange, orangish-brown, or just brown. Their wing membrane can often sport a burnt gold color. Their head is probably the most stereotypical dragon-like of all Wyverns. A row of sharp spikes runs down the back. A ridge of spikes protrudes like an eyebrow over the eyes. A frill of horns adorns the skull, and they have a cluster of small spikes of the jaw muscle. The tip of the muzzle hooks like a bird of prey, and they are the only Wyvern that has an Alpha, Forest and Corrupted shape. Lightning Wyverns can appear in almost any shade of blue or purple. The wing membrane is either dark grey/black with paler lightning-shaped stripes or dazzling white. They have a very narrow, triangular face and large eyes. The eyes are set back and it has three pairs of small fins on the side of the face behind the eyes. It also has a central fin that rises up from the top of the head, giving it an aquatic look. A ragged ribbon of meat runs down the back. Ice Wyverns may be light blue/white with the rare possibility of being green and/or black/grey. The wing membrane is either the same color as the body/its highlights. They look a bit like Fire Wyverns, but they have a more triangular, beak-like upper jaw and a slightly wider, spiked lower jaw. They are the most bird-like of Wyverns, which has a thin muzzle similar to a beak. They have a pronounced forehead with a spike that resembles the eyebrows above each beady eye along with extra spikes on the head similar to hair. Ice Wyvern's bodies are covered with spikes, starting on the shoulders, running down the spine and ending in the tail. Ice Wyvern eggs can only be found at Ragnarok and Valguero. Forest Wyverns appear only in one color: light red. Much of the appearance develops from Fire Wyvern, but is uncharacteristic in that they are both smaller and sport yellow, striking vein protruding from their yellowish gradient wing membranes. Color schemes and regions[edit] Forest Wyvern spawned from Forest Titan always spawn with the same color scheme and have no color regions unlike its predecessor, making it impossible to make changes to its natural spawn color. This section shows Wyvern's natural colors and regions. For demonstration, the regions below are colored red over an albino Wyvern. The colored squares shown below each region's description are the colors that Wyvern will randomly spawn with to provide a unified selection of its natural color scheme. Hover over a color to display the and ID. This information can be used to change Wyvern's regions by entering cheat SetTargetDinoColor <<ColorRegion> <<ColorID>;in the cheat console. For example, cheat SetTargetDinoColor 0 6 would color Wyvern's body magenta. Region 0: Body Region 1 is not used for this creature. Region 2: Stomach and foot scales Region 3 is not used for this creature. Region 4: Fins and wings Region 5: Belly Detail Region 0: Body Region 1: Fins and Frills Region 2: Wings Region 3 is not used for this creature. Region 4:Back Region 5:Belly Region 0:Body Region 1:Fins and Wings Region 2:Belly Region 3:Wing Detail and Fins Region 4:Back Region 5:Body Detail Region 0:Main Body Region 1 is not used for this creature. Region 2 is not used for this creature. Region 3 is not used for this creature. Region 4: Belly Scales Region 0: Body Region 1 is not used for this creature. Region 2: Stomach and foot scales Region 3 is not used for this creature. Region 4:Fins and Wings Region 5:Belly Detail Drops[edit] BaseStatistics and growth[edit] Note that creatures will have different statistics in Survival of the Fittest Movement Base Speed Sprinting Speed Stamina Wild Tamed Wild Tamed Walking 690 690 796.9 796.9 -6 Swimming 6 63000 3000 N/A N/A -0.275 Flying 3000 3000 2310 2310 -0.275 Attack Values Bite Stamina Cost Attack Range Description Base Minimum Activation Using the (PC), (PS4), (Xbox One), Wyvern bites the target. 10 1200 0 1400 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 80 Breathe Fire Endurance Cost Attack Area Description Base Minimum Activation Using (PC), (PS4), (Xbox One) with a Fire Wyvern. It will set the target on fire, burning away 20% of the target's maximum health (excluding fire resistance modifiers) over 10 seconds. 125 4000 0 5000 Breathe Lightning Stamina Cost Attack Range Description Base Minimum Activation Using (PC), (PS4), (Xbox One) with a Lightning Wyvern, it will fire a concentrated beam of lightning at the target of impact injuries. 125 3700 2000 4400 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 18 Taunt Stamina Cost Attack Range Description Minimum Activation Using (PC), (PS4), (Xbox One) with a Poison Wyvern, it will fire a single projectile of poison gas at the target that will explode upon impact. 65 5000 0 6000 Attack Type Damage Projectile Values Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Projectile Impact 100 5 500 Ice</ColorID> <<ColorRegion> <<ColorRegion> Description of the default attack area Basic minimum activation Using (PC), (PS4), (Xbox One) with an Ice Wyvern, it will significantly reduce the target's movement speed over a period of time. 160 4000 0 5000 Grab Stamina Cost Attack Range Description Base Minimum Activation Using C (PC), (PS4), (Xbox One) while in the air, Wyvern can pick up another creature. Despite a coded melee injury value, this attack does no harm. 40 500 0 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 18 Taunt Stamina Cost Attack Range Description Base Minimum Activation Using C (PC), (PS4), (PS4), (Xbox One) while on the ground, wyvern flaps its wings and mocks the target. This pushes creatures in front of Wyvern away. 2 0 0 0 Bite (AI) Stamina Cost Attack Range Description Base Minimum Activation Using the (PC), (PS4), (Xbox One), Wyvern bites target. The values of this attack are used only by a wild or an unguided tamed creature only. 10 1400 0 1700 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 80 Flame Stamina Cost Attack Range Description Base Minimum Activation 160 4000 0 5000 Grab Endurance Cost Attack Range Description Base Minimum Activation 40 40 500 0 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 18 Projectille Impact 20 4.3 100 Taunt Endurance Description of cost attack area Basis minimum activation 2 0 0 0 Attack type Damage Projectile Values Torpor Values Status Effect: Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Projectile Impact 100 5 Explosion 80 5 500 Bite (AI) Endurance Cost Attack Area Description Base Minimum Activation 10 1400 0 1700 Attack Type Damage Projectile Values StatusEffect : Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Projectile Impact 100 5 Explosion 80 5 500 Bite (AI) Endurance Cost Attack Range Description Base Minimum Activation Using C (PC), (PS4), (Xbox One) while in the air, wyvern can pick up another creature. Despite a coded melee damage value, this attack makes Damage. 40 500 0 0 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status Status Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 18 Taunt Stamina Cost Attack Range Description Base Minimum Activation Using C (PC), (PS4), (Xbox One) while on the ground, Wyvern flaps its wings and mocks the target. This pushes creatures in front of Wyvern away. 2 0 0 0 Bite (AI) Stamina Cost Attack Range Description Base Minimum Activation Wyvern bites target. The values of this attack are used only by a wild or an unguided tamed creature only. 10 1400 0 1700 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 80 Wild Stats Level-up Type in values of a wild creature to see what statistics it is emphasized. Green values on a high level creature are very good for breeding. If you have already tamed your creature, try restoring the breeding statistics with an external tool. [1] The Four WyvernStat calculator does not work in mobile view, see here for options: Apps Note that after the creature is tamed, it gets bonuses on some statistics depending on tame efficiency. This makes it difficult to retrieve the levels of a tamed creature, so this tool is only for wild, but gives a first impression, how well the statistics are distributed. Battle[edit] General[edit] Wyvern, for all intents and purposes, is the typical flying dragon. Wyverns have massive wings with the same design mechanisms as, but the grace and strength of the Condor. But they also have a very long tail with a nob or find depending on the Wyvern type; on the entire tail acts as ballast and makes them highly maneuverable. Wyvern in nature is very territorial and fierce in defending its perceived territory and its nest. It also has a particularly powerful bite; Battle with a Wyvern is, possibly, the most dangerous challenge you can face short of a boss-level creature. Fighting is definitely not for the faint of heart and flying a Wyvern is a thrill beyond comparison. Strategy[edit] Wyverns are extremely difficult to fight because of their mobility and devastating attacks. Nape of Neck Strategy: You need a flying mount with decent health and pumped endurance, and melee damage. Focus on wyvern's neck and attack there. When it tries to turn around, you turn around too, so it can't turn around enough to attack you. This is quite difficult because of Wyverns' very small turning radius, but when performed correctly, it is very effective. One variant of this strategy is to attack the feet from below. Chain Bola: Get a paraceratherium with a platform saddle and build a Ballista on top, bait a Wyvern with some flying mount to Paraceratherium and chain it down with the chain bola. Then you can attack it with any Dino it is easy to kill. Grappling Hook: Using a gripping hook to latch on a Wyvern can make a difficult match much easier. Once attached, you can either melee Wyvern with a sword or club/boomerang depending on whether your goal is to kill or knock out or shoot at it with a firearm. A word of warning, though, depending on where you attach, Wyvern may still be able to attack you with his melee. Also note that other Wyverns can attack you with relative ease, so never adopt this tactic when fighting groups. Wyverns can also be baited over towers set to attack wild dinos. This is quite effective as Wyverns is exposed to the same varied damage modifiers as any other flying dinos. Wyverns are often overpowered by their tame colleagues, so fighting fire with fire is never a bad idea, although two Wyverns of the same type can't hurt each other with their special breathing attacks.* * While a Poison Wyvern can't kill another Poison Wyvern with its poison projectile, it can still kill another Poison Wyvern rider. Weapons[edit] Homing missile can lock on both normal Wyverns and Alpha Wyverns. Also, a Paraceratherium with Chain Bolas and a Ballista can get it on the ground for you to use firearms, using a guided or normal rocket launcher may be sufficient when you chain bola it. Hazards[edit] All Wyverns have another breathing attack as follows: Fire Wyverns uses a long-range fire breathing that does the most

general damage per attack due to the fact that it leaves a DoT effect on no matter what the attack hits. This fire has a fairly large spread, which makes it harder to avoid. Lightning Wyverns has a lightning breath that travels immediately, makes an incredible amount of DPS, and hits on a decent area and makes melee attacks almost impossible as the whole body is affected by this attack (tested by dismantling during breath attack), making them quite dangerous to fight, but in exchange for force has the slightest spread of the 4 wyverns. Dismantling lightning wyvern while it still shoots out its lightning breath can easily kill you. Poison Wyverns shoots a projectile that leaves a toxic gas cloud ignoring armor (tested on Flak Armor), while extremely dangerous, moving not unlike the other 4 Wyverns, but instead can be used as an area control attack that limits safe zones. If the poison projectile explodes too close to the rider, the splash injury can easily kill the rider if wyvern has most of his points in the melee. Ice Wyverns uses a short-range ice breath attack that deals with some injuries and also slows what it hits. The reduced status effect will last a few seconds - this gives Ice Wyvern enough time to use the attack again, although Pteranodons can escape by rolling away barrels. Like Fire Wyvern, Ice Wyvern's breath has a large spread it is difficult to avoid. Avoid. | edit source| Using a Ballista Turret, a Wyvern can be immobilized by hitting it with a Chain Bola. Wyverns are also prone to x2.2 Auto Turret damage to dinos modifier, so placing towers is an effective way to kill groups of Wyverns. When using tamed creatures in battle, you can use Wyvern's large swing radius as an advantage to avoid the attacks while targeting the wings and lower body. A Wyvern can also easily be killed by a Rock Elemental, as they are immune from breathing attacks and taking reduced damage from physical attacks. Taming/Raising[edit] NOTE - Knockout data is provided for milk collection reasons only. Adult fire, lightning, poison and ice Wyverns can not be tamed. To get a tam Wyvern, the player must steal and hatch a Wyvern Egg. Unlike most eggs, Wyvern eggs require a lot of heat to incubate properly. If you place any heat-emitting object like Standing Torch or Campfire, you work, or you can use 12-14 air conditioners. There are four Wyvern Egg varieties, Fire Egg, Lightning Egg, Poison Egg and Ice Egg. A Wyvern Egg has a five-hour incubation period. An additional 93 hours is required for the child to become fully grown. Baby wyverns can not be fed Raw Meat like most other predators. Even if the food falls slowly, they will only consume Wyvern Milk and can ask for it when they press. Wyvern Milk provides 1200 food for baby Wyvern. A growing baby Wyvern will consume about 1 unit of food every 10 seconds, or 360 units of food per hour. This means that a feeding of Wyvern Milk will maintain a baby Wyvern for about 3 hours and 20 minutes. Wyvern Milk is achieved by knocking out a female Wyvern - you can take the milk from Wyvern's inventory. Each woman Wyvern will have exactly 5 milk in its inventory, and 50 Wyvern Milk can also be obtained by killing an Alpha Wyvern, regardless of gender. It is possible to build cages there to catch female Wyverns to make milking them easier. Please note that knocking out a trapped female Wyvern does not provide more milk immediately. Female Wyverns regenerates five Wyvern Milk every hour. An important detail about newly hatched Wyverns (especially at lower levels) is that although the maximum food stated in the creature's statistics can be several thousand, the maximum food the baby can actually keep can be less than 1200 (the amount of food a Wyvern Milk delivers). This means that lower-level baby Wyverns will never eat milk on their own and must be forced to feed Wyvern Milk before they can actually hold more than 1,200 food. It is recommended to get the highest possible level for an egg that is 190 on official servers. Wyvern eggs are NOT spawned randomly: Wyverns will actually place the eggs as the egg level always corresponds to one of the wyverns nearby. However, it is still uncertain whether the eggs spawn with Wyvern or if Wyvern who places the egg sometime later. Strategy without Wyvern Milk[edit] It is actually possible to raise a baby Wyvern without giving Wyvern Milk unless you want to print a baby wyvern. Let the food value drop to zero. At this time, the value of health will fall and Torpor will increase. To lower Torpor, power feed stimulant or stimulant. Place a Daeodon nearby and set it to Passive Healing. This keeps the health of baby Wyvern up (or restores it) at the expense of providing Daeodon with food, as healing makes it very hungry. As an alternative to feeding Daeodon tons of raw meat or Prime Meat that will spoil over time, you can produce a lot of cheap Kibble, such as Basic Kibble made from Dodo eggs, which will provide 90 food and only spoils after 3 days. Kibble (Jguanodon Egg) gives 120. This strategy is more effective when used with high-level wyverns and daeodons because they have higher food and health start values, and thus more reserves before they run out. Another strategy is to use a Snowowdle healing ability. This does not require collecting meat for a Daeodon. Extermination[edit] The Forest Wyvern spawns during the Forest Titan battle. Sometimes they land, which allows survivors to ride on them as if it's their own Wyvern with almost unlimited stamina. However, these will constantly take harm even when they do not attack it and too far from where it was spawned from and will either eventually die, or despawn. Also, unlike the usual Fire Wyvern, Forest Wyvern has a limited flame breath, located in the middle of the Hotbar UI. When wyvern cannot breathe fire again and will automatically attempt to land or make a landing animation, forcing survivors to dismantle and Forest Wyvern disappears alone. Tools[edit] Roles[edit] Wood/Thatch/Cactus Sap Collector: They can collect wood, stench and cactus sap when the land by pressing C. They will collect grate and cactus sap much more efficiently than wood. War Mount: They are fast, with low endurance drains comparable to an Argentavis. They are moderately maneuverable, but their breathing weapons are destructive. They can also use all their attacks on the ground, as well as being able to sprint while they landed. Press C while the country performs a knockback that can provide an escape from enemies. For a strong Wyvern with powerful bites and varied go for Stamina, Melee Damage, Health. Travel: Wyverns are faster than other Scorched Earth flyers and can go further on their endurance. Watch out for their big turning radius, but then they can be difficult to control until you've had some practice. Please also note that a Wyvern ensuing and flying does not come low enough to mount, and does not land even when the whistle does not follow, so it can be difficult to get one back under Hunting tools: With a bite as strong as a Plesiosaur, powerful special attacks, high meat collection efficiency and the ability to fly at speeds unprecedented by other flying creatures, Wyverns are among the best ways to quickly collect large amounts of raw meat, Raw Prime Meat and a wide variety of tributes; Wyverns are also the only flying creatures treated as large predators, meaning that most of the small and medium-sized aggressive wildlife is prone to ignoring them and their riders unless they are provoked, reducing the torments to a large extent while traveling. Giga counter: While fighting a giga with a wyvern is dangerous, you can bring friends and lots of wyverns (lightning recommended, but poison can work just not fire and ice) to infuriate giga with breath attacks. Titan Hunter- Because of their speed and damage, a wyvern can quickly dodge a titanium attack. Lightning and Poison Wyverns are best used against desert titans not match a Rex for pure damage output, a Wyvern can be flown over the map and is extremely maneuverable. Transport: Wyverns can carry a decent amount of weight and are quite fast. With the help of a Wyvern, one can safely and quickly transport people or materials over a Sheet of Paper. Guardian: Combatant: Defender: Aerial Attack: Level mainly melee a little health and endurance. They are usually stronger and deal with more damage than other flying mounts. Watch out for people on tapajars or keep people on argents with homing rocket launchers. They are good for destroying convoys of queztzals due to the debuffing of minigun towers. All you have to do is get out of the range of auto towers if they have them and start blasting. You should usually use a lightning wyvern. Collectibles[edit] Three elementary claws are harvestable from Wyvern: Fire Talon, Lightning Talon and Poison Talon, from their respective counterparts. Several of each talon plus the three objects on burnt soil are used on an obelisk or beacon to summon Manticore. You need 2 for Easy (Gamma), 10 for Medium (Beta) and 20 for Hard (Alpha). Resource efficiency Cactus Sap ★★★★★ Thatch ★★★★★ Wood ★☆☆☆☆ Flight[edit] Flying a Wyvern uses similar controls to move at ground level with a few exceptions. Quirks : Just want to move on command. Without the forward command issued they will eventually stop to a stop and hover in the air. Even if wyvern doesn't move, you lose a little bit of stamina just to stay up. Feeding Stimberry or Stimulant to a Wyvern flight will allow you to fly for periods, but the endurance gain is small at best and very ineffective. But if you have a good berry collecting dino you can collect Stimberries in bulk then feed it much at a time. You can also use a custom consumption recipe made with high cooking efficiency to create a Stimberry cake that will prove much more effective. Landing is achieved by pressing the jump key (Space,), which causes the bracket to move to the ground and land, where Wyvern folds its wings. Now you can disassemble by pressing the use (E,) as with any other fastener or go on the ground. To restart, press the keyboard shortcut (Spacebar,). Since v256.0, Wyvern's endurance doesn't charge in flight while it's in the air, even when dismantled. Note: Tamed and unguided Wyverns don't lose stamina while sprinting to keep up with a player running or running another creature. You can use this quirk to carry large amounts of weight quickly with a Wyvern set to follow. See the warning above about difficulties in getting a follow Wyvern to land. Carrier[edit] A Wyvern is capable of carrying smaller creatures. This is done using the crouch button (C,) while flying or hovering over the creature. Wyvern will swing his legs forward. If the grip was successful, you will be able to see the creature being pulled behind Wyvern. The creature being carried usually cannot attack Wyvern while it is being carried, but can land a hit when it is picked up or dropped. Wyvern cannot use his grip or any of his other attacks while using a breathing attack. Currently, on official, and most unofficial, PVE servers, wild animals can not be picked up to prevent grief. Carry-able Creatures[edit] Wyvern is able to carry the following creatures: Note: Although not indicated in the table, Ferox and Bloodstalker can also be worn by Wyvern. Also, from patch 303.1, Gallimimus, Kaprosochus, and Procoptodone can no longer be picked by Wyvern. Spotlight[edit] Notes[edit] For information related specifically to the real Wyvern, see the relevant Wikipedia article. Wyverns are often wrong to be exactly the same as the Dragons, but while they are actually related, in mythology Wyverns are known to only have 2 legs and wings as opposed to dragons who have 4 legs and wings and Drakes who have no wings at all and 4 legs. This is even recognized and stated in the Wyvern Dossier by Helena which says Apart from size, the main difference between Draconi's vi vipera and its larger cousin is that the former has only two legs. The name Draconis vipera translates to Dragon's Viper. This seems especially suitable for Poison Wyvern which has a hose as its appearance. This may also indicate that Lightning, Fire and Ice Wyverns are subspecies of Poison Wyvern. Draconi's vipera is the Latin name of Wyvern; Draconi's obscurum is the Latin name of Rock Drake; Draconi's auragelus is the Latin name of The Managarmr. These creatures are all noted by Helena to be related. It can also be a reference to the fact that all 3 in mythology are actually types of dragons. Helena also says in Wyvern Dossier that they are all related to the Dragon on the island which she calls the Dragon's larger cousin. Wyverns are sometimes referred to as Waverunners. Ridden Wyvern is much faster than unmanaged. Starting with the Aberration release, Wyverns has the most other variants, including event exclusive. Without event variants, they are beaten by the Reaper for having the most other variants. With the release of Extinction, Wyvern has more variants than reaper itself without considering event creatures. With Crystal Isles' release and introduction of Crystal Wyvern, they surpass the Reaper and all other creatures for as much as possible than other varieties. Corrupt Wyverns in Extinction spit out purple flames (due to element corruption), but much like Fire Wyvern, it still inflicts the same Enflamed debuff effect. Wyverns can be used against Manticore or Crystal Wyvern Queen, but cannot be used against other bosses. Wyvern follows at such a long distance that you often need to set their attack area at its highest, or they will fly over you and just watch you die. Compared to Rock Drake in size, baby Wyverns are smaller, but as adults, they are larger. Both Wyverns and Rock Drake have a maximum level and egg level of 190 (Difficulty 5) While Ally Looking is alternated for a Baby/Juvenile Lightning Wyvern, they will look on the ground as if they are above the player, a bug that has been persistent since the release of Scorched Earth. The Fire Wyvern in the trailer for Scorched Earth can be seen climbing upside down as Rock Drake before attacking survivors, but in the game they can't do it. Wyverns can be effectively used to kill Titanosaurs. The color schemes of the three original Wyverns: Fire, Poison and Lightning seem to coincide with the 3 colors of the ARK logo. There used to be an error with the colors of Ice Wyvern that would turn the colors into standard teal colors when you logged off the server. A workaround was to upload it to an obelisk or tek transmitter, and then upload it back on to your server and its normal colors would come back, but you have to do this every time you logged on to the server. Each Wyvern has its own unique advantage in combat due to their varied breathing attacks, all of which deal with varied amounts of immediate damage with other lingering effects. Note that each unique Wyvern is immune to its own breathing attack (fire from Fire Wyverns cannot damage other Fire Wyvern for example): Fire Wyvern breath does damage to a target, as well as causing them to burn. Goals hit receive Enflamed, which continues to burn the target after the first hit. Breath has one of the largest AOE of Wyverns and its effective even through walls. Lightning Wyvern breathing causes major raw damage and applies to torpor, both of which are used on a target very quickly if the beam remains connected. This means, however, that it has a smaller spread, but a longest range than Ice and Fire Wyverns which makes it more concentrated and requires a more precise target to maximize the damage of lightning-breathing attack deals. Breathing trades mostly DPS of any Wyvern. Poison Wyvern breathes a single projectile poison ball every time. When it hits, it does damage and creates a toxin cloud that deals with damage over time to everything that is in it, and it is able to damage both mounts and riders at the same time and will ignore armor. Although it cannot be controlled as easily as the other Wyverns, it is the most useful in zone control due to the toxin clouds that limit enemy safe zones. Breathing has the longest range of any Wyvern. - Note: If you are pregnant by a reaper queen, being hit with Poison Wyvern's breath will interrupt your pregnancy. (This was not tested while using full danger) In the end, Ice Wyvern breath slows down the target, making them far more vulnerable to the bite attacks and having a large spread in the same way as Fire Wyvern; Essentially, the breath of Ice Wyvern is superficially the same, except that it slows targets instead of burning them. This makes breathing extremely effective which due to the slow effect of the first breathing attack will make it easier to hit the target again with breath attacks close enough crippling enemy movement. Its breathing damage is the weakest breath of all Wyverns, but makes up for it by slowing targets. Other than their breathing attacks and appearance, they are identical in every way state and ability wise. Some of Wyvern's elementary breathing attacks can harm allies; it will also harm tribal comrades and tamed dinos in PVE. It is possible to be killed by Wyvern's breathing weapon if you dismantle while it is active. They will pick up all your goods in inventory if you die while driving them. Wyverns is one of the few creatures that doesn't need a saddle to ride. Wild Wyverns, once unconscious, can not be forced dogs. You can hold an unconscious a little while using more Tranq Arrows or darts, but eventually this will kill Wyvern. Low-level wyverns hatched from eggs can have statistics below 100%. One level 12 fire Wyvern was hatched with health under 1000 and melee damage below 100%. This is due to negative additive multipliers similar to what Giganotosaurus has. A level 1 Wyvern will always have 1725-1050 = 675 health, and (100-25) ×1,176 = 88.2% damage. But imprinting still works in the player's favor. That is, it first multiplies basic statistics, and only afterwards, adds taming Thus, a level 1 Wyvern with 100% imprinting quality will have 1725×1.2 (100% imprinting quality bonus)-1050 = 1020 health, which is effectively 51% higher compared to a 0% imprinting state. The damage with 100% imprinting will be ((100×1.2)-25)×1.176=111.76%. Because of their maneuvering difficulties, wyverns do a poor job of guarding player-tamed creatures on the ground. This is exacerbated by their tendency to take flights; they immediately fly far away and have a hard time getting back. Not only does this give them a tendency to disappear when their support is most needed. An easy way to have a wyvern land is to use any move to the whistle, wyvern will take a short flight and eventually land where you whistled it to. Sometimes it does not land, but it still comes close enough to the ground to be mounted. Lightning, Poison and Fire Wyverns have massive wings that can occasionally pick up the player, which will stay on that wing until it gets close enough to the ground to push them off. This is a great way to transport a wyvern and many players at once, or knock out a wild wyvern while on your back, as it can't attack you. The Fire Wyvern is the third creature to breathe fire (the first is The Dragon and the second DodoRex), Poison Wyvern is the third to spit poison (the first is Diloophosaur, the second is Arthropluera, and the second is Basilic), Lightning Wyvern is the first to breathe lightning (the second is Electrophorus), and Ice Wyvern is the first creature to shoot ice (the second is The Managarmr and the third is Titanium Ice). TLC 3 made wyverns customizable and made its statistics identical to crystal wyvern BUG: All babies that exist before TLC3 had their food dropped to zero the next time they are rendered. Lore[edit] This section may contain spoilers related to the back story of ARK: Survival Evolved.If you want to experience the story ingame, you probably shouldn't keep reading on this section. Interestingly enough, in one of his explorer notes, Dahkeya reports that Wyverns only seemed to appear out of nowhere. From her account and what Helena had discovered about ARKs on Extinction, one can come to the conclusion that Wyverns is not a natural species and was originally not even meant to be on ARKs. As Helena stated, probation officers of ark try to punish or reset the survivors - regarded as by probation officers - if they did not do as expected, which is most likely: defeat the Guardian (s) (and challenge the overseer if necessary), thereby moving on to the next ARK. If this is not done (or if the survivors act out of line as they did at Aberration), overseers seem to adopt some kind of reset or punishment protocol to wipe out the existing survivors. From what can be collected, mantis is likely to have been this original to wipe the city of Nosti and its inhabitants because of how much of a problem their inactive behavior was, but when Dahkeya killed all mantis by detonating a bomb in their sulfur-filled cave, the overseer probably enforced a stronger protocol or judgment. It was shortly after Mantis was killed that the very first Wyvern was seen - a Fire Wyvern. Soon after, the lightning and poison variants also appeared and began to lead coordinated attacks on Nosti's inhabitants. When the overseer then used his control over ark to literally swallow the entire city in the sand, wyverns were sent after the only two survivors - Dahkeya and Raia - chasing them consistently and never retiring until Dahkeya sacrificed himself for a distraction so raia could escape. Strangely, despite being made to kill or punish people, the superintendent also made them an ideal mount. Maybe it looked at some survivors who could tame these creatures designed to kill them as worthy, but one can only guess. In Extinction DLC, the reason ark either punishes or resets survivors to preserve their resources when ARK comes down from orbit. But when Element was at a toxicity level that ARK cannot handle, ARK remains in orbit and destroys settlements to further preserve its resources for a longer period of time. Wyverns, and the other fantasy creatures like Rock Elementals and Reapers, act as a heavy duty deterrent to prevent survivors or groups of survivors from consuming too much of the ARKen's resources. Oddly enough, Raia was the first survivor on Brent soil to tame and exalt wyverns. Based on Helena's and her explorer notes, she raised and tamed 3 wyverns, one of every elementary breathing attack (lightning, fire and poison). Raia notes it with her own experience then after the destruction of the mantis nest, and when she and the village of Nosti celebrated so much because of surplus oil and other materials that the obelisks began to seem strange as they shone abnormally. Wyvern's elementary breath does no harm to a Rock Elemental although Helena's Scorched Earth note #8 describes Raia's lightning wyvern as light through a golem. Using wyvern's elementary attack along with making a strafe run has devastating effects, but it is difficult to use. In Helena Scorched Earth Explorer Note #16 Helena described how Wali al Aswad (Raia) and her wyverns made a single strafe run that decimated an entire swarm of mantis. Changelog[edit] Patch Changes 246.0 Scorched Earth Expansion Release The Fire Wyvern, Lightning Wyvern, Poison Wyvern and Alpha Fire Wyvern are added to the game 246.1 Poison Wyvern tertiary C attack now preforms wing flap and no snarl 246.3 Wyvern Milk can no longer be placed in refrigerator 246.6 Lightning beam attack from Lightning Wyvern no longer harms 247.9991 Lightning Wyvern radiation attack now hits and injures smaller creatures, such as Raptor that it previously lacked 249.0 Added dodo wyvern, DodoWyvern Mask Skin, Zombie Wyvern, Bone Fire Wyvern, and Wyvern Bone Costume for ARK: Fear Evolved 2 event 249.1 Various repairs to Zombie Wyverns 250.0 Added Alpha Wyvern Trophy 250.2 Fixed Wyverns and other creatures from having infinity Endurance with special attacks when carrying a creature 253.4 Titanboa can now be carried by flyers again 253.8 Tamed flyers can no longer carry survivors and creatures into mesh/terrain fix. Will now be uncared 253.95 Can no longer carry signs with C4 Charge attached to them 253.98 Flyers carrying the C4 Charge can now fly, but with a significantly reduced speed of movement Fixed a bug in which flyer-borne C4s would disappear on customers after a certain distance 255.0 Fyers carrying creatures equipped with the C4 Charge now move at a fixed slow speed 256.0 Added flyer nerf. Flyers can no longer get Endurance in the middle of the air, and must eventually land. This can be changed in the server settings with ? AllowFlyingStaminaRecovery=true Flyers can no longer assign levels to motion speed, nor get movement speed from imprinting Mounted flyer Speed reduced for all flyers, ranging from a 10%-30% reduction depending on flyers 50% reduction to all base endurance in flyers, except Lymantria Stamina in flyers now regenerate much slower, around 10 seconds across the board Passenger Carry Weight now increased to 100% from the previous 30% Increased Endurance used from Wyvern breathing and special attacks Various other modifications to various statistics 258.0 Wyverns now supports an AI turret mode with their breathing attacks 258.8 Ragnarok Expansion Release Added ice wyvern 259.0 Improved landing AI for Wyverns Fixed an issue where flyers out of endurance would not auto-land and get stuck mid-air 261.0 Fixed bug baby Wyvern Mat values 262 0 263.0 Increased flyer driving distance to help players in the water mount 267.0 Rebuilt Ice Wyvern and made them loadable 267.2 Ice Wyvern is now properly transferable Cross-Ark 278.0 Fixed an error that caused Wyvern Eggs to sink under its nests over time 279.275 Fixed an error in which Poison Wyvern could plunder bodies with breath attacks if it directly hits and killed Fixed a bug that would cause flyers to escape when players when attacking water Improved flyer AI so they no longer circle each other when they attack each other as much as 285.2104 Extinction Expansion Release Added to the destroyed Wyvern and Forest Wyvern 287.110 Forest Wyverns can now be damaged from Forest Titan 288.113 Fix for invisible Wyvern Eggs Improved flyer following when in water Added Whistle Flyer Land command 293.100 Fixed creature icon is empty of Ice Wyvern 303.1 Modified dragon weights of Kaprosochus , Procoptodone, and Megalosaurus so that they can no longer be carried by Wyverns 310.41 Swapped the Valguero Ice Wyvern class to ragnarok ice wyvern class to fix transmission problems 310.47 Retroactive solution for Valguero Ice Wyverns as got stuck as Raptors in Cryopods 312.65 Tek The helmet now provides protection against Poison Wyvern spit attacks Flying creatures will now prioritize picking up friendly creatures instead of dismantling friendly riders Assembling a flyer will no longer immediately lead to taking off 316.18 Tender Loving Care 3 Undocumented: Base statistics of Fire Wyvern, Ice Wyvern, Lightning Wyvern and Poison Wyvern have been changed. Health has been lowered to 1295 from 1725. The endurance has been increased to 315 from 275. Food has been lowered to 1800 from 2000. Note: For changelog exclusively for Crystal Wyverns, go to crystal wyvern gallery[edit] The early design of a Wyvern. Fire Wyvern seen in the trailer for Scorched Earth. The new model for Ice Wyvern. All 4 Wyvern (left to right: Poison, fire, ice and lightning) An image of Forest Wyvern from Extinction

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