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Ark extinction titan terminal

For information on spawning, see Desert Cave (Extinction). This article covers content exclusively for the DLC: Extinction covers content that is exclusively available in the version on Steam, Xbox One, PS4, Epic Games. This creature, item, or feature has not yet been released in the version on Nintendo Switch. The Desert Titan is one of the creatures and one of four titans in the Extinction DLC of ARK: Survival Evolved. Basic Info[edit | edit source] Guardian Hologram[edit | edit source] The Lord of Sand and Sky has fallen, despite his swarms of protectors, the mighty turns of his mighty tail, or the lightning he called from the sky. The steep Leviathan could not keep up with the incursion of humanity and, above all, with one of the ones. Behavior[edit | The Desert Titan, aka the Sky Titan, is an aggressive creature. It has small but powerful minions called the flock that follow it and attack to protect the desert titan. The Desert Titan can also cause lightning strikes from the sky. Appearance[edit | edit source] The Desert Titan bears a resemblance to a hellish manta ray with blue coloring, razor-sharp teeth, penetrating eyes, gills, several fins on the bottom, a large paddle like tail, spines growing on its wings, and an eerie purple glow. Alias Color Scheme and Regions[edit | Edit Source] The Desert Titan always spawns with the same color scheme and has no color ranges. This means that it is currently impossible to make changes to the colors of Desert Titan. Desert Titan Flock (Minion)[edit | edit source] The Desert Titan Flock is a servant of Desert Titan. The Desert Titan Flock is summoned by Desert Titan and has the appearance of a swarm of bright red alien fish with no distinguishable mouth. Drops[edit | edit source] Harvest Raw Meat Raw Meat Hide Corrupted Nodule Loot Unlocks[edit | edit source] Tekgrams Base Stats and Growth[edit | edit source] NOTE that the desert titan is always spawning at level 1500 and that the following values are for 1500 values, not Level 1 stats. Note that creatures will have different values in Survival of the Fittest Movement Base Speed Speed Stamina Wild Tamed Wild Tamed Walking 600? N/A N/A N/A Swimming 300 ? Flying 500 ? ? Attack Values Bite Endurance Cost Attack Area Description Basic Minimal Activation 0 0 0 0 TailSlapBodyLeftWing Endurance Cost Attack Area Description Basic Minimal Activation 0 5000 0 0 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Quantity Duration Damage Mult Amount Melee 2000 TailSlapBodyRightWing Stamina Cost Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Quantity Range Description Base Minimum Activation 0 5000 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 Melee TailSlapBodyCenter Endurance Cost Attack Area Description Basic Minimal Activation 0 5000 0 0 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Life Pulse Radius Base Mult Duration Damage Mult Quantity Duration Damage Mult Quantity Melee 225 Wild Stats Level-up Type in Values of a Wild Creature to see on which statistics it is emphasized. Green values on a high-level creature are very good for breeding. If you've already tamed your creature, you can try to restore breeding statistics with an external tool. [1] Desert TitanThe Stat Calculator does not work in mobile view, see here for Alternatives: Apps Note that after the creature has been tamed, it will receive bonuses for some statistics, depending on its tame effectiveness. This makes it difficult to retrieve the levels on a tamed creature, so this tool is for wild only, but gives a first impression of how well the statistics are distributed. Note that creatures will have different values in Survival of the Fittest Movement Base Speed Speed Stamina Wild Tamed Wild Tamed Walking 80? 144 144 4 Swimming 400 ? Flying 900 ? 1620 1620 3 Attack Values Bite Persistence Cost Attack Area Description Basic Minimal Activation 0 0 0 0 TailSlapBodyLeftWing Endurance Cost Attack Area Description Basic Minimal Activation 0 5000 0 0 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status: Endurance Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Quantity Damage Mult Amount Melee 2000 TailSlapBodyRightWing Endurance Cost Attack Area Description Base Minimum Activation 0 5000 0 0 Attack Type Damage Projectile Values Torpor Values Status Effect: Endurance Status Effect: Torpidity Life Impulse Radius Mult Duration Damage Mult Quantity Duration Damage Mult Quantity Melee Combat 225 Fight[edit] how to fight and kill the Desert Titan. General[edit | edit source] The Desert Titan is a large floating creature that has its own minions, the Desert Titan Flock. The primary attack of the Desert Titan is to hit the ground with the flashes it generates. The battle begins when the Lord of Sand and Sky summons his Desert Titan Flock and marks a player with his flashes. Strategy[edit | edit source] Due to its ability to fly the average strategies for the other Titans, most are made saveless. This means that their mighty country mountains Can't use Rexes or Gigas to brutally force you to kill them. However, the general static behavior of the desert titan leaves it open to several strategies: there are some country country so you're close enough to shoot the Desert Titan with fabricated weapons. This is a slow and tedious process, but as long as you dodge the flash fields generated on your field and move when needed, this is a relatively safe way to make the Titan fall. If you are able to move one well enough, a Mek can be used with the M.S.C.M. Do damage remotely, but that's quite expensive. A large herd of Argentavis can also be used to damage the desert titan and absorb potential markers for lightning, but expect some deaths in this process. A quetzal with a platform saddle, which contains a structure that encloses the driver, makes him largely immune to the dismantling by the herd. From here you can dodge the lightning fields and slowly and safely bite the desert titan to death. It would be advisable for several players and Quetzals to do this, otherwise it will be extremely slow and tedious. Lightning Wyverns brought over from the scorched Earth, or Ragnarok can devastate the Desert Titan pretty quickly. You can easily overrun the herds and do great damage with the lightning air. Just pay attention to the stamina! The Astrocetus next to the use of its Tek saddle allows you to hover over the Desert Titan and throw bombs on it. If you have additional players, they can ride in the towers to deal even more damage. However, all players who want to use offensive features of the Tek saddle must have the tekgram for it, and the large size and slow speed of the Astrocetus make it vulnerable to the herds and lightning fields that the Desert Titan will summon. On unofficial servers that allow towers to be placed on platform calipers, you can use a Quetzal armed with multiple car towers. This makes the fight trivial, but obviously does not work on official servers or servers that do not allow it. Hazards[Edit | Edit Source] Lightning: The Lightning Attack starts with marking targets, target players or creatures get a marked for lightning status effect. At the end of this status effect (4.5s), the area around the player or creature is illuminated with a flash that cools part of the wings and, but indicates that the area will be hit by lightning within a few seconds. The Lightning Attack can do enormous damage, enough to reach even heavily armored players with one shot (a flash was enough to kill a character with nearly 3250 armor and 500 health (tested on single players), but is avoidable due to the long loading time. If you hear a sound that sounds like a crackling fire, if you are too close! Flock: The herds act as near-range guards for the Desert Titan, attacking players and mounts that get too close to the Desert Titan. a message appears when you are attacked by a herd, the herd can also do heavy damage and is more than capable of killing among armored players in 1-2 strokes. From Update v287.110, Flocks Flocks also hit Demount players. To take the herd, shoot them with a high-level fabricated weapon or Tek rifle as they fly away from you. Shooting at their sides or heads will not cause any damage and if they have targeted you, it would be much easier to shoot them from behind. When herds are killed, the Desert Titan will revive them, but while they are down, this leaves the Desert Titan a little more vulnerable. Tail Strike: These attacks focus on players and creatures that manage to climb the back of the Desert Titan. You can predict this attack by keeping a watchful eye on the Titan's tail, which will begin to lift when it is about to perform a tail strike. It won't use this attack at first, but as soon as it gets some damage or if one of its corruption nodes is destroyed, it becomes a common attack if you're above it. Weakness[edit | edit source] The desert titan, apart from its constant swing and tail stroke, is weakest when attacking nearby; it has several blind spots against which it cannot defend without the flocks. Pay attention to the flocks and lightnings that exist, and this weakness can be exploited. Taming[Edit | Edit Source] The Desert Titan is tamed by attacking the corruption knots on its back and doing as little damage as possible to the Titan itself, as the amount of damage you do affects its HP after the bridle is complete. These knots will only spawn after being hit by a lightning strike from the desert titan. You can destroy the nodes in any order, but it is strongly recommended to destroy the nodes first near their tail. After destroying the first corruption node, Desert Titan will begin with tail-high slaps that are erratic and cause serious damage. If the corruption node is still active near the tail, when it starts with the tail stroke, it will be hard to destroy with certain strategies. The two corruption knots on their wings are much more accessible. One strategy used to tame desert titan is to use a Quetzal with a platform saddle that has the driver trapped in a structure. This prevents the herds from dismantling you almost all the time. From there you can fly to its corruption knots, if you are marked with lightning, then when the corruption node is hit and vulnerable, chip away at them with constant attacks. If you see the damage numbers greater than 1, position them as high as possible to make sure you hit only the node. Quetzal should be levelled in health, melee and some stamina to maximize longevity and damage performance. (Despite damage figures displayed for 1 when corruption nodes are hit, damage is important.) Do NOT land on the Desert Titan with the Quetzal, as it is likely to fail and get stuck in a landed animation, making it vulnerable to being marked for lightning. If it gets stuck in this animation, remove it as soon as possible, preferably not Lightning strikes. If you have a way to mitigate fall damage such as Tek boots or a glider suit, you'll save yourself a lot of hassle. Another strategy, probably the more intended method, is to use a Tek suit to fly around, bait the lightning strikes to attack the knots, and then use an accurate weapon like the Fabricated Sniper Rifle or Tek Railgun to deal damage remotely and avoid the herds when they attack you. If you feel braver and have a high armor value and additional armor sets, you can land on your back after a corruption knot has been uncovered and hit it with a sword. The herds will cause a lot of damage, so medical brows will help a lot. By far the simplest strategy will include the same Quetzal as the first strategy, but you don't even have to attack! Make the desert titan use the lightning strikes to reveal the knots and keep yourself right under the corruption knots to keep them with lightning ending. This causes a lot of damage just the corruption knots and since you are under the titan, it is a bit easier to avoid any damage with the Quetzal. (Because you don't have to attack, you can invest more levels in health and stamina.) After all the corruption nodes have been destroyed, the Desert Titan will stop moving and become demanding. After the application, it is equipped with a special platform saddle and can be controlled via a special cockpit area on the saddle. After you claim it, you can rename it, you can see if it is an alpha, beta, or gamma version. It is important to note that the more damage done to the desert titan during the taming process reflects the amount of damage the Desert Titan does after it has been tamed. Even the desert titan cannot be fed and will starve to death in about 24 hours. As of now, there is no way to stop any of the Titans from starving single players and adjusting the Raid Creaturesetting. This is probably a mistake. On unofficial servers, setting the following .ini in gameuser settings will prevent titans from losing food: RaidDinoCharacterFoodMultiplier=0.000001 (Setting to 0 doesn't work, but setting to an extremely low number works as tested. The results for single players who do this have yet to be determined.) Tribute Requirements[edit | edit source] The following items are required to open the Desert Titan Portal: Tribute Spawn Commands[edit | edit source] Use these commands to self-remember all Desert Titan cheat GiveItem Blueprint'/Game/Extinction/CoreBlueprints/Items/Artifacts/PrimalItemArtifact_Extinction_DesertKaiju.PrimalItemArtifact_Extinction_DesertKaiju' 1 0 0 | cheat GiveItem Blueprint'/Game/Extinction/CoreBlueprints/Resources/PrimalItemResource_RareDrop_CorruptHeart.PrimalItemResource_RareDrop_CorruptHeart' 100 0 0 | Cheat GiveItem GiveItem 10 0 0 | cheat GiveItem Blueprint'/Game/PrimalEarth/CoreBlueprints/Resources/PrimalItemResource_ApexDrop_Sarco.PrimalItemResource_ApexDrop_Sarco' 10 0 0 Utility[edit | edit source] Roles[edit | edit source] Mobile Base: Since they all have a platform saddle, this role is also for the other two titans. Nevertheless, the best option for this role is the Desert Titan. Although you can't improve its speed, it has the ability to fly. Its turning radius is very large compared to most skilful flyers, but can maneuver in all three dimensions. It also has the largest platform to build on. Pack Mule: Although its own weight is not phenomenal (and cannot be improved): The weight of creatures, players and structures on the back is not added to its own weight. In addition, you can move with the Desert Titan Gravity buff you receive while standing on the Titan, no matter how much you wear (albeit at the stressed movement speed). This buff lasts for a few seconds after getting out of the Titan. Coupled with the relatively high carrying weight gas bags, the Desert Titan can carry an infinite number of loaded gas bags back to the base, giving players the potential to quickly accumulate resources for building their projects and bases. Mass Control: The Desert Titan's herds and lightning strikes allow it to effectively control areas of the battlefield and deal significant damage without being directly involved in a battle. This in turn makes it useful for defending orbital supply drops. Desert Titan Herd deals increased damage to corrupted creatures. A flock can deal approximately 8,700 damage to a single corrupted creature. If both flocks target the same creature, they can deal a total of approximately 17,400 damage. In addition, the Desert Titan Herd can act as both a damage and a distraction against corrupted creatures. If you use both herds, the left flock can be set to attack a target with the LT control on Xbox One, the L2 control on Playstation 4, and the right mouse click for PC and the right flock to attack a target with RT control on Xbox One, the R2 control on Playstation 4, and the left click for the PC. Flying Aircraft Carrier: Since it has the largest platform, the Desert Titan can be a mobile and airborne landing zone for other leaflets, so flyers don't have to land on the ground to regain stamina and eliminate the attack risk of the aviator of land creatures. Pairing the Titan with many fliers can create an air force that many will fear to face. If players are willing to invest time in building structures on the Titan, players can even build structures underneath so that they can put normal towers under and above the Titan. This allows the Titan to defend 360-degree against flyers and a way to bomb enemy ground creatures with towers from above. When the towers are set to target players, the will leave their taming defenceless if they are passive. Collectibles[edit | edit source] Resource Efficiency Raw Prime Meat ? Raw meat ? Corrupted knötle ? Spotlight[edit | edit source] Notes/Trivia[edit | edit source] The Desert Titan is the largest creature in the game (the largest is King Titan, second is Rockwell, third is Moeder, followed by Alpha Deathworm/ Iceworm Queen as 4th, the Ice Titan in 5th and finally the Forest Titan as 6th). However, Desert Titan is the largest flying creature in the game, surpassing both the Dragon and Dodo Wyvern. The Desert Titan Flake is the first creature to consist of several creatures, the second being the insect swarm (Megachelon's flock of birds does not count) The relationship between the Desert Titan and the Desert Titan Flake is unknown, but it is probably a form of symbiosis in which the herd helps to defend the desert titan and in return the herd can live in the desert titan. If you try to preparrate a Desert Titan Flock, then it will show a dimorphodone instead of the flock. The Desert Titan can swim underwater without throwing the player out of the saddle. Desert Titan Terminal is located at 97.1, 90.1. The inner name of Desert Titan, DesertKaiju, is a nod to Godzilla and other Kaiju. It also says Claim DesertKaiju when all knots are destroyed. The Desert Titan is immune to many debuffs, namely Gnashed and Enflamed. This makes the encounter uncanrent with effects, emplying the health The corruption knots on the Desert Titan seem immune to the elemental attacks of Wyverns, they still damage the Titan, even if it is directed directly at the knot. Prior to Patch 287.110, Titans could be fed kibble to prevent them from starving. When taming, the corruption on his body will have a purple hit marker, as opposed to a red hit marker when the Titan itself is hit. This can be helpful if the Titan can have official taming where you can not have floating damage text. If you go near the jet cavities located on the rear side of the wings of Desert Titan, there is a space shuttle like engine noise that can easily confuse a player to think that an orbital supply drop falls far from the position of Desert Titan. Changelog[edit | edit source] Patch Changes 285.104 Extinction Expansion Release Desert Titan and Desert Titan Flock is added to the game 286.103 Desert Titan node health fix Improved Desert Titan basing 287.100 improvements Made to issue where Desert Titan would fly off randomly Prevented stasi S on dedicated flocks Changed lightning recharge time from 5 seconds to 8 seconds lightning hitting through walls Reduced lightning attack range by 33% 287,110 Prevented flakes that can hit through walls, flakes will now dismantle drivers during the boss fight Stressed players can no longer move on Desert 288.113 Increased damage from lightning strike to self-improvement to Desert Titan after fix for flakes not properly defending improvements to tail attack accuracy Disabled put the herd in a Cryopod Fixed loaded movement while walking on a Desert Titan 291,100 Solid Desert Titan sometimes refuse, while Boss Battle Fix for Desert Titan occasionally fly outside the world limits ground targeted lightning strikes of Wild Desert Titan is now a variable delay Reduced Tamed Desert Titan Total Health of 33% 293,100 Moved Desert Titan Player Spawning Point to an area within the Structure Prevention Zone 295.102 Now Requires Line-of Melee or Lightning Damage Adapted Desert Titan Dermis Offset 307.2 Bloodstalker Can No Longer Pull and Grip Desert Titan or Desert Titan Flock with webbing 313.5 lightning strikes no longer go through terrain and world geography Note : For Changelog on all titans in general , go to Titans Gallery[edit | edit source] The Desert Titan as seen in the teaser image for Extinction. The Desert Titan can be seen floating in the sky near the center. The Desert Titan as seen in the launch trailer for Extinction. The desert titan as seen in the sanctuary. references[edit | Edit source] Source]

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