


# Ark doedicurus finden

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Doedicurus is one of the creatures in ARK: Survival has evolved. Basic information (edit) Edit the source code Dossier (edit) Edit source code This section of the dossier is an exact copy of the texts dossier written by researcher Elena. It is possible that there are differences between what is described and behavior in the game. Wild Doedicurus Custosaxum is one of the peaceful herbivores that inhabit the island. It can be found both in mountainous areas and in grassy landscapes. Under its powerful tank, Doedicurus has a lot of body fat to keep it warm even in the cold. Doedicurus has adapted well to the dangers of the island, even better than Ankylosaurus. Doedicurus has two very different reactions to predators. For example, he tries to do as much damage as possible with smaller enemies with his prickly tail, but with larger hunters he rolls up to a hard-to-penetrate ball and can even roll out of the danger zone. Domesticated A Doedicurus is a very valuable workhorse, its spiky tail is perfect for a quick smashing of large stones. This makes it a very effective stone-carver. If your quarry is attacked, Doedicurus is a very hard mountain kill! - Helena Behavior Edit Edit Source Appearance (edit) Edit the source code color palette and regions This section shows natural colors and regions. For illustrative purposes, the regions below are painted red over albino doedicurus. The colored fields that appear under the description of each area of color that Doedicurus randomly creates to get a general range of natural color schemes. Hover over the color to show its name and ID. Server administrators can use region information with SetTargetDinoColor console command. For example, the cheat SetTargetDinoColor 0 6 is a shell and plate area magenta. Region 0: Shell Region and Plates 1:Spikes and Claws No Region 2 for this creature. There is no Region 3 for this creature. Region 4: Shell Pattern Area 5:Vile Drops (Edit) Edit Source Code Raw Meat Skin Keratin Base Values and Increase Change (en) Edit The Source Code Note that creatures in Survival of the Fittest have different values 1, based on status values at the time of taming (including tame efficiency). 2E. absolute base damage is displayed instead of interest. 3Wild creatures do not increase the speed of movement 4 The drowsiness reserve cannot be increased after taming. 6The&lt;/ColorID&gt; &lt;/ColorRegion&gt;(TBHM) is used immediately after taming before applying the additive bonus. Attack Values WalkingAndSwimmingTail Endurance Cost Attack Description of the basic minimum activation using (PC), (PS4), (Xbox One), Doedicurus swings its spiked tail on target. 0 300 0 0 Attack Type Shell Damage Values Stun Status Effect: Stamina Status Effect: Stunning Life Pulse Radius Base Mult Duration Damage Mult Number Of Damage To Number Of NoWalkingNotSwimmingAttack Endurance Cost Attack Area Description Minimum Activation 0 30 0 0 Attack Type Damage Shell Values Stunning Status Effect: Stamina Status Effect: Stamina Life Pulse Radius Base Mult Duration Damage Mult Number of Damage To Number Of NoWalkingNotSwimmingAttack Endurance Cost Attack Area Description Minimum Activation 0 300 0 0 Attack Type Injury Scale Value Anesthesia Status Effect : Endurance Status Effect: Stun Life Pulse Radius Base Mult Duration Damage Mult Number Of Damage Mult Number Melee 32 Wild Activity Rate Type in Wild Creature Values to see on what statistics it highlighted. The green values of the high-level creature are very good for breeding. If you've already tamed your creature, you can try to restore the selection stats with an external tool. DoedicurusThe stat-calculator does not work in the mobile view, see here for alternatives: Apps Note that once the creature is tamed it receives bonuses on some statistics depending on the effectiveness of taming. This makes it difficult to get levels on a tamed creature, so this tool is only for the wild, but gives a first impression of how well the stats are spreading. Struggle (Edit) Edit the source code in this section describes how to deal with Doedicurus. General -Editing Edit Source Code Strategy Edit Edit Source Code Weapon (edit) Edit source code Hazard (Edit) Edit the source code Doedicurus strikes the tail when it is attacked, damaging around it. Weaknesses (Editorial) Edit the source code Head and Tail vulnerabilities. Tama (Editorial) Edit the source code for general information about the domestication of wild creatures, see Doedicurus are forcibly tamed, i.e. he must be beaten unconscious and fed preferred food. Ko Strategy Edit (Ru) Edit Source Code Food for Tama (edit) Edit the source code Please note that the values are applicable to the optimal case! Always bring additional materials. For the level of resources, use an external taming calculator. Benefits (Editorial) Edit The Source Code Raleigh Editing source Rolling is used to move quickly in one direction and is a secondary attack attack Dodikur. Sammeln-Beambeiten Kelltext bearbeiten' Resource Effizienz Stein ★★★★★Sammelt selbststndig Sand ★★★★★Sammelt selbstndig Stroh ★★★★★ Kaktussaft ★★ Holz ★ 'Doedicurus wirs automatisch felsen ernten, wenn er aufn Ges. Spotlight (spotlight) Kelltext Bear Bemerkungen/Trivia (Bearbeiten) Kelltext Bear Fur Fragen, die sich auf Informationen zum theme Doedicurus in der Realit' beziehen, lese den relevant Wikipedia Artikel Gallery (Bearbeiten) Kelltext Bear- Help (Bearbeit) Kelltext Bear Share Doedicurus Dossier Wild Doedicurus Custosaxum is one of the non-abious herbivores usually found on the mountains and meadows. Large and well armored, it has a body of fat under the plates to keep it warm and fed in the cold. Doedicurus has adapted well to the dangers of the island, perhaps even better than Ankylosaurus. Doedicurus has two very different reactions to predators. Against smaller enemies, he usually uses his spiked tail to inflict as much damage as possible. Against large predators, however, he pulls his tail under himself to form a solid armored ball that is almost impossible for creatures to punch through. Domesticated Doedicurus is a highly regarded animal work on the island. Its spiked tail is perfect for fast swatting large rocks, so Doedicurus is a very effective career worker. And in case their quarry gets raided, Doedicurus-Riders have a very hard time killing grief! Doedicurus is a medium sized herbivorous mammal found on the ark. Domestication Doedicurus can be tamed like most other herbivores using narcoberry/drugs and Mejoberries or Kibble. However, it was noted that they may prefer Rockarrot or Citronal. Doedicurus can be ridden, with the saddle to be unlocked at level 35 and manufactured in Smithy. Trivia Doedicurus can roll into the ball and roll, even with the rider on his back. It's the only animal in the Ark that can do it. The full name Doedicurus custosaxum translates as the Pestle-tail stone warden, probably a reference to his use in stone collection and defensive capabilities. At 4.5 meters in length, the game Doedicurus slightly longer than this real analogue, which can reach up to 4 meters. Unlike ankylosaur, Doedicurus cannot use their melee attack during the Ketzalcoatlus. Doedicurus with wandering disabled, parked in front of the raft, can collect an incredible amount of stone for the player when swam up the river, choked. The creature will swing on the rocks as they pass, and its burden becomes irrelevant. This conveniently compensates for the inability to get around his burden with Ketzal as described above. Any Doedicurus who rolled in defensive wont uncurl if he finds himself under and will sink quickly. Players with access to Ketzal will most likely find this fastest method of killing unwanted low-level spawning. Blue Doedicurus can rarely spawn in the wild. This, along with their ability to roll the ball and charge their enemies, is perhaps a reference to the character of the video game Sonic the Hedgehog, a blue hedgehog whose signature attack is to roll into a ball to charge enemies. Doedicurus can still be knocked out when curled up. The little things unrelated to the Doedicurus game belong to a group of armadillos like the (They are, indeed, related) mammals known as Glyptodonts. Gallery Gameplay Images Add Photo to This Gallery Video Spotlight Doedicurus! Community content is available under CC-BY-SA unless otherwise stated. Dodikur (Dee-d-KOOR-uhs), also known as Doed or Doedic, is one of the mammals in ARK: Survival Evolved. Doedicurus is a valuable work animal and perfectly collects stone. Basic Information (edited source) Dossier (edit source) This section is intended to accurately copy what the survivor Helena Walker, the author of the dossier, wrote. There may be some discrepancies between this text and the in-game creature. Wild Doedicurus custosaxum is one of the non-abive herbivorous islands, usually in the mountains and meadows. Large and well armored, it has a body of fat under the plates to keep it warm and fed in the cold. Doedicurus has adapted well to the dangers of the island, perhaps even better than Ankylosaurus. Doedicurus has two very different reactions to predators. Against smaller enemies, he usually uses his spiked tail to inflict as much damage as possible. Against large predators, however, he pulls his tail under himself to form a solid armored ball that is almost impossible for creatures to pierce from which it can actually roll away to relative safety! Domesticated Doedicurus is a highly regarded animal work on the island. Its spiked tail is ideal for the rapid destruction of large rocks, so Doedicurus is a very effective quarry worker. In addition, his affinity for rocks allowed him to carry a stone with a reduced weight. In case their quarry gets raided, Doedicurus-riders have a very hard time killing grief! - Helena Behavior edit edit source Doedicurus is a defensive creature that will attack when provoked. After receiving a significant amount of damage, they will roll into the protected shell, which significantly reduces the damage they receive. They uncurl after regenerating enough health to feel safe, and there is an opportunity for a player to find himself haunted by vengeful Doedicurus if they don't Get out of creature territory quickly enough or just make it lose interest. Doedicurus will roll into the protected shell only after it has lost 2/3 of its health. After being tamed, Doedicurus Doedicurus Curl up in the ball while the ride and roll forward. However, he will not be able to change direction during this action. When set to roam, Doedicurus will automatically collect the stone from nearby rocks. Appearance (edit the source of editing) Like the battleship in appearance, the size of the Doedicurus is quite small, being about 3-4 meters long and 1-2 meters high. But this size should not hinder his ability in battle, because of its thick outer shell and thorn covered, club like tail. Doedicurus can be a tough target even for large animals on the island. Like Ankylosaurus for protection, it is one of the most armored animals on the island, being able to keep themselves safe from flocks of Sabertooths. There is a blue coloration, but it is rare. Color scheme and regions (edit the editing source) This section displays the natural colors and regions of Doedicurus. For the demonstration, the regions below are painted red over the albino Doedicurus. The colored squares, described by each region, are colors that Doedicurus will randomly spawn to provide a general range of their natural color scheme. Hover over the color to show its name and ID. This information can be used to change the Regions of Doedicurus by typing a SetTargetDinoColor cheat into the console's cheat. For example, cheat SetTargetDinoColor 0 6 will color Doedicurus in shells and magenta plates. Region 0:Shell area and slabs 1:Spikes and Claws Region 2 is not used for this creature. Region 3 is not used for this creature. Region 4:Shell Patterns Region 5: Lower Drops Edit Source Raw Meat Hide Keratin Base Stats and Growth Edit Source Note that creatures will have different stats in survival Fittest Motion Base Speed Sprint Speed Stamina Wild Tamed Wild Tamed Walk 86 ? 258 258 5 Swimming 300 ? ? ? ? ? ? Attack Values WalkingAndSwimmingTail Stamina Cost Attack Range Base Minimum Activation Using (PC), (PS4), (Xbox One), Doedicurus swings its spiked tail on target. 0 300 0 0 Attack Type Shell Damage Value Torpor Values Status Effect: Stamina Status Effect: Torpidity Life Pulse Radius Base Mult Duration Damage Mult Amount Amount Sum Melee 32 No Stamina Cost Attack Range Description Base Minimum Activation 0 300 0 0 Attack Type Damage Shell Values Torpor Values Status Effect: Stamina Status Effect: Torpidity Life Impulse Mult Duration Damage Mult Amount Sum Sum Sum Melee 16 NotWalkingNotSwimmingTailAttack Stamina Cost Of Attack Range Description Basic Activation 0 300 0 0 Attack Type Damage Of Torpor Value Value Status Effect: Status Effect: Torpidity Life Pulse Radius Mult Duration Damage Mult Amount Sum Sum Melee 32 Wild Stats Stats wild creature to see on what statistics he highlighted. The green values of the high-level creature are very good for breeding. If you've already tamed your creature, you can try to restore the selection stats with an external tool. DoedicurusThe stat-calculator does not work in the mobile view, see here for alternatives: Apps Note that once the creature is tamed it receives bonuses on some statistics depending on the effectiveness of taming. This makes it difficult to get levels on a tamed creature, so this tool is only for the wild, but gives a first impression of how well the stats are spreading. Taming (edited source editing) Taming food (edit source editing) Doedicurus prefer any of the crops (Citronal, Savoroot, Longrass, and Rockarrot) over berries at taming. These cultures are equally preferable, so anyone will do. If no advanced crops are available, the creature prefers Mejoberries among other berries. Doedicurus take a very long time to tame with Mejo or normal berries, so try to invest in regular kibble if possible. Note that the values for optimal cases always bring additional supplies! To estimate the level-dependent resources, try an external taming calculator. Ingredients for regular Kibble: 1 × Cooked Jerky Meat, 1 × Medium Egg, 5 × Fiber, 2 × Longrass, 2 × Savoroot, 1 × Water KO Strategy Edit Source Due to their high torpor statistics, Doedicurus are hard to dislodge and can withstand a large amount of Tranquilizer Arrows. They take a 90% reduction in numbness and damage when they curl up in their protective shell and do not move. Using a Longneck rifle and tranquilizer darts will knock him down with little risk of Doedicurus curled up, making for a lightweight hand. A viable knockout strategy involves backpedalling from Doedicurus, continuing to unleash your tranq method. Primitive Strategy If you do not have access to a longneck rifle and can only use a bow or crossbow, just trade back as you shoot arrows into the head of Doedicurus. As soon as you curl up, stop shooting and wait until he uncurl. The numbness will go down a bit, but not enough to make it possible to knock out. Just wait uncurl and repeat. Frog Strategy Edit Source Using high-level Beelzebubo has some advantages if the creature is alone. First, you can save your prized arrows and darts for more challenging purposes. In our way, you can lick it before it hits you and just jump over a horizontal tail swing like a rope, even landing behind it, just make sure you don't land within reach of another attack. Using basically endless toporer-inducing Beelzebubo attacks, you can afford to keep hitting it after curling up when your tranqs will be mostly wasted. When you see a lot of blood on Doedicurus, you should start using only the primary attack as it does less harm so you won't kill it. Let it be Work only to lick your target once every 10 seconds or so as the ved effect only stacks twice. Strategy Equus (edit the source of editing) Use an alternative Equus attack to hit back at Doedicurus and then dart forward to avoid the tail swipe. Doedicurus will follow until he begins to feel numb when he runs away. Gallop in front of him and kick him repeatedly. If Equus runs out of stamina, run a short distance to recover. If Doedi curls into the ball, Equus can continue to kick; remember the blood as with the frog above. This works especially well on Ragnarok, where Dodis and Equus appear in close proximity. This section describes how to deal with dodikurs. A common source edit Since Doedicurus have the ability to curl up in an armored ball, hunting is not very profitable at lower levels. It provides a good amount of raw meat, hide, and Keratin once killed, so at higher levels it is more useful. The strategy of editing the source Using tranq darts before an attack can render low to medium level Doedicurus unconscious quite easily, and once unconscious kill easily. Another strategy is to move in, attack, and run away until it changes its nose. This can be time consuming, however, and is not recommended. Another strategy if next to the pond is agro it and kite it into the water. Once in the water, if you can get him to curl up in the ball he will drown himself. Weapon (edit source editing) Even Pike proves almost useless once Doedicurus curled up in its protective shell, so most weapons are ineffective. Using a Longneck rifle and tranquilizer darts seems to be the most effective way to kill it as unconscious Doedicurus can't roll into the ball. They don't roll the ball because of the numbness. Tranq them only make them run like other creatures. The dangers of 'edit' edit source Almost all Doedicurus curl into the ball immediately after the attack, but rarely have they been seen in attack. Their spiked tails pack a pretty punch, and the angry Doedicurus won't be trifling with in close combat. Weakness (edit source editing) Tranquilizing and then killing Doedicurus is most definitely the fastest and most effective means of defeating it. He will also drown if he curls in the water because he will sink under the surface and stay entiled until he gasps. Utility edit source (click to see sliding animation) Raleigh edit the source Travel: Doedicurus can make an excellent all-terrain mountain because of their roll ability and surprisingly fast speed. (Speed Level, Stamina, and Some Oxygen) Collector: Amazing Collecting materials, Doedicurus has the ability to destroy stones and collect large amounts of stone and sand. Doedicurus also has a 75% weight loss on the stone, meaning it can carry much more than most creatures. Teh Teh can't collect flint or metal. (Melee damage level and weight) River Scraper: Placing Doedicurus or two on the front of the raft and plowing through the beds with rocks in them will help you a huge amount of stone while driving, and ignoring the burden of Doedicurus. (Melee damage level) Similarly, Doedicurus carried by Argy or Ketz will auto-harvest any stones you bring it close, allowing you to collect the stone anywhere with a slight escape from most predators. Tank: A decent tank with high health and very good base damage and AOE. Doedicurus can make a good mountain var. Can chase prey with rolling ability (health level, melee damage, and Stamina a bit). Cave Mountain: Doedicurus is a great place to travel through caves. This heavy damage will easily repel many dangerous animals. Just be careful not taking on the flocks of Araneos, Pulmonoscorpis, Anthropleura, and Onki as they will deplete your health and increase the torpor quickly. If you are not close to exiting the cave, rest for some time until you regain strength and continue. Transportation: Damage: Combatant: Protective Shell 'Edit Source' Doedicurus will curl up when his health falls below 1/3 of his max. Riding Doedicurus is the only way to undo your desire to hide. When curled up, they take a 90% reduction in torpor and damage (citation is necessary) and will not move. Turrets won't stop shooting Doedicurus if he curled up. Rolling 'Edit Source' While riding Doedicurus, Tap 'Alt Fire' Rmb roll instead of launch. When you're rolling, you're unable to switch runs and you lose the ability to change direction. Rolling depletes endurance. Tap 'Alt Fire' Rmb again to stop rolling. Click to roll on Xbox. Click to roll on ps4. Collecting (edit the source of editing) Doedicurus collects the stone autonomously while wandering or if the left is parked next to a suitable cliff. It also has this ability during being, allowing for a safer and more mobile method of collecting resources. It is recommended to use argentavis for their excellent mobility and carrying ability. In scorched Earth, Doedicurus is useful to collect a lot of sand. Doedicurus can also collect obsidian from shiny black obsidian rocks. However, there are two types of these breeds that you can't discern visually, one will give obsidian the other won't. Basically you will find the second. Weight loss (edit source) Doedicurus reduces the weight of the following resources by the listed amounts while they are in its inventory; Reducing the resources of Stone 75% Resource Stone ★★★★★Gaters autonomously sand ★★★★★Gaters autonomously Thatch ★★★★★ Cactus Sap ★★★ Wood ★ Doedicurus automatically collect stones. For information specific to the real Doedicurus, see the relevant Wikipedia article. Dino Dossier revealed on 07/08/2015. Doedicurus can roll into a ball and roll, even with the rider on his back., similar to Roll Rat. However, unlike Roll Rat, Doedicurus cannot change direction once it starts rolling. If you use Aberrant Doedicurus for homestom on the Aberration map, remember that you are not immune from radiation and you will need to feed it To Mushroom Brew every 120 seconds to keep it from suffering from radiation exposure when in irradiated areas of the map. The full name Doedicurus custosaxum translates as the Pestle-tail stone warden, probably a reference to his use in stone collection and defensive capabilities. Doedicurus belongs to a group of battleships as mammals known as Glyptodonts, which were native to South America during the Pleistocene and died out about 11,000 years ago. Doedicurus can use their melee attack during ketzal's draw. Doedicurus can autonomously collect stone, while carried by Argentavis. To do this, just take a dod with argy and soar next to the vintage rock knots. Note that Doedi CAN not follow this. Any Doedicurus who rolled in a defensive ball would not uncurl if he finds himself underwater and quickly sink. Players with access to Ketzal will most likely find this fastest method of killing unwanted low-level spawning. Blue Doedicurus can rarely spawn in the wild. This, along with their ability to roll the ball and charge their enemies, is perhaps a reference to the character of the video game Sonic the Hedgehog, a blue hedgehog whose signature attack is to roll into a ball to charge enemies. Doedicurus can still be knocked out when curled up, although he gets considerably less numbness. Doedicurus has a secondary bite attack that can only be used while swimming. During maturation, the young Doedicurus will sometimes curl up as he may not be in full health until he is older. He can't move in this state until he's getting more health, and won't be able to go for a walk during the imprint. Baby Doedicurus will curl up after taking any damage. ChangeLog (edited source editing) Patch Changes 202.0 Doedicurus is added to game 203.1 Knocked Out Doedicurus will now come out of its curled state correctly 205. 2 Can now roll again 224.1 Fixed problem with Doedicurus always curled 242.5 Reduced opportunities of soaking rolling or curled Kalachik doedicourt, so now requires only 50% damage from Auto Turrets instead of being 100% impenetrable 243.0 Curled up Doedicurus is now very resistant to damage from handy instead of being immune 252.8 will no longer receive herbivorous healing from sweet vegetable cakes 256.3 Stone now has 75% less weight inside Doedicurus inventory 260.0 Fixed problem where with Doedicurus on on With cleaning disabled will lead to its burn through his Stamina and Food 271.3 Fixed Doedicurus Level Animation Activity Level 275.0 Aberration Expansion Release Added Aberrant Doedicurus 291.100 Mesh Memory Optimization for Doedicurus Gallery Edit Source Edit Links Edit Source ark doedicurus finden ragnarok. ark doedicurus finden the center. ark doedicurus finden the island

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