Pyroraptor

KeyBinds

PC
RMB-Claw Attack
LMB-Bite Attack
R-Cosmetic-Roar
Left Control-Turn In Place Toggle
X-Empowered State
Shift X-Shield Mode
C-Dash
Spacebar-Jump
Hold Q- Aim Novastrike
Empowered Mode+Aimkey + RMB- Novastrike

Xbox
RT- Bite
LT- Claw
Hold RB- Turn In Place
A- Jump
LB+Dpad Up- Empowered State
LB+2x Left JoyStick- Shield Mode
D-pad Up 3x- Cosmetic Roar
Right D-pad- Dash
Hold LB+D-pad Left- Aim Novastrike
Empowered Mode+Aimkey +LT- Novastrike

PS5
R2- Bite
L2- Claw
Hold R1- Turn In Place
X- Jump
L1+Dpad Up- Empowered State
L1+2x Left Joystick- Shield Mode
D-pad Up 3x- Cosmetic Roar
Right D-Pad- Dash
Hold L1+D-pad Left- Aim Novastrike
Empowered Mode+Aimkey +L2- Novastrike

Pyroraptor

Abilities

Additional levels and what they provide

Oil Regen - adds 0.1 oil regeneration per second and reduces the duration of the dry skin by 0.5 seconds per level.

Rejuvenation - adds 0.5 to your natural health regen and 0.0025% to your stamina regeneration. (note that the stamina regeneration is a portion of your maximum stamina per second.)

Firepower - Firepower enhances pyroraptors flame abilities, firstly it adds 15 forward impulse to the dash ability while the elemental empowered buff is active. Secondly it adds 5 damage per second to the burning debuff, and finally it adds a 0.01 bonus to the damage multiplier of the empowered buff.

Dash - Pyroraptor can dash in the rough direction that you're facing, this dash works off of impulse and has a force of 1750 forward and 1550 upward force. The forward force increases to 2050 by default while empowered, and the distance can be increased by leveling firepower in the radial menu. The dash cannot be performed while in water.

Elemental Empowered Buff - The elemental empower buff is what allows Pyroraptor to use its elemental abilities at the cost of five skin oil a second. While the buff is active you gain the ability to dash mid air, your bites and claw swipes will apply an igniting debuff on enemies and you'll harvest cooked and jerky from bodies. It also allows you to use the powerful nova strike attack for an additional skin oil cost.

Finally this buff multiplies your damage 1.15 times, this modifier can be increased by putting levels into firepower.

PS this does *NOT* work in water.

Igniting/Burning - Unlike most fire buffs the Pyroraptor needs to build up a status bar before it ignites its target. The damage the fire debuff does is 25 a second for ten seconds by default, this damage can be increased by leveling firepower via the radial menu. Players only take 10% damage from this debuff.

Elemental Shield - The elemental shield buff makes Pyroraptor take 30% less damage and reflect 20% of the damage it takes for the cost of 3 skin oil a second. Requires the elemental Empowered buff to be active in order to be activated.

Pyroraptor

Oil Regeneration - A buff that dictates how quickly your skin oil stat will regenerate. Starts at 1 per second and can be enhanced by level the Oil Regen stat in the radial menu.

Dry Skin - A 30 second debuff that prevents you from regenerating any more skin oil. Time can be reduced by putting points into the Oil Regen stat in the radial menu.

Novastrike - While empowered you gain the ability to fire off a powerful fireball that does explosive damage. This projectile does however cost a 50 skin oil to fire.

How to Tame Pyroraptor

Shoot Pyroraptor with an ElementalArrow/Elemental Dart from one of the required Weapons, Pyroraptor will then enrage for 30 seconds. After it is enraged it will be exhausted for 15 seconds, this is when you will passive feed pyroraptor (Level 35 required). Repeat until tamed. Pyroraptor will Eat Regular Kibble, Raw Mutton, Raw Prime Meat, Raw Meat

Level 1 Stats

Health-450
Stamina-300
Torpidity-750
Oxygen-150
Skin Oil-100
Weight-250

Bite-35 (better for meat)
Claw Swipes-35 (Better for hide)
Lunge-75
Novastrike-150 (all explosive)

Spawns:

All spawns for pyroraptor have a chance to spawn up to 5 with the following weights
1:1
2:1
3:0.5
4:0.3
5:0.1
Regions

Pyroraptor

MonsterIsland at a spawn weight of 0.025
Lava_Spawn at a spawn weight of 0.005
Grasslands at a spawn weight of 0.025
Badlands at a spawn weight of 0.025
Canyons at a spawn weight of 0.025
Ab TwitchBioLand Spawn Weight of 0.025
Ab Surface at a spawn weight of 0.005
Wasteland_City_Buffer 1 and Wasteland_City_Buffer 2 at a spawn weight of 0.025
Wyvern Trench at a spawn weight of 0.005
LC Valley- .05
LC HotSprings -.05
Gen 1 Volcano

Spawn Code

Cheat sdf Pyroraptor 1 1 1 1
cheat spawnactortamed "Blueprint'/TAC_FireAndIce/Content/Pyroraptor/Pyroraptor_Character_BP_Child.Pyroraptor_Character_BP_Child'" 500 0 0
cheat spawnactor "Blueprint'/TAC_FireAndIce/Content/Pyroraptor/Pyroraptor_Character_BP_Child.Pyroraptor_Character_BP_Child'" 500 0 0

cheat sdf Alpha_Pyroraptor 0 1 1 1
cheat spawnactor "Blueprint'/TAC_FireAndIce/Content/PR/Alpha_Pyroraptor_Character_Bp.Alpha_Pyroraptor_Character_Bp'" 500 0 0

Cryoraptor

KeyBinds

PC
RMB-Claw Attack
LMB-Bite Attack
R-Cosmetic-Roar
Left Control-Turn In Place Toggle
X-Empowered State
Shift X-Shield Mode
C-Dash
Spacebar-Jump
Hold Q- Aim Iceshard Shotgun
Empowered Mode+Aimkey + RMB- Iceshard Shotgun

Xbox
RT- Bite
LT- Claw
Hold RB- Turn In Place
A- Jump
LB+Dpad Up- Empowered State
LB+2x Left JoyStick- Shield Mode
D-pad Up 3x- Cosmetic Roar
Right D-pad- Dash
Hold LB+D-pad Left- Aim Iceshard Shotgun
Empowered Mode+Aimkey +LT- Iceshard Shotgun

PS5
R2- Bite
L2- Claw
Hold R1- Turn In Place
X- Jump
L1+Dpad Up- Empowered State
L1+2x Left Joystick- Shield Mode
D-pad Up 3x- Cosmetic Roar
Right D-Pad- Dash
Hold L1+D-pad Left- Aim Iceshard Shotgun
Empowered Mode+Aimkey +L2- Iceshard Shotgun

Cryoraptor

Abilities

Additional levels and what they provide

Cryo Fluid Regen - adds 0.1 Cryo fluid regeneration per second and reduces the duration of the empty glands by 0.5 seconds per level.

Brawn - Reduces the weight of ALL items in Cryoraptors inventory by 0.01% per level capping out at 50% weight reduction, it also reduces the slow applied to the Cryoraptor while it's ice armour is on by 0.003% per level which entirely removes the slowing effect by 50 points. Past 50 points brawn provides no benefits.

Chill Power - Chill power emperors Cryoraptors ice abilities. Firstly, chill power increases the amount of freeze buildup Cryoraptor applies with its attacks. Its melee attacks start off applying 5 buildup per hit with each level increasing that by 0.1 to a maximum of 10 per hit, for its ice shotgun it starts at 10 buildup per shard getting the same 0.1 per level to a maximum of 15 a pellet. Meaning it maxes out at 50 levels.

Additionally it also increases the amount of damage reduction you get from the ice armour buff, by 0.005% per point maxing out at an additional 30% damage reduction at 60 levels. Past this point chill power provides no benefits.

Dash - Cryoraptor can dash in the rough direction that you're facing, this dash works off of impulse and has a force of 1750 forward and 1550 upward force. You cannot dash while your ice armour is active.

Arctic Killer - Cryoraptor does an extra 20% damage to their two biggest competitors Direwolfs and Daeodons, additionally they also deal this bonus damage to frozen targets.

Elemental Empowered Buff - The elemental empower buff is what allows Cryoraptor to use its elemental abilities at the cost of two cryo fluid a second. While the buff is active your bites and claw swipes will apply a freezing debuff on enemies it also allows you to use your Iceshard Shotgun attack for an additional cryo fluid cost.

Finally this buff gives you 10% damage resistance.

Freezing/Frozen - Like most ice debuffs the Cryoraptor needs to build up a status bar before it freezes its target. The amount of buildup your attacks deal can be increased by leveling chill power.

Cryoraptor

Elemental Shield - The elemental shield buff makes Cryoraptor take 30% less damage and reflect 30% of the damage it takes for the cost of 3 skin oil a second. Requires the elemental Empowered buff to be active in order to be activated. The damage reduction can be increased by putting levels into chill power maxing out at 70% damage reduction.

This buff also reduces your speed by 15%, this slow can be alleviated by leveling brawn.

Cryo Fluid Regeneration - A buff that dictates how quickly your cryo fluid stat will regenerate. Starts at 1 per second and can be enhanced by putting levels into the cryo fluid regen stat in the radial menu.

Empty Glands - A 30 second debuff that prevents you from regenerating any more cryo fluid. Time can be reduced by putting points into the cryo fluid regen stat in the radial menu.

Iceshard Shotgun - While empowered you gain the ability to fire off a powerful ice shotgun. This attack costs 35 cryo fluid to fire.

How to Tame Cryoraptor

Shoot Cryoraptor with an ElementalArrow/Elemental Dart from one of the required Weapons, Cryoraptor will then enrage for 30 seconds. After it is enraged it will be exhausted for 15 seconds, this is when you will passive feed Cryoraptor (Level 40 required). Repeat until tamed. Cryoraptor will Eat Regular Kibble, Raw Mutton, Raw Prime Meat, Raw Meat

Level 1 Stats

Health-500
Stamina-300
Torpidity-1500
Oxygen-200
Cryo Fluid-100
Weight-300

Bite-40
Claw Swipes-40
Lunge-90
Iceshard Shotgun- 10 damage a pellet (fires 8 pellets total)

Spawners

Every Snow Biome

Cryoraptor

Alpha Cryoraptor
cheat sdf Alpha_Cryoraptor 0 1 1 1
cheat spawnactor
"Blueprint'/TAC_FireAndIce/Content/CR/Alpha_Cryoraptor_Character_BP.Alpha_Cryoraptor_Character_BP'" 500 0 0

Cryoraptor
cheat spawnactor
"Blueprint'/TAC_FireAndIce/Content/CR/Cryoraptor_Character_BP.Cryoraptor_Character_BP'" 500 0 0
cheat spawnactortamed
"Blueprint'/TAC_FireAndIce/Content/CR/Cryoraptor_Character_BP.Cryoraptor_Character_BP'" 500 0 0
Cheat SDF Cryoraptor 1 1 1 1

Venoraptor

KeyBinds

PC
RMB-Quill Shot
LMB-Bite Attack
R-Cosmetic-Roar
Left Control-Turn In Place Toggle
X-Empowered State
Shift X-Invisibility
C-Dash
Spacebar-Jump
Hold Q- Aim Caustic Bile
Empowered Mode+Aimkey + RMB- Caustic Bile

Xbox
RT- Bite
LT- Quill Shot
Hold RB- Turn In Place
A- Jump
LB+Dpad Up- Empowered State
LB+2x Left JoyStick- Invisibility
D-pad Up 3x- Cosmetic Roar
Right D-pad- Dash
Hold LB+D-pad Left- Aim Caustic Bile
Empowered Mode+Aimkey +LT- Caustic Bile

PS5
R2- Bite
L2- Quill Shot
Hold R1- Turn In Place
X- Jump
L1+Dpad Up- Empowered State
L1+2x Left Joystick- Invisibility
D-pad Up 3x- Cosmetic Roar
Right D-Pad- Dash
Hold L1+D-pad Left- Aim Caustic Bile
Empowered Mode+Aimkey +L2- Caustic Bile

Venoraptor

Abilities

Additional levels and what they provide

Venom Regen - adds 0.1 Venom regeneration per second and reduces the duration of the empty glands by 0.5 seconds per level.

Stealth - Venoraptor gets 0.5% movespeed while its invisibility is active capping at 25%, additionally it adds an extra 5% damage to the first attack done out of stealth.

Toxicity - Toxicity increases the potency of Venoraptors venoms. His knockout poison by 1 torpor a second per level and increases his pain venom damage by 2.5 damage a tick. It doesn't affect his acidic bile debuff however.

Dash - Venoraptor can dash in the rough direction that you're facing, this dash works off of impulse and has a force of 2550 forward and 1550 upward force.

Elemental Empowered Buff - The elemental empower buff is what allows Venoraptor to use its elemental abilities at the cost of five Venom a second. While the buff is active your bites and claw swipes will apply the pain venom debuff on enemies it also allows you to use the Caustic Bile attack for an additional Venom cost.

Torpor Venom - Deals 2 torpor per second, this can be increased by leveling toxicity. Each hit from a quill shot attack applies this debuff for 1 second adding an additional second with each hit with a maximum of 100 seconds.

Pain Venom - Deals 5 damage a second, this can be increased by leveling toxicity. Each hit from a melee attack while empowered, each hit applied the venom for 3 seconds adding an additional 3 seconds with each hit for a maximum of 100 seconds. This venom only does 10% damage to players.

Acid debuff - This works identically to the amargasaurus armour debuff, reducing the armor of your saddle and making you take additional damage. This is applied by the caustic bile attack.

Venomous villain - Venoraptor deals an extra 10% damage to a target for each of Venoraptors venom/acid debuffs they have.

Elemental Shield - Venoraptor doesn't have a traditional shield and will instead turn invisible. This ability doesn't require the elemental empowered state to be active, and consume stamina instead of your venom resource. Standing still will make you completely invisible, but attacking

will end the invisibility.

Venom Regeneration - A buff that dictates how quickly your cryo fluid stat will regenerate. Starts at 1 per second and can be enhanced by putting levels into the cryo fluid regen stat in the radial menu.

Empty Glands - A 30 second debuff that prevents you from regenerating any more venom. Time can be reduced by putting points into the venom regen stat in the radial menu.

Quill Shot(Attack) - Fire off a spread of venomous quills, this ability costs 7 venom to fire but can be done outside of the empowered state.

Caustic Bile(Attack) - While empowered you gain the ability to fire off a torrent of acidic vomit. This attack costs 20 venom a second to perform.

How to Tame Venoraptor

Shoot Venoraptor with an Elemental Arrow/Elemental Dart from one of the required weapons, Venoraptor will then enrage for 30 seconds. After it is enraged it will be exhausted for 15 seconds, this is when you will passive feed Venoraptor (Level 20 required). Repeat until tamed. Venoraptor will Eat Regular Kibble, Raw Mutton, Raw Prime Meat, Raw Meat

Level 1 Stats

Health-400
Stamina-300
Torpidity-1500
Oxygen-150
Venom-100
Weight-200

Melee-30
Tail Quills- 1 (shoots 7)
Lunge-75
Caustic Bile- 5 a tick 10 ticks a second (50 dps)

Spawns

Jungles, Swamps, Green Zone, Blue Zone, City

Venoraptor

Venoraptor

Cheat sdf Venoraptor 1 1 1 1
cheat spawnactor "Blueprint'/TAC_FireAndIce/Content/Venoraptor/Venoraptor_Character_BP_Child.Venoraptor_Character_BP_Child'" 500 0 0
cheat spawnactor "Blueprint'/TAC_FireAndIce/Content/Venoraptor/Venoraptor_Character_BP_Child.Venoraptor_Character_BP_Child'" 500 0 0

Alpha Venoraptor
cheat spawnactor "Blueprint'/TAC_FireAndIce/Content/Venoraptor/Alpha_Venoraptor_Character_BP.Alpha_Venoraptor_Character_BP'" 500 0 0
Cheat SDF Alpha Venoraptor 1 1 1 1

Items

FA-Val Semi-Automatic Rifle

Crafting Cost:
60 Polymer
70 Metal Ingots
50 Cementing Paste
15 Oil
15 Hide
Can be crafting in the Fabricator
The FA-Val is similar to the Advanced Sniper Rifle but it has a built in suppressor as well it has a total of 3 ammo types, which are Advanced Sniper Bullets, FA-Val Tranq Darts, and Elemental Darts. It has an ammo capacity of 20
cheat giveitem "/TAC_FireAndIce/Content/Items/Weapons/FA-VAL/PrimalItem_Weapon-FA-VAL.PrimalItem_Weapon-FA-VAL" 1 0 0 false

FA-Val Tranq Darts

Crafting Cost:
6 Narcotic
4 Metal Ingots
1 Advanced Sniper Bullet
Due to how the game uses ammo I couldn't find a way to actually have this use normal Tranq darts, so instead I made its own dart that's roughly twice as good as a normal dart. Can be crafted at the smithy
cheat giveitem "/TAC_FireAndIce/Content/Items/Weapons/FA-VAL/Ammo/PrimalItemAmmo_TranqDartFAL.PrimalItemAmmo_TranqDartFAL" 50 0 0 false

Elemental Darts

Crafting Cost:
2 Elemental Powder
2 Metal Ingots
1 Tranq Dart
The Elemental dart is used for Elemental Raptor taming, Can be used in the Longneck Rifle, Simple Pistol, and FA-Val. Can be crafted in the smithy
cheat giveitem "/TAC_FireAndIce/Content/Items/Weapons/FA-VAL/Ammo/PrimalItemAmmo_ElementalDart.PrimalItemAmmo_ElementalDart" 1 0 0 false

Items

Elemental Arrow

Crafting Cost:
2 Thatch
1 Flint
2 Fiber
2 Elemental Powder
The Elemental Arrow is used in Elemental Raptor Taming, Can be used in the Bow
cheat giveitem "/TAC_FireAndIce/Content/Items/ElementalArrow/PrimalItemAmmo_ArrowEle.PrimalItemAmmo_ArrowEle" 1 0 0 false

Elemental Powder

Crafting:
1 Elemental raptor claw(any of the 5 raptors claws count)
Used in the Elemental Dart Recipe, can be crafting
cheat giveitem "/TAC_FireAndIce/Content/Items/Elemental-Dust/PrimalItemResource_Elemental_Powder.PrimalItemResource_Elemental_Powder" 50 0 0 false

Pyroraptor Sickle Claw Sword

Crafting Cost:
1 Pyroraptor sickle Claw
15 Wood
16 Hide
Can be crafted in a smithy

The pyroraptor Sickle Claw Sword does the basic sword stuff, as well as build up stacks of fire similar to the pyroraptor, although it is a much weaker version
cheat giveitem "/TAC_FireAndIce/Content/Items/Weapons/PR-Sickle/PrimalItem_Weapon_PyroraptorSickle.PrimalItem_Weapon_PyroraptorSickle" 1 0 0 false

Cryoraptor Climbing Picks

Crafting Cost:
2 Cryoraptor Sickle Claws
4 wood
10 Fiber
10 Keritan

Items

The Cryoraptor Climbing Picks are basically just normal climbing picks but unlocks much earlier
cheat giveitem "/TAC_FireAndIce/Content/Items/Weapons/CryoPick/PrimalItem_Weapon_Cryo_ClimbPick.PrimalItem_Weapon_Cryo_ClimbPick" 1 0 0 false

Venoraptor Boomerang

Crafting Cost:
15 Fiber
3 Wood
1 Venoraptor Sickle Claw
A Boomerang equipped with Venoraptor Toxcity
cheat giveitem "/TAC_FireAndIce/Content/Items/Weapons/CryoPick/PrimalItem_Weapon_Cryo_ClimbPick.PrimalItem_Weapon_Cryo_ClimbPick" 1 0 0 false

Pyroraptor Saddle

Crafting Cost:
320 Hide
170 Fiber
15 Metal Ingots
15 Chitin or Keratin
Used to ride Pyroraptor, gives 25 armor. Can be crafting in the smithy
cheat giveitem "/TAC_FireAndIce/Content/Items/Saddles/PR-Saddle/PrimalItemArmor_Pyroraptor_Saddle.PrimalItemArmor_Pyroraptor_Saddle" 1 0 0 false

Cryoraptor Saddle

Crafting Cost:
320 Hide
170 Fiber
15 Metal Ingots
15 Chitin or Keratin
Used to ride Cryoraptor, gives 25 armor. Can be crafting in the smithy
cheat giveitem "/TAC_FireAndIce/Content/Items/Saddles/CR-Saddle/PrimalItemArmor_Cryoraptor_Saddle.PrimalItemArmor_Cryoraptor_Saddle" 1 0 0 false

Venoraptor Saddle

Crafting Cost:

Items

250 Hide
200 Fiber
15 Chitin or Keratin
Used to ride Venoraptor, gives 25 armor. Can be crafting in your inventory and smithys
cheat giveitem "/TAC_FireAndIce/Content/Items/Saddles/VR-Saddle/PrimalItemArmor_Venoraptor_Saddle.PrimalItemArmor_Venoraptor_Saddle" 1 0 0 false