Moro's Gigantophis

Complete Mod Guide & Technical Reference

ARK: Survival Ascended | Mod ID: 1123428 | MoroNada Studios

SUPPORT THE MOD Please report bugs so they can be fixed. Development and bug-fixing are ongoing, and constructive feedback or suggestions are welcome through Discord or the business email.

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1. Quick Links & Support

Resource	Link
Discord	Join the Moro Mods community
Donate	Support MoroNada Studios
Patreon	Become a patron
Detailed Mod Information	Open the Mod Info Google Drive
Business Email	moronada.business@gmail.com

Reporting Bugs & Sharing Feedback

If you find a bug, submit it through the Bug Report Form with clear reproduction steps, the map and game mode, and any screenshots or video that may help. Suggestions and constructive criticism can also be shared through Discord or the business email above.

Tip: Detailed reports are much easier to reproduce and fix than short reports such as "it does not work."

2. Freemium Access

Moro's Gigantophis supports ARK's freemium system. Players who do not purchase the premium access can still install the mod, join supported servers, and interact with certain tribe-owned content, but direct use of premium gameplay features is restricted.

Available Without Purchase	Requires Purchase
Install the mod	Use mod items, including the Admin Remote
Join servers with the mod installed	Ride Gigantophis
See mod content in game	Claim Gigantophis
Access the inventory of a tribe-owned Gigantophis	Tame Gigantophis
Equip saddles or gear on a tribe-owned Gigantophis	Spawn Gigantophis with commands
	Use custom radial-wheel options

3. Creature Overview

Gigantophis is a legendary prehistoric snake built as a completely custom creature for ARK. Its defining feature is a custom dynamic tail-physics and movement system designed to create fluid, snake-like motion instead of the rigid movement commonly associated with older snake mechanics.

DEVELOPMENT NOTE Gigantophis was created after approximately seven months of development focused heavily on custom snake movement, tail behavior, and complex gameplay systems.

What Is a Gigantophis?

Gigantophis was an enormous prehistoric snake associated with ancient wetland environments. In ARK, it appears as an aggressive predator and can become a highly versatile companion with specialized options for combat, stealth, taming support, traversal, resource utility, and ranged offense.

Gameplay Role

- **Mid-to-endgame combat mount** with strong close-range damage and crowd control.
- **Taming support** through hypnosis and rapid torpor buildup.
- **Ranged combat and support** through the Gatling Gun or Pulse Gun tail attachments.
- **Utility** through thermal vision, tree climbing, creature carrying, constriction, swallowing, digestion, and loot pellets.
- **Stealth and survivability** through its low-profile Python stance and Shed Skin escape tool.

- **Breeding variety** through randomized pattern variants and extensive color combinations.

Where It Spawns (Available on all maps)

- Jungle and redwood regions
- Forest biomes.
- Bogs
- Deserts

4. Gameplay & Abilities

Gigantophis uses a stance-based ability system. Each stance changes its posture, movement rules, and available actions, allowing the creature to switch between stealth, direct combat, crowd control, grappling, and ranged support.

Ability Highlights

- **Basic Bite** - standard close-range damage.
- **Tail Slam** - damaging stun attack with stance-dependent range.
- **Tail Swipe** - wide 360-degree area attack with strong knockback.
- **Thermal Vision** - highlights heat signatures in a way similar to a Snow Owl.
- **Shed Skin** - removes negative debuffs, improves speed and regeneration, and leaves a decoy skin.
- **Hypnosis** - gradually affects visible targets and rapidly raises torpor once fully applied.
- **Climb & Constrict** - latch onto redwood trees or large creatures.
- **Grab & Swallow** - hold, suffocate, swallow, digest, or later regurgitate eligible creatures.
- **Tail-Mounted Guns** - equip specialized ranged weapons for combat and support.
- **Pattern Variants** - breed unique patterns, mutations, and color combinations.

Python Mode

Python Mode keeps Gigantophis's body and head low to the ground for a stealthier visual while still allowing movement.

Ability	Description
Standard Bite	A regular close-range bite.
Tail Slap	Deals damage and stun with medium range and a moderately long cooldown.
Tail Swipe	A large 360-degree AOE attack that deals good damage and heavy knockback. Its cooldown is longer than Tail Slap.
Enter Cobra Stance	Raises the head and switches from Python Mode into Cobra Stance.

Ability	Description
Shed Skin	Removes negative debuffs, grants a temporary speed increase, and boosts health and stamina regeneration. The discarded skin can distract hostile creatures as a decoy. This has a very long cooldown and is ideal for escaping danger.
Climb / Constrict	Hold the jump input to display a target tracer. It turns green when aimed at a valid redwood tree or sufficiently large creature.
Thermal Vision	Displays heat signatures to make nearby animals easier to detect, similar to a Snow Owl's vision.

Climbing & Constriction

While in Python Mode, hold the required input and aim the tracer at a valid target:

- **Redwood tree:** latch onto and climb the tree. This can create elevated positions for tail-mounted weapon use.
- **Large creature:** latch onto and constrict the target. The victim cannot move, its oxygen drains rapidly, and it begins taking suffocation damage after oxygen is depleted.

Constriction consumes Gigantophis's stamina. If its stamina reaches zero, it is forced to release the victim. Releasing a surviving target, or being forced off by stamina loss, applies a temporary grace-period cooldown before that target can be constricted again.

Cobra Stance

Cobra Stance raises Gigantophis's head and acts as the central transition stance for grabbing targets and entering its stationary modes.

Ability	Description
Standard Bite	A regular close-range bite.
Tail Slap	Deals damage and stun with medium range and a moderately long cooldown.
Tail Swipe	A large 360-degree AOE attack that deals good damage and heavy knockback.
Enter Python Mode	Lowers the body and returns to Python Mode.
Enter Coiled Stance	Coils the body, prevents movement, and unlocks stationary control abilities.
Grab	Picks up a creature or player and enters Grab Stance.

Coiled Stance

Coiled Stance is stationary and prevents normal movement. It focuses on ranged melee reach, turning in place, hypnosis, and entering Gun Mode.

Ability	Description
Ranged Bite	A basic bite with increased reach.
Tail Slam	Deals damage and stun over a larger range with a moderately long cooldown.
Turn in Place	Allows Gigantophis to rotate while remaining coiled.
Hypnotize	Targets creatures or players within Gigantophis's forward view. Hypnosis builds over time; once fully applied, torpor begins rising rapidly.
Enter Gun Mode	Available only when a compatible tail gun is equipped. Switches into Gun Mode.
Enter Cobra Stance	Uncoils and returns to Cobra Stance.

Countering Hypnosis

Hypnosis depends on clear line of sight and an unobstructed mind. It can be avoided or interrupted by looking away, moving behind the snake, or preventing Gigantophis from looking directly at you. Visual-impairment effects - such as drinking beer or using rare mushrooms - can also help counter the effect.

Grab Stance

Grab Stance begins after a player or creature is picked up. Gigantophis cannot move normally while holding a victim. Human players can struggle to escape, and dealing enough damage to Gigantophis forces it to release its target.

Ability	Description
Squeeze	Hold the normal bite input to squeeze and slowly suffocate the captured victim.
Tail Slam	Slams the held victim into the ground twice for solid damage. This can be used while squeezing.
Swallow	Swallows an eligible creature and converts it into an inventory item while digestion begins. By default, a creature must be at or below 75% health; this threshold can be changed in the Admin Remote.
Digest	Fully digesting a swallowed creature grants a Gigantophis Pellet. Redeemed loot depends on the swallowed creature's drag weight and level.
Regurgitate	Use the swallowed-creature item in Gigantophis's inventory to force it to regurgitate the victim.
Hypnotize	Begins hypnotizing the captured victim.
Release	Drops the captured target and returns to Cobra Stance.

A swallowed creature's drag weight is added to Gigantophis's carried weight until the creature is digested or regurgitated.

Gun Mode

Gun Mode is stationary and requires either the Gatling Gun or Pulse Gun attachment with the correct ammunition. Gigantophis AI can also fire at targets; targeting preferences can be configured through the radial menu. Sustained full-auto fire overheats the gun, and gun damage can be adjusted in the Admin Remote.

Ability	Description
Semi-Auto Fire	Fires one shot.
Full-Auto Fire	Hold the input to fire rapidly. Extended fire builds heat and can overheat the weapon.
Exit Gun Mode	Returns to Coiled Stance and releases any carried creature if applicable.

Tail-Gun Attachments

Gatling Gun

A custom high-fire-rate weapon that uses dedicated Gatling Gun ammunition. Its lower per-shot damage and noticeable bloom make it best for close- to medium-range engagements. It is effective against flyers and can shoot riders from mounts with reasonable precision at closer ranges. The weapon's bulk also provides armor.

Pulse Gun

A powerful non-Tek weapon that launches high-velocity plasma projectiles with strong direct and splash damage. Its slower rate of fire and more expensive ammunition make it better suited to siege and anti-creature use than close-range defense. Like the Gatling Gun, it also provides armor.

Chibi

The Gigantophis Chibi looks like a discarded grandma's scarf and costs 1 Thatch to craft.

5. Taming Guide

Gigantophis uses a custom taming process inspired by snake charmers. Bring a Gigantophis Snake Flute and follow the visual note sequence shown during the encounter.

1. **Craft the flute.** Create a Gigantophis Snake Flute before approaching the creature.
2. **Play from a safe distance.** Use the flute to attract Gigantophis's attention and calm it, preventing normal aggression.
3. **Wait for the charm state.** A taming prompt appears, Gigantophis begins swaying its head, and it approaches in a cobra-like posture.

4. **Allow the grab.** When close enough, Gigantophis grabs you and begins the taming sequence. Keep the flute equipped; if it is not equipped, draw it again to continue.
5. **Read the shapes.** Watch the shapes formed by Gigantophis's head movements and match them to the notes shown on your HUD.
6. **Play the matching notes.** Use the flute to input each corresponding musical note.
7. **Complete the sequence.** Successfully match all required notes to tame Gigantophis.

IMPORTANT TAMING NOTES If the shape prompts do not appear, unequip and re-equip the flute. To end the taming attempt, unequip the flute and rapidly punch Gigantophis until it drops you. Nearby creatures will normally avoid attacking you or Gigantophis during the taming sequence unless they are provoked.

6. Spawning & Admin Configuration

Spawn Codes

Spawn codes and additional technical information are maintained in the **Mod Info Google Drive**.

Read This First

The in-game Moro's Admin Panel, accessed through your player radial wheel, can spawn creatures and items and control mod settings through a simple UI. This is the easiest option for most administrators. The panel saves a .sav file that you can also copy to other servers.

Creature Spawn Commands

```
cheat summon MorosGigantophis_Character_BP_C
cheat spawndino
    "Blueprint'/Moros_Gigantophis/Dinos/Gigantophis/MorosGigantophis_Character_BP.Moro
    sGigantophis_Character_BP'" 0 0 0 1
cheat gmsummon "MorosGigantophis_Character_BP_C" 0
```

Engram Unlock Commands

```
cheat giveengram "EngramEntry_MorosGigantophis_BasicSaddle_C"
cheat giveengram "EngramEntry_Gigantophis_Flute_C"
cheat giveengram "EngramEntry_Gigantophis_PulseGun_C"
cheat giveengram "EngramEntry_Gigantophis_PulseGun_Ammo_C"
cheat giveengram "EngramEntry_MoroGigantophisAdminPanel_C"
cheat giveengram "EngramEntry_Gigantophis_WesternSnakeHat_C"
cheat giveengram "EngramEntry_Gigantophis_GatlingGun_C"
cheat giveengram "EngramEntry_Gigantophis_SantaHat_C"
cheat giveengram "EngramEntry_MorosGigantophis_AmmoBelt_C"
cheat giveengram "EngramEntry_Gigantophis_Dossier_C"
```

```
cheat giveengram "EngramEntry_Gigantophis_ChibiPet"
```

Quick GFI Item Commands

```
cheat gfi MorosGigantophis_BasicSaddle 1 0 0
cheat gfi Gigantophis_Flute 1 0 0
cheat gfi Gigantophis_PulseGun 1 0 0
cheat gfi Gigantophis_PulseGun_Ammo 1 0 0
cheat gfi MoroGigantophisAdminPanel 1 0 0
cheat gfi Gigantophis_WesternSnakeHat 1 0 0
cheat gfi Gigantophis_GatlingGun 1 0 0
cheat gfi Gigantophis_GatlingGun_Ammo 1 0 0
cheat gfi Gigantophis_SantaHat 1 0 0
cheat gfi MorosGigantophis_AmmoBelt 1 0 0
cheat gfi Gigantophis_Dossier 1 0 0
cheat gfi Gigantophis_ChibiPet 1 0 0
```

Full Blueprint GiveItem Commands

```
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Saddle/EngramEntry_MorosGigantophis_
    BasicSaddle.Default__EngramEntry_MorosGigantophis_BasicSaddle_C'" 1 0 0
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntr
    y_Gigantophis_Flute.Default__EngramEntry_Gigantophis_Flute_C'" 1 0 0
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntr
    y_Gigantophis_PulseGun.Default__EngramEntry_Gigantophis_PulseGun_C'" 1 0 0
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntr
    y_Gigantophis_PulseGun_Ammo.Default__EngramEntry_Gigantophis_PulseGun_Ammo_C'" 1 0
    0
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Gigantophis/AdminRemote/MorosAdminMe
    nuTerminal/EngramEntry_MoroGigantophisAdminPanel.Default__EngramEntry_MoroGigantop
    hisAdminPanel_C'" 1 0 0
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntr
    y_Gigantophis_WesternSnakeHat.Default__EngramEntry_Gigantophis_WesternSnakeHat_C'"
    1 0 0
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntr
    y_Gigantophis_GatlingGun.Default__EngramEntry_Gigantophis_GatlingGun_C'" 1 0 0
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntr
    y_Gigantophis_GatlingGun_Ammo.Default__EngramEntry_Gigantophis_GatlingGun_Ammo_C'"
    1 0 0
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntr
    y_Gigantophis_SantaHat.Default__EngramEntry_Gigantophis_SantaHat_C'" 1 0 0
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Saddle/EngramEntry_MorosGigantophis_
    AmmoBelt.Default__EngramEntry_MorosGigantophis_AmmoBelt_C'" 1 0 0
```

```
cheat giveitem
    "Blueprint'/Game/Mods/Moros_Gigantophis/Dinos/Dossier/EngramEntry_Gigantophis_Doss
    ier.Default__EngramEntry_Gigantophis_Dossier_C'" 1 0 0
cheat giveitem
    "Blueprint'/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntry_Gigantop
    his_ChibiPet.EngramEntry_Gigantophis_ChibiPet'" 1 0 0
```

Admin Panel

Server administrators can access the custom Gigantophis admin panel through the player radial wheel. The option appears only when the player has admin privileges.

- Spawn Gigantophis and access mod items through a user-friendly menu.
- Adjust Gigantophis strength and other balance-related values.
- Configure the health threshold required before a creature can be swallowed.
- Adjust gun damage and other weapon-related settings.
- Configure AI gun targeting behavior and additional mod features.

The Admin Remote included with the mod can configure many of the stance, combat, taming, swallowing, and weapon systems described in this guide.

7. Technical Reference

The following blueprint, engram, and item paths are preserved as provided for server administration and mod reference.

Creature Path

Asset	Path
Gigantophis Character Blueprint	`/Moros_Gigantophis/Dinos/Gigantophis/MorosGigantophis_Character_BP.MorosGigantophis_Character_BP'`

Engram Paths

Engram	Path
Basic Saddle	`/Moros_Gigantophis/Dinos/Saddle/EngramEntry_MorosGigantophis_BasicSaddle.Default__EngramEntry_MorosGigantophis_BasicSaddle_C`
Flute	`/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntry_Gigantophis_Flute.Default__EngramEntry_Gigantophis_Flute_C`
Pulse Gun	`/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntry_Gigantophis_PulseGun.Default__EngramEntry_Gigantophis_PulseGun_C`
Pulse Gun Ammo	`/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntry_Gigantophis_PulseGun_Ammo.Default__EngramEntry_Gigantophis_PulseGun_Ammo_C`

Engram	Path
Admin Panel	/Moros_Gigantophis/Dinos/Gigantophis/AdminRemote/MorosAdminMenuTerminal/EngramEntry_MoroGigantophisAdminPanel.Default__EngramEntry_MoroGigantophisAdminPanel_C
Western Snake Hat	/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntry_Gigantophis_WesternSnakeHat.Default__EngramEntry_Gigantophis_WesternSnakeHat_C
Gatling Gun	/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntry_Gigantophis_GatlingGun.Default__EngramEntry_Gigantophis_GatlingGun_C
Gatling Gun Ammo	/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntry_Gigantophis_GatlingGun_Ammo.Default__EngramEntry_Gigantophis_GatlingGun_Ammo_C
Santa Hat	/Moros_Gigantophis/Dinos/Gigantophis/EngramEntries/EngramEntry_Gigantophis_SantaHat.Default__EngramEntry_Gigantophis_SantaHat_C
Ammo Belt	/Moros_Gigantophis/Dinos/Saddle/EngramEntry_MorosGigantophis_AmmoBelt.Default__EngramEntry_MorosGigantophis_AmmoBelt_C
Dossier	/Moros_Gigantophis/Dinos/Dossier/EngramEntry_Gigantophis_Dossier.Default__EngramEntry_Gigantophis_Dossier_C

Item Paths

Item	Path
Base Saddle	/Moros_Gigantophis/Dinos/Saddle/PrimalItemArmor_Gigantophis_BaseSaddle.PrimalItemArmor_Gigantophis_BaseSaddle_C
Snake Flute	/Moros_Gigantophis/Dinos/Gigantophis/SnakeFlute/PrimalItem_Gigantophis_Flute.PrimalItem_Gigantophis_Flute_C
Pulse Gun	/Moros_Gigantophis/Dinos/Guns/PulseGun/PrimalItemWeapon_Gigantophis_PulseGun.PrimalItemWeapon_Gigantophis_PulseGun_C
Pulse Ammo	/Moros_Gigantophis/Dinos/Guns/PulseGun/Ammo/PrimalItemResource_PulseAmmo.PrimalItemResource_PulseAmmo_C
Admin Panel Remote	/Moros_Gigantophis/Dinos/Gigantophis/AdminRemote/MorosAdminMenuTerminal/Moro_PrimalItem_AdminMenuRemote_Gigantophis.Moro_PrimalItem_AdminMenuRemote_Gigantophis_C
Gigantophis Hat	/Moros_Gigantophis/Dinos/Hat/PrimalItemCostume_GigantophisHat.PrimalItemCostume_GigantophisHat_C
Gatling Gun	/Moros_Gigantophis/Dinos/Guns/GattlingGun/PrimalItemWeapon_Gigantophis_GattlingGun.PrimalItemWeapon_Gigantophis_GattlingGun_C
Gatling Ammo	/Moros_Gigantophis/Dinos/Guns/GattlingGun/Ammo/PrimalItemResource_GattlingAmmo.PrimalItemResource_GattlingAmmo_C
Santa Hat	/Moros_Gigantophis/Dinos/Hat/PrimalItemCostume_Gigantophis_SantaHat.PrimalItemCostume_Gigantophis_SantaHat_C
Ammo Belt Costume	/Moros_Gigantophis/Dinos/Costumes/PrimalItemCostume_Gigantophis_AmmoBelt.PrimalItemCostume_Gigantophis_AmmoBelt_C

Item	Path
Dossier	`/Moros_Gigantophis/Dinos/Dossier/PrimalItemStructure_Gigantophis_Dossier.PrimalItemStructure_Gigantophis_Dossier_C`

8. Credits & Legal

Special Thanks

Contributor	Contribution
Lanthanum	Bug fixes and support for features including gun firing and tree-climbing replication.
Myrmecoleon	Bug fixes and code support for pattern-changing functionality.
CrypticSpyre	Created one of the Gigantophis pattern variants.
Neddy The Noodle	Filmed the trailer.

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