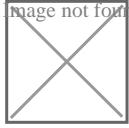


# Clay (Addon)

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[Lehm](#) ist ein Rohstoff zur Herstellung von Lehmstrukturen



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Typ Rohstoff

Benötigtes [Level](#) 5

[Engrammpunkte](#) 3

Vorbedingung ---

Image not found or type unknown [Adobe Ceiling](#)

Image not found or type unknown [Adobe Dinosaur Gate](#)

Image not found or type unknown [Adobe](#)

[Dinosaur\\_Gateway](#)

Image not found or type unknown [Adobe Door](#)

Image not found or type unknown [Adobe Doorframe](#)

Image not found or type unknown [Adobe](#)

[Fence\\_Foundation](#)

Image not found or type unknown [Adobe Foundation](#)

Wird benötigt für [Adobe Hatchframe](#)

Image not found or type unknown [Adobe Ladder](#)

Image not found or type unknown [Adobe Pillar](#)

Image not found or type unknown [Adobe Railing](#)

Image not found or type unknown [Adobe Ramp](#)

Image not found or type unknown [Adobe Staircase](#)

Image not found or type unknown [Adobe Trapdoor](#)

Image not found or type unknown [Adobe Wall](#)

Image not found or type unknown [Adobe Window](#)

Image not found or type unknown [Adobe Windowframe](#)

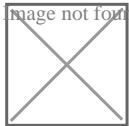
Image not found or type unknown 2 x [Sand](#)

Image not found or type unknown 1 x [Cactus Sap](#)

Herstellung in: [Mortar And Pestle](#)

[Chemistry Bench](#)

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## Spawnbefehl:

Code

1. cheat giveitem  
"Blueprint'/Game/ScorchedEarth/CoreBlueprints/Resources/PrimalItemResource\_Clay.PrimalItemResource\_Clay"  
1 0 0

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- Folgen in Kürze. Gerne kannst du über die "Eintrag bearbeiten Funktion" schon erste Screenshots oder Informationen in diesem Artikel ergänzen.

Spiel

Für welches Spiel ist  
dieser Eintrag gedacht? ARK Survival Evolved

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