




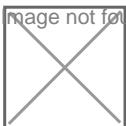
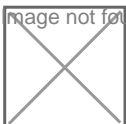
# Beacon Loots

Die möglichen Drops aus den Beacons (Beams), die vom Himmel auf die Insel hinab strahlen.

## Beacons Loot

### Weißer Beam Drop - Lv. 3 (Möglicher Loot)

#### Thatch Strukturen

Icon	Item Name	Anzahl
	<a href="#">Thatch Wall</a>	3
	<a href="#">Thatch Foundation</a>	1
	<a href="#">Thatch Doorframe</a>	1
	<a href="#">Thatch Door</a>	1
	<a href="#">Thatch Roof</a>	1

#### Tuch Kleidung


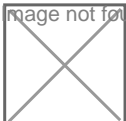
Icon	Item Name	Anzahl
	<a href="#">Cloth Shirt</a>	1
	<a href="#">Cloth Pants</a>	1

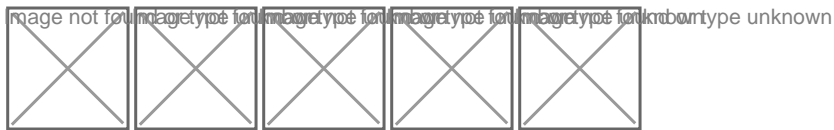
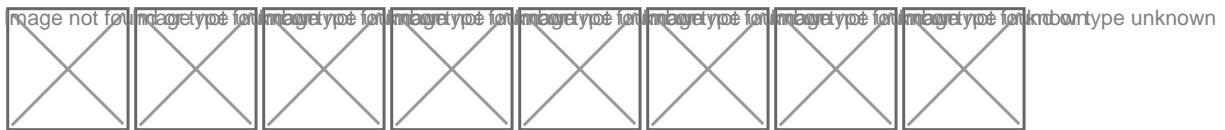
image not found or type unknown  
Cloth Hat 1

image not found or type unknown  
Cloth Groves 1

image not found or type unknown  
Cloth Shoes 1

### Mischmasch aus folgenden

#### Items



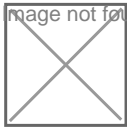
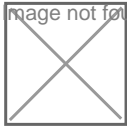



#### Blueprints

Thatch Strukturen, Phiomia Sattel




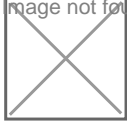

## Grüner Beacon Drop - Lv. 15 (Möglicher Loot)

#### Holz Strukturen

Icon	Item Name	Anzahl
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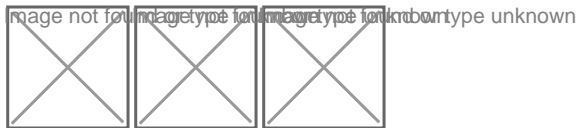
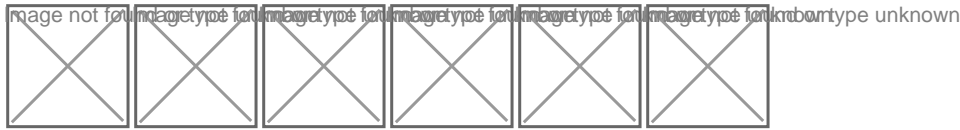
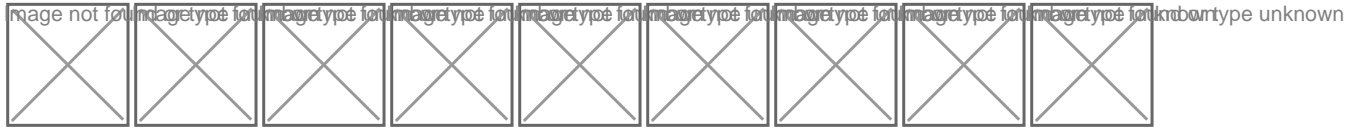
	nd or type unknown <a href="#">Wooden Wall</a>	1
	nd or type unknown <a href="#">Wooden Foundation</a>	1
	nd or type unknown <a href="#">Wooden Doorframe</a>	1
	nd or type unknown <a href="#">Wooden Door</a>	1
	nd or type unknown <a href="#">Wooden Roof</a>	1

### **Leder Kleidung**

Icon	Item Name	Anzahl
	<a href="#">Hide Shirt</a>	1
	<a href="#">Hide Pants</a>	1
	<a href="#">Hide Hat</a>	1
	<a href="#">Hide Groves</a>	1
	<a href="#">Hide Boots</a>	1

Mischmasch aus folgendem

## Items



## Blueprints

[Holz](#) Strukturen, [Trike Sattel](#), [Phiomia Sattel](#), [Parasaur Sattel](#), [Raptor Sattel](#)

## Blauer Beacon Drop - Lv. 25 (Möglicher Loot)

- [Water Jar Blueprint](#)
- [Chitin Armor Blueprint](#) (Chest, Arms, Legs)
- [Chitin Armor](#)
- Medium Crop [Blueprint](#)
- [Compass Blueprint](#)
- [Metal Pick](#)
- [Metal Hatchet](#)
- [Metal Hatchet Blueprint](#)
- [Metal Ceiling Blueprint](#)
- [Metal Foundation Blueprint](#)
- [Metal Door Blueprint](#)
- [Metal Doorframe Blueprint](#)
- [Metal Sign Blueprint](#)
- [Carbonemys Saddle](#)
- [Pulmonoscorpis Saddle](#)
- [Pulmonoscorpis Saddle Blueprint](#)
- [Stego Saddle Blueprint](#)

## Lila Beacon Drop - Lv. 35 (Möglicher Loot)

- [Chitin Armor](#) (Chestpiece, Leggings)
- [Chitin Armor Blueprint](#) (Helmet, Gauntlets, Boots)
- [Water Jar Blueprint](#)
- [Ankylo Saddle](#)
- [Mammoth Saddle](#)
- [Pteranodon Saddle](#)
- [Carbonemys Saddle](#)
- [Stegosaurus Saddle Blueprint](#)
- [Ankylosaurus Saddle Blueprint](#)
- [Mammoth Saddle Blueprint](#)
- [Simple Riffle Ammo Blueprint](#)
- [Simple Bullet Blueprint](#)
- [Chitin Chestpiece Blueprint](#)
- [Grenade](#)
- [Sarco Saddle Blueprint](#)
- [Simple Pistol](#)
- [Scope Attachment](#)
- [Flashlight Attachment](#)

## **Gelber Beacon Drop - Lv. 45 (Möglicher Loot)**

- [Blueprints: Shotgun](#)
- [Blueprints: GPS](#)
- [GPS](#)
- [Water Jar Blueprint](#)
- [Pulmonoscorpius Saddle Blueprint](#)
- [Megalodon Saddle](#)
- [Blueprints: Metal Wall](#)

## **Roter Beacon Drop - Lv. 60 (Möglicher Loot)**

- Blue Prints: [C4 Remote](#), [Argentavis Saddle](#)
- Component: [Assault Rifle](#), [Scope Attachment](#)

Quelle: <http://ark.gamepedia.com/Beacons>