

DINOSAURS

CREATURE HARVEST INDEX



INTRODUCTION

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CREATURE HARVEST

Beast	Possible Loot	Value (GP)	Use
Allosaurus	Teeth Claws Large Hide Eggs	2gp 3gp 8gp 750gp	Trophy Trophy Trophy, Practical Practical
Ankylosaurus	Large Hide Scraps Bone Armor Club Tail Eggs	6gp 12gp 3gp 250gp	Trophy, Practical Trophy, Practical Trophy, Practical Practical
Brontosaurus	Gargantuan Hide	100gp	Trophy, Practical
Clawfoot Raptor	Feathers Claws Medium Hide Eggs	3gp 2gp 4gp 100gp	Trophy, Practical Trophy Trophy, Practical Practical
Deinonychus	Medium Hide Claws Teeth Eggs	4gp 2gp 2gp 250gp	Trophy, Practical Trophy Trophy Practical
Hadrosaurus	Large Hide Eggs	8gp 100gp	Trophy, Practical Practical
Plesiosaurus	Large Hide Fin Teeth Eggs	8gp 12gp 2gp 200gp	Trophy, Practical Trophy, Practical Trophy Practical
Pteranodon	Medium Hide Beak Wings Eggs	4gp 6gp 12gp 300gp	Trophy, Practical Trophy, Practical Trophy, Practical Practical
Quetzalcoatlus	Huge Hide Beak Eggs	20gp 6gp 320gp	Trophy, Practical Trophy, Practical Practical
Stegosaurus	Huge Hide Plates Tail Spikes Eggs	20gp 8gp 5gp 450gp	Trophy, Practical Trophy, Practical Trophy Practical
Triceratops	Huge Hide Horns Eggs	20gp 8gp 500gp	Trophy, Practical Trophy Practical

CREATURE HARVEST

Beast	Possible Loot	Value (GP)	Use
Tyrannosaurus Rex	Huge Hide	20gp	Trophy, Practical
	Teeth	3gp	Trophy
	Claws	4gp	Trophy
	Eggs	1,000gp	Practical
Velociraptor	Tiny Hide Eggs	1gp 50gp	Trophy, Practical Practical

AN INTRODUCTION TO SKINNING

The parts I have listed here are by no means the ONLY parts you can use from a creature, but I have listed the most common and easily sold pieces. Each creature will likely possess some of the following, as described by the table below:

- Meat- how much, and how much a vendor may pay for it.
- Eggs- can be eaten or sold as future pets.
- Pelts, Skins, and Hides - pelts and hides can be worked into cloaks, bags, or leathers, or sold to vendors.
- Claws, Fangs, and Teeth - these parts are typically only used as trophies, but can often be sold to vendors.
- Venom - certain serpents and arachnids (such as scorpions and spiders) possess venom glands that can be carefully extracted or bled into containers. This venom can be sold to vendors (as is illegal in many cities) or kept for personal use.

THE HARVESTING OF MEAT

Innkeepers and taverns may be interested in purchasing raw meat from players. Standard game, such as rabbits, deer, bear, etc will likely be purchased at 5cp per lb. More exotic meats, such as tiger, crocodile, and shark will be worth much more, depending on the location and the rarity of the creature whose meat you are trying to sell. I suggest 5sp per lb, with a x2 or x3 exoticism modifier per DM discretion. For more exotic sales, keeping a trophy to prove what the meat came from may be useful.

Meats harvested must be either salted or sold within 2 days of the kill, otherwise the meat will spoil.

PURCHASE A FULL INDEX TODAY!

A full Harvest Index, for only \$1, includes harvesting and skinning tables, skinner's tools details and contents, and a price table as seen above.

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