

VOL. I: BEASTS



CREATURE HARVEST INDEX



HARVEST INDEX, BEASTS

In my culture, we harvest what we kill. The meat feeds us. The fur warms us. We adorn ourselves with their bones and feathers with pride- not in the kill, but in gratitude of the spirit that chose us to wear it." - **Aki T'chana, shaman of the Omani tribe**

INTRODUCTION

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CREATURE HARVEST

Beast	Possible Loot	Value (GP)	Use
Almiraj	Lucky Foot Horn Small Pelt	2gp 3sp 6sp	Trophy Trophy Practical
Ape	Medium Hide Paw	1gp 2sp	Practical Trophy
Aurochs	Horns Large Pelt	3gp 2gp	Trophy Trophy, Practical
Axe Beak	Feathers Beak Eggs	1gp 2gp 2gp	Trophy, Practical Trophy, Practical Practical
Baboon	Small Pelt	6sp	Practical
Badger	Tiny Pelt	4sp	Practical
Bat	Tiny Pelt Bat Wings	4sp 8sp	Practical Trophy, Practical
Black Bear	Medium Pelt	1gp	Practical
Blood Hawk	Feathers Eggs	6sp 2sp	Trophy, Practical Practical
Boar	Hide Tusks	1gp 5sp	Practical Trophy, Practical
Brown Bear	Large Pelt	2gp	Trophy, Practical
Camel	Medium Pelt	1gp	Trophy, Practical
Cat	Tiny Pelt	4sp	Practical
Cave Bear	Large Pelt	2gp	Trophy, Practical
Constrictor Snake	Snakeskin Fangs Eggs	3gp 4sp 2sp	Trophy, Practical Trophy Practical
Cow	Large Hide Milk	2gp 1sp	Practical Practical
Crag Cat	Claws Medium Pelt Fangs	4sp 1gp 6sp	Trophy Trophy, Practical Trophy

CREATURE HARVEST

Beast	Possible Loot	Value in GP	Use
Cranium Rat	Brain Tiny Pelt	1gp 4sp	Practical Practical
Crocodile	Large Skin Teeth Eggs	3gp 3sp 1gp	Trophy, Practical Trophy Practical
Deep Rothe	Horns Large Pelt	2gp 2gp	Trophy, Practical Trophy, Practical
Deer	Small Pelt	6sp	Trophy, Practical
Dire Wolf	Fangs Large Pelt	6sp 2gp	Trophy Trophy, Practical
Draft Horse	Large Pelt Hair	2gp 6sp	Trophy, Practical Practical
Eagle	Talons Feathers Eggs	6sp 8sp 1gp	Trophy Trophy, Practical Practical
Elephant	Ivory Tusks	12gp	Trophy, Practical
Elk	Antlers Medium Pelt	4gp 1gp	Trophy Trophy, Practical
Flying Monkey	Wings Small Pelt Monkey Paw	6sp 6sp 2gp	Trophy Trophy, Practical Trophy
Flying Snake	Tiny Snakeskin Wings Eggs	7sp 6sp 3gp	Trophy, Practical Trophy Practical
Giant Ape	Huge Pelt Paw	5gp 8gp	Trophy, Practical Trophy
Giant Badger	Medium Pelt	1gp	Trophy, Practical
Giant Bat	Wings Medium Pelt	6sp 1gp	Trophy Trophy, Practical
Giant Boar	Tusks Large Hide	3gp 2gp	Trophy, Practical Trophy, Practical
Giant Centipede	Small Chitin Fragments	3sp	Trophy, Practical
Giant Constrictor Snake	Large Snakeskin Fangs Eggs	7gp 9sp 1gp	Trophy, Practical Trophy Practical
Giant Crab	Medium Chitin Fragments	3gp	Trophy, Practical
Giant Crayfish	Large Chitin Fragments	6gp	Trophy, Practical
Giant Crocodile	Huge Skin Teeth Eggs	13gp 6sp 3gp	Trophy, Practical Trophy Practical
Giant Eagle	Feathers Eggs	2gp 3gp	Trophy, Practical Practical
Giant Elk	Large Hide Antlers	2gp 8gp	Trophy, Practical Trophy
Giant Fire Beetle	Small Chitin Fragments Flame Sac	3sp 150gp	Trophy, Practical Practical
Giant Goat	Horns Large Hide	7sp 2gp	Trophy, Practical Trophy, Practical
Giant Hyena	Large Pelt Fangs	2gp 6sp	Trophy, Practical Trophy
Giant Lizard	Medium Skin Eggs	1gp 3gp	Trophy, Practical Practical

CREATURE HARVEST

Beast	Possible Loot	Value in GP	Use
Giant Octopus	Tentacle Ink Sac	8gp 3gp	Trophy, Practical Practical
Giant Owl	Feathers Eggs	1gp 3gp	Trophy, Practical Practical
Giant Poisonous Snake	Large Snakeskin Fangs Serpent Venom Eggs	7gp 6sp 100gp 3gp	Trophy, Practical Trophy Practical Practical
Giant Rat	Small Pelt	6sp	Trophy, Practical
Giant Scorpion	Large Chitin Fragments Stinger Venom	6gp 12gp 100gp	Trophy, Practical Trophy Practical
Giant Shark	Teeth Shark Skin	8sp 35gp	Trophy Trophy, Practical
Giant Snapping Turtle	Large Keratin Fragments Eggs	7gp 4gp	Trophy, Practical Practical
Giant Spider	Spiderweb Fangs Venom	1gp 6sp 100gp	Practical Trophy Practical
Giant Vulture	Feathers Eggs	8sp 2gp	Trophy, Practical Practical
Giant Weasel	Medium Pelt	1gp	Trophy, Practical
Goat	Medium Pelt Horns	1gp 6sp	Trophy, Practical Trophy
Hawk	Feathers Egg	6sp 1gp	Trophy, Practical Practical
Hulking Crab	Huge Chitin Fragments	12gp	Trophy, Practical
Hyena	Medium Pelt Fangs	1gp 4sp	Trophy, Practical Trophy
Jackal	Small Pelt	6sp	Trophy, Practical
Jaculi	Large Snakeskin Egg	7gp 12gp	Trophy, Practical Practical
Lion	Large Pelt Claws	2gp 8sp	Trophy, Practical Trophy
Mammoth	Huge Pelt Large Ivory Tusks	13gp 45gp	Trophy, Practical Trophy, Practical
Mastiff	Medium Hide	1gp	Trophy, Practical
Mule	Medium Hide	1gp	Trophy, Practical
Octopus	Tentacle*** Ink Sac	2gp 8sp	Trophy, Practical Practical
Owl	Feathers Talons Eggs	8sp 6sp 1gp	Trophy, Practical Trophy Practical
Ox	Horns Large Pelt	7sp 2gp	Trophy, Practical Trophy, Practical
Panther	Medium Pelt Claws	1gp 6sp	Trophy, Practical Trophy
Poisonous Snake	Tiny Snakeskin Serpent Venom Eggs	7sp 75gp 8sp	Trophy, Practical Practical Practical
Pony	Medium Hide Hair	1gp 3sp	Trophy, Practical Practical
Rhinoceros	Ivory Horn Large Hide	12gp 3gp	Trophy Trophy, Practical

CREATURE HARVEST

Beast	Possible Loot	Value in GP	Use
Rothe	Medium Pelt Horns	1gp 8sp	Trophy, Practical Trophy
Saber-Toothed Tiger	Large Pelt Claws Fangs	2gp 6sp 5sp	Trophy, Practical Trophy Trophy
Tiger	Large Pelt Claws	3gp 6sp	Trophy, Practical Trophy
Tressym	Wings Tiny Pelt	3sp 4sp	Trophy Trophy, Practical
Vulture	Feathers Egg	6sp 8sp	Trophy, Practical Practical
Weasel	Tiny Pelt	4sp	Trophy, Practical
Wolf	Medium Pelt Fangs	1gp 3sp	Trophy, Practical Trophy

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, how to store it, and how much a vendor may pay for it.
- **Eggs** - for applicable creatures, 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 made into jewelry or 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.

Game Size	Harvestable Meats (lbs)
Tiny	1d4 lbs
Small	1d6+10 lbs
Medium	3d10+30 lbs
Large	8d10+50 lbs
Huge	12d10+100 lbs

SKINNER'S TOOLS

Each toolkit contains a skinning knife, a whetstone, two sets of hempen rope (25 feet long), a flask of oil, 1 lb of salt, and two hunting traps. **25gp**

USING THE TOOLS (SURVIVAL)

Activity	Time Spent	DC
Skinning tiny & small game	15 Minutes	10
Skinning medium game	45 Minutes	15
Skinning large game	1 Hour	20
Skinning huge game	8 Hours	25
Skinning gargantuan game	1 Week	30

On a successful check, the amount of meat harvested is determined above. The other parts, such as pelts and claws, are also included in these DC checks.

A failed Survival check will result in half the meat being worthless and ruining the pelt or hide in question.

You are proficient with Skinner's Tools if you are proficient with Leatherworker's Tools.

