

Regular loot drops will contain 2 categories of items. No category is repeated in a regular drop. God drops contain the same quality level but allow for 4 categories and for duplicate categories to be chosen.

Example White Drop:

- Cloth Boots blueprint
- 30 Stone Arrows, 10 Tranq Arrows, 10 Flame Arrows

Example White God Drop:

- Cloth Hat blueprint
- Cloth Boots blueprint
- 30 Stone Arrows, 10 Tranq Arrows, 10 Flame Arrows
- Phiomia Saddle

White
<b>Ammo (20%)</b> <ul style="list-style-type: none"><li>• 10-50 of stone, tranq, &amp; fire arrows</li></ul>
<b>Armor (20%)</b> <ul style="list-style-type: none"><li>• Cloth set (0% BP chance)</li></ul>
<b>Armor BP (20%, 20% / item)</b> <ul style="list-style-type: none"><li>• 1 Cloth blueprint</li></ul>
<b>Equipment (20%, 14.3% / item)</b> <ul style="list-style-type: none"><li>• Bow, Stone hatchet, Stone pick, Metal pick, Metal hatchet, Pike, or Slingshot (0% BP chance)</li></ul>
<b>Saddles (20%)</b> <ul style="list-style-type: none"><li>• Phiomia (0% BP chance)</li></ul>
Green

### **Ammo (20%)**

- 25-100 of stone, tranq, & fire arrows

### **Armor (20%)**

- Hide set (0% BP chance)

### **Armor BP (20%, 20% / item)**

- 1 Hide blueprint

### **Equipment (20%, 33% / item)**

- Bow ,Boomerang, or Whip (20% BP chance)

### **Saddles (20%, 10% / item)**

- Carbonemys, Equus, Hyaenodon Meatpack, Ichthyosaurus, Pachy, Parasaur, Phiomia, Procoptodon, Pulmonoscorpius, or Raptor (20% BP chance)

## **Blue**

### **Ammo (25%, 50% / item)**

- 25-100 of flame or tranq arrows

### **Armor (25% 6.7% / item)**

- Desert, Fur, or Ghillie piece (20% BP chance)

### **Equipment (25%, 14.3% / item)**

- Climbing pick, Crossbow, Metal Sickle, Pike, Simple Pistol, Metal Sword, or Whip (20% BP chance)

### **Saddles (25%, 6.7% / item)**

- Diplo, Doedicurus, Galli, Iguanodon, Mammoth, Manta, Megaloceros, Morellatops, Pachyrhinosaurus, Purlovia, Ravager, Roll Rat Starter, Stego, Terror Bird, or Trike (20% BP chance)

## Purple

### Ammo (25%, 16.7% / item)

- 25-100 of Simple Bullet, Simple Rifle Ammo, Simple Shotgun Ammo, Spear Bolt, or Tranq Dart
- 5-25 Grenades

### Armor (25%, 5% / item)

- Chitin, Desert, Fur, or Ghillie piece (20% BP chance)

### Equipment (25%, 9.1% / item)

- Climbing Pick, Crossbow, Harpoon Launcher, Longneck Rifle, Pike, Metal Shield, Metal Sickle, Shotgun, Simple Pistol, Metal Sword, or whip (20% BP chance)

### Saddles (25%, 4% / item)

- Ankylo, Araneo, Beelzebufo, Chalicotherium, Deinon, Diplo, Doedicurus, Dunkleo, Galli, Iguanodon, Kaprosuchus, Mammoth, Manta, Megaloceros, Morellatops, Pachyrhinosaurus, Paracer, Pelagornis, Ptera, Purlovia, Roll Rat Starter, Sabertooth, Sarco, Stego, or Terror Bird (20% BP chance)

## Yellow

### Ammo (25%, 20% / item)

- 25-100 Advanced Bullet, Spear Bolt, or Tranq Dart
- 5-10 Flamethrower Ammo or Improvised Explosive Device

### Armor (25%, 4% / item)

- Chitin, Desert, Flak, Fur, or Ghillie piece (20% BP chance)

### Equipment (25%, 6.3% / item)

- Assault Rifle, Chainsaw, Climbing Pick, Crossbow, Fabricated Pistol, Flamethrower, Harpoon Launcher, Longneck Rifle, Metal Shield, Metal

Sickle, Metal Sword, Pike, Pump-Action Shotgun, Shotgun, Simple Pistol, or Whip (20% BP chance)

**Saddles (25%, 2.2% / item)**

- Ankylo, Ape Armor, Araneo, Arthropluera, Baryonyx, Beelzebufo, Carno, Chalicotherium, Daeodon, Deinon, Diplo, Dire Wolf, Dire Bear, Doedicurus, Dunkleo, Enforcer, Galli, Iguanodon, Kaprosuchus, Karkinos, Liop, Lymantria, Mammoth, Manta, Mantis, Megaloceros, Megalodon, Megalosaurus, Megatherium, Morellatops, Pachyrhinosaurus, Paracer, Pelagornis, Ptera, Purlovia, Roll Rat, Sabertooth, Sarco, Snow Owl, Stego, Tapejara, Terror Bird, Thorny Dragon, Thylacoleo, Tropeo, or Woolly Rhino (20% BP chance)

**Red**

**Ammo (25%, 8.3% / item)**

- 25-100 Advanced Bullet, Advanced Rifle Bullet, Advanced Sniper Bullet, Metal Arrow, Shocking Tranq Dart, Spear Bolt, or Tranq Spear Bolt
- 5-10 C4 Charge, Cluster Grenade, Flamethrower Ammo, Homing Missile, or Rocket Propelled Grenade

**Armor (25%, 4% / item)**

- Chitin, Desert, Flak, Fur, or Ghillie piece (20% BP chance)

**Equipment (25%, 5.9% / item)**

- Assault Rifle, Chainsaw, Climbing Pick, Compound Bow, Crossbow, Fabricated Pistol, Fabricated Sniper Rifle, Flamethrower, Harpoon Launcher, Longneck Rifle, Metal Shield, Metal Sickle, Metal Sword, Pike, Pump-Action Shotgun, Shotgun, or Simple Pistol (20% BP chance)

**Saddles (25%, 1.9% / item)**

- Allo, Ankylo, Ape Armor, Araneo, Arthropluera, Baryonyx, Basilosaurus, Beelzebufo, Bronto, Carno, Castoroides, Chalicotherium, Daeodon, Deinon, Diplo, Dire Wolf, Dire Bear, Doedicurus, Dunkleo, Enforcer, Galli, Iguanodon, Kaprosuchus, Karkinos, Liop, Mammoth, Manta, Mantis, Megalania, Megaloceros, Megalodon, Megalosaurus, Megatherium, Mosa, Pachyrhinosaurus, Paracer, Pelagornis, Plesio, Ptera, Purlovia, Quetz, Rex, Roll Rat, Sabertooth, Sarco, Snow Owl, Spino, Stego, Tapejara, Terror Bird, Therizino, Thylacoleo, Tropeo, or Woolly Rhino (20% BP chance)