

# **VOL. I: BEASTS**

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**CREATURE HARVEST INDEX**



# HARVEST INDEX, BEASTS

**I**n 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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If you enjoy this product, keep an eye out for the next Index... Aberrations!

## CREATURE HARVEST

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

## CREATURE HARVEST

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

## CREATURE HARVEST

Beast	Possible Loot	Value in GP	Use
Giant Octopus	Tentacle	8gp	Trophy, Practical
	Ink Sac	3gp	Practical
Giant Owl	Feathers	1gp	Trophy, Practical
	Eggs	3gp	Practical
Giant Poisonous Snake	Large Snakeskin	7gp	Trophy, Practical
	Fangs	6sp	Trophy
	Serpent Venom	100gp	Practical
	Eggs	3gp	Practical
Giant Rat	Small Pelt	6sp	Trophy, Practical
Giant Scorpion	Large Chitin Fragments	6gp	Trophy, Practical
	Stinger	12gp	Trophy
	Venom	100gp	Practical
Giant Shark	Teeth	8sp	Trophy
	Shark Skin	35gp	Trophy, Practical
Giant Snapping Turtle	Large Keratin Fragments	7gp	Trophy, Practical
	Eggs	4gp	Practical
Giant Spider	Spiderweb	1gp	Practical
	Fangs	6sp	Trophy
	Venom	100gp	Practical
Giant Vulture	Feathers	8sp	Trophy, Practical
	Eggs	2gp	Practical
Giant Weasel	Medium Pelt	1gp	Trophy, Practical
Goat	Medium Pelt	1gp	Trophy, Practical
	Horns	6sp	Trophy
Hawk	Feathers	6sp	Trophy, Practical
	Egg	1gp	Practical
Hulking Crab	Huge Chitin Fragments	12gp	Trophy, Practical
Hyena	Medium Pelt	1gp	Trophy, Practical
	Fangs	4sp	Trophy
Jackal	Small Pelt	6sp	Trophy, Practical
Jaculi	Large Snakeskin	7gp	Trophy, Practical
	Egg	12gp	Practical
Lion	Large Pelt	2gp	Trophy, Practical
	Claws	8sp	Trophy
Mammoth	Huge Pelt	13gp	Trophy, Practical
	Large Ivory Tusks	45gp	Trophy, Practical
Mastiff	Medium Hide	1gp	Trophy, Practical
Mule	Medium Hide	1gp	Trophy, Practical
Octopus	Tentacle***	2gp	Trophy, Practical
	Ink Sac	8sp	Practical
Owl	Feathers	8sp	Trophy, Practical
	Talons	6sp	Trophy
	Eggs	1gp	Practical
Ox	Horns	7sp	Trophy, Practical
	Large Pelt	2gp	Trophy, Practical
Panther	Medium Pelt	1gp	Trophy, Practical
	Claws	6sp	Trophy
Poisonous Snake	Tiny Snakeskin	7sp	Trophy, Practical
	Serpent Venom	75gp	Practical
	Eggs	8sp	Practical
Pony	Medium Hide	1gp	Trophy, Practical
	Hair	3sp	Practical
Rhinoceros	Ivory Horn	12gp	Trophy
	Large Hide	3gp	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
Skinnering <b>tiny</b> & <b>small</b> game	15 Minutes	10
Skinnering <b>medium</b> game	45 Minutes	15
Skinnering <b>large</b> game	1 Hour	20
Skinnering <b>huge</b> game	8 Hours	25
Skinnering <b>gargantuan</b> 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.

