

The Monster Harvester's Handbook

Version 5e

Welcome to the Monster Harvester's Handbook. This is a quick reference manual for getting the most out of the big, bad, ugly that your group just murdered. This homebrew house is not officially sanctioned so it may not fit into every campaign. Check with your DM before citing any information in this guide.

What is monster harvesting? Harvesting is the act of salvaging useful parts of a dead creature for personal use and profit.

What versions will this guide work with? This guide is designed to work with the new 5E ruleset, although there is no reason it cannot be integrated into other versions. Some tweaking of DC and damage could be needed.

How will using this guide affect my campaign? There will definitely be some economic impact to your campaign. This guide is designed for a low gold world and the prices reflect that. If your campaign has a more robust economy feel free to change the prices.

How did you arrive at the values? The values listed are based on a valuation of 10-20% of listed XP value; the rarer the creature the closer to the 20% mark and vice versa. So a fairly common creature's total parts will be worth 10% of its XP.

The Tables Explained

Creature: The name of the creature according to the most recent MM.

Part: The parts of the creature commonly used for other secondary purposes. Some creatures will have many useable parts and others will have few. Creatures with no useable parts are usually incorporeal or disappear upon death.

Most Common Uses: These are the most common uses for the listed part. Alchemy uses are potions, medicine, spells, etc... Trophy use is a common display of power, wealth, or courage. Practical use is defined as all-purpose non-magical products; like standard armor or weapons.

Value: GP value of one useable lot. In a battle, a creature suffers damage across its body. This price represents a unit of useable, undamaged parts. Most dead creatures will only have one lot of each part category. There may be two eyes but the price is for a useable lot of dragon eyes.

DC: This is the difficulty level of harvesting the part. Some parts are extremely difficult to harvest safely and intact. Most of the time this DC is based on DEX but the DM is free to use a different ability. STR may be used to cleave off a Naga head, while DEX would be needed to extract a poison gland.

Notes: A failed DC check will always result in a useless, damaged part. Some parts carry addition risk of injury during their extraction. A harvester can be poisoned, electrocuted, turned to stone, etc...There is no save allowed.

Shelf Life: This is the amount of time, in days, that a part will last before it has to be cured or processed for long-term storage. It is also a good guide for how long a player has to sell the item before it is worthless. N/A mean that the part in question is stable and has an indefinite shelf life.

GOOD LUCK. HAVE FUN. I HOPE YOU ENJOY ADDING THIS TO YOUR GAME

E.B. Moreno

Creature	Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Aarakocra						
	Feather	Alchemy/Trophy/ Practical	3	10		n/a
	Beak	Alchemy/Trophy	2	12		n/a
Aboleth						
	Mucous	Alchemy	590	20	PC diseased on failed DC	4
Angel, deva						
	Feather	Alchemy/Trophy	590	15	Part dissolves on failed DC	n/a
Angel, planetar						
	Feather	Alchemy/Trophy	1500	18	Part dissolves on failed DC	n/a
Angel, solar						
	Feather	Alchemy/Trophy	3000	20	Part dissolves on failed DC	n/a
<i>Animated object</i> <i>No useful parts</i>						
Ankheg						
	Acid Gland	Alchemy/Medical/Practical	45	13	3d6 acid damage on failed DC	2
Ape						
	Paw	Trophy	2	5		10
	Hide	Trophy/Practical	8	18		10
Ape, giant						
	Paw	Trophy	20	8		10
	Hide	Trophy/Practical	270	20		10
<i>Awakened shrub</i> <i>No useful parts</i>						
<i>Awakened tree</i> <i>No useful parts</i>						
Axe beak						
	Beak	Alchemy/Trophy	5	6		n/a
Azer						
	Azer Brass	Trophy/Practical	45	15	1d10 fire damage on failed DC	n/a
Baboon						
	Skull	Trophy	1	8		n/a
Badger						
	Hide	Trophy/Practical	1	15		10
	Claws	Trophy	1	5		n/a
Badger, giant						
	Hide	Trophy/Practical	4	17		10
	Claws	Trophy	1	8		n/a
<i>Banshee</i> <i>No useful parts</i>						
Basilisk						
	Egg	Practical	1000	N/A		90
	Gullet	Alchemy	65	20	Ruptured on failed DC	2
	Eye	Alchemy/Trophy	5	10	2d6 poison damage on failed DC	2
Bat						
	Wings	Alchemy	1	2		10
Bat, giant						
	Wings	Alchemy	5	5		10
Bear, black						
	Hide	Practical	8	10		10
	Claws	Trophy/Practical	2	5		n/a
Bear, brown						
	Hide	Practical	18	12		10
	Claws	Trophy/Practical	2	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Bear, polar					
Hide	Practical	40	13		5
Claws	Trophy/Practical	5	5		n/a
Behir					
Hide	Trophy/Practical	358	22		8
Claws	Alchemy/Trophy/ Practical	68	12		n/a
Teeth	Alchemy/Trophy/ Practical	47	15		n/a
Horn	Alchemy/Trophy/ Practical	149	16		n/a
Eyes	Alchemy/Trophy/ Practical	212	18		2
Bones	Alchemy/Trophy/ Practical	85	15		n/a
Behir fundamentum	Alchemy	521	25	12d10 Lightning damage on fail DC	3
Beholder					
Main Eye	Alchemy/Trophy	1250	17	Blast of permanent antimagic 30ft radius	2
Minor Eye	Alchemy/Trophy	400	15		2
Teeth	Alchemy/Trophy/ Practical	250	8		n/a
Beholder, death tyrant					
Main Eye	Alchemy/Trophy	2000	17	Blast of permanent antimagic 30ft radius	2
Teeth	Alchemy/Trophy/ Practical	300	8		n/a
Beholder, spectator					
Main Eye	Alchemy/Trophy	100	16		2
Minor Eye	Alchemy/Trophy	20	12		2
Teeth	Alchemy/Trophy/ Practical	20	5		n/a
<i>Blight, neede</i> <i>Blight, twig</i> <i>Blight, vine</i> <i>No useful parts</i> <i>No useful parts</i> <i>No useful parts</i>					
Blink dog					
Hide	Trophy/Practical	5	12		5
Blood hawk					
Feathers	Alchemy/Trophy/ Practical	1	5		n/a
Boar					
Hide	Trophy/Practical	4	10		10
Tusks	Alchemy/Trophy/ Practical	1	8		n/a
Boar, giant					
Hide	Trophy/Practical	35	13		10
Tusks	Alchemy/Trophy/ Practical	10	10		n/a
Bugbear					
Skull	Trophy	20	5		n/a
Bugbear chief					
Skull	Trophy	70	8		n/a
Bulette					
Claws	Alchemy/Trophy/ Practical	150	13		n/a
Teeth	Alchemy/Trophy/ Practical	30	13		n/a
Bullywug					
Hide	Trophy/Practical	4	18		3
Tongue	Alchemy	1	3		3
Cambion					
Eyes	Alchemy	50	8	Ruptured on failed DC	2
Tongue	Alchemy	30	3		2
Horns	Alchemy/Trophy	100	10		n/a
Camel					
Hide	Practical	3	12		10
Carrion crawler					
Poison Gland	Alchemy	45	16	2d4 poison damage and paralyzed	5
Cat					
Hide	Practical	1	3	Many ways to remove hide	10

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Centaur	No useful parts				
Centipede, giant					
Poison Gland	Alchemy	10	16	3d6 poison damage on failed DC	5
Chimera					
Horns	Alchemy/Trophy/ Practical	25	8		n/a
Claws	Alchemy/Trophy	30	5		n/a
Teeth	Alchemy/Trophy	45	5		n/a
Chimera fundamentum	Alchemy	360	22	7d8 fire damage on failed DC	3
Chuul					
Poison Gland	Alchemy	110	18	Poisoned for 1 minute on failed DC.	2
Cloaker					
Voice Box	Alchemy	390	15		2
Cockatrice					
Beak	Alchemy	10	5		n/a
Couatl					
Feathers	Alchemy/Trophy/ Practical	110	8		n/a
Gem Egg	Alchemy/Trophy/ Practical	800	3		n/a
<i>Crab</i>	<i>No useful parts</i>				
<i>Crab, giant</i>	<i>No useful parts</i>				
<i>Crawling claw</i>	<i>No useful parts</i>				
Crocodile					
Hide	Trophy/Practical	10	12		1
Crocodile, giant					
Hide	Trophy/Practical	180	17		1
Cyclops					
Eye	Alchemy/Trophy	230	21	Eye ruptures on failed DC	2
Darkmantle					
Hide	Practical	10	15		2
Death dog					
Heart	Alchemy	20	8		2
Death Knight	No useful parts				
Deer					
Hide	Practical	1	5		10
Antler	Alchemy/Trophy/ Practical	1	2		n/a
<i>Demilich</i>	<i>No useful parts</i>				
<i>Demon, balor</i>	<i>Dissipates on death</i>				
<i>Demon, bargura</i>	<i>Dissipates on death</i>				
<i>Demon, chasme</i>	<i>Dissipates on death</i>				
<i>Demon, dretch</i>	<i>Dissipates on death</i>				
<i>Demon, goristro</i>	<i>Dissipates on death</i>				
<i>Demon, hezrou</i>	<i>Dissipates on death</i>				
<i>Demon, manes</i>	<i>Dissipates on death</i>				
<i>Demon, marilith</i>	<i>Dissipates on death</i>				
<i>Demon, nalfeshnee</i>	<i>Dissipates on death</i>				
<i>Demon, quasit</i>	<i>Dissipates on death</i>				
<i>Demon, shadow</i>	<i>Dissipates on death</i>				
<i>Demon, vrock</i>	<i>Dissipates on death</i>				
<i>Demon, yochlol</i>	<i>Dissipates on death</i>				
<i>Demon, glabrezu</i>	<i>Dissipates on death</i>				

Creature	Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
<i>Devil, barbed</i>		<i>Dissipates on death</i>				
<i>Devil, bearded</i>		<i>Dissipates on death</i>				
<i>Devil, bone</i>		<i>Dissipates on death</i>				
<i>Devil, chain</i>		<i>Dissipates on death</i>				
<i>Devil, erinyes</i>		<i>Dissipates on death</i>				
<i>Devil, horned</i>		<i>Dissipates on death</i>				
<i>Devil, ice</i>		<i>Dissipates on death</i>				
<i>Devil, imp</i>		<i>Dissipates on death</i>				
<i>Devil, lemure</i>		<i>Dissipates on death</i>				
<i>Devil, pit fiend</i>		<i>Dissipates on death</i>				
<i>Devil, spined</i>		<i>Dissipates on death</i>				
Dinosaur, allosaurus						
	Teeth	Trophy/Practical	5	5		n/a
	Claws	Trophy/Practical	5	5		n/a
	Skull	Trophy/Practical	10	10		n/a
	Hide	Trophy/Practical	25	20		5
Dinosaur, ankylosaurus						
	Tail Club	Trophy/Practical	30	5		n/a
	Skull	Trophy/Practical	20	10		n/a
	Armor Scales	Trophy/Practical	20	18		n/a
Dinosaur, plesiosaurus						
	Skull	Trophy/Practical	10	5		n/a
	Hide	Trophy/Practical	35	20		3
Dinosaur, pteranodon						
	Skull	Trophy/Practical	5	5		n/a
Dinosaur, triceratops						
	Horns	Trophy/Practical	150	10		n/a
	Hide	Trophy/Practical	30	18		5
Dinosaur, tyrannosaurus rex						
	Teeth	Trophy/Practical	10	5		n/a
	Claws	Trophy/Practical	30	5		n/a
	Skull	Trophy/Practical	150	15		n/a
	Hide	Trophy/Practical	200	20		5
Dire wolf						
	Hide	Trophy/Practical	50	15		10
Displacer beast						
	Hide	Trophy/Practical	70	15		3
Doppelganger						
	Hide	Trophy	70	20		1
<i>Dracolich</i>						
		<i>No useful parts</i>				
Dragon turtle						
	Shell	Trophy/Practical	1800	22		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, black, adult					
Draconis Fundamentum	Alchemy	1197	20	12d8 acid damage on failed DC	3
Gizzard	Alchemy	284	18	6d8 acid damage on failed DC	3
Heart	Alchemy	393	15		2
Eyes	Alchemy	31	10		2
Liver	Alchemy	44	10		2
Scales	Alchemy/Trophy/ Practical	78	15		n/a
Skull	Trophy/Practical	51	5		n/a
Teeth	Alchemy/Trophy/ Practical	31	5		n/a
Claws	Alchemy/Trophy/ Practical	31	5		n/a
Tongue	Alchemy	47	5		5
Horn	Alchemy/Trophy/ Practical	110	5		n/a
Egg	Alchemy/Trophy/ Practical	7500	22	Egg destroyed on failed DC	10
Dragon, black, ancient					
Draconis Fundamentum	Alchemy	2863	20	15d8 acid damage on failed DC	3
Gizzard	Alchemy	679	18	7d8 acid damage on failed DC	3
Heart	Alchemy	941	15		2
Eyes	Alchemy	74	10		2
Liver	Alchemy	105	10		2
Scales	Alchemy/Trophy/ Practical	187	15		n/a
Skull	Trophy/Practical	121	5		n/a
Teeth	Alchemy/Trophy/ Practical	74	5		n/a
Claws	Alchemy/Trophy/ Practical	74	5		n/a
Tongue	Alchemy	113	5		5
Horn	Alchemy/Trophy/ Practical	264	5		n/a
Egg	Alchemy/Trophy/ Practical	7500	22	Egg destroyed on failed DC	10
Dragon, black, wyrmling					
Draconis Fundamentum	Alchemy	47	20	5d8 acid damage on failed DC	3
Gizzard	Alchemy	11	18	2d8 acid damage on failed DC	3
Heart	Alchemy	15	15		2
Eyes	Alchemy	1	10		2
Liver	Alchemy	2	10		2
Scales	Alchemy/Trophy/ Practical	3	15		n/a
Skull	Trophy/Practical	2	5		n/a
Teeth	Alchemy/Trophy/ Practical	1	5		n/a
Claws	Alchemy/Trophy/ Practical	1	5		n/a
Tongue	Alchemy	2	5		5
Horn	Alchemy/Trophy/ Practical	4	5		n/a
Dragon, black, young					
Draconis Fundamentum	Alchemy	302	20	11d8 acid damage on failed DC	3
Gizzard	Alchemy	72	18	5d8 acid damage on failed DC	3
Heart	Alchemy	99	15		2
Eyes	Alchemy	8	10		2
Liver	Alchemy	11	10		2
Scales	Alchemy/Trophy/ Practical	20	15		n/a
Skull	Trophy/Practical	13	5		n/a
Teeth	Alchemy/Trophy/ Practical	8	5		n/a
Claws	Alchemy/Trophy/ Practical	8	5		n/a
Tongue	Alchemy	12	5		5
Horn	Alchemy/Trophy/ Practical	28	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, blue, adult					
Draconis Fundamentum	Alchemy	1562	20	16d10 lightning damage on failed DC	3
Gizzard	Alchemy	371	18	8d10 lightning damage on failed DC	3
Heart	Alchemy	513	15		2
Eyes	Alchemy	41	10		2
Liver	Alchemy	57	10		2
Scales	Alchemy/Trophy/ Practical	102	15		n/a
Skull	Trophy/Practical	66	5		n/a
Teeth	Alchemy/Trophy/ Practical	41	5		n/a
Claws	Alchemy/Trophy/ Practical	41	5		n/a
Tongue	Alchemy	62	5		5
Horn	Alchemy/Trophy/ Practical	144	5		n/a
Egg	Alchemy/Trophy/ Practical	8900	22		10
Dragon, blue, ancient					
Draconis Fundamentum	Alchemy	3383	20	12d10 lightning damage on failed DC	3
Gizzard	Alchemy	803	18	6d10 lightning damage on failed DC	3
Heart	Alchemy	1112	15		2
Eyes	Alchemy	88	10		2
Liver	Alchemy	124	10		2
Scales	Alchemy/Trophy/ Practical	221	15		n/a
Skull	Trophy/Practical	143	5		n/a
Teeth	Alchemy/Trophy/ Practical	88	5		n/a
Claws	Alchemy/Trophy/ Practical	88	5		n/a
Tongue	Alchemy	133	5		5
Horn	Alchemy/Trophy/ Practical	312	5		n/a
Egg	Alchemy/Trophy/ Practical	8900	22		10
Dragon, blue, wyrmling					
Draconis Fundamentum	Alchemy	73	20	4d10 lightning damage on failed DC	3
Gizzard	Alchemy	17	18	2d10 lightning damage on failed DC	3
Heart	Alchemy	24	15		2
Eyes	Alchemy	2	10		2
Liver	Alchemy	3	10		2
Scales	Alchemy/Trophy/ Practical	5	15		n/a
Skull	Trophy/Practical	3	5		n/a
Teeth	Alchemy/Trophy/ Practical	2	5		n/a
Claws	Alchemy/Trophy/ Practical	2	5		n/a
Tongue	Alchemy	3	5		5
Horn	Alchemy/Trophy/ Practical	7	5		n/a
Dragon, blue, young					
Draconis Fundamentum	Alchemy	521	20	10d10 lightning damage on failed DC	3
Gizzard	Alchemy	124	18	5d10 lightning damage on failed DC	3
Heart	Alchemy	171	15		2
Eyes	Alchemy	14	10		2
Liver	Alchemy	19	10		2
Scales	Alchemy/Trophy/ Practical	34	15		n/a
Skull	Trophy/Practical	22	5		n/a
Teeth	Alchemy/Trophy/ Practical	14	5		n/a
Claws	Alchemy/Trophy/ Practical	14	5		n/a
Tongue	Alchemy	21	5		5
Horn	Alchemy/Trophy/ Practical	48	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, brass, adult					
Draconis Fundamentum	Alchemy	1041	20	16d6 fire damage on failed DC	3
Gizzard	Alchemy	247	18	8d6 fire damage on failed DC	3
Heart	Alchemy	342	15		2
Eyes	Alchemy	27	10		2
Liver	Alchemy	38	10		2
Scales	Alchemy/Trophy/ Practical	68	15		n/a
Skull	Trophy/Practical	44	5		n/a
Teeth	Alchemy/Trophy/ Practical	27	5		n/a
Claws	Alchemy/Trophy/ Practical	27	5		n/a
Tongue	Alchemy	41	5		5
Horn	Alchemy/Trophy/ Practical	96	5		n/a
Egg	Alchemy/Trophy/ Practical	6700	22		10
Dragon, brass, ancient					
Draconis Fundamentum	Alchemy	2550	20	13d6 fire damage on failed DC	3
Gizzard	Alchemy	605	18	6d6 fire damage on failed DC	3
Heart	Alchemy	838	15		2
Eyes	Alchemy	66	10		2
Liver	Alchemy	93	10		2
Scales	Alchemy/Trophy/ Practical	167	15		n/a
Skull	Trophy/Practical	108	5		n/a
Teeth	Alchemy/Trophy/ Practical	66	5		n/a
Claws	Alchemy/Trophy/ Practical	66	5		n/a
Tongue	Alchemy	100	5		5
Horn	Alchemy/Trophy/ Practical	235	5		n/a
Egg	Alchemy/Trophy/ Practical	6700	22		10
Dragon, brass, wyrmling					
Draconis Fundamentum	Alchemy	21	20	4d6 fire damage on failed DC	3
Gizzard	Alchemy	5	18	2d6 fire damage on failed DC	3
Heart	Alchemy	7	15		2
Eyes	Alchemy	1	10		2
Liver	Alchemy	1	10		2
Scales	Alchemy/Trophy/ Practical	1	15		n/a
Skull	Trophy/Practical	1	5		n/a
Teeth	Alchemy/Trophy/ Practical	1	5		n/a
Claws	Alchemy/Trophy/ Practical	1	5		n/a
Tongue	Alchemy	1	5		5
Horn	Alchemy/Trophy/ Practical	2	5		n/a
Dragon, brass, young					
Draconis Fundamentum	Alchemy	239	20	12d6 fire damage on failed DC	3
Gizzard	Alchemy	57	18	6d6 fire damage on failed DC	3
Heart	Alchemy	79	15		2
Eyes	Alchemy	6	10		2
Liver	Alchemy	9	10		2
Scales	Alchemy/Trophy/ Practical	16	15		n/a
Skull	Trophy/Practical	10	5		n/a
Teeth	Alchemy/Trophy/ Practical	6	5		n/a
Claws	Alchemy/Trophy/ Practical	6	5		n/a
Tongue	Alchemy	9	5		5
Horn	Alchemy/Trophy/ Practical	22	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, bronze, adult					
Draconis Fundamentum	Alchemy	1353	20	12d10 lightning damage on failed DC	3
Gizzard	Alchemy	321	18	6d10 lightning damage on failed DC	3
Heart	Alchemy	445	15		2
Eyes	Alchemy	35	10		2
Liver	Alchemy	49	10		2
Scales	Alchemy/Trophy/ Practical	88	15		n/a
Skull	Trophy/Practical	57	5		n/a
Teeth	Alchemy/Trophy/ Practical	35	5		n/a
Claws	Alchemy/Trophy/ Practical	35	5		n/a
Tongue	Alchemy	53	5		5
Horn	Alchemy/Trophy/ Practical	125	5		n/a
Egg	Alchemy/Trophy/ Practical	8200	22		10
Dragon, bronze, ancient					
Draconis Fundamentum	Alchemy	3123	20	16d10 lightning damage on failed DC	3
Gizzard	Alchemy	741	18	8d10 lightning damage on failed DC	3
Heart	Alchemy	1026	15		2
Eyes	Alchemy	81	10		2
Liver	Alchemy	114	10		2
Scales	Alchemy/Trophy/ Practical	204	15		n/a
Skull	Trophy/Practical	132	5		n/a
Teeth	Alchemy/Trophy/ Practical	81	5		n/a
Claws	Alchemy/Trophy/ Practical	81	5		n/a
Tongue	Alchemy	123	5		5
Horn	Alchemy/Trophy/ Practical	288	5		n/a
Egg	Alchemy/Trophy/ Practical	8200	22		10
Dragon, bronze, wyrmling					
Draconis Fundamentum	Alchemy	47	20	3d10 lightning damage on failed DC	3
Gizzard	Alchemy	11	18	1d10 lightning damage on failed DC	3
Heart	Alchemy	15	15		2
Eyes	Alchemy	1	10		2
Liver	Alchemy	2	10		2
Scales	Alchemy/Trophy/ Practical	3	15		n/a
Skull	Trophy/Practical	2	5		n/a
Teeth	Alchemy/Trophy/ Practical	1	5		n/a
Claws	Alchemy/Trophy/ Practical	1	5		n/a
Tongue	Alchemy	2	5		5
Horn	Alchemy/Trophy/ Practical	4	5		n/a
Dragon, bronze, young					
Draconis Fundamentum	Alchemy	406	20	10d10 lightning damage on failed DC	3
Gizzard	Alchemy	96	18	5d10 lightning damage on failed DC	3
Heart	Alchemy	133	15		2
Eyes	Alchemy	11	10		2
Liver	Alchemy	15	10		2
Scales	Alchemy/Trophy/ Practical	27	15		n/a
Skull	Trophy/Practical	17	5		n/a
Teeth	Alchemy/Trophy/ Practical	11	5		n/a
Claws	Alchemy/Trophy/ Practical	11	5		n/a
Tongue	Alchemy	16	5		5
Horn	Alchemy/Trophy/ Practical	37	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, copper, adult					
Draconis Fundamentum	Alchemy	1197	20	12d8 acid damage on failed DC	3
Gizzard	Alchemy	284	18	6d8 acid damage on failed DC	3
Heart	Alchemy	393	15		2
Eyes	Alchemy	31	10		2
Liver	Alchemy	44	10		2
Scales	Alchemy/Trophy/ Practical	78	15		n/a
Skull	Trophy/Practical	51	5		n/a
Teeth	Alchemy/Trophy/ Practical	31	5		n/a
Claws	Alchemy/Trophy/ Practical	31	5		n/a
Tongue	Alchemy	47	5		5
Horn	Alchemy/Trophy/ Practical	110	5		n/a
Egg	Alchemy/Trophy/ Practical	7530	22		10
Dragon, copper, ancient					
Draconis Fundamentum	Alchemy	2863	20	14d8 acid damage on failed DC	3
Gizzard	Alchemy	679	18	7d8 acid damage on failed DC	3
Heart	Alchemy	941	15		2
Eyes	Alchemy	74	10		2
Liver	Alchemy	105	10		2
Scales	Alchemy/Trophy/ Practical	187	15		n/a
Skull	Trophy/Practical	121	5		n/a
Teeth	Alchemy/Trophy/ Practical	74	5		n/a
Claws	Alchemy/Trophy/ Practical	74	5		n/a
Tongue	Alchemy	113	5		5
Horn	Alchemy/Trophy/ Practical	264	5		n/a
Egg	Alchemy/Trophy/ Practical	7530	22		10
Dragon, copper, wyrmling					
Draconis Fundamentum	Alchemy	21	20	4d8 acid damage on failed DC	3
Gizzard	Alchemy	5	18	2d8 acid damage on failed DC	3
Heart	Alchemy	7	15		2
Eyes	Alchemy	1	10		2
Liver	Alchemy	1	10		2
Scales	Alchemy/Trophy/ Practical	1	15		n/a
Skull	Trophy/Practical	1	5		n/a
Teeth	Alchemy/Trophy/ Practical	1	5		n/a
Claws	Alchemy/Trophy/ Practical	1	5		n/a
Tongue	Alchemy	1	5		5
Horn	Alchemy/Trophy/ Practical	2	5		n/a
Dragon, copper, young					
Draconis Fundamentum	Alchemy	302	20	9d8 acid damage on failed DC	3
Gizzard	Alchemy	72	18	5d8 acid damage on failed DC	3
Heart	Alchemy	99	15		2
Eyes	Alchemy	8	10		2
Liver	Alchemy	11	10		2
Scales	Alchemy/Trophy/ Practical	20	15		n/a
Skull	Trophy/Practical	13	5		n/a
Teeth	Alchemy/Trophy/ Practical	8	5		n/a
Claws	Alchemy/Trophy/ Practical	8	5		n/a
Tongue	Alchemy	12	5		5
Horn	Alchemy/Trophy/ Practical	28	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, gold, adult					
Draconis Fundamentum	Alchemy	1874	20	12d10 fire damage on failed DC	3
Gizzard	Alchemy	445	18	6d10 fire damage on failed DC	3
Heart	Alchemy	616	15		2
Eyes	Alchemy	49	10		2
Liver	Alchemy	68	10		2
Scales	Alchemy/Trophy/ Practical	122	15		n/a
Skull	Trophy/Practical	79	5		n/a
Teeth	Alchemy/Trophy/ Practical	49	5		n/a
Claws	Alchemy/Trophy/ Practical	49	5		n/a
Tongue	Alchemy	74	5		5
Horn	Alchemy/Trophy/ Practical	173	5		n/a
Egg	Alchemy/Trophy/ Practical	10000	22		10
Dragon, gold, ancient					
Draconis Fundamentum	Alchemy	3800	20	13d10 fire damage on failed DC	3
Gizzard	Alchemy	902	18	6d10 fire damage on failed DC	3
Heart	Alchemy	1248	15		2
Eyes	Alchemy	99	10		2
Liver	Alchemy	139	10		2
Scales	Alchemy/Trophy/ Practical	248	15		n/a
Skull	Trophy/Practical	161	5		n/a
Teeth	Alchemy/Trophy/ Practical	99	5		n/a
Claws	Alchemy/Trophy/ Practical	99	5		n/a
Tongue	Alchemy	150	5		5
Horn	Alchemy/Trophy/ Practical	350	5		n/a
Egg	Alchemy/Trophy/ Practical	10000	22		10
Dragon, gold, wyrmling					
Draconis Fundamentum	Alchemy	73	20	4d10 fire damage on failed DC	3
Gizzard	Alchemy	17	18	2d10 fire damage on failed DC	3
Heart	Alchemy	24	15		2
Eyes	Alchemy	2	10		2
Liver	Alchemy	3	10		2
Scales	Alchemy/Trophy/ Practical	5	15		n/a
Skull	Trophy/Practical	3	5		n/a
Teeth	Alchemy/Trophy/ Practical	2	5		n/a
Claws	Alchemy/Trophy/ Practical	2	5		n/a
Tongue	Alchemy	3	5		5
Horn	Alchemy/Trophy/ Practical	7	5		n/a
Dragon, gold, young					
Draconis Fundamentum	Alchemy	614	20	10d10 fire damage on failed DC	3
Gizzard	Alchemy	146	18	5d10 fire damage on failed DC	3
Heart	Alchemy	202	15		2
Eyes	Alchemy	16	10		2
Liver	Alchemy	22	10		2
Scales	Alchemy/Trophy/ Practical	40	15		n/a
Skull	Trophy/Practical	26	5		n/a
Teeth	Alchemy/Trophy/ Practical	16	5		n/a
Claws	Alchemy/Trophy/ Practical	16	5		n/a
Tongue	Alchemy	24	5		5
Horn	Alchemy/Trophy/ Practical	57	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, green, adult					
Draconis Fundamentum	Alchemy	1353	20	16d6 poison damage on failed DC	3
Gizzard	Alchemy	321	18	8d6 poison damage on failed DC	3
Heart	Alchemy	445	15		2
Eyes	Alchemy	35	10		2
Liver	Alchemy	49	10		2
Scales	Alchemy/Trophy/ Practical	88	15		n/a
Skull	Trophy/Practical	57	5		n/a
Teeth	Alchemy/Trophy/ Practical	35	5		n/a
Claws	Alchemy/Trophy/ Practical	35	5		n/a
Tongue	Alchemy	53	5		5
Horn	Alchemy/Trophy/ Practical	125	5		n/a
Egg	Alchemy/Trophy/ Practical	8200	22		10
Dragon, green, ancient					
Draconis Fundamentum	Alchemy	3123	20	22d6 poison damage on failed DC	3
Gizzard	Alchemy	741	18	11d6 poison damage on failed DC	3
Heart	Alchemy	1026	15		2
Eyes	Alchemy	81	10		2
Liver	Alchemy	114	10		2
Scales	Alchemy/Trophy/ Practical	204	15		n/a
Skull	Trophy/Practical	132	5		n/a
Teeth	Alchemy/Trophy/ Practical	81	5		n/a
Claws	Alchemy/Trophy/ Practical	81	5		n/a
Tongue	Alchemy	123	5		5
Horn	Alchemy/Trophy/ Practical	288	5		n/a
Egg	Alchemy/Trophy/ Practical	8200	22		10
Dragon, green, wyrmling					
Draconis Fundamentum	Alchemy	47	20	6d6 poison damage on failed DC	3
Gizzard	Alchemy	11	18	3d6 poison damage on failed DC	3
Heart	Alchemy	15	15		2
Eyes	Alchemy	1	10		2
Liver	Alchemy	2	10		2
Scales	Alchemy/Trophy/ Practical	3	15		n/a
Skull	Trophy/Practical	2	5		n/a
Teeth	Alchemy/Trophy/ Practical	1	5		n/a
Claws	Alchemy/Trophy/ Practical	1	5		n/a
Tongue	Alchemy	2	5		5
Horn	Alchemy/Trophy/ Practical	4	5		n/a
Dragon, green, young					
Draconis Fundamentum	Alchemy	406	20	12d6 poison damage on failed DC	3
Gizzard	Alchemy	96	18	6d6 poison damage on failed DC	3
Heart	Alchemy	133	15		2
Eyes	Alchemy	11	10		2
Liver	Alchemy	15	10		2
Scales	Alchemy/Trophy/ Practical	27	15		n/a
Skull	Trophy/Practical	17	5		n/a
Teeth	Alchemy/Trophy/ Practical	11	5		n/a
Claws	Alchemy/Trophy/ Practical	11	5		n/a
Tongue	Alchemy	16	5		5
Horn	Alchemy/Trophy/ Practical	37	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, red, adult					
Draconis Fundamentum	Alchemy	1874	20	18d6 fire damage on failed DC	3
Gizzard	Alchemy	445	18	9d6 fire damage on failed DC	3
Heart	Alchemy	616	15		2
Eyes	Alchemy	49	10		2
Liver	Alchemy	68	10		2
Scales	Alchemy/Trophy/ Practical	122	15		n/a
Skull	Trophy/Practical	79	5		n/a
Teeth	Alchemy/Trophy/ Practical	49	5		n/a
Claws	Alchemy/Trophy/ Practical	49	5		n/a
Tongue	Alchemy	74	5		5
Horn	Alchemy/Trophy/ Practical	173	5		n/a
Egg	Alchemy/Trophy/ Practical	10000	22		10
Dragon, red, ancient					
Draconis Fundamentum	Alchemy	3800	20	26d6 fire damage on failed DC	3
Gizzard	Alchemy	902	18	13d6 fire damage on failed DC	3
Heart	Alchemy	1248	15		2
Eyes	Alchemy	99	10		2
Liver	Alchemy	139	10		2
Scales	Alchemy/Trophy/ Practical	248	15		n/a
Skull	Trophy/Practical	161	5		n/a
Teeth	Alchemy/Trophy/ Practical	99	5		n/a
Claws	Alchemy/Trophy/ Practical	99	5		n/a
Tongue	Alchemy	150	5		5
Horn	Alchemy/Trophy/ Practical	350	5		n/a
Egg	Alchemy/Trophy/ Practical	10000	22		10
Dragon, red, wyrmling					
Draconis Fundamentum	Alchemy	73	20	7d6 fire damage on failed DC	3
Gizzard	Alchemy	17	18	3d6 fire damage on failed DC	3
Heart	Alchemy	24	15		2
Eyes	Alchemy	2	10		2
Liver	Alchemy	3	10		2
Scales	Alchemy/Trophy/ Practical	5	15		n/a
Skull	Trophy/Practical	3	5		n/a
Teeth	Alchemy/Trophy/ Practical	2	5		n/a
Claws	Alchemy/Trophy/ Practical	2	5		n/a
Tongue	Alchemy	3	5		5
Horn	Alchemy/Trophy/ Practical	7	5		n/a
Dragon, red, young					
Draconis Fundamentum	Alchemy	614	20	16d6 fire damage on failed DC	3
Gizzard	Alchemy	146	18	8d6 fire damage on failed DC	3
Heart	Alchemy	202	15		2
Eyes	Alchemy	16	10		2
Liver	Alchemy	22	10		2
Scales	Alchemy/Trophy/ Practical	40	15		n/a
Skull	Trophy/Practical	26	5		n/a
Teeth	Alchemy/Trophy/ Practical	16	5		n/a
Claws	Alchemy/Trophy/ Practical	16	5		n/a
Tongue	Alchemy	24	5		5
Horn	Alchemy/Trophy/ Practical	57	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, silver, adult					
Draconis Fundamentum	Alchemy	1562	20	13d8 cold damage on failed DC	3
Gizzard	Alchemy	371	18	6d8 cold damage on failed DC	3
Heart	Alchemy	513	15		2
Eyes	Alchemy	41	10		2
Liver	Alchemy	57	10		2
Scales	Alchemy/Trophy/ Practical	102	15		n/a
Skull	Trophy/Practical	66	5		n/a
Teeth	Alchemy/Trophy/ Practical	41	5		n/a
Claws	Alchemy/Trophy/ Practical	41	5		n/a
Tongue	Alchemy	62	5		5
Horn	Alchemy/Trophy/ Practical	144	5		n/a
Egg	Alchemy/Trophy/ Practical	8900	22		10
Dragon, silver, ancient					
Draconis Fundamentum	Alchemy	3383	20	15d8 cold damage on failed DC	3
Gizzard	Alchemy	803	18	7d8 cold damage on failed DC	3
Heart	Alchemy	1112	15		2
Eyes	Alchemy	88	10		2
Liver	Alchemy	124	10		2
Scales	Alchemy/Trophy/ Practical	221	15		n/a
Skull	Trophy/Practical	143	5		n/a
Teeth	Alchemy/Trophy/ Practical	88	5		n/a
Claws	Alchemy/Trophy/ Practical	88	5		n/a
Tongue	Alchemy	133	5		5
Horn	Alchemy/Trophy/ Practical	312	5		n/a
Egg	Alchemy/Trophy/ Practical	8900	22		10
Dragon, silver, wyrmling					
Draconis Fundamentum	Alchemy	73	20	4d8 cold damage on failed DC	3
Gizzard	Alchemy	17	18	2d8 cold damage on failed DC	3
Heart	Alchemy	24	15		2
Eyes	Alchemy	2	10		2
Liver	Alchemy	3	10		2
Scales	Alchemy/Trophy/ Practical	5	15		n/a
Skull	Trophy/Practical	3	5		n/a
Teeth	Alchemy/Trophy/ Practical	2	5		n/a
Claws	Alchemy/Trophy/ Practical	2	5		n/a
Tongue	Alchemy	3	5		5
Horn	Alchemy/Trophy/ Practical	7	5		n/a
Dragon, silver, young					
Draconis Fundamentum	Alchemy	521	20	12d8 cold damage on failed DC	3
Gizzard	Alchemy	124	18	6d8 cold damage on failed DC	3
Heart	Alchemy	171	15		2
Eyes	Alchemy	14	10		2
Liver	Alchemy	19	10		2
Scales	Alchemy/Trophy/ Practical	34	15		n/a
Skull	Trophy/Practical	22	5		n/a
Teeth	Alchemy/Trophy/ Practical	14	5		n/a
Claws	Alchemy/Trophy/ Practical	14	5		n/a
Tongue	Alchemy	21	5		5
Horn	Alchemy/Trophy/ Practical	48	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Dragon, white, adult					
Draconis Fundamentum	Alchemy	1041	20	16d8 cold damage on failed DC	3
Gizzard	Alchemy	247	18	8d8 cold damage on failed DC	3
Heart	Alchemy	342	15		2
Eyes	Alchemy	27	10		2
Liver	Alchemy	38	10		2
Scales	Alchemy/Trophy/ Practical	68	15		n/a
Skull	Trophy/Practical	44	5		n/a
Teeth	Alchemy/Trophy/ Practical	27	5		n/a
Claws	Alchemy/Trophy/ Practical	27	5		n/a
Tongue	Alchemy	41	5		5
Horn	Alchemy/Trophy/ Practical	96	5		n/a
Egg	Alchemy/Trophy/ Practical	6700	22		10
Dragon, white, ancient					
Draconis Fundamentum	Alchemy	2550	20	12d8 cold damage on failed DC	3
Gizzard	Alchemy	605	18	6d8 cold damage on failed DC	3
Heart	Alchemy	838	15		2
Eyes	Alchemy	66	10		2
Liver	Alchemy	93	10		2
Scales	Alchemy/Trophy/ Practical	167	15		n/a
Skull	Trophy/Practical	108	5		n/a
Teeth	Alchemy/Trophy/ Practical	66	5		n/a
Claws	Alchemy/Trophy/ Practical	66	5		n/a
Tongue	Alchemy	100	5		5
Horn	Alchemy/Trophy/ Practical	235	5		n/a
Egg	Alchemy/Trophy/ Practical	6700	22		10
Dragon, white, wyrmling					
Draconis Fundamentum	Alchemy	21	20	5d8 cold damage on failed DC	3
Gizzard	Alchemy	5	18	2d8 cold damage on failed DC	3
Heart	Alchemy	7	15		2
Eyes	Alchemy	1	10		2
Liver	Alchemy	1	10		2
Scales	Alchemy/Trophy/ Practical	1	15		n/a
Skull	Trophy/Practical	1	5		n/a
Teeth	Alchemy/Trophy/ Practical	1	5		n/a
Claws	Alchemy/Trophy/ Practical	1	5		n/a
Tongue	Alchemy	1	5		5
Horn	Alchemy/Trophy/ Practical	2	5		n/a
Dragon, white, young					
Draconis Fundamentum	Alchemy	239	20	10d8 cold damage on failed DC	3
Gizzard	Alchemy	57	18	5d8 cold damage on failed DC	3
Heart	Alchemy	79	15		2
Eyes	Alchemy	6	10		2
Liver	Alchemy	9	10		2
Scales	Alchemy/Trophy/ Practical	16	15		n/a
Skull	Trophy/Practical	10	5		n/a
Teeth	Alchemy/Trophy/ Practical	6	5		n/a
Claws	Alchemy/Trophy/ Practical	6	5		n/a
Tongue	Alchemy	9	5		5
Horn	Alchemy/Trophy/ Practical	22	5		n/a
Drider					
Poison gland	Alchemy	230	18	2d8 poison damage on failed DC	3
Dryad					
Heart	Alchemy	20	8		2
Duergar					
<i>No useful parts</i>					

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Eagle					
Feathers	Alchemy/Trophy/ Practical	1	3		n/a
Eagle, giant					
Feathers	Alchemy/Trophy/ Practical	20	3		n/a
<i>Elemental, air</i>	<i>No useful parts</i>				
<i>Elemental, earth</i>	<i>No useful parts</i>				
<i>Elemental, fire</i>	<i>No useful parts</i>				
<i>Elemental, water</i>	<i>No useful parts</i>				
Elephant					
Tusks	Alchemy/Trophy/ Practical	50	12		n/a
Feet	Alchemy/Trophy/ Practical	20	8		10
Hide	Practical	40	18		10
<i>Elf, drow</i>	<i>No useful parts</i>				
Elk					
Hide	Practical	3	8		10
Antler	Alchemy/Trophy/ Practical	2	3		n/a
Elk, giant					
Hide	Practical	40	12		10
Antler	Alchemy/Trophy/ Practical	5	3		n/a
Empyrean					
Heart	Alchemy	3250	22		3
Ettercap					
Silk Gland	Alchemy/Practical	45	10		15
Ettin					
Tusks	Alchemy/Trophy/ Practical	110	5		n/a
Faerie Dragon					
Faerie Fundamentum	Alchemy	40	12	Euphoria on failed DC	3
Fire beetle, giant					
Light Gland	Alchemy	2	2		1
Flameskull					
Teeth	Alchemy/Trophy/ Practical	110	6		n/a
Flumph					
Brain	Alchemy	2	5		2
Fomorian					
Eye	Alchemy	390	15	Deformed of failed DC	2
Frog					
Toe	Alchemy	1	1		10
Frog, giant					
Toe	Alchemy	5	1		10
Fungi, gas spore					
Spores	Alchemy	10	6		15
Fungi, shrieker					
Spores	Alchemy	1	1		23
Fungi, violet					
Spores	Alchemy	5	1		35
<i>Galeb duhr</i>	<i>No useful parts</i>				
Gargoyle					
Dust	Alchemy	45	1		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
<i>Genie, dao</i>	<i>No useful parts</i>				
<i>Genie, djinni</i>	<i>No useful parts</i>				
<i>Genie, efreeti</i>	<i>No useful parts</i>				
<i>Genie, marid</i>	<i>No useful parts</i>				
<i>Ghost</i>	<i>No useful parts</i>				
<i>Ghoul</i>	<i>No useful parts</i>				
<i>Ghoul, ghast</i>	<i>No useful parts</i>				
Giant, cloud					
Heart	Alchemy	500	22	Heart destroyed on failed DC	3
Giant, fire					
Heart	Alchemy	500	22	Heart destroyed on failed DC	3
Giant, frost					
Heart	Alchemy	390	22	Heart destroyed on failed DC	2
Giant, hill					
Heart	Alchemy	180	18	Heart destroyed on failed DC	3
Giant, stone					
Heart	Alchemy	290	22	Heart destroyed on failed DC	4
Giant, storm					
Heart	Alchemy	1000	22	Heart destroyed on failed DC	3
Gibbering moucher					
Teeth	Alchemy/Trophy/ Practical	5	2		n/a
Spittle Gland	Alchemy	40	12	Blinded for 5 rounds on failed DC	3
Gith, githyanki knight					
Eyes	Alchemy	200	15		2
Heart	Alchemy	190	10		2
Gith, githyanki warrior					
Eyes	Alchemy	40	15		2
Heart	Alchemy	30	10		2
Gith, githzerai monk					
Eyes	Alchemy	40	15		2
Heart	Alchemy	30	10		2
Gith, githzerai zerth					
Eyes	Alchemy	130	15		2
Heart	Alchemy	100	10		2
Gnoll					
Hide	Trophy	10	12		3
Gnoll, fang of Yeenoghu					
Hide	Trophy	110	12		3
Gnoll, pack lord					
Hide	Trophy	45	12		3
<i>Gnome, deep (Svirfneblin)</i>	<i>No useful parts</i>				
Goat					
Hide	Trophy/Practical	1	2		5
Horn	Alchemy/Trophy/ Practical	1	2		n/a
Goat, giant					
Hide	Trophy/Practical	5	8		5
Horn	Alchemy/Trophy/ Practical	5	2		n/a
<i>Goblin</i>	<i>No useful parts</i>				
<i>Goblin, boss</i>	<i>No useful parts</i>				
<i>Golem, clay</i>	<i>No useful parts</i>				
<i>Golem, flesh</i>	<i>No useful parts</i>				
<i>Golem, iron</i>	<i>No useful parts</i>				
<i>Golem, stone</i>	<i>No useful parts</i>				

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Gorgon					
Hide plates	Alchemy/Trophy/ Practical	150	15		7
Oil Gland	Alchemy	50	20		n/a
Gorgonic Fundamentum	Alchemy	160	20	Turned to stone on failed DC	6
Grell					
Beak	Alchemy/Trophy/ Practical	70	5		n/a
Grick					
Beak	Alchemy/Trophy/ Practical	45	5		n/a
Grick, alpha					
Beak	Alchemy/Trophy/ Practical	90	5		n/a
Spine	Alchemy/Trophy/ Practical	200	20		n/a
Griffon					
Talons	Alchemy/Trophy/ Practical	30	2		n/a
Feathers	Alchemy/Trophy/ Practical	10	5		n/a
Beak	Alchemy/Trophy/ Practical	5	5		n/a
Egg	Alchemy/Trophy/ Practical	200	10		10
Grimlock					
Ears	Alchemy/Trophy	5	2		2
Hag, green					
Hand	Alchemy/Trophy	70	2		10
Hag, night					
Hand	Alchemy/Trophy	180	2		10
Hag, sea					
Hand	Alchemy/Trophy	45	2		5
Half-red dragon veteran					
Pseudo Fundamentum	Alchemy	180	16	7d6 fire damage on failed DC	3
Harpy					
Tongue	Alchemy	20	8		3
Hawk					
Feathers	Alchemy/Trophy/ Practical	1	2		n/a
Hell hound					
Hide	Alchemy/Trophy/ Practical	20	15		2
Pseudo Fundamentum	Alchemy	50	15	6d6 fire damage on failed DC	3
<i>Helmed horror</i> <i>No useful parts</i>					
Hippogriff					
Heart	Alchemy	5	8		2
Talons	Alchemy/Trophy/ Practical	10	3		n/a
Feathers	Alchemy/Trophy/ Practical	5	2		n/a
Hobgoblin					
Scalp		10	8		n/a
Hobgoblin, captain					
Scalp		70	8		n/a
Hobgoblin, warlord					
Scalp		230	8		n/a
<i>Homunculus</i> <i>No useful parts</i>					
Hook horror					
Hook	Alchemy/Trophy/ Practical	70	5		n/a
Horse					
Hide	Trophy/Practical	1	12		10
Hydra					
Skull	Trophy/Practical	20	8		n/a
Heart	Alchemy/Trophy/ Practical	290	15		3
Hyena					
Hide	Trophy/Practical	1	14		10

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Hyena, giant	Hide	Trophy/Practical	20	16	10
<i>Intellect devourer</i>	<i>No useful parts</i>				
<i>Invisible stalker</i>	<i>No useful parts</i>				
Jackal	Hide	Trophy/Practical	1	10	5
Jackalwere	Eyes	Alchemy	10	10	2
Kenku	Feathers	Alchemy/Trophy/ Practical	5	2	n/a
Killer whale	Blubber	Alchemy/Practical	65	15	1
	Teeth	Alchemy/Trophy/ Practical	5	8	n/a
Kobold	Skull	Trophy	2	3	n/a
Kobold, winged (urd)	Skull	Trophy	2	3	n/a
	Wings	Trophy	3	5	n/a
Kraken	Ink Sack	Alchemy/Trophy/ Practical	5000	24	10
Kuo-toa	Hide	Trophy/Practical	5	20	3
Lamia	Hide	Trophy/Practical	80	18	3
	Claws	Trophy/Practical	30	5	n/a
<i>Lich</i>	<i>No useful parts</i>				
Lion	Hide	Trophy/Practical	15	16	10
	Claws	Trophy/Practical	5	3	n/a
Lizard	Tail	Alchemy	1	1	n/a
Lizard, giant	Tail	Alchemy	2	2	n/a
	Eye	Alchemy	3	2	3
Lizardfolk	Hide	Trophy/Practical	10	13	3
<i>Lycanthrope</i>	<i>True form upon death</i>				
<i>Magmin</i>	<i>Explodes on death</i>				
Mammoth	Tusks	Alchemy/Trophy/ Practical	130	12	n/a
	Feet	Alchemy/Trophy/ Practical	50	8	10
	Hide	Practical	50	18	10
Manticore	Teeth	Alchemy/Trophy/ Practical	10	8	n/a
	Claws	Alchemy/Trophy/ Practical	10	5	n/a
	Tail Spikes	Alchemy/Trophy/ Practical	50	9	n/a
Mastiff	Hide	Trophy/Practical	1	15	2
Medusa	Head	Trophy/Practical	230	22	5
<i>Mephit, dust</i>	<i>Element upon death</i>				

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days	
Merfolk	Tail	Trophy	3	8	2	
Merrow	Tail	Trophy	45	8	2	
Mimic	Pseudopod	Alchemy/Trophy/ Practical	45	5	3	
Mind flayer	Brain	Alchemy/Trophy/ Practical	200	20	1	
	Hand	Alchemy/Trophy/ Practical	45	2	5	
	Heart	Alchemy/Trophy/ Practical	45	15	2	
Minotaur	Horn	Alchemy/Trophy/ Practical	60	10	n/a	
	Hoove	Alchemy/Trophy/ Practical	10	5	n/a	
<i>Modron</i>	<i>Disintegrates on death</i>					
Mule	Hide	Trophy/Practical	1	12	10	
<i>Mummy</i>	<i>No useful parts</i>					
<i>Mummy lord</i>	<i>No useful parts</i>					
Myconid	Spores	Alchemy	10	12	35	
Naga, bone	Skull	Alchemy/Trophy/ Practical	110	5	3d6 poison damage on failed DC	n/a
Naga, guardian	Skull	Alchemy/Trophy/ Practical	150	10	3d6 poison damage on failed DC	n/a
	Poison Gland	Alchemy	240	15	10d8 poison damage on failed DC	5
Naga, spirit	Skull	Alchemy/Trophy/ Practical	200	10	3d6 poison damage on failed DC	n/a
	Poison Gland	Alchemy	390	15	7d8 poison damage on failed DC	5
Nightmare	Hooves	Alchemy/Trophy/ Practical	70	5		n/a
Nothic	Eye	Alchemy/Trophy	45	10	3d6 necrotic damage on failed DC	2
<i>NPC</i>	<i>No useful parts</i>					
Octopus	Ink Sack	Alchemy/Practical	1	8		5
Octopus, giant	Ink Sack	Alchemy/Practical	20	13		5
<i>Ogre</i>	<i>No useful parts</i>					
<i>Ogre, half- (ogrillon)</i>	<i>No useful parts</i>					
<i>Oni (ogre mage)</i>	<i>No useful parts</i>					
<i>Ooze, black pudding</i>	<i>No useful parts</i>					
<i>Ooze, gelatinous cube</i>	<i>No useful parts</i>					
<i>Ooze, gray</i>	<i>No useful parts</i>					
<i>Ooze, ochre jelly</i>	<i>No useful parts</i>					
Orc	Skull	Trophy	10	2		n/a
Orc war chief	Skull	Trophy	110	5		n/a

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Orc, eye of Gruumsh					
Skull	Trophy	20	5		n/a
Eyes	Alchemy/Trophy	25	12		2
Orc, orog					
Skull	Trophy	45	2		n/a
Otyugh					
Teeth	Alchemy/Trophy/ Practical	180	15	Diseased on failed DC	n/a
Owl					
Feathers	Alchemy/Trophy/ Practical	1	2		n/a
Talons	Alchemy/Trophy/ Practical	1	2		n/a
Eyes	Alchemy	1	2		2
Owl, giant					
Feathers	Alchemy/Trophy/ Practical	1	2		n/a
Talons	Alchemy/Trophy/ Practical	2	2		n/a
Eyes	Alchemy	3	3		2
Owlbear					
Hide	Alchemy/Trophy/ Practical	30	15		5
Feathers	Alchemy/Trophy/ Practical	20	5		n/a
Eyes	Alchemy	20	15		2
Panther					
Hide	Alchemy/Trophy/ Practical	4	12		5
Claws	Alchemy/Trophy/ Practical	1	8		n/a
Pegasus					
Hide	Alchemy/Trophy/ Practical	40	18		5
Feathers	Alchemy/Trophy/ Practical	3	8		n/a
Hooves	Alchemy/Trophy/ Practical	2	2		n/a
Peryton					
Antlers	Alchemy/Trophy/ Practical	30	8		n/a
Feathers	Alchemy/Trophy/ Practical	10	5		n/a
Talons	Alchemy/Trophy/ Practical	5	2		n/a
Piercer					
Slime	Alchemy	10	2		3
Pixie					
Dust	Alchemy	5	10		n/a
Pony					
Hide	Trophy/Practical	1	15		5
Pseudodragon					
Stinger	Alchemy	5	10	1d4 poison damage on failed DC	8
Purple worm					
Poison Gland	Alchemy	1000	22	12d6 poison damage on failed DC	10
Teeth	Alchemy/Trophy/ Practical	300	18		n/a
Quaggoth					
Hide	Trophy/Practical	15	15		10
Liver	Alchemy	30	12		2
<i>Quipper Rakshasa</i>					
<i>No useful parts</i>					
<i>Dissipates on death</i>					
Rat					
Tail	Alchemy	1	1	Just a standard mullet on failed DC	n/a
Rat, giant					
Tail	Alchemy	2	1		n/a
Raven					
Feathers	Alchemy/Trophy/ Practical	1	3		n/a
Remorhaz					
Heat Source	Alchemy/Trophy/ Practical	720	18	3d6 fire damage on failed DC	8
Egg	Alchemy/Trophy/ Practical	1000	15		60

Creature	Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Remorhaz, young	Heat Source	Alchemy/Trophy/ Practical	180	13	2d6 fire damage on failed DC	8
<i>Revenant</i>	<i>No useful parts</i>					
Rhinoceros	Hide	Trophy/Practical	10	18		10
	Horn	Alchemy/Trophy/ Practical	35	9		n/a
Roc	Feathers	Alchemy/Trophy/ Practical	120	10		n/a
	Talons	Alchemy/Trophy/ Practical	600	5		n/a
	Egg	Alchemy/Trophy/ Practical	2000	20		25
Roper	Gizzard	Alchemy/Practical	360	12		2
Rust monster	Armor	Alchemy/Trophy/ Practical	10	13		15
Saber-toothed tiger	Hide	Trophy/Practical	35	16		5
	Teeth	Alchemy/Trophy/ Practical	10	5		n/a
Sahuagin	Jaw	Alchemy/Trophy/ Practical	10	10		n/a
Salamander	Internal Forge	Alchemy	180	15	2d6 fire damage on failed DC	15
	Egg	Alchemy/Trophy/ Practical	500	5		20
Salamander, fire snake	Internal Forge	Alchemy	20	10	1d6 fire damage on failed DC	15
Satyr	Horns	Alchemy/Trophy/ Practical	10	3		n/a
<i>Scarecrow</i>	<i>No useful parts</i>					
Scorpion	Poison sack	Alchemy	1	1	1d8 poison damage on failed DC	10
Scorpion, giant	Poison sack	Alchemy	70	8	4d10 poison damage on failed DC	10
Sea horse	Dried Body	Alchemy	1	1		n/a
Sea horse, giant	Tail	Alchemy	10	2		5
<i>Shadow</i>	<i>No useful parts</i>					
<i>Shadow dragon, red, young</i>	<i>No useful parts</i>					
<i>Shambling mound</i>	<i>No useful parts</i>					
Shark, giant	Hide	Alchemy/Trophy/ Practical	150	16		5
	Fin	Alchemy/Trophy/ Practical	25	3		5
	Teeth	Alchemy/Trophy/ Practical	5	5		n/a
Shark, hunter	Hide	Alchemy/Trophy/ Practical	35	16		5
	Fin	Alchemy/Trophy/ Practical	5	3		5
	Teeth	Alchemy/Trophy/ Practical	5	5		n/a
Shark, reef	Hide	Alchemy/Trophy/ Practical	7	16		5
	Fin	Alchemy/Trophy/ Practical	2	3		5
	Teeth	Alchemy/Trophy/ Practical	1	5		n/a
<i>Shield guardian</i>	<i>No useful parts.</i>					

Creature	Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Skeleton						
	Bones	Alchemy/Trophy/ Practical	5	1		n/a
Skeleton, minotaur						
	Skull	Alchemy/Trophy/ Practical	45	5		n/a
Skeleton, warhorse						
	Skull	Alchemy/Trophy/ Practical	10	2		n/a
Slaad, blue						
	Claw	Alchemy/Trophy/ Practical	290	15	Infected with chaos phage on failed DC	n/a
Slaad, death						
	Claw	Alchemy/Trophy/ Practical	590	15	2d9 necrotic damage on failed DC	n/a
Slaad, gray						
	Claw	Alchemy/Trophy/ Practical	500	6		n/a
Slaad, green						
	Claw	Alchemy/Trophy/ Practical	390	6		n/a
Slaad, red						
	Claw	Alchemy/Trophy/ Practical	180	12	Infected with slaad egg on failed DC	n/a
<i>Slaad, tadpole</i>		<i>No useful parts</i>				
Snake, constrictor						
	Skull	Alchemy/Trophy/ Practical	5	2		n/a
Snake, flying						
	Feathers	Alchemy/Trophy/ Practical	1	2		n/a
	Poison	Alchemy	3	2	3d4 poison damage on failed DC	10
Snake, giant constrictor						
	Skull	Alchemy/Trophy/ Practical	45	5		n/a
Snake, giant poisonous						
	Skull	Alchemy/Trophy/ Practical	5			n/a
	Poison Gland	Alchemy	45		3d6 poison damage on failed DC	10
Snake, poisonous						
	Skull	Alchemy/Trophy/ Practical	1			n/a
	Poison Gland	Alchemy	3		1d6 poison damage on failed DC	10
<i>Specter</i>		<i>No useful parts</i>				
<i>Specter, poltergeist</i>		<i>No useful parts</i>				
Sphinx, androsphinx						
	Hide	Alchemy/Trophy/ Practical	300	20		5
	Feathers	Alchemy/Trophy/ Practical	150	5		n/a
	Paws	Alchemy/Trophy/ Practical	150	12		10
	Heart	Alchemy/Trophy/ Practical	600	22	8d10 thunder damage on failed DC	2
Sphinx, gynosphinx						
	Hide	Alchemy/Trophy/ Practical	200	18		5
	Feathers	Alchemy/Trophy/ Practical	100	3		n/a
	Paws	Alchemy/Trophy/ Practical	100	8		10
	Heart	Alchemy/Trophy/ Practical	300	16		2
Spider						
	Dried Body	Alchemy	1	1		n/a
Spider, giant						
	Silk	Alchemy/Practical	5	2		n/a
	Poison sack	Alchemy	15	9	2d8 poison damage on failed DC	10
Spider, giant wolf						
	Silk	Alchemy/Practical	1	2		n/a
	Poison sack	Alchemy	4	9	2d6 poison damage on failed DC	10
Spider, phase						
	Poison sack	Alchemy	70	12	4d8 poison damage on failed DC	10

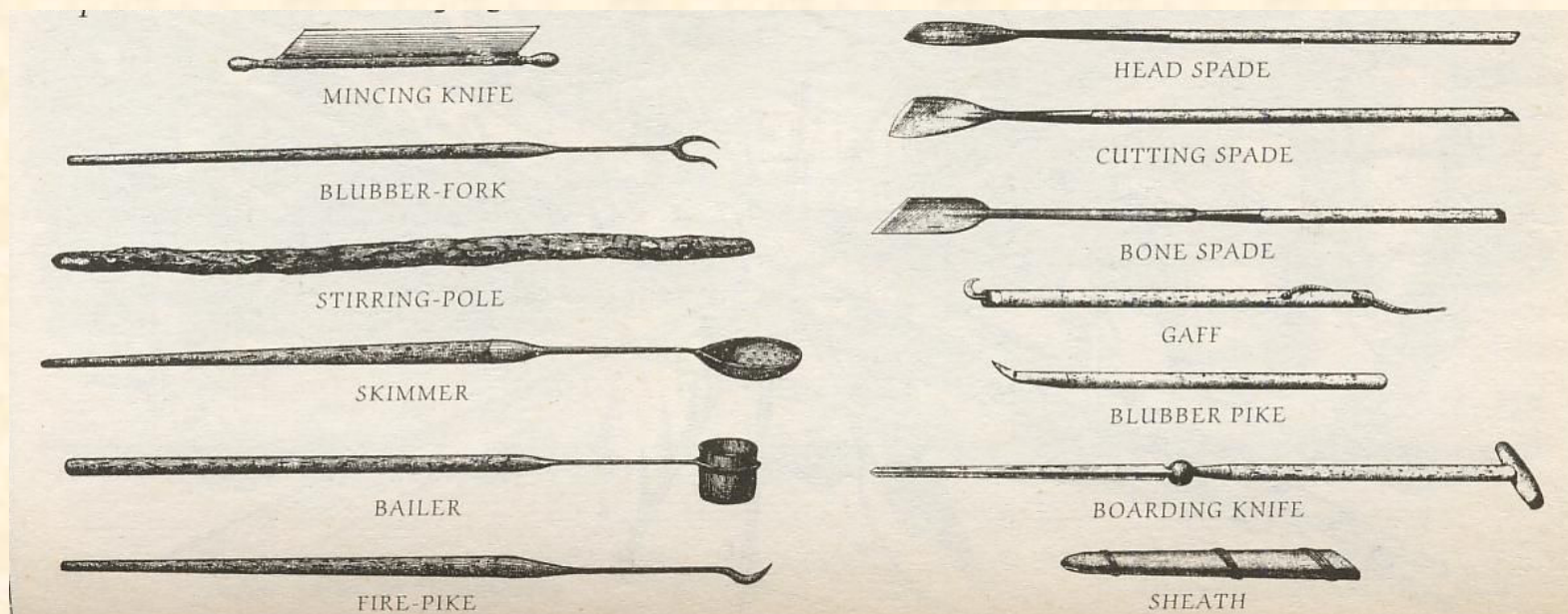
Creature	Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Sprite	Wings	Alchemy	5	2		n/a
Stirge	Wings	Alchemy	2	2		n/a
<i>Succubus/incubus</i>		<i>Dissipates on death</i>				
Tarrasque	Gizzard	Alchemy	6382	20		2
	Heart	Alchemy	14301	24		2
	Eyes	Alchemy	419	18		2
	Liver	Alchemy	1589	20		2
	Hide	Alchemy/Trophy/ Practical	1054	25		25
	Skull	Trophy/Practical	1682	20		n/a
	Teeth	Alchemy/Trophy/ Practical	956	18		n/a
	Claws	Alchemy/Trophy/ Practical	853	18		n/a
	Tongue	Alchemy	1236	18		5
	Horns	Alchemy/Trophy/ Practical	1589	16		n/a
Thri-kreen	Carapace	Alchemy/Trophy/ Practical	20	2		15
Tiger	Hide	Trophy/Practical	15	15		5
	Claws	Alchemy/Trophy/ Practical	3	2		n/a
	Teeth	Alchemy/Trophy/ Practical	2	2		n/a
Toad, giant	Hide	Alchemy/Trophy/ Practical	5	16		2
	Poison Gland	Alchemy/Trophy/ Practical	15	10	1d10 poison damage on failed DC	10
Treant	Lumber	Trophy/Practical	500	8		n/a
Troglodyte	Hide	Trophy/Practical	5	15		5
<i>Troll</i>		<i>No useful parts</i>				
Umber hulk	Eyes	Alchemy/Trophy/ Practical	150	16	Confused for 4 rounds on failed DC	2
	Mandibles	Alchemy/Trophy/ Practical	25	8		n/a
	Claws	Alchemy/Trophy/ Practical	5	5		n/a
Unicorn	Horn	Alchemy/Trophy/ Practical	300	8		n/a
	Blood	Alchemy	50	8		3
<i>Vampire</i>		<i>Mist form on OHP</i>				
Vulture	Feathers	Alchemy/Trophy/ Practical	1	1		n/a
	Beak	Alchemy/Trophy/ Practical	1	1		n/a
Vulture, giant	Feathers	Alchemy/Trophy/ Practical	10	2		n/a
	Beak	Alchemy/Trophy/ Practical	10	2		n/a
Wasp, giant	Stinger	Alchemy/Trophy/ Practical	10	5		10
<i>Water weird</i>		<i>Elemental</i>				
Weasel	Hide	Alchemy/Trophy/ Practical	1	3		5
	Musk Gland	Alchemy	1	12		3

Creature	Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Weasel, giant						
	Hide	Alchemy/Trophy/ Practical	2	5		5
	Musk Gland	Alchemy	1	15		3
Wight						
	Skull	Alchemy/Trophy/ Practical	70	3		n/a
<i>Will-o'-wisp</i> No useful parts						
Winter wolf						
	Hide	Alchemy/Trophy/ Practical	62	16		10
	Claws	Alchemy/Trophy/ Practical	5	3		n/a
	Teeth	Alchemy/Trophy/ Practical	3	5		n/a
Wolf						
	Hide	Alchemy/Trophy/ Practical	47	13		10
	Claws	Alchemy/Trophy/ Practical	2	2		n/a
	Teeth	Alchemy/Trophy/ Practical	1	4		n/a
Worg						
	Hide	Trophy/practical	8	13		10
	Claws	Alchemy/Trophy/ Practical	1	2		n/a
	Teeth	Alchemy/Trophy/ Practical	1	4		n/a
<i>Wraith</i> No useful parts						
Wyvern						
	Gizzard	Alchemy	25	15		3
	Heart	Alchemy	30	18		2
	Eyes	Alchemy	20	10		2
	Liver	Alchemy	35	13		2
	Skull	Alchemy/Trophy/ Practical	50	5		n/a
	Teeth	Alchemy/Trophy/ Practical	20	3		n/a
	Tongue	Alchemy	20	2		3
	Poison Sack	Alchemy	260	15	2d6 poison damage on failed DC	10
	Egg	Alchemy/Trophy/ Practical	500	16		
Xorn						
	Talons	Alchemy/Trophy/ Practical	35	12		n/a
	Eye	Alchemy/Trophy/ Practical	100	16		3
	Teeth	Alchemy/Trophy/ Practical	45	9		n/a
Yeti						
	Hide	Trophy/Practical	70	15		10
	Paw	Alchemy/Trophy/ Practical	25	5		10
	Horn	Alchemy/Trophy/ Practical	30	8		n/a
	Skull	Trophy	15	3		n/a
Yeti, abominable						
	Yeti Fundamentum	Alchemy	500	18	10d8 cold damage on failed DC	3
	Hide	Trophy/Practical	200	16		10
	Paw	Alchemy/Trophy/ Practical	100	9		10
	Horn	Alchemy/Trophy/ Practical	100	5		n/a
	Skull	Trophy	100	4		n/a
Yuan-ti, abomination						
	Hide	Trophy/Practical	90	16		3
	Poison Sack	Alchemy	150	16	3d6 poison damage on failed DC	10
	Skull	Alchemy/Trophy/ Practical	25	5		n/a
	Hand	Alchemy/Trophy/ Practical	25	3		15
Yuan-ti, malison						
	Back Hide	Trophy/Practical	30	12		3
	Poison Sack	Alchemy	30	13	2d6 poison damage on failed DC	10
	Skull	Alchemy/Trophy/ Practical	5	5		n/a
	Hand	Alchemy/Trophy/ Practical	5	3		15

Creature Part	Most Common Uses	Value in GP	DC	Notes	Shelf life in days
Yuan-ti, pureblood					
Tongue	Alchemy	20	5		5
<i>Yugoloth, arcanaloth</i>	<i>Dissolves on death</i>				
<i>Yugoloth, mezzoloth</i>	<i>Dissolves on death</i>				
<i>Yugoloth, nycaloth</i>	<i>Dissolves on death</i>				
<i>Yugoloth, ultraloth</i>	<i>Dissolves on death</i>				
<i>Zombie</i>	<i>No useful parts</i>				
<i>Zombie, beholder</i>	<i>No useful parts</i>				
<i>Zombie, ogre</i>	<i>No useful parts</i>				

This guide does not cover the logistics of moving a field dressed creature to market. The DM is free to place any restrictions on variables such as time, weight, and environmental catalysts to decomposition.

The tools on the table below can reduce the DC of harvesting by 2 if they are used in an appropriate manner and the character is proficient with the tool.



Tool	Cost	Weight
Bailer	34	4lbs
Blubber Fork	15	6lbs
Blubber Pike	10	5lbs
Boarding Knife	25	10lbs
Bone Saw	50	1lbs
Bone Spade	30	10lbs
Butchers Glaive	30	7lbs
Carving blade	10	1lbs
Cutting Spade	40	8lbs

Tool	Cost	Weight
Fire Pike	12	6lbs
Gaff	15	6lbs
Head Spade	45	10lbs
Hide Hooks	10	1lbs
Mincing Knife	10	4lbs
Skimmer	30	7lbs
Skinning knife	5	1lbs
Skinning Pole	30	5lbs
Stiring Pole	2	4lbs