

Bounty Breakdown

Whenever a Bounty Hunter lands a killing blow on an enemy, that enemy's pelt warrants a certain amount of gold to the shopkeeper, after the Quest. The Bounty Hunter should keep a tally of the monsters he kills during a Quest, and then refer to this sheet in order to find out how much gold he actually made. The Bounty is rewarded thusly:

Goblin -----	5
Skeleton -----	8
Orc -----	10
Zombie -----	10
Fimir -----	15
Mummy -----	15
Red Bone-----	15
Dread Corpse-----	18
Spirit-----	18
Ice Goblin -----	20
Flame Goblin -----	20
Chaos Warrior -----	22
Gargoyle-----	25
Ogre-----	25

Mercenaries do not warrant any gold, as they are humans with worthless pelts.
Bosses also warrant no extra reward.