**The Law of Plunder**

Every Army, Adventurer Company, Pirate Crew, Band of Thieves, Mercenary Company, Noble Retinue, or gang of raiding Orcs in the continent follows the same law about the division of plunder from warfare or theft. When this law is broken, every NPC involved will feel violated and cheated, even if it is in his favor.

**Step 1: The Captain’s Share:**

The captain of the company will get 1/3 of the total plunder, typically allotted randomly if there are non-cash items involved.

**Step 2: The Lord’s Share:**

Each captain in an army or fleet will give 1/3 of his share to the overlord of the expedition if there is one.

**Step 3: The Men’s Share:**

The 2/3 not given to the captain is divided among the men by rank (i.e. level). Each non-combatant (torch boy, cook, porter) is granted a quarter share. Each Normal Man (orc, dwarf, etc.) is given a half share. Each character with a level or more than 1 HD gets 1 share per level.

**Example:**

The Red Stompers, a bandit gang made up of a 4th level Captain, 10 first-level fighters, 2 second level warlocks, 50 normal bandits and 8 dogsbodies who mind the mules and clean stuff up. They attack a settlement of halflings and capture a huge haul of 9000gp.

* The Captain gets 3000gp (if there were an overlord, the captain would have to give him 1000gp of his share).
* 10xlevel 1= 10 shares, 2xlevel 2=4 shares, 50 times 1/2=25 shares, and 8x 1/4=2 shares, for a total of 41 shares.
* 6000/41= 146gp per share (the remainder is spent on the funerals of the dead).
* Each level 1 fighter gets 146gp. Each warlock gets 292gp. Each normal bandit gets 73gp, and each dogsbody gets 36.5gp.