
Subject: Loot Tracking

Posted by [dkeester](#) on Sun, 28 Sep 2014 00:56:35 GMT

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Subject: Re: Loot Tracking

Posted by [duhwoo](#) on Sun, 14 Dec 2014 04:18:33 GMT

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so far, I show that we got 10gp each from loot taken from dead cultists/looters we killed while rescuing citizens of GreenNest and escorting them to the tower (first HotDQ session, September 27th); no gold from our near-TPK at the mill (2nd session, October 25th); then 250gp reward each for rescuing that monk from the cultist encampment (3rd session, November 22); then 30gp each from loot taken on return trip to the (partially abandoned) cultist encampment (mostly Mondham's clothes and cultist scabbards).

However, I don't think we can spend any of that last 30gp yet: I think we left the December 13th session with the party hanging out with the rangers outside the cave. I vote we make a short rest of that, and go in to finish the remaining cultists.

Note that Sir Rounded was disguised as a half-orc when we went in, and came out as himself the next day. Our story for the rangers is that the female half-orc was killed while rescuing the knight (Sir Rounded) from the evil cultists. I think we should tell the rangers we saw a pile of gold guarded by a mere half-a-dozen cultists and that half-dragon: if they'll engage the cultists, we'll take on the half-dragon -- in return for their help, the rangers can take half the gold.

Subject: Re: Loot Tracking

Posted by [duhwoo](#) on Sun, 12 Apr 2015 14:26:35 GMT

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As of session #10, no Permanent Magic Items have been acquired! Rodney's Wand of Comprehend Languages is 60% complete.

(EDIT: the party DOES have a Censer of Air Elemental that we've never used -- we don't know how it works!)

Subject: Re: Loot Tracking

Posted by [duhwoo](#) on Sun, 26 Apr 2015 17:16:36 GMT

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during session #12 (April 25th), we gained 5,000gp-worth of gemstones, taken from some of the cultist's treasure chests (that we stole in the swamp) -- that's 1,000gp worth of gems for each character!

Rodney's Wand of Comprehend Languages is 75% complete, and all money required to craft the wand has been spent -- just need to accumulate 5 more days of working on it...

Subject: Re: Loot Tracking

Posted by [duhwoo](#) on Mon, 17 Aug 2015 00:34:47 GMT

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near as I can tell, as of the end of session 15 our MAGIC ITEM COUNT has jumped to 5:

- Rodney has a BAG OF HOLDING -- which he ABSOLUTELY LOVES;
- Rodney also has the WAND OF COMPREHEND LANGUAGES he just finished crafting;
- Rawl has some kind of MAGIC WEAPON that K'tas dropped on her way to the Void;
- Leven Sheddon is carrying the CENSER OF CONTROLLING AIR ELEMENTALS we got a thousand miles ago;
- I'm not sure who has the DAGGER OF VENOM we found in Field Castle...

not sure what our CASH TOTAL is -- William is collecting that tally. He departed last session before we added star charts potentially worth 700gp, plus 5.4gp in silver and 18gp in copper pieces (that's 1,800cp)...

Subject: Re: Loot Tracking

Posted by [like_a_god](#) on Mon, 17 Aug 2015 01:30:57 GMT

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duhwoo wrote on Sun, 16 August 2015 18:34

- Leven has a CENSER OF CONTROLLING AIR ELEMENTALS we got a thousand miles ago;

"The Hell I do! I'm not touching that thing!" - Leven the Lucky

Subject: Re: Loot Tracking

Posted by [duhwoo](#) on Mon, 17 Aug 2015 01:46:43 GMT

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my bad -- it's Sheddon carrying the Censer...

Subject: Re: Loot Tracking

Posted by [Berwick](#) on Sat, 22 Aug 2015 18:30:48 GMT

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We found the following:
450 GP

520 SP
80 PP

22 gems worth:
(5X) 35 GP
(6X) 45 GP
(6x) 55 GP [1x for Shedding]
(4x) 65 GP
(1x) 80 GP

200 GP
200 SP
(10x) 100 GP

Subject: Re: Loot Tracking
Posted by [Berwick](#) on Sat, 22 Aug 2015 23:30:28 GMT
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Gems:
(2x) 50 GP
(5x) 100 GP
(1x) 200 GP
(1x) 400 GP
(1x) 600 GP

Miss.:
(26x) Giant Frog Legs [for Dwarf?]

Subject: Re: Loot Tracking
Posted by [Berwick](#) on Sat, 12 Sep 2015 19:42:10 GMT
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For those who don't want to take the time to do the math, this equals

1087.4 GP per person

Subject: Re: Loot Tracking
Posted by [duhwoo](#) on Wed, 07 Oct 2015 01:37:46 GMT
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our PERMANENT MAGIC ITEM COUNT has jumped to 6!
(thanks to Sheddon's wand o' Magic Missiles)

Here's an accounting of the magic items we have gained so far, in the order they were encountered:

1. CENSER OF CONTROLLING AIR ELEMENTALS -- Sheddon;
2. WAND OF COMPREHEND LANGUAGES -- Rodney;
3. BAG OF HOLDING -- Rodney;
4. MACE OF SMITING -- Rawl;
5. WAND OF MAGIC MISSILES -- Sheddon;
6. DAGGER OF VENOM -- Sir Rounded.

Olaf is without a magic item: indeed, the only magic item we have that I think he even *might* want to use is Rawl's magic weapon -- but I'm confident Olaf would prefer to stick with his trusty polearm...

Leven is also without any magic items...

Subject: Re: Loot Tracking
Posted by [duhwoo](#) on Sun, 25 Oct 2015 13:08:40 GMT
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the late Sheddon did the party quite a favor, plying his sex appeal to swap his wand o' Magic Missiles and the Dagger of Venom for +1 armor and a +1 halberd!
Here's a new accounting of the magic items we have gained so far (in the order they were encountered):

1. CENSER OF CONTROLLING AIR ELEMENTALS -- Rodney;
2. WAND OF COMPREHEND LANGUAGES -- Rodney;
3. BAG OF HOLDING -- Rodney;
4. MACE OF SMITING -- Rawl;
5. +1 ARMOR -- Leven;
6. +1 HALBERD -- Olaf.

Subject: Re: Loot Tracking
Posted by [duhwoo](#) on Mon, 14 Dec 2015 05:14:45 GMT
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with the demise of the giants and the cultists, the party now has control of the cloud castle (claimed jointly by our two half-orcs)! We also gained nearly 60,000gp! Rodney will lay no claim to that treasure -- thanks to the lucky turn of a card, he has enough money for himself *and* his cohort -- so Kriv, Leven, Olaf, and Rawl can divide it up four ways (14,900gp each).

As planned, Kriv took the Black Dragon Mask; he was also given the magical cult insignia. Rawl was the only appropriate candidate to take the greatsword, Hazirawn, so he ceded his Mace of Smiting to Leven; Leven also gained Rath Modar's Staff of Fire, a scroll of Fireball, and two scrolls of Mage Armor. Sir Will picked up the Wand of Winter we found. Rodney has Rath Modar's Scroll of Dimension Door, and a scroll of Feather Fall.

the accounting of the PERMANENT magic items we have gained during Hoard of the Dragon Queen follows (in the order they were encountered):

1. CENSER OF CONTROLLING AIR ELEMENTALS -- Rodney;
2. WAND OF COMPREHEND LANGUAGES -- Rodney;
3. BAG OF HOLDING -- Rodney;
4. MACE OF SMITING -- Leven;
5. +1 ARMOR -- Leven;
6. +1 HALBERD -- Olaf;
7. STAFF OF FIRE -- Leven;
8. DRAGON MASK -- Kriv;
9. HAZIRAWN -- Rawl;
10. MAGIC CULT INSIGNIA -- Kriv;
11. WAND OF WINTER -- Sir Will.

Subject: Re: Loot Tracking
Posted by [dkeester](#) on Mon, 14 Dec 2015 17:49:13 GMT
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You forgot the dagger of venom that was hidden in the dragon statue in the swamp castle.

Subject: Re: Loot Tracking
Posted by [duhwoo](#) on Mon, 14 Dec 2015 19:39:31 GMT
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Kriv traded the dagger away, to get Leven's +1 armor (at the same time he swapped his wand for the +1 halberd)...

So I didn't forget anything after all!