

## AN ALTERNATE ENCUMBRANCE SYSTEM FOR CASTLES & CRUSADES

The encumbrance system in Castles and Crusades as of late has become a bit of a bone of contention with some of the game's players. As designed, the original system was supposed to make it easy for the Castle Keeper to determine just how much stuff a character was carrying, without getting bogged down in useless details. The system, while very good, isn't without its faults. There are some quirks in the system, relating to how encumbering certain items actually are, compared to the values given in the book. That's what this little article is all about.

Compared to the original system, there are many differences. The biggest difference is that each point of EV is tied in with a specific value in regards to weight. For this system, some items have an effective EV of less than 1. These items will have their EV listed as a decimal value of less than 1. For example, chalk weighs 1/10th of a pound, so the actual EV of a piece of chalk would be 0.01 EV. Encumbrance in this system is a function of weight (more accurately mass) rather than a combination of weight, length, and other factors. A few articles of clothing are an exception to this, due to the fact that encumbrance values assume a clothed character. The math in this system isn't terribly messy, being simple addition and decimals, but to make things easier on the Castle Keeper, the Encumbrance Table (below) is provided that details the encumbrance breakpoints based on Strength. Simply tally up all the EV values for all items the character carries and compare it to the EV values given for a particular Strength score. Read across until the character's EV is less than the chart. This will tell what

penalties the character incurs for having gone over his EV limits.

## ENCUMBRANCE

Every item in Castles & Crusades has an encumbrance (EV) rating and every point of EV is equivalent to ten pounds of weight. Each character has a maximum EV rating equivalent to his Strength. In other words, the maximum load that the character can lift is a number of pounds equal to the character's Strength score x10. No character can exceed the maximum EV rating and be able to move. Up to ¼ of the character's Strength score, rounded up, may be carried by the character at no penalty. The character can carry additional items on his person, up to his maximum, at a corresponding loss of mobility (reproduced below from page 45 of the Players Handbook). For example, a character with 18 strength would be able to carry up to 5 points worth of EV without penalty, would be lightly encumbered at 8.25 EV, moderately encumbered at 11.5 EV, heavily encumbered at 14.75 EV, and overburdened at 18 EV.

Armor and helms, being wearable, subtract a total of 1 EV from the total Encumbrance of all of a character's items. Clothing with an Encumbrance rating subtracts 0.1 EV from the total Encumbrance of the character. Items with a carrying capacity simply refer to how much they can hold. They do not increase a character's EV.

Tack and harness do not affect characters but do affect their mounts. For horses and ponies, there is a special section of the Encumbrance Chart that they use instead of the regular chart.

STRENGTH	ENCUMBRANCE (EV)				
	NORMAL	LIGHT	MODERATE	HEAVY	OVERBURDENED
3	1	1.5	2	2.5	3
4	1	1.75	2.5	3.25	4
5	1	2	3	4	5
6	2	3	4	5	6
7	2	3.25	4.5	5.75	7
8	2	3.5	5	6.5	8
9	2	3.75	5.5	7.25	9
10	3	4.75	6.5	8.25	10
11	3	5	7	9	11
12	3	5.25	7.5	9.75	12
13	3	5.5	8	10.5	13
14	4	6.5	9	11.5	14
15	4	6.75	9.5	12.25	15
16	4	7	10	13	16
17	4	7.25	10.5	13.75	17
18	5	8.25	11.5	14.75	18
Riding Horse	9	15	30	45	60
Lt. Warhorse	13	22.5	45	70	90
Hvy. Warhorse	17	30	60	90	120
Pony	4	7.5	15	22.5	30
War Pony	6	10	20	30	40

## ENCUMBRANCE EFFECTS

- **Normal:** No effect.
- **Light:** Move reduced by ¼, +1 Challenge Level to all dexterity based checks.
- **Moderate:** Move reduced by ½, +2 Challenge Level to all dexterity based checks.
- **Heavy:** Move reduced by ¾, +4 Challenge Level to all dexterity based checks, lose dexterity bonus\* to AC.
- **Overburdened:** Move reduced to 1 foot per round, automatically fail all dexterity based checks, lose dexterity bonus\* to AC.

\*Dexterity bonus loss only applies if the dexterity modifier is positive. If the modifier is negative, that modifier still applies.

## ARMAMENTS (PAGE 40)

ARMORS	COST	AC	WGT	EV
Padded Armor	5gp	+1	10lbs.	1w
Leather Coat	7gp	+1	10lbs.	1w
Leather Armor	10gp	+2	15lbs.	1.5w
Ring Mail	30gp	+3	20lbs.	2w
Hide	20gp	+3	25lbs.	2.5w
Studded Leather	25gp	+3	20lbs.	2w
Laminar, Leather	55gp	+3	25lbs.	2.5w
Mail Shirt	100gp	+4	25lbs.	2.5w
Scale Mail	50gp	+4	30lbs.	3w
Cuir Bouille	45gp	+4	25lbs.	2.5w
Breastplate, bronze	95gp	+4	20lbs.	2w
Brigadine	85gp	+4	25lbs.	2.5w
Breastplate, steel	300gp	+5	30lbs.	3w
Mail Hauberk	150gp	+5	35lbs.	3.5w
Coat of Plates	100gp	+5	45lbs.	4.5w
Ensemble, Greek	120gp	+5	40lbs.	4w
Banded Mail	250gp	+6	40lbs.	4w
Splint Mail	200gp	+6	45lbs.	4.5w
Ensemble, Greek	230gp	+6	50lbs.	5w
Ensemble, Roman	240gp	+6	30lbs.	3w
Full Chain Suit	200gp	+6	45lbs.	4.5w
Plate Mail	600gp	+7	45lbs.	4.5w
Ensemble, Roman	650gp	+7	45lbs.	4.5w
Full Plate	1000gp	+8	50lbs.	5w
Polish Hussar	1750gp	+8	50lbs.	5w

See page 41 for components of ensemble armors.

SHIELDS	COST	AC	WGT	EV
Buckler	2gp	+1 <sup>1</sup>	2lbs.	0.2
Shield, Small Steel	9gp	+1 <sup>1</sup>	5lbs.	0.5
Shield, Small Wooden	3gp	+1 <sup>1</sup>	3lbs.	0.3
Shield, Med. Steel	15gp	+1 <sup>2</sup>	10lbs.	1
Shield, Med. Wood	5gp	+1 <sup>2</sup>	6lbs.	0.6
Shield, Large Steel	20gp	+1 <sup>3</sup>	15lbs.	1.5
Shield, Large Wood	7gp	+1 <sup>3</sup>	10lbs.	1
Pavis	55gp	+6 <sup>4</sup>	90lbs.	9

1 Bonus applies to one foe in a round.

2 Bonus applies to two foes in a round.

3 Bonus applies to three foes in a round.

4 Bonus applies to all foes in front of the shield.

HELMS	COST	AC*	WGT	EV
Armet	10gp	+6	7lbs.	0.7w
Bacinet	15gp	+4	7lbs.	0.7w
Benin	8gp	+2	5lbs.	0.5w
Casquetel	10gp	+2	8lbs.	0.8w
Coif, Chain Mail	15gp	+4	5lbs.	0.5w
Coif, Leather	4gp	+1	2lbs.	0.2w
Helm, Great	20gp	+7	8lbs.	0.8w
Helm, Normal	10gp	+5	4lbs.	0.4w
Helm, Norman	8gp	+3	7lbs.	0.7w
Helm, Pot	5gp	+2	6lbs.	0.6w
War Hat	7gp	+2	6lbs.	0.6w

\*Armor Class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust AC.

WEAPONS	COST	DMG	WGT	EV
Axe, Battle	10gp	1d8	7lbs.	0.7
Axe, Bearded*	20gp	3d4	15lbs.	1.5
Axe, Piercing	17gp	1d8+1	7lbs.	0.7
Axe, Two-Handed*	20gp	1d12	20lbs.	2
Bardiche	15gp	2d4	10lbs.	1
Bec De Corbin	60gp	1d10	4lbs.	0.4
Bill or Billhook	12gp	2d4	6lbs.	0.6
Brass Knuckles	1gp	1d3	1lb.	0.1w
Cat-O-Nine-Tails	9gp	1d3	1lb.	0.1
Cestus	1gp	+1dmg	~	0.1w
Cleaver	5sp	1d4	1lb.	0.1
Crowbill	15gp	1d6	6lbs.	0.6
Dirk	3gp	1d4+1	1lb.	0.1
Fauchard*	6gp	1d6	6lbs.	0.6
Fauchard Fork*	15gp	1d8	6lbs.	0.6
Fist	~	1d2	~	~
Flail, Heavy	15gp	1d10	20lbs.	2
Flail, Light	8gp	1d8	5lbs.	0.5
Flamberge*	75gp	2d4+2	12lbs.	1.2
Flatchet	5gp	1d6+1	6lbs.	0.6
Fork, Military	10gp	1d8	7lbs.	0.7
Gauntlet, Spiked	5gp	1d3	2lbs.	0.2w
Glaive	8gp	1d8	15lbs.	1.5
Glaive Guisarme	15gp	2d4	8lbs.	0.8
Godentag	15gp	1d6+3	7lbs.	0.7
Guisarme	10gp	2d4	15lbs.	1.5
Halberd	10gp	1d10	15lbs.	1.5
Hammer, War	6gp	1d8	8lbs.	0.8
Hatchet	1gp	1d4	2lbs.	0.2
Hook Sword	25gp	1d4+1	4lbs.	0.4
Hook, hafted	5gp	1d6	3lbs.	0.3
Katar	3gp	1d4+1	1lb.	0.1
Lance, Heavy	10gp	1d8	10lbs.	1
Lance, Light	6gp	1d6	5lbs.	0.5
Lucerne Hammer	60gp	1d12	8lbs.	0.8
Mace, Heavy	12gp	1d8	12lbs.	1.2
Mace, Large	25gp	1d10	10lbs.	1
Mace, Light	5gp	1d6	6lbs.	0.6
Main Gauche	25gp	1d4+1	1lb.	0.1
Man Catcher	45gp	1d4	6lbs.	0.6
Maul*	12gp	1d10	15lbs.	1.5
Morningstar	8gp	2d4	8lbs.	0.8
Nine Ring Broadsword	30gp	1d10	10lbs.	1
Partisan*	10gp	1d8	5lbs.	0.5
Pick, Heavy	8gp	1d6	6lbs.	0.6
Pick, Light	4gp	1d4	4lbs.	0.4
Pike*	5gp	1d8	14lbs.	1.4
Poniard	25gp	1d8	5lbs.	0.5
Ranseur	8gp	2d4	15lbs.	1.5
Sap	1gp	1d3	1lb.	0.1
Scimitar, Great*	55gp	2d6	14lbs.	1.4
Scythe	18gp	2d4	12lbs.	1.2
Sickle	6gp	1d4	3lbs.	0.3
Sleeve Tangler	100gp	1d10	7lbs.	0.7
Spear, Long	5gp	1d8	9lbs.	0.9
Staff	~	1d6	4lbs.	0.4
Sword, Bastard	25gp	1d10	10lbs.	1

WEAPONS	COST	DMG	WGT	EV
Sword, Broad	12gp	2d4	8lbs.	0.8
Sword, Falchion	40gp	2d4	16lbs.	1.6
Sword, Long	15gp	1d8	4lbs.	0.4
Sword, Rapier	20gp	1d6	2lbs.	0.2
Sword, Scimitar	15gp	1d6	4lbs.	0.4
Sword, Short	10gp	1d6	3lbs.	0.3
Sword, Two-Handed*	30gp	2d6	15lbs.	1.5
Tulwar	8gp	1d6	2lbs.	0.2
Voulge	8gp	2d4	6lbs.	0.6

\*Requires two hands to swing.

Certain weapons have additional affects beyond their damage rating. See page 41 and 42 for particulars.

MISSILE & RANGED	COST	DMG	RNG	WGT	EV
Axe, Hand/Throwing	4gp	1d6	10ft.	4lbs.	0.4
Club	~	1d6	10ft.	3lbs.	0.3
Dagger	2gp	1d4	10ft.	1lb.	0.1
Hammer, Light	1gp	1d4	20ft.	2lbs.	0.2
Knife	3sp	1d2	10ft.	1lb.	0.1
Spear	1gp	1d6	20ft.	3lbs.	0.3
Spear, Wolf	3gp	1d8	10ft.	4lbs.	0.4
Trident	10gp	1d8	10ft.	5lbs.	0.5
Aclis	1gp	1d4	20ft.	1lb.	0.1
Arrows (20)	2gp	bow	~	3lbs.	0.3
Arrows (12)	15sp	bow	~	2lbs.	0.1
Arrow, Silver (2)	1gp	bow	~	0.2lb.	0.02
Blowpipe	1gp	1	10ft.	1lb.	0.1
Bolas	5gp	1d4	20ft.	2lbs.	0.2
Bolts (12)	1gp	x-bow	~	1lb.	0.1
Bow, Long	75gp	1d6	100ft.	3lbs.	0.3
Bow, Long, Composite	100gp	1d8	110ft.	3lbs.	0.3
Bow, Short	30gp	1d6	60ft.	2lbs.	0.2
Bow, Short, Composite	75gp	1d8	70ft.	2lbs.	0.2
Crossbow, Light	35gp	1d6	80ft.	6lbs.	0.6
Crossbow, Hand	100gp	1d4	30ft.	3lbs.	0.3
Crossbow, Heavy	50gp	1d10	120ft.	9lbs.	0.9
Dart	5sp	1d3	20ft.	0.5lb.	0.05
Harpoon	1gp	1d6	20ft.	4lbs.	0.4
Javelin	1gp	1d4	30ft.	2lbs.	0.2
Rock	~	1d2	30ft.	~	~
Sling	~	1d4	50ft.	~	0.01
Whip	1gp	1d2	15ft.	2lbs.	0.2

Certain weapons have additional affects beyond their damage rating. See page 41 and 42 for particulars.

## EQUIPMENT (PAGE 42)

EQUIPMENT	COST	WGT	EV	CAP
Armor & Weapon Oil	1gp	1lb.	0.1	~
Awl	1gp	0.5lbs.	0.05	~
Backpack	2gp	2lbs.	0.2w	8
Bagpipe	35gp	8lbs.	0.8	~
Bandages (2 wounds)	1sp	0.5lb.	0.05	~

EQUIPMENT	COST	WGT	EV	CAP
Barrel, Large	4gp	45lbs.	4.5	9
Barrel, Small	2gp	30lbs.	3	6
Basket	4sp	1lb.	0.1	2
Bedroll	1sp	5lbs.	0.5	~
Belt Pouch, Large	1gp	1lb.	0.1w	0.5
Belt Pouch, Small	5sp	0.5lbs.	0.05	0.2
Belt Pouch, Spell Component	10gp	0.5lbs.	0.05	~
Blanket, Winter	5sp	3lbs.	0.3	~
Bottle	2gp	0.5lb.	0.05	0.5
Broom	5cp	1lb.	0.1	~
Bucket	5sp	2lbs.	0.2	3
Candle (5 sticks)	5cp	0.1lb.	0.01	~
Canteen (½ gallon)	2gp	2lbs.	0.2	0.4
Case, Map or Scroll	1gp	0.5lb.	0.05	10 sheets
Casket	2gp	15lbs.	1.5	25
Chain (20 feet)	30gp	4lbs.	0.4	~
Chalk (per piece)	1cp	0.5lbs.	0.05	~
Chest, Large	5gp	40lbs.	4	8
Chest, Small	2gp	25lbs.	2.5	6
Chisel	1gp	0.5lbs.	0.05	~
Cord (50 feet)	5gp	8lbs.	0.8	~
Crowbar/Prybar	2gp	5lbs.	0.5	~
Diggery-do	1gp	0.25lb.	0.025	~
Drum	9gp	8lbs.	0.8	~
Dust, Bag of	~	1lb.	0.1	~
Fife	2gp	0.25lb.	0.025	~
File	1gp	0.5lbs.	0.05	~
File, Metal	1gp	0.5lb.	0.05	~
Firewood, per day	1cp	20lbs.	2	~
Fishing Gear	5sp	1lb.	0.1	~
Flask	3cp	0.1lbs.	0.01	~
Flint and Steel	1gp	0.5lbs	0.05	~
Flute	15gp	0.5lbs.	0.05	~
Gong	18gp	3lbs.	0.3	~
Gord	3sp	1lb.	0.1	~
Grappling Hook	1gp	4lbs.	0.4	~
Grease, Crock (lb.)	2cp	1lb	0.1	~
Hammer	1gp	2lbs.	0.2	~
Hammer, Sledge	6gp	8lbs.	0.8	~
Hammock	8gp	8lbs.	0.8	~
Harp	35gp	4lbs.	0.4	~
Holy Symbol, Silver	25gp	1lb.	0.1	~
Holy Symbol, Wood	1gp	~	0.01	~
Holy Water, Flask	30gp	1lb.	0.1	~
Hook, Iron	1gp	0.5lbs.	0.05	~
Horn	5gp	3lbs.	0.3	~
Incense, Stick	1gp	~	0.01	~
Ink, 1 oz.	8gp	0.1lb.	0.01	~
Kettle, Iron	1gp	4lbs.	0.4	~
Lamp, Open	3gp	2lbs.	0.2	~
Lantern, Bullseye	12gp	3lbs.	0.3	~
Lantern, Hooded	7gp	2lbs.	0.2	~
Lodestone	25gp	1lb.	0.1	~
Manacles	15gp	2lbs.	0.2	~
Mandolin	10gp	4lbs.	0.4	~
Marbles (bag of 25)	1gp	0.1lbs.	0.01	~

EQUIPMENT	COST	WGT	EV	CAP
Mirror, Small Steel	10gp	0.5lb.	0.05	~
Mortar and Pestle	3gp	2lbs.	0.2	~
Mug or Tankard	2cp	0.5lb.	0.05	~
Nails, Iron (50)	5sp	1lb.	0.1	~
Oil, Flask of	1gp	1lb.	0.1	~
Pack, Shoulder	2gp	2lbs.	0.2	~
Padlock and Key	25gp	1lb.	0.1	~
Panpipes	11gp	1lb.	0.1	~
Paper (10 sheets)	10gp	~	0.01	~
Parchment (10 shts)	5gp	~	0.01	~
Pickaxe, Miner's	3gp	10lbs.	1	~
Pipe	5gp	0.1lbs.	0.01	~
Pitons/Spikes (5)	5sp	2lbs.	0.2	~
Pole (10 feet)	2sp	8lbs.	0.8	~
Pot	3gp	8lbs.	0.8	~
Prayer Beads	2gp	~	0.01	~
Quill	1sp	~	0.01	~
Quiver, Dozen	2gp	1lb.	0.1	12*
Quiver, Score	4gl	1lb.	0.1	20*
Razor	5sp	~	0.01	~
Rogue's Tools	30gp	1lb.	0.1	~
Rope, Hemp (50 ft.)	1gp	10lbs.	1	~
Rope, Silk (50 ft.)	10gp	5lbs.	0.5	~
Sack, Large	5sp	1lb.	0.1	5
Sack, Small	1sp	0.5lb.	0.05	2.5
Saw, Metal	5gp	1lb.	0.1	~
Sealing Wax	1gp	0.1lb.	0.01	~
Sewing Kit	5sp	1lb.	0.1	~
Shovel	2gp	8lbs.	0.8	~
Soap (per bar)	5sp	1lb.	0.1	~
String (50 ft.)	4sp	1lb.	0.1	~
Tent, Large	45gp	50lbs.	5	5 men
Tent, Medium	25gp	30lbs.	3	3 men
Tent, Small	10gp	20lbs.	2	1 man
Tinder Box (10 fires)	1gp	4 lbs.	.4	~
Tongs	6sp	1lb.	0.1	~
Torch	1cp	1lb.	0.1	~
Trap, Lg. Animal	35gp	25lbs.	2.5	~
Trap, Med. Animal	15gp	12lbs.	1.2	~
Trap, Sm. Animal	7gp	3lbs.	0.3	~
Trunk, Travel	2gp	10lbs.	1	5
Vellum (10 Sheets)	15gp	~	0.01	~
Vial (1 ounce)	1sp	0.1lb.	0.01	1 oz.
Waterskin (1 gallon)	1gp	4lbs.	0.4	0.85
Wedge, splitting	2cp	~	0.01	~
Whetstone	1gp	0.5lb.	0.05	~
Whistle	5sp	~	0.01	~
Wolfsbane	2gp	0.1lb.	0.01	~
Zither	40gp	5lbs.	0.5	~

\*The number of projectiles that can be carried.

CLOTHING	COST	WGT	EV
Belt	6sp	1lb.	*
Belt, Baldric	2sp	3lbs.	*
Boots, Heavy	1gp	4lbs.	0.4w
Boots, Soft	4sp	2lbs.	*
Caftan	3sp	2lbs.	0.2w

CLOTHING	COST	WGT	EV
Cap/Hat	4sp	~	*
Cape	8sp	1lb.	*
Cloak	5sp	3lbs.	0.3w
Cowl	2sp	1lb.	0.1w
Dalmatic	5sp	4lbs.	0.4w
Doublet	1gp	3-5lbs.	0.3w - 0.5w
Frock	5sp	1-10lbs.	0.1w - 1w
Girdle	7sp	3lbs.	0.3w
Gloves, Cloth	2sp	~	*
Gloves, Leather	8sp	~	*
Gown	1gp	5-20lbs.	0.5w - 2w
Jewelry	varies	~	*
Leggings	5sp	0.5lbs.	0.05w
Mantle	1gp	3-5lbs.	0.3w - 0.5w
Robe	1gp	4lbs.	0.4w
Scarf	5cp	0.5lbs.	0.05w
Shoes, Normal	2sp	1lb.	0.1w
Signet Ring	5gp	~	*
Skirt	4sp	0.5lbs.	0.05w
Smock	3sp	0.5lbs.	0.05w
Trousers	4sp	0.5lbs.	0.05w
Tunic	3sp	0.5lbs.	0.05w
Vest	2sp	0.5lbs.	0.05w
Winter Clothing, Set	5gp	6lbs.	0.6w

\*No appreciable EV singly. EV is 1 per 10 of these carried.

PROVISIONS & LODGING	COST	WGT	EV
Ale, Mug	5cp	1lb.	0.1
Beer, Mug	2cp	1lb.	0.1
Cheese, Block	2sp	1lb.	0.1
Grains, Bag	4sp	5lbs.	0.5
Liquor, Cask	25gp+	½ gal.	0.4
Liquor, Shot	2sp	~	~
Lodging, Common Inn	5sp	~	~
Lodging, Good Inn	2gp	~	~
Lodging, Poor Inn	1sp	~	~
Mead, Mug	2sp	1lb.	0.1
Rations (1 day)	5sp	1lb.	0.1
Rations (1 week)	3gp	7lbs.	0.7
Tavern Meal, Common	2sp	~	~
Tavern Meal, Good	1gp	~	~
Tea Leaves, 1lb.	1sp	1lb.	0.1
Tobacco, 1lb.	5sp	1lb.	0.1
Wine, Common (Bottle)	2sp	1lb.	0.1
Wine, Fine (Bottle)	10gp	1lb.	0.1

TRANSPORT & TACK	COST	WGT	EV
Barding, Chain*	500gp	125lbs.	12.5w
Barding, Full Plate*	4,000gp	250lbs.	25w
Barding, Leather*	50gp	50lbs.	5w
Barding, Padded*	20gp	25lbs.	2.5w
Barding, Studded*	100gp	60lbs.	6w
Bit and Bridle	1gp	1lb.	0.1w
Boat, Long	500gp	~	~
Boat, Row	50gp	75lbs.	7.5
Boat, Skiff	300gp	~	~
Boat, Small	250gp	~	~

TRANSPORT & TACK	COST	WGT	EV
Canoe	35gp	50lbs.	5
Cart	15gp	200lbs.	20
Chariot	100gp	350lbs.	35
Coach	200gp	~	~
Donkey	8gp	~	~
Feed (per day)	5cp	10lbs.	1
Harness	1gp	2lbs.	0.2
Horse, Heavy	200gp	~	~
Horse, Light	75gp	~	~
Mule	25gp	~	~
Ox	18gp	~	~
Pony	30gp	~	~
Raft	100gp	100lbs.	10
Saddle	20gp	30lbs.	3w
Saddle Bags	4gp	8lbs.	0.8w
Saddle Blanket	5sp	1lb.	0.1
Sled	20gp	300lbs.	30
Wagon	35gp	400lbs.	40
Walrus	350gp	~	~
Warhorse, Heavy	400gp	~	~
Warhorse, Light	150gp	~	~
Warpony	100gp	~	~

\* Pony barding: 1/2 cost, 2/3 weight, EV = 1/10th weight.

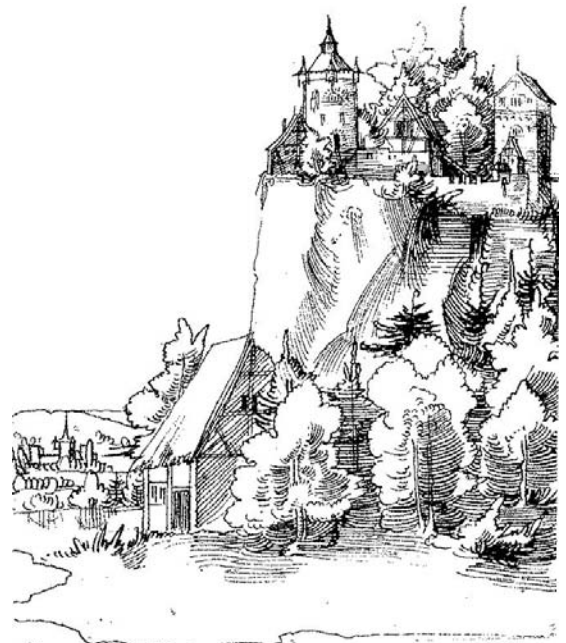
### TREASURE ENCUMBRANCE

The following charts are used with the treasure tables on pages 94-101 of *Monsters & Treasure* to determine the EV of recovered treasure.

COIN	EV	COIN	EV	GEM	EV
50cp	0.1	500cp	1	Small	0.01 - 0.1
30sp	0.1	300sp	1	Medium	0.11 - 0.3
15gp	0.1	150gp	1	Large	0.31+



TREASURE TABLE	EV NOTES
3.1	The items in this table have EV values identical to the EV values in the equipment lists.
3.2	No appreciable EV singly. EV is 1 per 10 of these carried.
3.3	No appreciable EV singly. EV is 1 per 10 of these carried.
3.4	EV is equivalent to 1/100th of the item's gold piece value.
3.5	EV is equivalent to 1/100th of the item's gold piece value.
3.6	EV is equivalent to 1/100th of the item's gold piece value.
4.1	EV is 0.01, the EV of a full vial.
4.2	No appreciable EV singly. EV is 1 per 10 of these carried.
4.3	The items in this table have EV values identical to the EV values in the equipment lists.
4.3A - 4.3E	The items in these tables have EV values identical to the EV values in the equipment lists.
4.4	The items in these tables have EV values identical to the EV values in the equipment lists.
4.4A - 4.4B	The items in these tables have no appreciable EV if worn; otherwise the EV value is equal to 1/100th of the item's gold piece value. If an equivalent item is available on the equipment lists, use the EV value of the equivalent item.
4.5	No appreciable EV singly. EV is 1 per 10 of these carried.
4.5A - 4.5E	EV is equivalent to 1/100th of the item's gold piece value.
4.6	EV is based on an equivalent beneficial item from tables 3.1 - 4.7.
4.7	No appreciable EV singly. EV is 1 per 10 of these carried.
4.8	
4.9	



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