

Issue Two
EQUIPMENT & ENCUMBRANCE

CROWN COMPENDIUM



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Advanced Encumbrance

Any adventurer worth their salt knows that having the right tools for the job is a matter of life and death. Carrying that equipment is important, but at the cost of being able to carry loot back out from an adventure. The savvy adventurer plans their equipment to be just enough to finish the job.

ADVANCED ENCUMBRANCE

Tracking the weight of items is tedious, so in Crown we use a slot based encumbrance system. A character has as many slots as the higher of their Constitution or Strength score. This does make tracking encumbrance easier, but it lends itself to a kind of quantum-inventory. No one knows where the item a character is carrying exists until the moment the character needs it (in which case it is, and always has been, within easy reach). This alternate encumbrance offers a bit more granulation about where an item is.

Quick Access Slots

A character has five slots of quick access. These items are stored in belt pouches, strapped to their body, or are already being held in their hands. These are also items that the character will immediately notice if they are missing. During combat a character can freely use these items; the amount of time it takes to access them is negligible.

A character doesn't need to purchase anything to carry items in their Quick Access slots. A character cannot have more than five slots worth of items in their Quick Access slots. It becomes to bulky and cumbersome - defeating the purpose.

Packed Slots

All of a character's slots that are not Quick Access are Packed. Packed items are harder to reach. During combat it takes a full turn to access an item that has been packed. Armor takes up packed slots, although a character doesn't need a bag to stow it in; it is worn.

A character needs to purchase an item to carry their packed items. A backpack or sack of some kind are the most common. Without this item, a character doesn't have access to these slots.

CARRYING MORE

When characters get more stuff they will want to carry more; they need more encumbrance slots. Characters can purchase pack animals or hire retainers to carry things for them.

Pack Animals

Pack animals can carry a number of slots based on the size of the animal. The slots that an animal carries are either in saddlebags or strapped to the creature using rope. The amount of slots that a pack animal can carry is based on their size, refer to the following chart.

ANIMAL	RIDE?	SLOTS	COST
Camel	Yes	35	150 c
Donkey	Yes	25	40 c
Horse, Draft	No	35	100 c
Horse, Riding	Yes	25	60 c
Horse, War	Yes	35	200 c
Oxen	No	45	125 c
Pack Mule	No	25	25 c
Pony	Yes	25	40 c

An animal that is pulling a cart or wagon can pull up to four times their normal number of slots. If an animal is pulling such a vehicle they cannot carry anything directly on themselves.

Retainers

Retainers can be hired to carry items. Noncombatant retainers and specialist retainers have ten slots to carry things. Leveled retainers have a number of slots equal to ten plus their level. A retainer's own items count towards the number of items that they can carry.

Retainers (or people in general) can pull a handcart, wheelbarrow, or small wagon carrying double their normal number of slots. If they are doing so, they cannot carry other things.

Over-Encumbered

If the characters have no access to pack animals or retainers, and still need to carry more items, they may over-encumber themselves. While over-encumbered they can carry up to two additional slots of material. The downside of being over-encumbered is that their movement is halved and they make saving throws with disadvantage. A character that is over-encumbered cannot fight in combat without dropping something to alleviate their over-encumbered state. If combat starts while they are over-encumbered, this will take their entire first turn.

Dragging Things

Many things are simply too big for a person to carry. Or, sometimes there are so many things that the only possible solution is to put them in a sack and drag them along. Dragging things causes a character to move at half their normal speed and make saving throws with disadvantage (characters dragging things are essentially considered over-encumbered). Saving throws that the creature fails, or that would reasonably separate the character and the stuff they are dragging, do so. Additionally, dragging things makes a lot of noise, potentially attracting creatures to the sounds that the characters are making. When entering combat a character must leave what they are dragging behind in order to fight.

A character may drag an amount equal to twice their normal encumbrance. For multiple people dragging encumbrance is additive; if two characters are dragging something, add their drag scores together to find their limit.

LAND VEHICLES

Land vehicles are used to carry more over long distances; what a horse can carry is merely a quarter of what they can drag behind them in a vehicle of some kind. The cargo that a land vehicle can carry is directly related to the crew that is pulling it. A wagon drawn by one horse can carry up to 100 slots, a wagon drawn by two can be 200 slots.

Land vehicles have structure points like ships. Larger or nicer vehicles also require upkeep - lest they fall into disrepair.

Slots to Weight

For items carried on vehicles you can use a simple 10 pounds to slot conversion. It isn't necessarily the most accurate (slots also account for things like "bulkiness"), but it will do the job.

Faster Vehicles

If the total cargo of the vehicle is equal to or less than the normal slot allotment for a creature, that vehicle moves at the speed of the animal as if it were not encumbered. So a wagon pulled by two horses carrying 50 or less slots of items can move at the same speed as a horse (36 miles a day) instead of its own speed of 30 miles a day.

Vehicles traveling at a cautious pace move half their normal speed. Vehicles traveling at a rushed pace move at one and a half times their normal speed. After moving at a rushed pace for a duration of time (not to exceed 1 week) vehicles will require additional maintenance equal to the cost of their normal upkeep for that time.

VEHICLE	CREW	CARGO	SPEED	SP	UPKEEP	COST
Cart, Hand	Person	4× crew slots	24 miles	1	none	20 C
Cart, Horse	Horse	4× crew slots	30 miles	2	4 S	40 C
Cart, Ox	Ox	4× crew slots	24 miles	2	4 S	40 C
Carriage	Horses	4× crew slots	30 miles	3	5 C	500 C
Chariot	Horses	4× crew slots	30 miles	5	2 C	200 C
Rickshaw	Person	4× crew slots	18 miles	1	3 S	30 C
Travois	Variable	2× crew slots	24 miles	0.5	none	10 C
Tumbril	Variable	4× crew slots	30 miles	3	6 S	60 C
Wagon	Variable	4× crew slots	30 miles	4	none	50 C

Expanded Equipment

Weapons break at the most inopportune times. Armor is sundered. Expensive tools are cracked. Using items of higher quality can avoid these problems. Or you might be short on cash and buy risky inferior quality.

WEAPON & ARMOR QUALITY

A normal weapon or suit of armor can withstand being damaged once, the next time it would be damaged it is rendered unusable. Different quality items modify this.

Weapons and armor of inferior quality are cheaper than their normal quality counterparts, but cannot withstand any damage. The first time an inferior quality weapon or inferior quality armor would be damaged it breaks.

Weapons and armor of superior quality are more expensive than their normal quality counterparts, but can withstand more damage. A weapon or suit of armor of superior quality can be damaged twice and remain functional. Only the third time it is damaged does the weapon or suit of armor become unusable.

ARMOR	INFERIOR	NORMAL	SUPERIOR
Cloth	8 C	10 C	14 C
Leather	20 C	25 C	35 C
Brigandine	40 C	50 C	70 C
Chain	60 C	75 C	105 C
Half-Plate	120 C	150 C	210 C
Plate	400 C	500 C	700 C
Shield	8 C	10 C	14 C

WEAPON	INFERIOR	NORMAL	SUPERIOR
Small	4 C	5 C	7 C
Hand	8 C	10 C	14 C
Great	20 C	25 C	35 C
Polearm	16 C	20 C	28 C
Spear	12 C	15 C	21 C
Crossbow	24 C	30 C	42 C
Longbow	32 C	40 C	56 C
Shortbow	16 C	20 C	28 C
Sling	4 C	5 C	7 C

Marking Damage

Use a small [x] written next to the weapon or suit of armor in question once it has been damaged. An inferior quality weapon is broken the first time it is damaged, so it will never accumulate these marks. A normal quality item can have one [x] at a time. A superior quality item can have up to two [x] at a time.

Mundane use items generally don't accumulate damage unless they are used in particularly dangerous ways, or if they are used in situations for which they are not intended.

Which Item is Damaged?

If a character is wearing armor and using a shield when they are hit by a critical attack, they may choose which of those takes the damage (they must be using the shield to choose). If a character is wielding two weapons at the time when they critically fail their attack, they will choose which of their weapons is damaged.

ITEM RARITY

The variety of items for sale in urban areas is much larger than what can be found in rural ones. To reflect this, the Game Master may inhibit the purchase of certain items (usually those that take a specialist to create, like glassware) in rural areas, or double the normal price for those items. Consider what items would be commonly used in a small farming community (basic tools, utensils, rations, water, clothes) and what wouldn't (armor, weapons, etc.).

Selling Items

In general, a character can sell an item for half its normal cost. When selling expensive items in rural areas, it can be impossible to find a buyer willing to part with that much money (or even have that much money in the first place). At times like these, the characters will have to choose between holding onto the items until they reach an urban area, or taking significantly less money than the item is worth.

Selling Valuables

Valuable items, like precious stones, jewelry, artwork, or magic items, sell for their full price. Even if a character purchases a diamond ring and then resells it, they can do so for the full price of the item. The Game Master determines what items are considered valuables - generally these are items found as loot during the game.



MAGIC ITEMS & POISONS

Magic items and poisons are always considered valuables. The problem arises when you consider how to sell or buy such things. You could always find them during an adventure - looting an ancient tomb may turn up a magic sword or two, and killing an evil alchemist will, of course, provide suitable poisons and alchemy to experiment with - but is there a market for them?

It depends on your setting. In any setting a village or small town would not have any market for such items. In settings where magic is common, large towns and cities may have places to buy and sell such goods. In settings where magic is rare only large cities, or specific (often secret) magical enclaves will have places where magic items are bought and sold.

ADDITIONAL EQUIPMENT

EQUIPMENT	SLOTS	COST
Awl	1	2 C
Ball Bearings (100)	Small	10 C
Barrel	-	1 C
Basket	-	1 P
Bell (small)	Small	2 C
Bellows	1	5 C
Belt	-	1 S
Block and Tackle	1	5 C
Boots or Shoes	-	1 C
Bucket	-	1 S
Candle	Small	1 P
Canvas (sq. ft.)	1	2 S
Cart Harness	5	10 C
Cauldron	3	5 C
Chisel	1	2 C
Clothes (common)	-	1 S
Clothes (fine)	-	10 C
Clothes (travel)	-	1 C
Deck of Card	Small	5 S
Dice (2)	Small	2 S
Feed Bag	1	1 S
Fishhook and Rod	1	8 S
Fishing Net	1	1 C
Flask	1	1 C
Instrument (string)	1	10 C
Instrument (percussion)	1	10 C
Instrument (wind)	1	10 C
Jar/Bottle (ceramic)	Small	5 S
Ladder (rope, 20 ft.)	2	5 S
Ladder (wood, 20 ft.)	3	2 S
Oilskin Satchel	-	15 C
Pan (cooking)	1	7 S
Pliers	1	2 C
Pole (wood, 10 ft.)	2	5 P
Pot of Ink	Small	1 C
Quill	Small	1 S
Rake	2	5 P
Saw	1	2 C
Sealing Wax	Small	5 S
Sewing Needle	Small	2 P
Soap	Small	1 S
Tinder Box	Small	5 S
Tongs	1	2 C
Wooden Stake	1	5 P
Wooden Utensils	1	2 P

DRUGS & POISONS

Esoteric alchemy and intricate herbalism have rendered these solutions potent and dangerous. The descriptions here are purposefully vague, and rely on the Game Master to determine the exact effects of a drug or poison based on their own game and interpretation of the dosage or application method. Individuals attempting to resist poisons and drugs need to succeed on constitution saving throws.

d66	DRUGS & POISONS
11	Angel Tears
12	Assassin's Powder
13	Blue Rot
14	Calmon's Powder
15	Cockatrice Venom
16	Crystal Tincture
21	Djura
22	Dragonblood
23	Drakefire
24	Dreamershroom
25	Duke's Dirk
26	Dwarf Ale
31	Elfweed
32	Fireroot
33	Grim Tea
34	Hangman's Daze
35	Heart Thorn
36	Hungerbane
41	Lacedust
42	Lonlein
43	Mind Spike
44	Mother's Kiss
45	Phoris
46	Purple Smoke
51	Red Ice
52	Sharpdrink
53	Simmersoup
54	Smokestone
55	Somber Slumber
56	The Gills
61	Therin's Lament
62	Trembler
63	Viper Oil
64	Watcheye
65	Whiteflower Extract
66	Yoola Root

Angel Tears

A pure white oil, slick and sweet. Victims cry in sorrow, but then experience deep catharsis.

Assassin's Powder

A clear powder with bitter taste. Victims seize and fall into a coma; eventually they will die.

Blue Rot

A blue fungal spore with nauseous smell. The fungus grows over its victims, poisoning them.

Calmon's Powder

A rocky, salty powder. When snorted it induces a euphoric state for a few minutes. Addictive.

Cockatrice Venom

Sludge-like, black liquid. Caustic and acidic, eats away at the flesh of its victims.

Crystal Tincture

A pink poison squeezed from stone. Victims become more ethereal until they cease to exist.

Djura

A pungent leaf, chewed and spit. It heightens focus temporarily, but rots teeth and gums.

Dragonblood

Crimson and vile, dragonblood is extremely flammable. Victims spontaneously combust.

Drakefire

Clear liquid that feels cool, but is actually scorching. Victims suffer internal burns.

Dreamershroom

A fluffy, white and red mushroom. When eaten causes auditory and visual hallucinations.

Duke's Dirk

A shard of toxic stone. When exposed to skin causes burns, rotting, and necrosis.

Dwarf Ale

A deep, dark colored brew favored by dwarves (who are immune to its negative effects). Provides nutrients but causes severe intoxication.

Elfweed

Fruity and fragrant. It induces a contemplative state when smoked. Also causes slight memory loss and extreme hunger (elves are immune).

Fireroot

Spicy and red. While being chewed, fireroot causes bravery and foolhardiness. Addictive.

Grim Tea

Grey and sour, steeped in water or milk. The victim is unable to cast spells or use magic.

Hangman's Daze

Crushed grey powder, smells woody. When snorted it causes a dangerous dissociative state.

Heart Thorn

Yellow liquid, tasteless. The victim seizes and may go into cardiac arrest without antidote.

Hungerbane

A palm-sized, sandy brick of organic material. Masks hunger; doesn't provide any sustenance.

Lacedust

Sparkling powder, dangerous to inhale. Internal bleeding of the lungs; may cause drowning.

Lonlein

Tinny and metallic taste. Victims lose their inhibitions and speak either truth or nonsense.

Mind Spike

Sickly sweet dried fruit powder. Causes extreme, damaging migraines; may grant visions.

Mother's Kiss

Sour milk taste, grey goopy liquid. Relieves pain, the victim becomes drowsy, memory loss.

Phoris

A salty crystal, clear or white. One or two days after ingestion causes appendix to rupture.

Purple Smoke

Purple, swirling smoke. Inhalation causes relaxation and dulls the senses.

Red Ice

Sharp red crystal, taste's cold. Causes mental alertness and hypersensitivity to touch, sight, and sound. Addictive; long term use is deadly.

Sharpdrink

Effervescent and minty. Distorts the senses, sometimes causes synesthesia. Addictive.

Simmersoup

Meaty flavor with bread-like texture. Boil in water and can be eaten to induce violent frenzy.

Smokestone

Flammable, smoky, and flaky. Inhaling the smoke causes adrenaline rush. Addictive.

Somber Slumber

Chemical smell, vaporous. If inhaled induces sleep, in high doses a coma or death.

The Gills

Slimy and salty. Induces intense neck spasms breaking the spine and killing the victim.

Therion's Lament

Sweet smelling and pleasant taste. If ingested it causes intense, suicidal depression.

Trembler

A coarse, blue mushroom. Causes the victim to suffer shakes, if high dosage causes seizures.

Viper Oil

Nearly clear liquid, applied to blood. Causes intense pain, paralysis, and in high doses death.

Watcheye

Green-blue moss like fungus. While chewed it suppresses the need for sleep, exhaustion later.

Whiteflower Extract

Sweet scent and bitter taste. Steeped in water or milk. If ingested it causes death within an hour.

Yoola Root

Red and earthy. It causes wounds to never cease bleeding; good when applied to a blade.

POTIONS & WANDS

Every mage of sufficient power and knowledge tries their hand at creating new and interesting potions or wands. The descriptions here are purposefully vague, and rely on the Game Master to interpret a given potion or wand's effect into game terms. Potions may be used once by ingesting them for no cost. Wands are used to cast spells; anyone casting the spell pays the blood price like normal, mages pay one less.

d66	POTIONS & WANDS
11	Accursed Wand
12	Antidote Potion
13	Blasting Wand
14	Dispelling Wand
15	Domination Elixir
16	Fireproof Paste
21	Flight Wand
22	Forgetfulness Elixir
23	Freezing Wand
24	Halvar's Wand
25	Healing Elixir, Greater
26	Healing Elixir, Lesser
31	Invisibility Potion
32	Li Feng's Wondrous Unguent
33	Lightning Wand
34	Numbing Potion
35	Onyx Wand
36	Panacea
41	Potion of Air
42	Potion of Bravery
43	Potion of Charm
44	Potion of Speed
45	Potion of Veracity
46	Potion of Water Breathing
51	Resistance Potion
52	Restfulness Potion
53	Rod of Fear
54	Rod of Languages
55	Rod of Necromancy
56	Smokeburst Wand
61	Wand of Battle
62	Wand of Detection
63	Wand of Fireball
64	Wand of Ignition
65	Wand of Illusion
66	Wand of Timmaeus

Accursed Wand

A dark curse that erodes away the victim's intelligence or wisdom for a short period of time.

Antidote Potion

A catch-all cure for most poisons. The victim need merely ingest it for it to start working.

Blasting Wand

An explosive blast strikes all enemies in front of the caster, throwing them backwards.

Dispelling Wand

Each usage of this wand can dispel a magical effect, powerful effects may require multiple usages of the wand to completely dispel.

Domination Elixir

The victim is enthralled by the maker of the potion, and must obey them until it wears off.

Fireproof Paste

Apply this paste to a surface to make it fireproof; one exposure to flame consumes it.

Flight Wand

Each usage of this wand allows the wielder to fly for a few minutes at a running speed.

Forgetfulness Elixir

The victim of this potion forgets everything that has happened in the last 1d6 hours.

Freezing Wand

A bolt of freezing cold strikes a surface, flash freezing it. Flesh is burned by the cold.

Halvar's Wand

A quick cleaning and repair wand that with one usage can restore items to pristine condition.

Healing Elixir, Greater

Whoever ingests this potion is healed to their full hit points value - undead do not benefit.

Healing Elixir, Lesser

Whoever ingests this potion is healed for 2d6 hit points - undead do not benefit.

Invisibility Potion

The drinker of this potion and everything they carry becomes invisible for 1d6×10 minutes.

Li Feng's Wondrous Unguent

Apply this unguent to an unconscious creature. They are healed for 1d6+3 hit points.

Lightning Wand

This wand fires bolts of lightning, hitting every creature in a straight line in front of the wand.

Numbing Potion

This potion allows the drinker to ignore pain in any form and deleterious physical effects for a short period of time.

Onyx Wand

Each usage of this wand conjures a sphere of darkness around the caster (to whom it is clear).

Panacea

This potion cures most diseases. Simply ingesting it is enough for it to start working.

Potion of Air

This potion converts all inhaled fluids into breathable air; negating any poisons, acid, etc.

Potion of Bravery

This potion makes the drinker immune to fear, and any magical mind-altering effects.

Potion of Charm

Ingesting this potion makes one more charming; diplomatic, funny, kind, clever, etc.

Potion of Speed

The drinker of this potion moves faster and tires slower than normal.

Potion of Veracity

The drinker of this potion may not knowingly speak a falsehood.

Potion of Water Breathing

Allows the drinker to breathe water, and protects from from the pressure underwater.

Resistance Potion

Drinking this potion makes one more resistant to injury - thicker skin, fast clotting blood, etc.

Restfulness Potion

Drinking this potion before bed allows a more restful and healing sleep; healing to full health.

Rod of Fear

Using this wand on a creature causes them to flee from the holder of the wand.

Rod of Languages

Each usage of this wand allows the holder to speak a language of their choice for 1 hour.

Rod of Necromancy

Use this wand on a fresh corpse to raise it as a zombie. The holder of this wand commands the zombie until it is destroyed, or 24 hours pass.

Smokeburst Wand

Choose a location within line of sight. A burst of smoke 10 feet in radius is conjured there.

Wand of Battle

Each usage of this wand turns it into a sword; the sword deals 1d6+1 damage and is magical.

Wand of Detection

Each casting of the wand reveals any illusions or invisible creatures within 30 feet.

Wand of Fireball

One usage of this wand conjures a massive fireball which is fired and explodes on impact.

Wand of Ignition

Each usage of this wand will ignite a flammable object; even if the object is underwater.

Wand of Illusion

Create a stable, short-term illusion with this wand which runs on a 15 second loop.

Wand of Timmaeus

This wand petrifies its target. Or if the target is petrified, it un-petrifies them.

Crown Character Sheet

Name:		
Class:	XP:	Level:

	Charisma
	Constitution
	Dexterity
	Intelligence
	Strength
	Wisdom

Boons & Class Abilities	

COMBAT

HD	
AV	
AC	
Initiative Bonus	

HIT POINTS

Max
Current

WEALTH

	Crowns
	Shillings
	Pennies

Additional Notes

Encumbrance Slots

Drag Slots (twice encumb.)

Equipment - Quick Access

I	2	3	4	5
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Equipment - Packed

6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Spells Known

1	10
2	11
3	12
4	13
5	14
6	15
7	16
8	17
9	18

CROWN COMPENDIUM is a collection of tools and advice for Game Masters and players. The material within each issue is optional; it can be dropped into an existing game, used for inspiration, or simply read for enjoyment.

In this issue, EQUIPMENT & ENCUMBRANCE, you'll find: Advanced rules for encumbrance and item quality; more gear, sample drugs & poisons and potions & wands; and an alternate character sheet.

