

APPENDIX

INTRODUCTION

Welcome to the appendix of the Deluxe edition of *Monstrous Mayhem*. Herein you will find errata for the early printings of *Spellcraft & Swordplay*, as well as some additional optional rules options that didn't exist in the original version of this work. We put them in an Appendix for exactly that reason; to make perfectly clear what the new material is, in this book. We hope you enjoy what we have to offer.

THUG RULES (OPTIONAL)

Many sword and sorcery tales feature the heroes hacking and slashing through hordes of nameless armored troops or battling mobs of thugs in city alleys and ruins. These rules are an optional addition that will allow Referees to quickly resolve such situations while maintaining the drama of actual combat.

STEP ONE: CLASSIFY THE GROUP

The first step is to give each player character an attack and defense rating based upon their weapons and armor. This requires some judgment on the part of the Referee, but general guidelines are given.

TABLE: ATTACK RATINGS

Rating	Weapon Types
Light	club, dagger, fist or foot, flail/chain, hand axe, short sword, thrown/sling
Medium	crossbow, long sword, mace/club, morning star, short bow, spear, staff
Heavy	battle axe, heavy mace/war hammer, lance, pole arm/halberd, two-handed sword

Defense Ratings are simply based upon the type of armor the character is wearing: light (AC 1-3), medium (AC 4-6) or heavy armor (AC 7-8; see *S&S* p. 95)

STEP TWO: CLASSIFY THE ENEMY

Since thugs are generally cutout villains, they should all be armed and armored in

generally the same fashion; just give them an attack and defense rating based on typical arms and armor. A group of ne'er-do-wells in a bar, for example, would be wearing padded at best and carrying knives, chains, and clubs. They would have Light for both Attack and Defense ratings.

"Leader" types and named villains should have stats and fight as normal PCs, not as thugs.

STEP THREE: FIGHT!

Initiative is determined as normal (*S&S* p. 91). Compare the attacker's Attack Rating against the Defense Rating of the target on the chart below to find out how many dice to roll for attack, and what the target number is for a successful hit.

TABLE: COMBAT RATING AND TARGET NUMBER

Attack	Defense		
	Light	Medium	Heavy
Light	1d per level/HD, TN 5	1d per 2 levels/HD, TN 5	1d per 2 levels/HD, TN 6
Medium	1d per level/HD, TN 4	1d per level/HD, TN 5	1d per 2 levels/HD, TN 5
Heavy	1d per level/HD, TN 3	1d per level/HD, TN 4	1d per level/HD, TN 5



In addition, if the thugs are single-hit-die enemies, Warriors (and only Warriors) are treated as being double their normal hit dice when consulting the chart. Thus, a second level Warrior battling a group of single-hit-die thugs is treated as a fourth level Warrior. Always round up when determining attack dice, so that a third level character attacking (Light) against a Medium defense gets 2d.

In this system, a thug can take a number of hits equal to its hit dice before being removed from play. Player characters, on the other hand, suffer dice of damage equivalent to the number of hits the thugs gain. While player characters attack individually, thugs always attack in groups, tallying hit dice of all members of the group to determine the attack capability.

EXAMPLE OF COMBAT

Joe (Level 3 Warrior), Mona (Level 4 Rogue), and Alice (Level 3 Priest) get into a nasty bar fight. Weapons come out.

Mona wears studded leather armor and wields a long sword, giving her an Attack

Rating of Medium and a Defense of Medium.

Alice is armed with a mace, so she attacks as Medium, and wears chainmail, which is a Medium Defense.

Joe is wearing leather armor and carrying a two-handed sword; he attacks as Heavy and defends as Light. The thugs, on the other hand, are wielding knives, short swords, and broken bottles, and wearing heavy clothing and leathers. They attack and defend as light. The thugs are one hit die each, and there are 15 of them.

Initiative is checked and the heroes win. Joe goes first. Checking the table, his heavy attack against their light defense gives him one die per level with a target number of 3. Better yet, he's a Warrior, so he is treated as being double his level—he gets 6 dice! He rolls and gets 6, 2, 5, 3, 4, 3. Five of his dice hit! Since the thugs are only 1 HD and thus can take only 1 hit each, five of them drop under Joe's onslaught.

Now it's Mona's turn. A 4th level Rogue, she checks the chart for her Medium attack vs. the thugs' Light defense. She gets 1 die per level with a target number of 4. She's 4th level, so she rolls 4 dice and generates 4, 1, 6, and 1. Not as good as Joe—Mona only drops two. There are now 8 thugs left.

Alice, the level 3 Priest, steps up to the plate. Just like Mona, she gets 1 die per level with a target number 4. She rolls and gets 2, 4, and 4—she takes out two more!

Now the remaining 6 thugs go. The thugs, being, well, thugs, attack as groups, combining their hit dice into one onslaught. They decide to send four thugs against Joe (clearly the biggest threat), and one each against Mona and

Alice. The first group of thugs roll 4 dice (4 thugs) against Joe, needing a Target Number of 5 to hit him—he's defending as Light. They roll 2, 2, 4, and 1—not a single hit!

One of the two remaining thugs goes after Mona—he's light against her Medium armor. He only gets a single die and needs a 5 to hit her. He gets a 2; no good!

The last thug targets in on Alice's drone. Like the thug against Mona, he gets a single die and is looking for 5 or better. He gets a 6! Alice takes 1d6 damage.

Combat progresses from here until one side retreats, surrenders, or is utterly defeated. At the Referee's option, Morale can be checked for a group of thugs who lose more than 50% of their force.

OFFICIAL ERRATA AND CLARIFICATIONS FOR SPELLCRAFT & SWORDPLAY, FIRST PRINTING

This section contains all collected errata for the first printing of Spellcraft & Swordplay. It is not applicable to any copy of the work purchased after September 12, 2008; any editions of S&S with a white cover, or with spine text that is *not* in all capital letters need this errata. Editions with the black cover and spine text in all caps can ignore this section and skip to "Second Printing Errata", on p. 100 (which is thankfully far more sparse!)

P. 2: Larry Elmore's website is:
<http://www.larryelmore.com/>

P. 2: "under the Open Game License version 1.0a" is repeated twice.

Page 8, Table 1: Ability Check Modifiers lists "5-7" and then "9-10." It should be "8-10."

Page 8, Strength: References to "Fighters" should be references to "Warriors."

Page 10, Table 6: Charisma has the same issue as the Ability Check Modifiers table on Page 8.

Page 12: Instead of treating Wizards and Warriors as though their AC is one lower

than it is (given how AC works in this game) Elves simply gain +1 to hit in this situation.

Page 17, Bane of the Dead: The calculation for undead morale is wrong (it would in effect get better against higher level Priests using that formula!). It should be "4 plus the Priest's level (maximum 11)."

Page 18, second paragraph: "Thieves don't have the hit dice of fighters..." should be Warriors, not fighters.

Page 18, Thief Abilities, to the end of the first paragraph, add:

"In addition, all Thieves should add their full Dexterity score to their base chance of success on Locks, Traps, Pilfer, and Stealth skills. Thus, a first level dwarf Thief with a Dexterity of 17 will have a Remove Traps skill of 17 (Dex) + 15 (Dwarf) + 10 (1st level) = 42%. See Pages 19 and 21 for more information on racial and level advancement bonuses. All skills have a maximum rating of 99%; a roll of 00 always fails.

"When checking for success, the Referee should grant a bonus of 5% for every level

above the opponent the Thief is, or a penalty of 5% for every level below the opponent the Thief is. Thus, when a first level Thief tries to disarm a trap set by a third level Thief, he suffers -10% to his skill. When a third level Thief tries to sneak up on a first level character, he gains +10% to his stealth skill. If the opponents consist of multiple characters (ie. a trap set by two thieves), penalties or bonuses are cumulative. Thus, a fifth level Thief trying to disarm a trap set by a sixth and seventh level Thief, he suffers -5% for the sixth level and -10% for the seventh, for a total penalty of -15%. If the trap was set by a fourth and sixth level Thief, there is no penalty or bonus, as the -5% from the sixth level is offset by the +5% from the fourth level."

Page 28: Polymorph Self description is truncated. The sentence completes, "...or supernatural abilities, at the discretion of the Referee."

Page 34: "a stone golem would become a flesh golem" is an anachronism, as golems are not listed in the monster section. Replace this with, "An animated statue would essentially become a Frankenstein monster, but..."

Page 37, Dispel Evil. Given the way AC works, rather than granting a +4 bonus to the caster's AC, the spell should impart a -4 penalty to opponents' chances to hit the caster in combat.

Page 45, Ability Checks. Characters gain +1 to ability checks at first level and every multiple of three thereafter (ie. 3, 6, 9, etc.) Also, adjust ability check modifier table as follows:

Basic	+6
Easy	+4
Simple	+1
Moderate	No Modifier
Difficult	-2
Very Difficult	-4
Heroic	-6

Amazing	-8
Unbelievable	-10
Unimaginable	-12

Page 47, Base Movement Rates: movement rates are per round.

Page 52, Attack: "subtract your opponent's Dexterity reaction modifier (if any)," should read, "account for your opponent's Dexterity, if the opponent is a Warrior."

Page 54, The Melee Attack Matrix by weapon should include "Fist or Foot, human-sized or smaller" and with armor class 1 has a target of 7, against AC 2 has a target of 9, and against all other ACs is "-".

Page 54, There are typos in the "Ranged Attack Matrix," as follows:

For slings, both AC 7 and 8 should read "2/-/-".

For Light Crossbows, AC 8 should read "2/2/-".

Page 55, before "Damage," insert the following:

"UNARMED COMBAT

Unarmed combat is generally possible only between unarmored opponents. A kick or fist does very little damage against someone clad in any armor heavier than padded. If a character wishes to attempt to punch an armored opponent (assuming the face or other unarmored area is accessible), his "to hit" roll is adjusted by the opponent's Dexterity as though his opponent was a Warrior regardless of class. Damage from unarmed attacks is temporary, healing at one point per hour, unless the attacker is wearing metal gauntlets, in which case damage is 'real,' that is, treated like any other weapon damage.

“Characters fighting with spiked gauntlets should be treated as wielding knives.”

Page 61, Healing refers to the Paladin's ability to lay on hands. It should reference the Paladin and Priest's ability to lay on hands.

Page 62: The Saving Throw Matrix lists "Fighters." This should be "Warriors."

Page 74: Lycanthropy lists the poison table as being on page 21. It's actually on page 20.

Page 75: Poison has the same reference error.

Page 76, before "Monster Creation" insert the following:

“MONSTER COMBAT

In general, monsters attack as fighters with levels equivalent to the monster's hit dice. If a monster's attack routine contains more attacks than would normally be allowed to an equivalent level fighter, the monster's attack routine trumps the hit dice limit. Thus, if a 2HD monster has a claw, claw bite attack when normally he'd only have 2 attacks, he still gets his claw, claw, and bite. If the monster has neither a hand or bite attack, use its least effective attack form as its base attack.

However, if a monster's routine contains *fewer* attacks than he would normally be allowed, he gains one extra base attack per attack he would normally have. This base attack is always a "hand" strike (claw or slam) if the creature has hands or forelegs, and is always a bite otherwise. Thus, a monster with 8 HD who has a claw, claw bite routine gains his claw, claw, bite, then gains 4 more claw attacks, for a total of 7 attacks total.

“MORALE FOR MONSTERS

all living monsters have a morale rating of 11 minus their hit dice, to a minimum of 3. Intelligent undead monsters have a morale rating of 12 minus the monster's hit dice, plus (if applicable) the hit dice of a cleric attempting to use "Bane of the Dead" upon them (minimum of 3). Non-intelligent creatures such as black pudding, zombies, and skeletons have no morale under normal circumstances, but see "Bane of the Dead," on page 17.”

Also add:

“ABILITIES FOR MONSTERS

When making ability checks for monsters, assume an ability check bonus equal to +2 per three hit dice (or fraction thereof) the monster has.”

Page 78, Experience per Hit Point should read as follows:

Experience Per Hit Point: A monster's hit point total influences the amount of experience it confers. To calculate this, simply multiply the number of hit points by the hit dice of the creature, and divide by 2. For example, a 5 HD creature has an average of 18 hit points. The base is 160 experience points plus 5 experience points per hit point. 90 extra experience points would be awarded for this creature, for a total of 250.

Page 80, Dragons, Third Paragraph, first sentence. This reads: "Dragons come in four types: Fire, Ice, Storm, Swamp, and Poison."

It should read: "Dragons come in five types: Fire, Ice, Storm, Swamp, and Forest."

Page 82: Elemental Experience by Hit Dice is...strange. Eliminate the table and replace it with:

Elemental Experience by Hit Dice: Calculate XP for elementals based upon the guidelines found on page 78. Elementals of Class 1 and 2 have Special Abilities 1 and 2. Elementals of class 3 and 4 have Special Abilities 1, 2, and 3.

Page 89: Nixies. Nixies can use Charm Monster as a 10th-level Wizard (5/2). They may cast as often as they like and do not forget the spell on a failed roll.

Page 100, Rod of Cancellation: Delete the parenthetical note regarding a sphere of annihilation, as this item is not included in the S&S rule book.

Page 103, Staff of the Woodlands. Instead of summoning hard wooden splint armor, the staff's barkskin ability conjures "Hard wooden armor with protection equivalent to studded leather or scale mail."

Page 105, Treasure Table:

Extraordinary Items should only encapsulate "% to have" and "# Items." This is a table formatting error; GP Value Adjustment is not part of the Extraordinary Items entry.

The Treasure Table, which was excerpted and modified from another OGL source, unfortunately uses all die types. The corrected version of this table is included on page 5 of this document.

Table 4 lists Artifacts, but no rules for artifacts have yet been listed. For the time being simply increase Rods, Staves and Wands to 91-98, and Cursed Items becomes 99-00.

The following spells need to be added to the spell list:

Cause Fear (Level 4 Wizard, Level 3 Priest) Panic and terror race through the hearts of the creatures affected by this spell if they fail a Charisma-based saving throw, causing

them to flee from the caster as fast as possible. The creatures cower in abject horror if cornered, and if forced to confront the caster, any effected creature suffers a -2 penalty to all rolls. It effects all enemies of the caster in a 25 foot x 25 foot area.

Cone of Cold (Level 4 Wizard) A cone of extreme cold shoots from the caster's hand, mouth, or other focus of the caster's choosing (so long as the caster chooses a part of his own body, or an item he is currently holding) affecting an area 50 feet long that is five feet wide at the point of origin and 15 feet wide at its farthest point, causing 1d6 points of damage, plus 1d6 per caster level. All within the cone's path may make a Dexterity-based save to halve the damage dealt.

Dancing Lights (Level 1 Wizard): Depending on the version selected during casting, the caster creates up to four lights that resemble lanterns or torches (and provide the same amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within 20 feet of each other, but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet per round. A light winks out if its distance from the caster exceeds the spell's range. A creature that interacts with a dancing light gets a Wisdom-based saving throw to recognize it is an illusion.

Remove Blindness or Deafness (Level 3 Priest) This spell cures either blindness or deafness whether normal or magical in origin in one target. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

The reverse of this spell, *Cause Blindness or Deafness*, causes the creature touched to become blinded or deafened, as chosen by

the caster if he fails a Constitution-based saving throw. Blind characters suffer all the effects of blindness listed on pages 61-62. A deafened character suffers a -4 penalty on initiative and has a 25% chance to miscast and lose any spell that he tries to cast. Remove blindness or deafness counters and dispels the reverse of the spell.

RULES CLARIFICATIONS

All hit dice--characters and monsters--are rolled with d6's. This is not as clear in the text as it should have been. However, Referees wishing to "power up" their games somewhat can use d10's as hit dice; if this is done, each monster should see 2.5 x (monster's HD) in Hit Points (round down) added to its species average, and average XP adjusted accordingly.

When a Thief uses a Vital Strike, that only applies to his *first* attack in the round. When an assassin attempts to assassinate, he gains no other attacks that round, regardless of how many attacks he would normally have.



CORRECTED TREASURE TABLES

TABLE 1: TOTAL TREASURE DETERMINATION

Type	Coins		Gems			Extraordinary Items		Magic Items	
	4d6 result*	Value (GP)*	# Gems	Value (GP) Adjustment	4d6 result*	# Items	4d6 result*	# Items	Max bonus
1	5	1d6+2(x10)	1d6-2	-10	5	1d6-3	5	1	+1
2	6	3d6(x10)	1d6-1	-8	7	1d6-2	6	1	+1
3	7	4d6(x10)	1d6	-6	9	1d6-1	7	1	+1
4	8	6d6(x10)	1d6+1	-4	11	1d6	8	1	+1
5	9	2d6(x50)	1d6+2	-2	13	1d6	9	1d6-3	+2
6	10	4d6(x50)	1d6+3	-	15	1d6+1	10	1d6-3	+2
7	11	6d6(x50)	1d6+4	-	17	1d6+2	11	1d6-3	+2
8	12	8d6(x50)	1d6+5	-	19	1d6+3	12	1d6-3	+2
9	13	3d6(x100)	2d6+2	-	20	1d6+4	13	1d6-2	+3
10	14	5d6(x100)	2d6+4	-	20	1d6+5	14	1d6-2	+3
11	15	8d6(x100)	2d6+5	-	20	1d6+6	15	1d6-2	+3
12	16	10d6(x100)	2d6+6	-	21	1d6+7	16	1d6-2	+3
13	17	3d6(x200)	2d6+4	-	21	2d6-2	17	1d6-1	+4
14	18	6d6(x200)	2d6+7	+2	21	2d6	18	1d6-1	+4
15	19	1d6x10(x200)	2d6+6	+4	22	2d6+2	19	1d6-1	+4
16	20	2d6x10(x200)	2d6+7	+6	22	2d6+4	20	1d6-1	+5
17	21	7d6(x400)	2d6+8	+8	23	2d6+4	21	1d6	+5
18	22	8d6(x400)	2d6+9	+10	23	2d6+6	22	1d6	+5

TABLE 2: GEMSTONES

2d6	GEMSTONE	GP VALUE
2-3	Amber, amethyst, jadeite	5
4	Precious opal, banded eye, malachite	10
5	Moonstone, pearl, lapis lazuli, tiger eye	25
6	Bloodstone, white agate, violet-blue sapphire	50
7	Whitish moonstone, common opal,	100
8	Green nephrite, peridot, amethyst	250
9	Violet or green garnet, fire opal, topaz	500
10	Emerald, black opal, tourmaline	1000
11	Star ruby, jade, sapphire (other than blue)	2500
12	Diamond, blood red ruby, blue sapphire	5000

TABLE 3: EXTRAORDINARY ITEMS

2d6	TYPE*
2-4	Expert weapons**
5-6	Jewelry
7-8	Worn & Ceremonial
9-10	Hand Crafted Items
11-12	Antiquities

*Roll on Gemstones table for GP value of item

**Expert Weapons grant non-magical +1 to hit or damage (not both)

TABLE 4: MAGIC ITEM DETERMINATION

4d6	TYPE
4-7	Potions
8-11	Scroll
12-14	Weapon
15-17	Armor
18-19	Miscellaneous Magic
19-20	Rings
21-22	Rods, Staves, Wands
23	Cursed Items
24	Artifacts

SECOND PRINTING ERRATA

The following Errata is applicable to both the First Printing and the Second Printing.

Page 9: Dexterity Reaction Adjustment and Constitution Save bonus should both be replaced with the standard Check Modifiers found in *Ability Table 1* (page 8).

Page 12, Halflings: Halflings fire slings and thrown weapons as though they were *short bows*, not long bows, unless their Strength would increase thrown range beyond that of a short bow, in which case they use their Strength-based range.

Page 45: for all ability checks in *S&S*, a result of 11 is now considered a standard success, rather than 12.

Page 46: The bit about *Elves, Dwarves, and Thieves* on page 46 is very poorly worded. The following is errata for it, and an expansion to the rule. This text should replace that currently in the book under the "Elves, Dwarves, and Thieves" heading.

Hearing noise is a standard 2d6 Wisdom check. Thieves should use their ability modifier in addition to their hear noise bonus when rolling to hear noise.

Searching for secret doors is done with a Wisdom check for most characters; elves and dwarves (the latter assuming the hidden opening is constructed from stonework) get an automatic 1d6 roll to notice the door/compartiment when they pass, as described under those races. The Thief ability to "remove traps" should be the same as the ability to find traps (and secret doors). This ability should be "Find and Remove Traps," and applies to secret doors as well. For elf and dwarf thieves, their racial ability supersedes the Thief ability; they use their racial ability first, to notice a secret door/hidden compartment or passage as they pass...if that fails, they

can then make a standard check as a Thief to find secret doors or traps if they choose to search.

Page 54, Table 3 *footnote:** Should read, "as explained on page 47."

Clarification: Hurlled ranges in inches are rounded off normally. Thus, a character with a STR of 18 has a short range of 9 feet, medium of 18 feet, and long of 36 feet, or 2/4/7 inches.

Page 60, Flanking: When flanking, each character gains +1 to hit the flanked opponent, and the opponent may only add any Dexterity reaction against one of the flankers. Thieves may always back stab flanked opponents.

Page 69, "Human": The movement rate for Humans is given as 90' in the monster table. This is an error. It should be 60'.

Page 78, Experience Per Hit Point: The example base XP earned for a Monster on are double what the chart gives. Using the Chart, a 5HD creature with average 18 HP's, should have a base XP of 80 (not 160) + 90 (5 per HP/2) for a total of 170 (not 250).

Add the following spell:

Enchant Item (6th level Wizard): This spell prepares an object to accept magical power. The item must be continually held during the casting. During this time, the caster may not be interrupted, and must always be within 1' of the item being enchanted. At the end of the spell, the caster will make a saving throw based on Intelligence versus magic (the Wizard is saving for the item); if he succeeds the spell is completed and, in the case of weapons or armor, the item now has a +1 enchantment. Further castings of this spell,

taking 1d6 days each, can increase this base enchantment by +1 per successive casting.

Once the spell is finished, the Wizard may begin to place magic into the item, the spell to actually grant power the item must be cast within 24 hours or the process starts all over. Again, during casting the item must be held and must always be within 1' of him during rest. This procedure holds true for any additional spells, and each successive casting must be begun within 1 day of the last.

No magic placed on or into an item is permanent unless this spell is used a second time as a finishing touch, and this always runs a risk of draining a point of Constitution from the magic-user casting the spell (5% chance per level of the spell cast into the item).

Other guidelines for the creation of magic items are found under the Wizard character class.

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