

# Mead Legends Playtests

## Contents

Introduction .....	3
Chapter Choices .....	4
Alternative Lock Picking Rule .....	4
Production Drops .....	4
Tracking Character Spells .....	4
Play Tests .....	5
Alchemy Packets .....	5
Death.....	5
Death.....	5
Lives.....	6
Desecration .....	7
Earning Experience.....	7
Gems .....	7
Goblin Points.....	8
OOG: Hand to Head .....	8
Races .....	8
Biata .....	8
Elf .....	8
Faerie .....	9
Gnome.....	10
Gypsy.....	10
Sylvan Fey.....	10
Wilder.....	11
Costuming .....	11
Skills .....	14
Fighting Skills.....	14
Magic Skills.....	14
Racial Abilities .....	15
Trades and Crafts .....	15
Special Skill.....	21
Weapons and Armour.....	21
Special Materials.....	24

Change Log .....	26
Play Tests .....	26
Death.....	26
Desecration .....	26
Spell Books .....	26
Enhanced Strength.....	26
Strong Arm .....	26
Enhanced Strength.....	26
Strong Arm .....	26
Adamantine.....	26
Vida .....	26
Nature Magic .....	26
Special Skill.....	26
Special Materials.....	26
Iron Grasp.....	27

## Introduction

This document aims to set out alternative rules to the standard Nero Rulebook.

The first section discusses some alternatives that Nero sets out for chapters. Here a chapter may choose between (for instance) casting magic on the fly (you can cast any spell on your list, at any time, but you have a maximum number of spells per level per day) or having to memorise (where you have to state at reset or registration, what is the list of spells you will be able to cast). These options allow a chapter to have a different feel to other Nero chapters.

The second section is where MEAD Legends has changed some of the standard rule, to fit in with the game that we would like to play. Some of these changes may have a drastic impact on the balance of the system, and therefore will need extensive playtests.

## Chapter Choices

### Alternative Lock Picking Rule

There is an alternate lock picking section on page 40 of the Nero rulebook. It states that puzzle boxes or something similar may be used when picking locks.

#### Mead Legends Choice

Mead legends will employ the alternative lock picking rule and players must solve the puzzle when picking a lock.

### Production Drops

A chapter can choose to drop refined materials used in production skills in addition or instead of just purchasing additional materials

#### Mead Legends Choice:

Monster hut/Plot may drop refined components used in production skills.

### Tracking Character Spells

In the first part of the Magic Section in the Nero Rulebook (page 46) a chapter can choose one of the following options with regard to spells:

#### **Memorization**

The Memorization system requires the caster to choose which spells they will cast at the start of each reset period. All casters have access to all spells when memorizing.

#### **Cast on the Fly**

The caster can select what spell he uses for each slot at the time of casting.

#### Mead Legends Choice:

Memorization

## Play Tests

Mead Legends have added the following play-tests to the Nero Rules system. These play tests will be tested during play tests and might be altered in the future.

## Alchemy Packets

Nero Rule:

Nero Alchemy packets are orange.

Legends Rule:

Mead Legends will use green to represent alchemy packets. The previous system used green (existing players won't need to remake their packets). This will also prevent confusion between orange Alchemy packets and yellow Archery packets.

## Death

### Death

Nero Rule:

Nero uses the Bag of Chance.

A new player's first 3 deaths do not count when adding death stones to the Bag of Chance.

Legends Rule:

Legends will use the Death Bag system.

When a character dies, the character will lose a life and would normally lose the last 30 minutes of their memory.

A new player's character does not lose the first three lives at their first event.

Death Bag – every time you die you will be given a bag of stones to draw from. The first 3 times you draw from the bag, it will contain 9 white stones and 1 coloured stone (10 stones total). If you draw the white stone you resurrect successfully. If you draw the coloured stone you not only resurrect successfully, you also keep your memory of the events.

After you have used 3 "free" resurrections, the procedure changes slightly. When you arrive at the resurrect circle after your 4th death, a black ball is added to the bag. For each of the 9 deaths from the 4th one onwards, a black stone is added to the bag. If you draw the black ball you do not resurrect successfully. You hand over a life to the resurrect circle admin and draw again. An unsuccessful resurrect does not add any stones to the bag, only an in game death adds stones to the bag.

On your 13th death, instead of another black ball being added, a coloured ball is added. This means that the chance of dying each draw is dropped slightly and the chance to remember your

death stays roughly between 5-10%. On your 14th death you add another black ball and for each of the following deaths until you have added 9 black balls in a row. The 10th ball added is a coloured one. Rinse and repeat cycle.

Finally, every 5th level you gain, one black ball is removed from the bag. If you die or fail to resurrect and you have no more life tags, you are permanently dead. Your character is dead. You must draw up a new one. The practical explanation is as follows... So, Tharg dies for the 1st time. He goes to the resurrect circle and the reaper is waiting with his clipboard. He pulls out the bag with 9 white stones and 1 coloured stone in it. Tharg reaches into the bag and pulls out a white stone. He is successfully resurrected and can go on his merry way.

So, Tharg dies for the 3rd time. He goes to the resurrection circle and the reaper is waiting with his clipboard. He pulls out the bag with 9 white stones and 1 coloured stone in it. Tharg reaches into the bag and pulls out the coloured stone. He is successfully resurrected and retains his memory of the events that killed him. His assassin was sloppy and he knows who it was. He sets out for revenge.

So, Tharg dies for the 6th time. He goes to the resurrection circle and the reaper is waiting with his clipboard. He pulls out the bag with 9 white stones and 1 coloured stone and adds 3 black stones to it. Tharg is unlucky. He draws a black stone and his resurrection fails. Sighing, he hands over a life tag and draws from the bag again. It's a white stone. The 2nd try is successful but he has lost an extra life in the attempt.

So, Tharg dies for the 21st time overall and the 3rd time in this game. He has more black balls in the bag than white. He has lost 5 extra lives in his attempts to resurrect, to a total of 7 lives this weekend. Now he has lost his 8th life and only has two left. He goes to the resurrection circle and the reaper is waiting with his clipboard. Tharg reaches into the bag and pulls out a black stone. With a heavy heart he hands over his second to last life tag. Closing his eyes, he reaches into the bag and swears that if he pulls a white stone and gets another chance, he'll be more careful with his life this time.

Removing Black Balls from the bag - this can only be done by staying alive... Every 5 levels your character reaches, one black ball is removed from your bag. The longer you stay out of Death's clutches, the less the odds of Death coming for you next time you end up in the resurrection circle.

### Lives

Nero Rule:

Nero only keeps track of your number of Deaths.

Legends Rule:

A character enters the game with 4 lives.

When a character dies, he loses one life and his number of lives lost is updated.

A character gains an additional life every second level, for example levels 4, 6, 8, 10 etc.

A player can buy additional lives for 50 goblin points. A player may not purchase additional lives for a character that has reached 10 lives. A character will still gain lives above this total when levelling normally.

## **Desecration**

Nero Rule: None

Legends Rule:

Desecration is a condition that some characters are born with or can attain through in-play means that causes certain forces to be reversed when particular spells are cast on them.

Characters who are desecrated take the opposite effects from the following spells:

Cure Light Wounds/Cause Light Wounds

Cure Wounds/Cause Wounds

Cure Disease/Cause Disease

Cure Serious Wounds/Cause Serious Wounds

Sanctuary / Desecrate

Purify Blood/Taint Blood

Cure Mortal Wounds/Cause Mortal Wounds

Regeneration / Corruption

Life/Death

For example, a Desecrated character struck by a Cure Light Wounds spell would take five (5) points of body damage but be healed five (5) body if struck by a Cause Light Wounds spell.

Likewise, a Desecrated character struck with a Life spell would be struck Dead but would be brought back to life with a Death spell.

Furthermore, a Desecrated character may never cast Curing or Life spells, or nor use any item, potion, or ability that grants such spells. They will not be able to use Nature Magic either.

## **Earning Experience**

Players in Mead Legend who do excellent roleplaying (as determined by their peers) increase their experience point blanket by 2 x their character level. For example, Samuel has done some excellent roleplaying whilst playing Erheart the Gallant and other players have indicated that to the organisers of the game. His character is level 12 and usually earns an experience point blanket of 102 experience point, but because of his great roleplaying, he will earn  $102+12+12=126$  instead.

## **Gems**

Nero Rule: None



Legends Rule:

There are various types of gems in the land of Meadel.

Each gem has a formal capacity of one.

A smith can add a number of Gems up to the base production cost of the weapon/shield to a weapon/shield.

A character with Craftsman<Jeweller> can add 1 gem per item of jewellery and 2 gems per rod.

## **Goblin Points**

### ***Goblin Points***

Nero Rule:

Nero uses the term Goblin Stamps.

Legends Rule:

The terms "Goblin Stamp" and "Goblin Point" are interchangeable.

## **OOG: Hand to Head**

Nero Rule:

In order to go out of game, a player must wear a white headband.

Legends Rule:

In Mead Legends a player can also go out of game by placing his/her fist to their head. You should do this if you want to address another player as yourself example: A quarter master checks that you are hydrated and says "Please drink more water." with their fist to their head; or to ask a rules marshal a question. Preferably you should stay in game as much as possible and rather use a white headband.

## **Races**

### **Biata**

Nero Rule:

Nero has Biata as an option for a playable race.

Legends Rule:

Biata will not be a playable race in Legends.

### **Elf**

Nero Rule:

Nero has the following sub-races for elves:

Amani elf

Quentaru elf

Stone elf

Wild elf

All of these have the same advantages and disadvantages (apart from the Stone elf Mentalist ability)

Legends Rule:

All Legends of Meadel Elven races will have Nero's advantages and disadvantages.

Sub-races for Mead Legends are as follows:

Surface Elf

Stone Elf

Mentalist:

Stone keep the Mentalist ability as described in the Nero Rulebook.

Wild Elf

Desecration:

Wild Elves cannot be desecrated.

Sea Elf

**Faerie**

Nero Rule: None

Legends Rule:

Faeries have a strong aversion to Iron and Meteoric Iron.

Faeries have an aversion to using chaos magic ("I call upon chaos to...").

If a Faerie gets desecrated, he/she will instead have an aversion to earth magic (I call upon the Earth to...).

*Make-Up and Costuming Requirements:*

Within the guidelines established by the fantasy genre, a Faerie character may look however he wishes. Remember that it is important to capture the feel of what a Faerie should look like; adornments like glitter, gossamer fabrics, and natural elements such as leaves have all been effectively used by Players to contrive a Faerie costume. In other words, most faeries won't dress as your typical human. Faeries may wear pointed ears if they wish, but are required to wear Faerie Wings at ALL times. Additionally, the wings must ALWAYS be exposed. Faeries originate from a mystical realm where they take many physical forms while there. However, when a Faerie occupies our world, the active game-world, their appearance is much the same as the Player's. That is, they are NOT miniature! Consult a veteran player for guidance on how to obtain or make your own wings.

*Advantages:*

- Resist Charm: 3BP
- Resist Sleep: 2BP
- Immune to Pin

*Disadvantages:*

- -1 Body Point
- Cannot use Two Handed Sword
- Cannot use Two Handed Blunt

## **Gnome**

Nero Rule: None

Legends Rule:

*Make-Up and Costuming Requirements:*

Gnomes have grey skin and often have Runes inscribed on their bodies. As with all “painted” races, the player is required to cover all exposed skin with make-up. Gnomes ALWAYS wear a unique hat that may be of any range of size and style. This is a tradition that is as deeply rooted as the stone they inhabit.

*Advantages:*

- Resist Poison: 4BP
- Half Cost for Pick Locks
- Half cost for Arm/Disarm Traps
- Hobling Dodge, 12 BP, once

*Disadvantages:*

- -1 Body Point to Start
- Cannot be a fighter
- Cannot use two handed weapons

## **Gypsy**

Nero Rule:

In Nero there is a race called Gypsy.

Legends Rule:

This race will be known as Vida due to the pejorative nature of the original term.

## **Sylvan Fey**

Nero Rule:

In Nero these are known as Mystic Wood Elves.

Legends Rule:

Mystic Wood Elves renamed to Sylvan Fey.

### **Wilder**

Nero Rule:

In Nero these are known as Scavengers.

Legends Rule:

Scavengers renamed to Wilders.

### **Costuming**

Nero Rule:

Nero has its own set of costuming requirements, but we will be using the following.

Legends Rule:

Drae

#### Make-Up and Costume Requirements

The Player must wear black make-up on all exposed skin. Drae have grey, silver, or white hair and must wear pointed ears.

Dwarf

#### Make-Up and Costume Requirements

Dwarves have only one make-up requirement. Male and female characters alike must wear a beard of at least six inches.

Elf

Surface Elf:

#### Make-Up and Costume Requirements

There is only one make-up requirement for Surface Elves: all characters must wear pointed ears.

Stone Elf

#### Make-Up and Costume Requirements

Stone Elves appear to be made of marble. Therefore, the Player must wear white make-up with black or grey lines on all exposed skin. Pointed ears are also required when playing this race.

Wild Elf

#### Make-Up and Costume Requirements

Wild Elves are loosely based on Native American Tribes. The Player should choose and attempt to emulate, as best as possible, the wardrobe of a given Tribe. Wild Elves must also wear body paint, feathers, and other such adornments during times of peace and war alike. A Player must wear pointed ears when playing a Wild Elf.

## Sea Elf

### Make-Up and Costume Requirements

Sea Elves have blue skin that often has green or yellow undertones. As with all “painted” characters, the Player must cover all exposed skin with make-up. Sea Elven costuming usually has an aquatic theme. Items like shells, fishnet, and other “oceanic” objects adorn their clothing or bodies. Sea Elves must wear pointed ears like all other Elven races and often have green or blue hair.

## Faerie

### Make-Up and Costume Requirements

Within the guidelines established by the fantasy genre, a Faerie character may look however he wishes. Remember that it is important to capture the feel of what a Faerie should look like; adornments like glitter, gossamer fabrics, and natural elements such as leaves have all been effectively used by Players to contrive a Faerie costume. In other words, most faeries won't dress as your typical human. Faeries may wear pointed ears if they wish, but are required to wear Faerie Wings at ALL times. Additionally, the wings must ALWAYS be exposed. Faeries originate from a mystical realm where they take many physical forms while there. However, when a Faerie occupies our world, the active game-world, their appearance is much the same as the Player's. That is, they are NOT miniature! Consult a veteran player for guidance on how to obtain or make your own wings.

## Gnome

### Make-Up and Costume Requirements

Gnomes have grey skin and often have Runes inscribed on their bodies. As with all “painted” races, the player is required to cover all exposed skin with make-up. Gnomes ALWAYS wear a unique hat that may be of any range of size and style. This is a tradition that is as deeply rooted as the stone they inhabit.

- See comment above under Gnomes As per reply above

## Gypsy

### Make-Up and Costume Requirements

Gypsies are based on the groups of Romanian and Balkan/European Gypsies. They speak with an accent that emulates the cultures they are derived from, and wear colourful and elaborate costuming in true Gypsy fashion.

## Half-Orc

### Make-Up and Costume Requirements

Half-Orcs have green skin and red or orange hair. They also are required to wear tusks at all times (unless eating, of course). Tusks are usually made from “friendly plastic” and must be at least 1” long. See a veteran player for more information about making your own tusks. Half-Orcs can wear any type of costuming, but usually prefer a more ‘barbaric’ look. Remember, a Player must cover all exposed skin with make-up.

## Half-Ogre

### Make-Up and Costume Requirements

Half-Ogres have yellow skin that can be highlighted with complimentary colours like brown or orange. Half-Ogres can have hair of any natural colour, but it is usually dark. They also are required to wear tusks at all times. (Unless eating, of course!) Tusks are usually made from “friendly plastic” and must be at least 1” long. See a veteran player for information about making your own tusks. Half-Ogres can wear any type of costuming, but usually prefer a more “barbaric” look. Remember, a Player must cover all exposed skin with make-up.

## Hobling

### Make-Up and Costume Requirements

Hoblings have fur on the backs of their hands and the tops of their feet. Since this fur is the only distinguishing feature of Hobblings, both sets of patches must be visible at all times. If weather is inclement, the fur may be attached to the tops of boots or gloves.

## Sarr

A Sarr is a humanoid, bipedal version of any of the great jungle cats. Prosthetics, furry ears, make-up, and fur are all allowed as part of a Sarr costume. Make-up is the key here, and it must be clear what type of cat is being represented. Because of possible confusion with a Drae character, anyone wishing to play a black panther must have the costume pre-approved by Logistics to avoid confusion.

## Sylvan Fey

### Make-Up and Costume Requirements

A Sylvan Fey doesn't have any specific costuming requirements, but is required to wear horns. These may be of latex, sculpting clay, or carved from wood. Make sure that your horns are a minimum of 1.5” long and aren't sharp enough to cause injury. Consult a veteran player for tips on making your horns. Sylvan Fey are not required to wear pointed ears, but may elect to do so if they wish.

## Wilder

### Make-Up and Costume Requirements

Whatever the creature you choose to represent, it is important that your make-up clearly identifies what you are playing. Prosthetics, furs, horns, feathers, and any other aids may be used to create the persona that you are seeking. Ensure that you have your costume approved by Logistics prior to playing, so as to avoid any complications. Note: There are NO races that can actually fly in the Legends world.

## Skills

### Fighting Skills

#### *Iron Grasp*

Nero Rule: None

Legends Rule:

Skill Name: Iron Grasp

Skill Category: Fighting Skills

Prerequisites: Weapon Proficiency + 2

Skill Cost: F:3 R:3 S:3 T:3

Skill Description:

The Iron Grasp skill allows the warrior to Resist the effects of the disarming magic Fumble once per time this skill is purchased.

### Magic Skills

#### *Nature Magic*

Nero has a playtest for Nature Magic. Mead Legends will use the play test for Nature Magic in its campaign.

There will be play tests implemented for Nature Magic as per the additional Mead Legends Nature Magic Play Test Rules.

In addition, a player must receive plot approval to gain the Nature Magic School for their character since Nature Magic plays a particular role in the campaign.

#### *Spell Books*

Nero Rule: None

Legends Rule:

A caster requires a spell book of his/her spell school to memorize spells at the start of each reset period, however, if you do have a spell book, you can memorise any spell (provided they fit into your spell slots) as if you had all of the spells written down in your spell book. If a character does not have a spell book at the start of a reset period, he or she cannot memorize spells. A caster can memorize spells from his/her school that fit into his/her spell slots.

If a spell book is stolen, the character must purchase a new spell book. No time is required to copy spells into the new spell book, but roleplaying the copying is encouraged.

If a character picks up their first spell slots for either their primary or secondary spell schools between events, they are allowed to purchase a spell book before entering an event.

Spell Books can't be shared amongst characters.

## **Racial Abilities**

### ***Hobling Dodge***

Nero Rule:

Hobblings in Nero can take Hobling Dodge.

Legends Rule:

Hobblings and Gnomes can take Hobling Dodge.

## **Trades and Crafts**

### ***Alchemy Recipe Books***

Nero Rule: None

Legends Rule:

An alchemist is required to have a recipe book in order to produce alchemical items at the start of each reset period. Alchemists will be able to produce items with a production value equal to or lower than their level in Alchemy.

If a character picks up their Alchemy levels between events, they are allowed to purchase an Alchemy Book before entering an event

Alchemy Books can't be shared among characters.

### ***Cipher***

Nero Rule: None

Legends Rule:

Skill Name: Cipher

Skill Category: Trades and Crafts

Prerequisites: Read and Write, Special

Skill Cost: F:2 R:2 S:2 T:2

Skill Description:

This skill allows a character to encrypt and decrypt messages. (This relies on the player's ability to decrypt a message if he/she isn't familiar with a cipher)

### ***Leadership***

Nero Rule: None

Legends Rule:

Skill Name: Leadership

Skill Category: Trades and Crafts



Prerequisites: Read and Write, Noble, Special

Skill Cost: F:2 R:2 S:2 T:2

Skill Description:

A character with this skill can better lead and direct the troops of his Barony and the Kingdom, granting a bonus to between-event troop combat. This skill has an impact on the Influence system.

### *Lore, (Specific, Combat)*

Nero Rule: None

Legends Rule:

Skill Name: Lore, (Specific, Combat)

Skill Category: Trades and Crafts

Prerequisites: Read and Write, Special

Skill Cost: F:2 R:2 S:2 T:2

Skill Description:

The Lore, Combat (Specific) skill grants a character special insight on how to best combat the type of creature that the skill specifies in addition to granting the ability to identify the different types of creatures encompassed by the Lore. A Hold may never be called for the use of this skill.

A general knowledge of the Lore may also be learned from one's teacher when learning this skill, but this by no means makes a character an expert in the matters of the Lore, simply knowledgeable—only through in-game investigation can a character become a master.

### *Lore, (Specific, Knowledge)*

Nero Rule: None

Legends Rule:

Skill Name: Lore, (Specific, Knowledge)

Skill Category: Trades and Crafts

Prerequisites: Read and Write, Special

Skill Cost: F:2 R:2 S:2 T:2

Skill Description:

The Lore, Knowledge (Specific) skill may be taken for a variety of topics found in the world of Meadel and can provide valuable information to a character about the topic he has studied (A character can contact plot to acquire this information before an event).

A

Hold may never be called for the use of this skill.

Other than knowledge gained from this skill, this skill will not give a character any extra in-game power nor will it guarantee specific information from Plot.

Examples of specific Lore, Knowledge skills are as follows:

Arcane, , Dark Faerie, Dwarven History, Elven History, Elf (Stone),

Elf (Sea), Elf (Surface), Elf (Wild), Faerie, Gnome, Gypsy, Hobbling, Pirate, Planar

Web Lore, Sarr, Sylvan Fey, Tactics, Unseeley Fey, and Wilder.

Note, a beginning character may start play with the Lore skill for his or her race without providing a write-up of how the skill was learned.

### ***Master Seer***

Nero Rule: None

Legends Rule:

Skill Name: Master Seer

Skill Category: Trades and Crafts

Prerequisites: Craftsman<Astrology> level 1, Special

Skill Cost: F:4 R:4 S:4 T:4

Skill Description:

This skill allows the Seer to determine a character's karma/fate/outlook for the next few days.

This may be described in various ways in a role-playing manner such as reading a palm, using tarot cards, or throwing bones. The skill may never be used to determine one's own fate.

Should this skill be learned, see a Plot Marshal for more details for when, where, and how to use this skill.

### ***Production Kits***

Nero Rule:

Nero has guilds with workshops where characters can produce more production items.

Legends Rule:

Instead of workshops, characters will be able to buy a production kit for production skills that function the same way as workshops.

A production kit contains items used by their associated production skill. For example, if a character creates scrolls, they will have a quill, ink and paper. For alchemy they will have a mortar, pestle and vials; for potions a cauldron and vials; for runic tattoos paint, brushes and carving implements.

Two characters will be able to share the same production kit.

Production Kits will need to be replaced once per year.

### ***Seamanship***

Nero Rule: None

Legends Rule:

Skill Name: Seamanship

Skill Category: Trades and Crafts

Prerequisites: Special

Skill Cost: F:2 R:2 S:2 T:2

Skill Description:

The Seamanship allows a seafaring character to more swiftly and safely move through the dangerous oceans, seas, lakes, and rivers of Meadel. The character has spent some time on a ship and as such, has learned the necessary tools for survival while on the water, making him capable as an officer or captain on a vessel. In addition, the character is trained in the art of naval combat and tactics, enabling him to better direct other ships as well as participate in between-event naval combat. This skill has an impact on the Influence System.

### *Smithing*

As per the Nero Rulebook with the following addendum:

#### **Restoring a Shattered Weapon:**

To restore a shattered weapon or shield to a usable state a smith must spend the same required production points to repair it as was initially spent. For example to restore a long sword made from common materials would cost 2 production points whilst restoring a long sword made from Mithril would cost 8 production points and 1KG of Mithril.

A character without a sufficient number of levels to do so may not attempt to repair it.

#### **Melting Items**

Items can be melted down. However, when items are melted down, you will receive half of the special material originally used rounded down (0.5KG if 1KG was used originally) as well as half the gems in the original weapon rounded down (if the weapon contained 3 gems, only 1 will remain).

In order to melt an item down you will need to have enough smithing levels to work with the item (example 8 production points for a Mithril Long Sword), though the smith does not need to spend the production levels.

Melting down an enchanted weapon requires the smith to roll for the results on the Formal Magic Dark Territory Table with the following modifications:

- Where the table references the primary caster or all casters only the smith, and any items on him where applicable, takes the effect.
- With regards to any backlashes that effect those within the formal circle, only the smith, and any items on him where applicable, takes the effect.
- 11 - 17: Item is destroyed.
- 35: The smith takes 15 times the smithing levels required to smelt the item in arcane body damage
- 57 - 58: No effect
- 63 - 65: No effect
- 79 - 91: No effect

Shattering an item is sudden and destroys the item completely, causing the formal magic energies to rapidly disperse. Smelting is a slow process, in which the materials of the item are being saved to a

degree. Such causes the formal magic energies to warp and build up in an unstable manner, then backlash upon the smith handling the item.

Roleplaying the melting process is a must.

### ***Spycraft***

Nero Rule: None

Legends Rule:

Skill Name: Spycraft

Skill Category: Trades and Crafts

Prerequisites: Read and Write, Special

Skill Cost: F:2 R:2 S:2 T:2

Skill Description:

This skill allows a character to gather intelligence and counter other espionage. This skill has an impact on the Influence system.

### ***Survival (Specific Region)***

Nero Rule: None

Legends Rule:

Skill Name: Survival (Specific Region)

Skill Category: Trades and Crafts

Prerequisites: Special

Skill Cost: F:2 R:2 S:2 T:2

Skill Description:

This skill enables the possessor and a group of no more than five (5) companions to survive in one of the harsh and desolate regions of Meadel. Without this skill there is a strong chance of the traveller losing direction, dying of thirst or hunger, or even encountering one or more of its native and less than friendly inhabitants. This skill, most importantly, gives the possessor the ability to find water in the bleak landscape but also gives basic knowledge of the towns and inhabitants as well.

Contact plot to establish a survival region. This skill will have an impact on the Influence system.

### ***Tracking***

Nero Rule: None

Legends Rule:

Skill Name: Tracking

Skill Category: Trades and Crafts

Prerequisites: Special

Skill Cost: F:2 R:2 S:2 T:2 for the first level F:1 R:1 S:1 T:1 for level 2-5

## Skill Description:

This skill allows a character to track beings over certain types of terrain depending on various factors.

### Level 1—

The character may track beings over very soft ground where the tracks are no older than 24 hours.

### Level 2—

The character may track beings over soft ground where the tracks are no older than 24 hours.

The character may track beings over very soft ground where the tracks are no older than 48 hours.

The character may cover his tracks.

### Level 3—

The character may track beings over firm ground where the tracks are no older than 24 hours.

The character may track beings over soft ground where the tracks are no older than 48 hours.

The character may track beings over very soft ground where the tracks are no older than 96 hours.

The character may cover his tracks and that of two others.

### Level 4—

The character may track beings over hard ground where the tracks are no older than 24 hours.

The character may track beings over firm ground where the tracks are no older than 48 hours.

The character may track beings over soft ground where the tracks are no older than 96 hours.

The character may track beings over very soft ground where the tracks are no older than 192 hours.

The character may cover his tracks and that of a group of 6 or less.

### Level 5—

A character may track beings over very soft, soft, firm and hard ground if the trail is no more than two weeks old.

The character may cover his tracks and that of a group of 10 or less.

## Special Skill

Nero Rule: None

Legends Rule:

Some skills will be marked with the keyword "Special". This means that the skill requires a fluff write-up that has to be approved by plot in addition to its build point cost.

Write Ups detail how and from whom you have learnt the skill you wish to buy for your character. Once approved you may then add the skill to your sheet. A write up should be at least 200 words long

This should then be emailed to [charhist@meadsa.co.za](mailto:charhist@meadsa.co.za)

## Weapons and Armour

### Archery

Nero Rule: None

Only packet-based Nero Bows are allowed.

Legends Rule:

Mead Legends will adopt a hybrid system for bows and arrows due to the demand from players to keep the physical arrows as well as making the skill more available for people who do not have archery training.

While there is a chance that arrows might be broken in combat, people are given a choice between the two types of bows. If they are willing to accept possible costs associated with using boffed arrows, then that is their choice.

Mead Legends will keep the quivers from Nero, but due to space limitations presented by boffed arrows, archers who choose to use boffed arrows will be issued quiver tags on which they can keep track of the amount of arrows they have.

Arrow based bows also have a slower fire rate, so their initial damage will be increased. This will be kept track of and might be revisited at a later stage.

Boffed arrow based bows will be termed "Longbows" and packet based bows will be termed "Short bows".

Archers using boffed arrows will need to be certified by a safety marshal for these bows and arrows specifically.

Longbow Arrow Damage: 6

Shortbow Arrow Damage: 3

### **BOFFER ARCHERY REQUIREMENTS**

- Archery marshals reserve the right to revoke your permission to use boffer arrows for any reason.
- You must have attended at least one archery workshop.

- Bows must have a maximum draw of 20 pounds or less, at full draw. This will be tested with a fisherman's scale.
- PVC Bows are allowed.
- We strongly recommend that you get some actual archery training before using a bow in MEAD.
- You may only shoot at targets closer than 10m, we do not want wild shots or shots from above.
- You must use your own arrows. Never use another person's arrows.

### **BOFFER ARROW REQUIREMENTS**

- Arrow shafts must be aluminum. The risk of splintering is too high with fiberglass, carbon and wooden shafts.
- To prove your boffer arrows are safe, they **MUST** be constructed at an archery workshop, under the supervision of archery and safety marshals, using one of the pre-approved arrow designs.
- Not using a pre-approved design means that a random arrow will be picked, test fired, and opened up.
- Bringing pre-constructed arrows to the workshop means that a random arrow will be picked, test fired, and opened up.
- Bringing unapproved arrows to MEAD means that you won't be using your bow for the weekend.

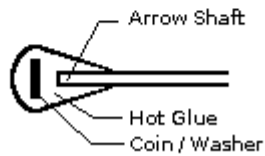
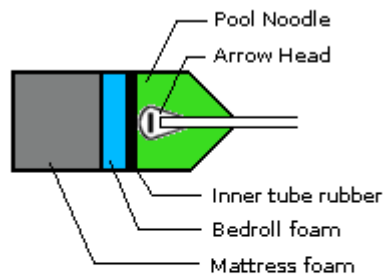
Things to keep in mind when making your arrow:

- Straight flight
- Sound construction
- No rattling when shaking the arrow
- Minimum bounce factor, ideally less than a meter.
- Arrow head size larger than an eye socket - a minimum diameter of 5cm

### **NATS'S BOFFER ARROW CONSTRUCTION**

[The coin and bottlecap technique](#)

### **GUSTAV'S BOFFER ARROW CONSTRUCTION**



The picture shows construction details. The only thing not in the picture is the cloth covering.

Materials:

The Mattress foam is 5 cm thick.

The bedroll / yoga mat foam is 1 cm thick.

The inner tube is from a bicycle, cut into a disk.

The pool noodle is standard solid pool noodle.

Notes:

The arrow blunt has the washer suspended in hot glue, a couple of millimeters \*in front of but not touching\* the arrow shaft end. The washer is a minor precaution. I've shot this arrow, with only the blunt on, at short range into concrete. The blunt didn't move up the shaft at all.

In front of the blunt is a disk of inner tube rubber. It effectively stops the blunt from punching through the foam in front of it.

This is an arrow I judge safe. I can shoot it 50 times, I can shoot it a hundred times. I can shoot it into tree trunks, and the ground, and sharp armor, and it will still be safe.

### TESTING PROCEDURE

Contact a safety marshal before an event to get your certification.

*Fortify*

Nero Rule: None

Legends Rule:



Skill Name: Fortify

Skill Category: Weapons and Armour

Prerequisites: none

Skill Cost: F:3 R:3 S:3 T:3

Skill Description:

The skill represents a character's tough nature and ability to take a bit more of a beating before going down. Each time this skill is purchased 2 body points will be added to the character's maximum amount of body points.

Scholars may only take 5 levels of this skill.

Rogues and Templar may only take 8 levels of this skill.

Fighters may only take 10 levels of this skill.

### **Horsemanship**

Nero Rule: None

Legends Rule:

Skill Name: Horsemanship

Skill Category: Trades and Crafts

Prerequisites: Special

Skill Cost: F:2 R:2 S:2 T:2

Skill Description:

The Horsemanship skill allows a mounted character to more swiftly and carefully move through the dangerous lands of Meadel. In addition, the character is trained in the art of mounted combat and cavalry-related tactics, enabling him to better direct mounted troops as an officer, as well as participate in between-event combat while mounted. This skill will have an impact on the Influence system.

### **Special Materials**

Nero Rule: None

Legends Rule:

Special Materials are a big part of the Meadel campaign. We have special materials with the following rules:

The number of Formal Magic Effects that a particular material may maintain at any given time are as follows:

Common Material, Silver and Gold: 5 Formal Magic Effects

Mithril: 7 Formal Magic Effects

Adamantine: 9 Formal Magic Effects

Meteoric Iron Ore: 11 Formal Magic Effects

In addition to the increased formal capacity, the following will also apply to special materials:

Mithril can resist/withstand the effects of Shatter and Destroy spells and explosive traps 6 times.

Adamantine can resist/withstand the effects of Shatter and Destroy spells and explosive traps 8 times.

Meteoric Iron cannot be shattered.

Innate Shatter Resists may be restored to adamantine or mithril items. To do such costs as many smithing Production Levels as it would to make the item (E.g: 8 for a mithril longsword.) and one Shatter Resistant component per Shatter Resist to be restored, up to a maximum of the special material's innate Shatter Resists.

Smithing Special Material Weapons and Shields:

Mithril - Production cost of weapon/shield plus 6 points

Adamantine - Production cost of weapon/shield plus 8 points

Meteoric - Production cost of weapon/shield plus 10 points

In addition, items created from these materials, requires a certain amount of material to produce:

Small, Short, Missile: 0.5 KG

Long, Ranged: 1 KG

Shield, Two-Handed: 1.5 KG

Non Weapon items

To bring them into game you pay the normal price to bring an item in(consult Smiley's shop) as well as provide the material:

0.25kg for jewellery

0.5kg for rods.

## Change Log

### Play Tests

#### Death

Changed to explicitly state that death causes 30 minutes of memory loss unless a memory stone is drawn from the Death Bag.

#### Desecration

Updated reversible spell list.

#### Spell Books

Reworded to clarify.

#### Enhanced Strength

Reworded to clarify damage.

#### Strong Arm

Corrected a typo regarding skill cost.

*After Play Test on 26<sup>th</sup> of May 2012*

#### Enhanced Strength

Skill removed due to balance issues.

#### Strong Arm

Play test removed due to Enhanced Strength's removal.

#### Adamantine

Corrected Adamantine's shatter resist total.

*2013-10-31 Update*

#### Vida

The Gypsy race has been renamed due to the pejorative nature of the term.

#### Nature Magic

Added that Mead Legends will be using additional Play Tests for Nature Magic as well as the prerequisite of plot approval for the Nature Magic School.

#### Smithing

Added rules regarding melting weapons.

#### Special Skill

Added more information on the special skill write-up.

#### Special Materials

Modified "Special Materials (Mithril, Adamantine and Mithril Ore) items cannot be strengthened by smithing." to allow strengthening up to the base resist values.

Modified required ore quantities.

**Iron Grasp**

Corrected grammar.