



NERO® Special Metal: Mithril
A Supplement for the NERO Rule Book® 9th Edition
 June 2021 Version 3.2

Objective

To add new elements and options to the *Smithing* system. This is a complete rewrite from previous versions of the Mithril system.

Details

Mithril is a rare metal which is difficult to work with and is coveted for the special properties it provides to weapons and armor. The most commonly found source of this metal is in Dwarven Mithril Coins (small flat rectangle bars) and Mithril Ingots. Each coin contains one workable Mithril Unit and ingots contain six workable Mithril Units. Other items with greater amounts of workable Mithril Units can be obtained in-game. Items created with Mithril must be either Pure White, Metallic White, or Silvery White. The goal here is to be recognizably Mithril while providing options to players to customize their equipment.

Crafting Weapons and Shields

Mithril can only be crafted properly by characters possessing 25 or more levels of Smithing. This represents the experience needed to properly handle and process this rare metal. Mithril items cannot be deconstructed. There are two possible processes to craft weapons using Mithril, *Plated* or *Forged*. Shields must be *Forged*.

mithril weapon chart				
WEAPON NAME	PRODUCTION LEVELS		MITHRIL UNITS	
	PLATED	FORGED	PLATED	FORGED
<i>RANGED</i>				
Bow	x	x	x	x
Crossbow	x	x	x	x
<i>MISSILE</i>				
Arrow (Quiver of 30)	12	14	5	15
Bolt (Quiver of 30)	12	14	5	15
Javelin	12	20	6	12
Throwing Dagger	8	16	4	8
<i>SMALL</i>				
Bludgeon	8	16	5	12
Dagger	8	16	5	12
Hatchet	8	16	5	10
Sap	8	16	3	7
<i>SHORT</i>				
Short Axe	20	40	7	16
Short Hammer	20	40	7	16
Short Mace	20	40	7	16
Short Sword	20	40	10	22
<i>LONG</i>				
Long Axe	25	50	9	22
Long Hammer	25	60	9	22
Long Mace	25	50	9	22
Long Sword	30	60	12	30
Spear	20	40	15	28
<i>TWO HANDED</i>				
Polearm	30	60	20	35
Staff	25	50	18	25
Two Handed Blunt	35	70	20	40
Two Handed Sword	35	70	22	45
<i>SHIELD</i>				
Shield	x	80	x	50

		Enhanced					Mithril Armor Bonus +X								
		Base	1	2	3	4	5	6	7	8	9	10	11		
All other Slots - Chainmail base 2 Per Location	Mithril Chainmail Armor Value	2	3	4	5	6	7	Total for max enhanced mithril Chain armor base 2							
	Mithril Units	2	1	1	1	1	1	7	Mithril Units						
	Production Level	3	4.5	6	7.5	9	10.5	40.5	Production levels						
Chest and Back - Platemail base 9 Per Location	Enhanced Mithril Armor Bonus +X Cap														
		Base	1	2	3	4	5	6	7	8	9	10	11		
	Mithril Plate Armor Value	9	10	11	12	13	14	15	16	17	18	19	20	Total for max enhanced mithril Plate armor base 3	
	Mithril Units	13.5	1	1	1	1	1	1	1	1	1	1	1	24.5	Mithril Units
	Production Level	18	20	22	24	26	28	30	32	34	36	38	40	348	Production levels
All other Slots - Platemail base 3 Per Location	Enhanced Mithril Armor Bonus +X Cap														
		Base	1	2	3	4	5	6	7	8	9	10	11		
	Mithril Plate Armor Value	3	4	5	6	7	8	9	10	11	12	13	14	Total for max enhanced mithril Plate armor base 3	
	Mithril Units	4.5	1	1	1	1	1	1	1	1	1	1	1	15.5	Mithril Units
	Production Level	6	8	10	12	14	16	18	20	22	24	26	28	204	Production levels

Special Properties of Mithril Armor

Pieces of Mithril Armor gain the following Special Properties:

- Enhanced Armor bonus (per location). Additional workable Mithril Units to gain this enhancement bonus not SR Components. This does not allow a character to exceed their Wear Point maximum. See Armor Production and Mithril Unit cost for further details:
 - Maximum Enhanced bonus capped at +5 for Chain Armor.
 - Maximum Enhanced bonus capped at +11 for Plate Armor.
- Rendered Indestructible
- Resist vs Formal Destroy Magic once ever. (Formal must be targeting the item)
- FLAW: Difficult to Enchant (See below for more information)

Full Suit(s) of Mithril Armor confer additional benefits. To qualify as a *Full Suit* the Mithril Armor must have a single tag of at least 30 points in value, be physically represented by having metal armor (or quality metal-looking armor) covering: Chest, Back, and 4 additional body locations **-OR-** Chest or Back, and 7 additional body locations. Please see page 105 of the NERO Rulebook for details regarding armor and body locations. Full Suits of Mithril have the following Special Properties:

- *Reduced Damage* by half from *Weapon Blows* (not including *Massive* damage, *Critical Slays*, *Assassinates*, and *Traps*, except *Weapon Traps*). This only applies to damage taken by the Mithril Armor and once the armor points are reduced to zero, the character takes full damage from all *Weapon Blows*. Other sources that grant Armor Points such as *Well Costumed* bonus, *Shield* spell, *Eldritch Armor* Cantrip, *Arcane Armor*, or *Dexterity Armor* the character may have do not grant the Reduced Damage effect when they are being struck. Mithril Armor is always *Physical Armor* and protects in the priority system detailed in the NERO Rulebook.
- *Magic Refit Armor* (Self only; only applies to Armor Points from Mithril Armor) once per day.

To get the full Mithril bonus, you must have 10 of the 15 slots worth of coverage		Base Armor Rules from Rulebook		Cost of Mithril units to make base armor		Cost in prod level to make base armor with Mithril Units		Max Enchance Mithril armor values	
SLOT	Count	Plate	Chain	Plate	Chain	Plate	Chain	Plate	Chain
Head	1	3	2	4.5	2	6	3	14	7
Chest	3	9	6	13.5	6	18	9	20	11
Back	3	9	6	13.5	6	18	9	20	11
Left arm	1	3	2	4.5	2	6	3	14	7
Right Arm	1	3	2	4.5	2	6	3	14	7
Left Forearm	1	3	2	4.5	2	6	3	14	7
Right Forearm	1	3	2	4.5	2	6	3	14	7
Left Thigh	1	3	2	4.5	2	6	3	14	7
Right thigh	1	3	2	4.5	2	6	3	14	7
Left Leg	1	3	2	4.5	2	6	3	14	7
Right left	1	3	2	4.5	2	6	3	14	7

Detect Magic

Unenchanted Mithril items radiate a faint magical aura (school: Arcane).

FLAW: Difficult to Enchant

All Forged Mithril items are inherently "Difficult to Enchant" yet not impossible. The primary caster must have at least 20 levels of Formal Magic skill in a single school of magic in order to target a Mithril Item.

Damage Aura

A *Plated* weapon cannot be enchanted by a *Damage Aura*. A *Forged* weapon can have a *Damage Aura* formal added to it. Adding *Damage Aura* formal to a *Forged* Mithril weapon allows for it to reach a +5 Total Damage Bonus. However, the initial *Damage Aura* follows the pyramid-style stacking Formal requirements as if the weapon already possessed a +2 *Damage Aura*. Augmenting the existing +2 *Weapon Damage Bonus* of a *Forged* Mithril weapon requires:

- 3 Castings of *Damage Aura* for an additional +1 (+3 Total Damage Bonus)
- 7 Castings of *Damage Aura* for an additional +2 (+4 Total Damage Bonus)
- 12 Castings of *Damage Aura* for an additional +3 (+5 Total Damage Bonus)

Formal Destroy Magic

A *Destroy Magic Celestial* or *Destroy Magic Earth* effect which targets the unenchanted item, might affect it. Items which have *Resist vs Formal Destroy Magic Once Ever* will trigger the defense automatically upon being successfully attacked even if no one is holding the item. This is an automatic defense (a dumb resist) and can only be used on effects that target the specific item in question. Enchanted items must be targeted with the proper school of *Destroy Magic*. Once successfully affected the entire item is completely destroyed, leaving no remnants. A *Destroy Magic* being cast which targets an item while the owner is not present to witness the action, cannot be contested.

When an enchantment on a Mithril item expires, the owner is left with the base mithril item, which can then be re-enchanted. A mithril item lasts two years, and can be extended another two years at the cost of five mithril units.

Transferability

All items created using this system are Local Chapter Only (LCO), with the provision that other chapters using this same system should also allow these items to be used in their game as well. In these cases it is assumed that the tag says "LCO, usable in X Chapter" (where "X" is the chapter also using this system).

Required Items

- Dragon Forge – a special forge that must have a phys rep.
- Diamond Smithing Hammer – a special hammer that must have a phys rep.

Change Log:

June 2021 (v3.2)

- Modified Changelog and End Notes to avoid confusion on Wear Points and developer contact information. (04/02/22)
- Added "This must be blocked on the shield to have the *Reduced Damage* effect" to Mithril Shield rules. This was in an earlier draft but inadvertently omitted later (3/20/22)
- Renamed Mithril Bar to Mithril Ingot, value increased from 5 to 6 workable Mithril Units (2/20/22)
- Removed *Reduced Damage* from massive weapons on the physical armor itself. Effect still remains on the shield.
- Clarified that *Reduced Damage* from weapons on armor only apply to the actual Mithril Armor points and not to other armor effects.
- Reduced *Magic Refit Armor* (self only) to once per day (from twice per day).
- Clarified that *Magic Refit Armor* effect only targets the Mithril Armor worn by the character. No other armor points are refit.
- Capped the Enhancement bonus at +5 for chain and +11 for plate armors. Max armor points are still limited to 40 Wear Points.
- Removed costs for individual armor pieces because it is irrelevant (tag must be a single suit of armor). Reduced the overall costs for most weapons (both production and mithril costs).
- Reduced the costs of chain armor (both production levels and mithril cost).
- Added more clarity to the enchanting section.
- Made *Plated* weapons ineligible to be enchanted with *Damage Aura* formal.
- Significantly increased the formal costs for creating +4 and +5 weapons.
- Removed the auto-success change that caused the level of the formal magic scroll to be doubled to increase the difficulty in enchanting. Also removed the Draw System change that caused the formal magic levels of the caster to be reduced by half to increase the difficulty in enchanting.
- Added the requirement of 20 levels of Formal Magic skill by the Primary Caster to target Mithril.
- Removed the requirement for Secondary Components in all the castings.
- Other minor wording corrections were added for clarity.

End Notes

There have been many other NERO Mithril systems over the years. However, this system is a complete reworking and re-envisioning of the entire system from scratch. As such, this should be considered a new version. The creative team responsible for this system was Jason Mote, Ben Budnik, Casey Bahnick, Joel Burrow and Kristen Stubblefield. **This system has been edited and adopted by Nero-Atlanta. For any questions contact: NeroPlotUR@gmail.com**