Delirium (drakenheim)

Delerium is a magical mineral left behind by the meteor that struck Drakkenheim. It appears in geode clusters of translucent, sharp-edged crystals that reflect octarine light. The eldritch stones softly hum in dissonant tones, and glow brightly at night or when exposed to magic. Deposits are found throughout Drakkenheim, often fused into stone streets and buildings like crystalline moss.

A typical delerium fragment is about the size of a finger. Crystals may be fist-sized or slightly larger, and geodes may be as big as a pumpkin. Massive clusters might grow taller than an average human.

Crystal

Size

Market

Value

Weight AC HP Extraction

Time

Chip 10 gold 1/4 lbs 15 5 1 action

Fragment 100 gold 1/2 lbs 17 10 1 minute

Shard 500 gold 1 lbs 19 15 5 minutes

Crystal 1,000 gold 2 lbs 21 20 30 minutes

Geode 5,000 gold 20 lbs + 23 25 1 hour

Massive

Cluster

Priceless 8000 lbs + 25 50 See text

Delerium Properties

All delerium samples have the following traits regardless of size:

h Immune to necrotic, poison, and psychic damage; as well as bludgeoning, piercing, and slashing damage from nonmagical weapons.

h Resistant to acid, cold, fire, and lightning damage; as well as slashing and piercing damage from magical weapons.

h Vulnerable to bludgeoning damage from magical weapons.

h Unless contained within an antimagic field, delerium shatters and crumbles into worthless ash when reduced to zero hit points. However, delerium geodes release a random Arcane Anomaly when destroyed (see below).

Delerium Hazards

When a creature touches delerium without protective gear for the first time on their turn, or ends their turn in bodily contact with delerium, they must make a DC 10 Constitution saving throw or take 1d6 necrotic damage and gain 1 Contamination Level (see Appendix C).

Delerium Harvesting

Delerium found in Drakkenheim is usually fused into the ground or stone buildings, and may be carefully extracted using handheld mining equipment such as shovels, picks, hammers, and chisels. Consult the table to determine how long it takes characters to harvest delerium deposits of various sizes. Lacking proper equipment, extraction takes ten times as long. Massive clusters are impossible to extract without heavy equipment or powerful magic.

Uses for Delerium

Delerium has vast arcane potential. Beyond trade, delerium crystals are used for several purposes:

Spell Component. Delerium may be used as an arcane focus or material component for any spell on the apothecary, sorcerer, warlock, or wizard spell list. When casting a spell which requires a costly material component, a spellcaster may instead use delerium of equivalent value to the required cost.

Magic Items. Delerium is an exceptional material for creating magical items of all kinds. Any magic item described in the Core Rules could be made with delerium. Fragments, shards, crystals, and geodes may be used to make uncommon, rare, very rare, and legendary items respectively. At the GM’s discretion, characters who can cast 5th-level spells or higher may learn techniques to craft magic items of their own during their downtime.

Stable Delerium. The process for crafting magic items with delerium renders the crystals stable. Unless otherwise specified, characters do not take damage nor risk contamination when they touch or handle stable delerium. Stable delerium is damaged and destroyed in the same manner as a normal magic item of its kind.

Delerium Dust. Delerium dust is made by grinding the crystals against one another to create a fine powder. This milling process is extraordinarily hazardous unless performed within an antimagic field. Delerium dust can be used in alchemy, as a spell component, a reagent for brewing potions, or mixed into inks for spell scrolls.

Improvised Weapons and Ammunition. Delerium fragments may be used as ammunition for a sling or fashioned into a makeshift club. Such weapons and ammunition deal an extra 1d6 necrotic damage, and humanoid creatures struck must make a DC 10 Constitution saving throw or gain one Contamination Level. Delerium used as ammunition in this way is destroyed.

Arcane Anomalies

1 Gravity breaks within a 100-foot-radius area for 1 hour. Creatures levitate in midair, and must move by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows them to move as if they were climbing. Unattended objects float around randomly.

2 The nearest creature is affected by hideous laughter (spell save DC

15) but instead of laughing, the creature repeats unfathomable combinations of syllables and words. Occasionally, a somewhat comprehensible but totally illogical phrase emerges, such as “… oh time thy pyramids!”

3 Time skips a beat. Creatures within 60 feet experience a palpable feeling of vertigo followed by a powerful sensation of deja vu and are stunned for 1 round (no saving throw).

4 The nearest creature becomes unstuck in time. It is affected by the blink spell for 1 minute. Instead of vanishing into the Ethereal Plane, the creature vanishes into a sliver of time in its past or possible future.

5 A prismatic burst of energy erupts in a 20-foot radius. Creatures in the area must make a DC 15 Constitution saving throw or take 8d6 radiant damage and become blinded for 1 round. The smell of ozone fills the area, and nearby wood and inanimate plants are transformed into solid glass.

6 Echoes of possible realities are briefly visible for 1 minute. When a creature within 60 feet is hit by an attack, a faint vision of the creature being killed by that attack appears.

7 Discordant music fills the mind of all creatures within 30 feet, who are affected as if by irresistible dance (spell save DC 15)

8 A section of stone, water, air, or energy becomes an appropriate delerium elemental.

9 An extraplanar creature is summoned. The Game Master either chooses the creature or determines it randomly. It is friendly to the creature who triggered the anomaly.

10 All humanoid corpses within 120 feet animate as hostile zombies. The shrieking undead beg frantically for forgiveness as they rip apart the living.

11 The shadows of 1d6 random creatures in the area animate and try to kill them while softly whispering “Guilty, guilty, guilty…” Once destroyed, the creatures don’t cast a shadow for 24 hours.

12 All creatures within 60 feet become invisible for 1 minute or until they attack or cast a spell.

13 Tendrils of life flow from the nearest creature to others. The targets must make a DC 15 Constitution saving throw or take 8d8 necrotic damage, or half as much on a success. The three nearest creatures within 60 feet each regain hit points equal to the damage taken.

14 A hypnotic pattern (spell save DC 15) appears. It creates scintillating impossible colors in shapes which are simply wrong. Creatures incapacitated by the spell weep uncontrollably for the duration.

15 A black tentacles spell appears in the area for 1 hour (escape DC 15).

16 Objects within 60 feet come to life for the next hour, as if affected by the animate objects spell. They mumble awful truths, but are not otherwise hostile.

17 The nearest creature is polymorphed into an awakened shrub for 1 hour or until reduced to 0 hp.

18 Time slows down for up to six randomly determined creatures within 120 feet of the anomaly. They are affected by the slow spell for 1 minute. (spell save DC 15).

19 Time speeds up for one randomly determined creature within 60 feet of the anomaly. They are affected by the haste spell for 1 minute.

20 A bowl of flowers and a very surprised aquatic mammal appear 100 feet in the air. “Oh no, not again...” thinks the flowers.

The Haze

The Haze is magical radiation emitted by vast concentrations of delerium. It covers the ruins of Drakkenheim, but smaller areas are beginning to manifest in other regions.

Effects on Characters

Creatures do not gain any benefits from finishing a long rest within the Haze.

In addition, a humanoid creature may only spend up to 24 hours within the Haze, after which it must finish a long rest to adequately recover from exposure. Humanoid creatures who remain in the Haze beyond 24 hours before recuperating risk contamination. For each additional hour

spent within the Haze beyond 24 hours, a humanoid creature must make a DC 15 Constitution saving throw or gain one Contamination Level.

Environmental Effects

The Haze magically manifests mist throughout the area. Characters can see normally through the mist up to 150 feet. Vision beyond is lightly obscured, but vision past 300 feet is totally obscured. Any mists dispersed during the day re-form 10 minutes later.

The mists dampen sunlight. Creatures with sunlight vulnerability or similar traits do not suffer these penalties during the day while within the Haze.

The corpses of beasts and humanoid creatures do not rot within the Haze.

Effects on Spells

Any divination or teleportation spell cast outside the Haze targeting a creature or location within the Haze automatically fails. Telepathic communications or effects such as the sending spell transmitted from outside the Haze fail to contact a character within it, and vice-versa. Finally, other divination spells fail to reveal useful information about delerium, the Haze, the origins of the meteor, or any events which occurred within the Haze.

When a character attempts any of the above using a spell or other effect, they must make a DC 15 Intelligence saving throw. On a failure, they take 6d6 psychic damage and become incapacitated with madness until they finish a long rest. During this time, they speak only in gibberish. A greater restoration spell ends this effect.

Tiny hut and similar spells or abilities do not provide shelter from the Haze. However, characters may rest within a magnificent mansion spell cast within the Haze.

Deep Haze

Certain areas are so suffused by the Haze that mere exposure is extremely dangerous and potentially fatal. Known as the Deep

Haze, these areas have the following additional traits:

h Deep Haze is instantly recognized by a thick prismatic fog. Characters can see normally through this fog up to 60 feet. Vision beyond is lightly obscured, but vision past 120 feet is totally obscured. If dispersed during the day, the fog reforms 1 minute later.

h Characters entering the Deep Haze must make a DC 15 Constitution saving throw, and again for each full hour spent within. On a failed saving throw, they suffer 10 (3d6) necrotic damage and gain one Contamination Level.

Delerium Sludge

Gargantuan delerium geodes perspire an opalescent sludge. Characters submerged in delerium sludge must make a DC 18 Constitution saving throw at the start of their turn. They take 42 (12d6) necrotic damage on a failed saving throw, and half as much on a successful one. In addition, characters who fail the saving throw gain one Contamination Level.

Revision #3
Created 31 March 2025 20:51:10 by Andrej
Updated 31 March 2025 21:00:28 by Andrej