

Delerium is translucent, with a rich Violet colour, not unlike an Amethyste, but seldom as dark as the darkest of that Stone. It glows dimly with Light that shimmers with no Colour of the Rainbow, but rather, is Octarine, the eighth Colour, which cannot be described in Words, but only Experienced.

The density of Delerium is $6\frac{1}{10}$ g/cc, slightly less than that of Iron, but nearly twice that of Diamonde. Yet, as a Materiel, it is tougher than either, for no Mundane method exists for Damaging a Crystal of Delerium. The moste powerful of Magicks, have been demonstrated as inflicting Harm upon the Delerium, and when it is Destroyed, it crumbles into an inert, grey Ashe, a Dross.

Eldritch Properties.

Being a luminous Stone from the unknown reaches of the Astral Void, it should come as no surprise, to people of Learning, that Delerium is in many ways Arcane and Mysterious. Many unusual Phenomena follow Delerium and arise in its Presence, and such strange Powers as are revealed are unpredictable and often Dangerous. Mages of the Amethyst Academy can harness this Power, for the Enchanting of Magick items.

Economic Properties.

Delerium can command a handsome Reward, but it must be sold through a reliable Broker, such as the GAINSBURY EXPEDITIONARY COMPANY. As of the Printing of this Pamphlet, Delerium was sought at these Prices –

CHIP, $\frac{1}{4}$ LBS.	10 GP.
FRAGMENT, $\frac{1}{2}$ LBS.	100 GP.
SHARD, 1 LBS.	500 GP.
CRYSTAL, 2 LBS.	1,000 GP.
SMALL CLUSTER, 5 LBS.	2,000 GP.
GEODE, 20+ LBS.	5,000 GP.

Note, that Prices may Fluctuate based upon the Market Conditions and Demand.

Hazards and Risks To Life and Limbe.

The detriments of mining Delerium and the threat to the Safety of those brave Prospectours are myriad and pernicious. But Fear not, for this Pamphlet will instruct you on the proper Remedies for these ill Dooms.

Eldritch Contamination.

Foremoste amongst the Evils emanating from this moste precious of Stones is the deadly and corrupting Malady known as “Eldritch Contamination.” This horrifying Illness can afflict any Person who has contact with the Delerium or who spends too much time within the Haze. Contamination can cause one’s own Body and Mind to become twisted and warped, eventually degenerating into a Monstrous Forme. Unless arrested by powerful Magick, this Fate is Inevitable. May the Sacred Flame watch over these lost Souls.

The Haze.

A region of Eldritch Energy sits upon Drakkenheim, manifesting during the Daylight Hours as a Violet Mist, and during the Night as an Octarine Aura. Spending too much time in the “Haze” can bring on the Contamination, with such utter Certainty that **NONE CAN REST FOR LONG IN THE HAZE.** Sages do not understand the Relationship between the Delerium and the Haze, but where one might be Founde, the other is surely Present.

Water, or the Black Pit of Death.

Of special Note, is that those Bodies of Water within Drakkenheim, moste especially the Drann River, may be saturated with Contaminants. While these should quite Obviously not be Drunk, take extreme Care to not Swim in this Water, nor Fall into it, for Immersion incurs the greatest of all possible amounts of Contamination.

Symptoms of Contamination.

Apothecaries and Healers have studied the Contamination and categorise its Afflictions into six “Levels,” as follows.

LEVEL 1: Moste Persons show no Symptoms, but some may Mutate. Because this Level is so difficult to Detect, many do not realise the Danger they face, as the Malady begins to take Holde.

LEVEL 2: A vague feeling of Illness pervades, and those who suffer Pains and minor Injuries, regain little of their Stamina upon resting for only a short Time.

LEVEL 3: The Sickness causes Restless sleep, and when those arise in the Morn, little Benefit shall they finde.

LEVEL 4: Persons who survive to this Level are Enfeebled, and unable to bring their full Might to bear, either with Tools, or Weapons, or Spells, or other Tasks.

LEVEL 5: The Contamination is of such a Magnitude that the Victim can barely move, able only to Walk and Speak, with Difficulty.

LEVEL 6: The Patient Mutates fully, becoming Monstrous, and leaving all Humanity. This is **PERMANENT**; no Method or Magick of Healing can reverse this dire Fate.

Mutation Moste Foul.

Sufferers of the Contamination can grow and change in ways both Bizarre and Perverse. I myself have seen a Man’s Flesh rot off; another whose Arm became a thrashing Tentacle; and one whose Skin grew a Multitude of Eyes.

Scholars of Medicine have Calculated that when an unfortunate Soul reaches Level 1 they have a roughly **1-in-6** Chance of Mutation; at Level 2, a **2-in-6** Chance; at Level 3, a **3-in-6** Chance; at Level 4, a **4-in-6** Chance; and at Level 5, a **5-in-6** Chance. At Level 6, the Final Mutation is Unavoidable. May your Soul finde its Way to the Light of the Sacred Flame.

Protective Measures.

Of all the Insidious and Treacherous Dangers within Drakkenheim, by far the moste perilous, is Ignorance. Let the Procedures herein allow All to bask in the Light of Knowledge, for great Profit to All.

Treatment for the Contamination.

First, it is important that those Exposed to raw Delerium should remove themselves from the City and the Haze, lest they become further Contaminated. Next, know that the Sickness grows only Worse over Time, and must be dealt with Hastily. An unfortunate Victim has, each Day, a ~~1-in-20~~ Chance to Worsen their Level of Contamination, so say Apothecaries.

The only reliable Cure for Contamination is a powerful Spell, known only to Few, which “Purges” all of the Levels and Heals all of the Mutation. Casting of this Spell is difficult, and requires Materiel Components moste Costly. These Components might be Purchased from the GAINSBURY EXPEDITIONARY COMPANY for the moste reasonable Price, 125 GP.

The Correct Methods of Extracting and Transporting Delerium.

The number one rule of handling Delerium, is, **DO NOT TOUCH THE DELERIUM.** For the contact of Skin to Stone is what brings upon Contamination, in the swiftest Way. Instead, lift and grasp the Delerium using a reliable set of Iron Tongs. If you must Manipulate the Mineral more precisely, a pair of thicke Leather Gloves can block the Evil Light of Contamination.

Delerium is often founde embedded in the stone Structures of the City, which must be Carefully chipped away, and without accidentally touching the Delerium. For this, the Proper Tool is a fine Rock Hammer, a Chisel with its Hammer, and sometimes, a Pickaxe. Further, it can be moste Beneficial to

cover the Eldritch Crystal to avoid Contact. With great Care and Precision, one must not Strike the Stone in a way, to send the Shards flying; and Goode Mining Technique must be used, to prevent Collapse, and other Troubles, that might be Exacerbated by the Problems of Contamination.

Carrying Delerium on one’s Person can be Fraught; and is recommended only in a bag of thicke Leather or many Layers of Canvas, and one which seals Tightly and Securely. If a shard of Delerium is quite Sharpe, some would pack it in Mud, Clay, or Sand, that it will not Cut or Puncture. Or, a small Box of Woode, that can Locke Securely, can Protect one from the Touch of Eldritch Contamination.

Provisions of the Gainsbury Expeditionary Company which May be of Some Benefit.

These fine Items, of the highest Quality, are for Sale, by the GAINSBURY EXPEDITIONARY COMPANY, in the Towne of Emberwood.

CART	40 GP.
CROWBAR	10 GP.
DELERIUM-PROOF BACKPACK	5 GP.
DELERIUM-PROOF GLOVES	2 GP.
DELERIUM-PROOF POUCH	2 GP.
DELERIUM-PROOF BOX	5 GP.
HAMMER	2 GP.
IRON SPIKE	2 SP.
MINER’S PICK	5 GP.
SHOVEL	5 GP.
SLEDGE HAMMER	5 GP.
TONGS	2 GP.

I sincerely Hope that you finde this Pamphlet Helpful and Instructive, and Wish you best of Fortune in your Endeavours.

– Armin Gainsbury, October 22, 1124.

A Treatise on the Safe and Proper Handling of Meteoric Minerals, “Delerium”

**based upon the Experience and
Expertise of the Gainsbury
Expeditionary Company.**



The Nature of Delerium.

The Falling Star which struck Drakkenheim is composed of an Otherworldly Materiel. Its true Nature is the subject of much study by Mages and Scholars. What is known to us is described herein.

Appearance and Physical Properties.

The mineral commonly called “Delerium” is a Crystal of irregular shape. Scholars proclaim it a “Quasi-Crystal,” a type of Matter not found in Nature. Delerium samples of smaller sizes have a Hexagonal or Rhomboid shape, or sometimes Pentagonal. Many are elongated and founde in Clusters which point in all directions. The largest pieces of Delerium ever founde, weighing over twenty pounds, have a nearly spherical Composition, being faceted in a Geodesic manner.