RUIDIUM

RUIDIUM SPELL COMPONENTS

One ounce of ruidium can be substituted for 500 gp worth of any material component needed to cast a spell. A creature that casts a spell using ruidium as a replacement component must succeed on a DC 20 Charisma saving throw or gain 1 level of exhaustion after the spell is cast. If the creature isn't already suffering from ruidium corruption, it becomes corrupted if it fails the saving throw.

Magic Items

Fragments, shards, crystals, and geodes may be used to make uncommon, rare, very rare, and legendary items respectively. Characters who can cast 5th level spells or higher may learn techniques to craft magic items of their own during their downtime.

Stable Ruidium (maybe delete?)

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

Ruidium 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 antimagicfield. It can be used in alchemy, as a spell component, a reagent for brewing potions, or mixed into inks for spell scrolls.

Improvised Weapons & Ammunition

Ruidium fragments may be used as ammunition or a club and deal an extra 1d6 necrotic damage, and non-contaminated creatures struck must succeed on a DC 10 Constitution saving throw or gain one level of contamination. Ruidium used as ammunition in this way is destroyed.

RUIDIUM METAMAGIC

Ruidium can also be used to increase the effectiveness of a spell. Any spellcaster can use ruidium while casting a spell to duplicate the effects of a metamagic option (as per the sorcerer's class ability), expending a number of ounces of ruidium equal to the number of sorcery points that would normally be required to use the metamagic option.

When using ruidium metamagic, the caster must make a DC 20 Charisma saving throw for each ounce of ruidium used, or suffer the consequences listed above.

Ruidium can only be used to add one metamagic option to a spell, although a sorcerer can still apply one of their metamagic options to the spell normally (as long as it is a different metamagic option).

RUIDIUM LORE:

Ruidium is manifesting at all of the sites associated with the Apotheon.

The scholars can now follow leads to this other source of ruidium, and will have come to Bazzoxan in an effort to figure out the connection. This also means that the PCs have potentially valuable information to trade with the scholars if they've previously identified ruidium in the Emerald Grotto.

Trace amounts of it have been found in the area around Ank'harel for generations, requiring painstaking efforts to gather enough of it serve as a reagent.

Alchemical studies have revealed a connection to the light of Ruidus, with various theories postulating that some specific condition results in the moon's red light "precipitating" the substance. When recent explorations of Cael Morrow revealed huge outcroppings of the stuff, it precipitated the current arms race.

Ruidium crystals softly hum in dissonant tones, and glow brightly at night or when exposed to magic.

Fragments are found throughout Cael Morrow and is often fused into stone streets and buildings like crystalline moss. Large deposits are found throughout the Netherdeep and in temples where the Jewel of Three prayers was imbued with divine power.

A typical ruidium 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 a human.

Size	Value	Weight	AC	HP	Extraction
Chip	100 gp	4 ounces	15	5	1 action
Fragment (finger)	500 gp	8 ounces	17	10	1 minute
Shard	1000 gp	16 ounces	19	15	5 minutes
Crystal (fist)	2000 gp	2 lbs	21	20	30 minutes
Geode (pumpkin)	10,000 gp	20 lbs	23	25	1 hour
Massive Cluster (human)	Priceless	8000 lbs	25	30	7 days

Ruidium Properties

- Immune to necrotic and poison damage; as well as bludgeoning, piercing, and slashing damage from non-magical weapons.
- Resistant to acid, cold, fire, and lightning damage; as well as slashing and piercing damage from magical weapons.
- Vulnerable to bludgeoning damage from magical weapons.
- Unless contained within an antimagic field, Ruidium shatters and crumbles into worthless ash when reduced to zero hit points. However, Ruidium geodes release a random arcane anomaly when destroyed (see below).

Ruidium Corruption. When you roll a 1 on a saving throw while corrupted, or touching ruidium, you must make a DC 15 Charisma saving throw. On a failed save, you gain 1 level of ruidium corruption. If you are not already suffering from ruidium corruption, you become corrupted when you fail this save.

DC Con	Trigger	Corruption
15	Touching ruidium crystals/shards	1 mark
15	Ends turn in bodily contact with Ruidium	1 mark
17	Attuning to one ruidium item	1 level of corruption
20	Attuning to multiple ruidium items	1 level of corruption
20	Metamagic (roll for each ounce used)	1 mark for each failure
15	Substituting ruidium for a spell component	1 mark
10*	Hit by a crit using ruidium weapon	1 level of corruption
??	Finish Short in the Netherdeep	2 marks
??	Finish long rest in the Netherdeep	1 level of corruption
10	Hit with an unstable ruidium weapon or ammunition	1 mark
10*	Critical fail on a saving throw while attuned to a ruidium item	1 level

*DC increases +1 for each level of corruption you have

Corruption			
Level	**Marks**	**Physical Symptoms**	**Effects**
①	◯ ◯ ◯	A red rash appears, originating from the point of contact with ruidium.	Each mark deals 1d4 psychic damage.
②	◯ ◯ ◯	Pulsing crimson veins spread across the creature's skin.	Hit points regained by expending hit dice halved.
③	◯ ◯ ◯	Crimson blisters and boils appear on the creature's skin.	No hit points regained at the end of a long rest.
④	◯ ◯ ◯	Stubby spurs of ruidium crystal protrude from the creature's body.	Damage dealt by weapon attacks and spells halved.
⑤	◯ ◯ ◯	The creature's crystal protrusions grow larger and more grotesque.	Incapacitated.
⑥		Monstrous Transformation!	

Once a creature crosses the threshold into the next level, they cannot go back down again.
A creature suffers the symptoms and effects from its current tier as well as all lower tiers.
Each time a creature goes up or down a level it receives 1d10 psychic damage.

Mutation. Each time a creature gains a Ruidium Corruption Level, it rolls 1d6. If the result is equal to or less than the character's current contamination level the creature gains a mutation.

Monstrous Transformation. Upon reaching contamination tier 6 or higher, the creature transforms as described in the "Monstrous Transformation" section.

Removing Contamination

- **Lesser Restoration (2nd level)** removes 1 mark of contamination. It cannot reduce your current level of corruption. Casting it above 2nd level does not change the number of marks removed.

- **Greater Restoration (5th)** removes 1d4+2 marks.

- **Purge Contamination spell** (??? level) removes one full level of contamination, removes all marks, and removes 1 mutation randomly from a contaminated character.

An effect which removes a contamination level also removes one randomly determined mutation. All contamination symptoms end and all mutations are removed if a creature's contamination level is reduced below r. Skin, hair, fingernails, and toenails lost to mutations regrow normally once contamination is removed. However, a regenerate spell or similar magic is needed to restore any other body parts (such as teeth, limbs, or eyes) lost as a result of contamination levels. Appendages or limbs which develop as a result of mutations wither and fall off when contamination is removed, and other warped body parts are restored to their original form.

Death and Dying while Contaminated
When a humanoid creature with any contamination levels dies, it animates **[CHOOSE MONSTER]** 24 hours later. A creature with six or more class levels or hit dice rises as a haze wight instead.
Being raised from the dead reduces a creature's contamination level by one.

Monstrous Transformation
A creature who reaches contamination level 6 triggers a transformation into a horrific monster. Once triggered, the transformation finishes in 1 round. It is thereafter permanent.

Aberration or monstrosity of some kind such as a delerium dreg, haze hulk, or gibbering mouther.
All contamination levels are removed.The monster has additional Ruidium traits.

The GM determines what remains of the original creature's personality and memories, if anything. Regardless, the creature is invariably driven mad by the transformation and falls under the GM's control.

Reversing the Transformation
The means of reversing a monstrous transformation are completely unknown at the outset of the campaign. A monstrous transformation is widely regarded as permanent, though many still search the ruins for answers. Those who do may eventually be able to research the siphon contamination spell (see Appendix D).

A wish spell or similar magic can restore a single transformed creature to its previous form, removing all madness and contamination in the process. This is considered a stressful use of the wish spell, and thus there is a 33 percent chance that the caster will be unable to cast wish ever again if they use the spell in this manner.

The transformation is otherwise irreversible by any means short of divine intervention. Nevertheless, at the Game Master's discretion, it may be possible to temporarily alleviate a transformed creature's innate madness. However, an intelligent monster who receives long-term treatment of any sort may eventually conspire to contaminate or subtly corrupt its caretakers.

d20	Mutation
1	**Rampant Mutation!** Roll twice, ignoring this result on subsequent rolls.
2	**Rasping**. Your vocal cords warp, and you may only speak in a halting gurgle. If you have 4 or more contamination levels, your tongue rots and falls out, and you can no longer speak.
3	**Wasting.** Your fingernails, teeth, and toenails start falling out. 2d6 fall out for each contamination level you have gained.
4	**Rotting.** Your lips, nose, and ears blacken and wither. If you reach 4 or more contamination levels, they rot and fall off. You can still speak and hear, however.
5	**Molting.** Painful blisters, welts, and multicoloured lesions appear all over your skin, which burst and peel off painfully, exposing the raw sinew underneath. Once you reach 4 contamination levels, your skin entirely sloughs off.
6	**Shedding.** Each time you gain a contamination level, some of your hair falls out in patches. Once you reach 4 or more contamination levels, all hair on your body completely falls out.
7	**Lambent Glow**. You emit a dim octarine glow to a range of10 feet. If you have 4 or more contamination levels, you instead emit bright l ight to a range of 30 feet.
8	**Ocular Tumors**. An eyeball opens somewhere on your body for each contamination level you have gained. If you have 4 or more contamination levels, you can see in all directions.
9	**Spiked Growths.** At the start of each of your turns, you deal 5 (1d10) piercing damage to any creature you are grappling.
10	**Aquatic Adaptation.** You sprout fish-like fins and gills. You gain a swimming speed equal to your land speed and can breathe underwater. If you have 4 or more contamination levels, you can only breathe underwater; but can hold your breath outside water for up to l hour.
11	**Amorphous Form.** Your bones and organs become gelatinous. You can move through a space as narrow as 6 inches wide without squeezing.
12	**Chitinous Skin.** Shell-like growths appear all over your body, giving you a +1 bonus to AC. If you have four or more contamination levels, this bonus increases to +2.
13	**Cyclopean Vision**. Your eyes merge into a single central eye which can emit an energy beam as a ranged spell attack using your Intelligence modifier for the attack roll. If it hits, it deals 2d6 radiant damage.
14	**Spatial Displacement.** You can cast misty step once for each contamination level you have gained. You regain these uses when you finish a long rest.
15	**Tentacled Limb.** One of your arms becomes a fleshy tentacle. When you make a melee attack on your turn, increase your reach by 5 feet.
16	**Spider Climb.** You gain a climb speed equal to your walking speed. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
17	**Whispering Voices.** You gain telepathy to a range of 10 feet, but other people hear it as their own voice. If you have 4 or more contamination levels, the range extends to 60 feet.

18	**Belly Maw.** A toothy mouth appears on your stomach, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier.
19	**Eyeless Sight.** Your eyes become milky orbs, and you gain blindsight to a range of 10 feet. If you have 4 or more contamination levels, your eyes rot out, and dim octarine light burns in the sockets. Your blindsight increases to 30 feet, but you are blind beyond this radius.
20	**Arcane Blood.** Gain an additional spell slot of the highest level you can cast (to a maximum of 5th level). If you don't have spell slots, your hit point maximum increases by an amount equal to your level. Double with 4 or more contamination levels.

d10	Madness
1	"I wish I didn't have all these useless organs inside me."
2	"The contamination is a blessing which will transform me into a wondrous creature."
3	"The monsters are civilians trying to live a peaceful life! We need to protect them!"
4	“I must wear a flesh-coat made from my slain enemies to gain their strength!”
5	"My companions lied in the ruins.I 'm sorry friends,you are merely ghosts haunting me,you aren't real. Stop trying to talk to other people."
6	"I need to eat everythingI can find. It's probably going to be my last meal."
7	"Drakkenheim is so beautiful at night. I could spend forever wandering the streets by moonlight. We should go tonight! Let's go every night!"
8	“Don’t you fools get it? If you die in Drakkenheim you die IN REAL LIFE”
9	“A sinister cabal of disembodied hands is plotting against me."
10	"I must go into the ruins and kill. Rip and tear, until it is done."

Harvesting

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 a shard. Lacking proper equipment, extraction takes ten times as long. Massive clusters are impossible to extract without heavy equipment or powerful magic.

d20	Arcane Anomalies
1	Gravity breaks within a 100-foot radius area for I 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 a hideous laughter spell (Save DC 15) but instead of laughing, the creature repeats unfathomable combinations of syllables and words.
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 I round (No save).
4	The nearest creature becomes unstuck in time. It is affected by the blink spell for I minute. Instead of vanishing into the Ethereal Plane, the creature vanishes into a sliver oftime in its past or possible future.
5	A prismatic burst of energy erupts in a 20-foot radius. Creatures in the area must succeed on a DC 15 Constitution saving throw or take 8d6 radiant damage and become blinded for I round. The smell of ozone fills the area, and wood transforms into glass.
6	Echoes of possible realities are briefly visible for I 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 irresistibled ance (Save DC 15).
8	A section of stone, water, air, or energy becomes an appropriate delerium elemental.
9	An extraplanar creature is summoned and remains for I hour. The OM 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 haze husks. The shrieking undead beg frantically for forgiveness as they rip apart the living.
11	The shadows of1d6 random creatures in the area animate and try to kill them. Once destroyed, the creatures don't cast a shadow for 24 hours.
12	All creatures within 60 feet become invisible for I min or until they attack or cast a spell.
13	Tendrils of life flow from the nearest creature to others. It must succeed on a DC 15 Constitution saving throw or take 8d8 necrotic damage, half on a success. The three nearest creatures within 60 feet each regain hit points equal to the damage taken.
14	A hypnoticp attern (save DC 15)a ppears. It creates scintillating impossible colours in shapes which are simply wrong. Creatures incapacitated by the spell weep uncontrollably.
15	A black tentacles spell appears in the area for I 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 too hp (No save).
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 I minute. (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 I 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.