

The Gems of Power

Advanced Dungeons & Dragons Adventure: Required:

1st/2nd level Wizard
6th-9th level Warrior
4th-6th level Rogue
5th-7th level Priest

All characters must have a good or neutral axis to their alignment

The Gems Of Power, Artifacts: Aesryn's Orb (Laficitra): Aesryn, the Good God of Galador made this gem during the greatest times of evil. Hasturi, the Evil God, brought his forces out onto the planes of Arithas to make war upon Aesryn. But buy this time Aesryn had completed creating his gem, it was a white colour. When He picked it up He felt it's powdery texture and a bright white light emitted from it, acknowledged his hand. He took the gem and named it Laficitra or The White Gem, He mounted it on the hilt of His great broadsword, Aesryn's blade. He took the blade into battle on the Planes of Arithas and in a mighty battle He single-handedly defeated Hasturi. Aesryn's Blade pierced through Hasturi's body, He saw Hasturi's body shudder and disappear on the end of His broadsword. Through the gurgling of blood Aesryn managed to make out Hasturi's last words - "I will return!"

Minor powers: Cure *all* diseases and curses, glows red in the presence of Hasturi's, regenerates 4Hp/30 mins, gives all special abilities a bonus, as if the character had just gained 5 experience levels.

Major powers: Increases Strength, Wisdom, Intelligence, and Charisma to 25, uses the power of Sorcery, gives the character spell immunity, Aesryn will be able to communicate with the character in any form and they will understand, gives eternal life (the bearer will stay the age at which the gem first accepted him, whether it stays with him or not)

Other Effects: When a character possesses Aesryn's Orb he will become so corrupt that he will have to check the gem every hour to see if it is still there. When he parts with it he may go mad without the help from a god. When touched by an evil person the evil person loses 1d20+40Hp. The gem is indestructible. It is located on a golden slab in the middle of the Elven Labyrinth

Santen-Mara's Crystal (Imanitra): When Aesryn created His gem, Santen-Mara the Neutral God, was wildly jealous of Him, He made plots to steal the gem but Aesryn took it into battle on the plains of Arithas. Santen-Mara gave little attention the this battle, His eyes still on Laficitra. When the battle was over and Aesryn took Laficitra into hiding Santen-Mara wept, He hated Aesryn now and He went and hid in Land Of Nothing. There He wept, for thousands of years, paying no attention to His followers and their sacrifices, but one day, a single of His followers travelled through the Land Of Nothing to were He hid, weeping. The follower bore a huge ruby bigger than a mans fist, he went to Santen-Mara and offered the ruby, Santen-Mara took it up with delight and came out of His hiding and back to His people in Gleneck. He presented it to His people and they were filled with joy. Then Santen-Mara took the ruby and carved it into the shape of a crystal, the crystal was filled with beauty and Santen-Mara was proud. Using the remains from the carving He made a smaller gem

and imbedded it into a key. When He inserted the key into a slot in the crystal He was bathed in red light and the voice of the crystal sang to Him. He named His gem Imanitra or The Red Gem. Then He went to Aesryn and the two were exalted above all other gods to rule the world with the Gems Of Power.

Minor Powers: Makes anybody who sees it joyful and all their worries are forgotten, Regenerates 10Hp/hour, gives the bearer a +1 bonus or 10% to *everything* (Saving throws, Ac, Thief abilities etc. included), protection from all fire attacks, gives the bearer 3 attacks.

Major Powers: Spell immunity, Power of Sorcery, Sings the future to the bearers mind in an unknown language that only the bearer can understand. Santen-Mara will be able to communicate with the character in any form and they will understand, gives eternal life.

Other effects: Not corrupting. Located in a clear crystal case above Santen-Mara's throne in the Tower Of The Gods.

Hasturi's Rock (Blaxitra): Hasturi had been defeated on the plains of Arithas, but He was not dead. His frail body struggled through the Mountain Of Doom. He had appeared there when Aesryn's Blade sunk through His chest. Finally He found a place to rest, at the very bottom of the mountain, way underground. He slept there in the lava of the deep waiting to die, but instead He woke up and His wounds had been covered in steel, He found that he could stand. His body ached from the eternal wounds Aesryn had inflicted and His hatred for all living things inflated. In his rage He shattered the cavern in which He dwelt and was buried under the stones. Using His power he rose from the avalanche he had caused, then He saw among the stones a pure black rock, so black that it seemed 2-dimensional for it's shadows was lost among it's blackness. He scooped it up with delight and stared into the rock. It was if he was looking out in space, he saw stars in the rock, it was obvious that the rock held immense powers. Hasturi poured His power into the rock and when He did so He heard a Voice speak to Him, "You have abused your gift, now you will be imprisoned in here forever" It said. Hasturi heard a click, as if He had just been locked into a dungeon. He screamed out in mercy to The Voice but it did not respond. He tried using the power of the rock to escape, but a more powerful force held him in. There He has stayed for eternity waiting for death, which will not come. He stares into His rock, which he named Blaxitra, or The Black Gem, His jealousy raging, the pain of His wounds intensifying, and His hatred exploding every day.

Minor Powers: Makes anybody who bears it corrupt and they will have a sudden urge for money, Regenerates 10Hp/hour, gives the bearer a +1 bonus or 10% to *everything* (Saving throws, Ac, Their abilities etc. included), protection from all earth attacks, gives the bearer +1 attacks, makes the bearer hate all living things.

Major Powers: Spell immunity, Power of Sorcery, Gives the character an insight to all things which lets them know everything about the person and everything they have ever done, Hasturi will be able to communicate with the character in any form and he will understand, gives eternal life, when the bearer gazes into it he can see the universe and what is written into the stars.

Other effects: When the bearer is first accepted by the rock he will be consumed in evil. His alignment will change to chaotic-evil and he will turn upon any friends or beings mercilessly. He will go insane and go to great lengths to make sacrifices to Hasturi. It is still located with Hasturi in Mount Doom, at the very base, in a pit of lava.

Warrior-Scene 1: In the 2-Headed Eagle pub, Estramon

You are in the 2-Headed Eagle pub of Estramon, a dirty run down pub with masking tape of it's broken windows. It is raining heavily outside and the tin roof of the pub manages to amplify the sound. The noise of the pub, however is much louder than the rain. A drop of water that makes it's way through the roof hits you on the cheek. You hear some thunder in the distance and the crack of lightning following it. A shriek pierces the stillness, and a party in the corner of the pub burst out in a roar of laughter.

You are sitting with a few friends who are engaged in conversation. Looking across the room you can see a frail hooded man with his back turned to you, staring into the fire. He is wearing a non-descript brown worn robe. He is sitting on the log in front of the fire alone, leaning heavily against his staff. As if feeling your gaze he turns his head towards you. Staring closely into his hood you see nothing, you convince yourself that it is just the shadows of his hood covering his face that is making the blackness, but you are not sure. He seems to have no body or face, but rather like a Ghost Man. He beckons for you to come over.

Still staring into his empty hood you walk over to the log on which he is sitting. You find yourself taking a seat. "Look into my hood" the Ghost Man says. As if you weren't. Staring closer into his hood you see the blackness slowly mingle with swirls of red, blue, and purple. Gradually the swirl fills his whole hood and begins to take shape. You see a mage, a thief, a cleric and yourself sitting around a campfire in a magical forest. The vision swirls again and the faces stretch away, you see a giant eagle flying at top speed through a mountain. It speeds through a narrow cavern and out of the mountain into a burst of sunlight. You see it circling a lonely mountain on the edge of a desert. Then the picture fades away and you see a mage wearing a blue robe. You see yourself give him something and in return he gives you a white cloak. The vision changes again and you see a confused dwarf giving you a red helm. The last image you see is a black ring lying on a cloud, then the hood goes black. "Go now to the Golden Brew" where you will find more.

Then you wake up. You are lying in the corner of the pub, you have been cold out for hours. It is now night and the rain is still pelting down. The pub owner is wiping some tables down and he looks up at you. "Come on now, get a move on." he says, "We closed half an hour ago". You rise to your feet and leave the pub. When you step outside you thank your luck for not wearing your armor, it is still raining.



Priest-Scene 1: In the temple

You step into the temple out of the rain. It is the mighty temple of Aesryn, huge white pillars rise up to the roof, and you see the shadowy forms of the posted guards leaning against them. You walk straight into the temple, and none of the guards stop to take your sword and your chainmail from you. Proceeding down the hallway, you

take in the surroundings. You are walking on a white marble tiled floor. A large chandelier swings creakily above you, glittering gold, and making the only noise in the temple. The candles in it are not lit but it seems that a magical force is keeping it free from the darkness outside. Infront of you is the altar. You climb the few marble steps leading up to it, you hear the hollow echo of your footsteps as you turn your gaze upon the altar. You look at it in disbelief, it is made from clear diamond! Two golden candle holders stand in the far corners of the alter, their candles giving an exeptionally large, straight flame. A rich purple cloth is draped over the front of the altar, which bears the symbole of Aesryn - a round white orb, with 34 rays of sunlight rising behind it. The alter sparkels magnificently in the candlelight. You think of your rock altar back home in Delaware, not nearly as beuatiful as this one, but serves the same purpose. You kneel down in prayer.

As you begin your usual prayer a soft, low voice fills your mind and a tingle goes up your spine. "Don't you think I get bored of listening to the same old prayer over and again?" You jump to your feet in surprise

"Do not be afraid my friend, It is but I, Aesryn, your God" The comforting voice says, "I have summoned thee to do a great task. I can not reveal anything unto you now, but go instead, to the Golden Brew where you will receive further instructions. Use the knowledge of your dreams to guide you" The the voice is gone. You stay still, petrified for a while, then the voice returns. "Oh, and one last thing, can you please get the officials to change that prayer, I've been listening to it for eons now." and the voice is gone agian.

You force yourself to get up and start to the exit.



Wizard: Scene 1: At home in Estramon.

You bend over the parchment muttering the magical words over and over. It is raining outside and approaching dark. The sky is turning orange as you straighten out of your chair, your back is hurting. Picking up a candle you walk across the room to your fireplace. You lounge back in your comfortable sofa and stare into the dancing flames. You stay there for a while, staring into the flames, but then get up and with the help of your staff, you walk across to the window. Casting the light of your candle on it you can just make out the heavy rain outside. Something stirs in your stomach, so you head across your rickety wooden floor and into the kitchen. You pour yourself a glass of cheap, red wine and take a leg of chicken from the cold box. Something draws you back to the study. Taking a bite from the cold leg of chicken, you look outside the window.

You can see more clearly this time. You let your imagination wander and begin to see shapes in the pattern of the rainfall. You can sort of make out a ghostly face. It seems to you as if he is trying to say something. His 'rain lips' begin to move. "...must stop evil..." a soft far away voice makes you jump out of your skin. You realize that