

THE VOICE STONE

Competition Winning Ace Tale™ for Savage Worlds by Rustin F. Holmes.

A HELLFROST ADVENTURE

INTRODUCTION

The Voice Stone is a Hellfrost adventure for Novice heroes. It is intended to be finished in one or two sessions of play.

Stats for adversaries described in the keyed encounters are listed at the back of the adventure.

BACKGROUND

Before the advent of the Blizzard War when the empires of men, elves, and dwarves ruled what is now the Hellfrost, people of importance would sometimes swallow a magical stone known as a Voice Stone.

These stones, created and enchanted by the great wizards of the day, would record everything the imbibers said for the rest of their life. Swallowing the stone was no light undertaking since it would lodge itself in the trachea and could not be removed without killing the recipient. As such, only those with inflated egos (politicians, great heroes of the day, scholars, etc...) would voluntarily take the stones so that their life could be accurately recorded and their life's knowledge preserved for others. After death, the stone would be removed and sent to one of the great libraries where its contents could be scribed.

The stones could only be played back by placing them in the mouths of enchanted skulls. Very few of these prized skulls existed and they were heavily guarded.

THE BLIZZARD WAR

Many of the stones were scattered, lost, or sold for blackmail during the Blizzard War. The art of their construction was lost and the skulls disappeared.

THE HELLFROST

Although some searched desperately to reclaim the stones the unrelenting march of the Hellfrost has covered or obliterated their last known locations.

SETUP

The heroes are contracted by the Lorekeepers to retrieve a voice stone that has been secreted by the cult of Hela to Ingkar; a ruined temple. It is rumored that this stone may offer information regarding Hela's betrayal. The Lorekeepers offer a substantial bounty (to be determined by the GM). Of course, any loot is the sole property of the heroes.

LOCATION

Any part of Rassilon that is suitable dank and creepy such as The Mistlands or The Great Swamp would serve as nice location for Ingkar.

INGKAR

Ingkar is a ruined temple originally dedicated to a long forgotten deity of pre-war Rassilon. The cult of Hela has recently occupied the ruins and are performing zombie rituals to create permanent undead.

Recently, it has become difficult to find corpses. The cult leader, Ventar, has summoned the leader of a band of Hellfrost Orcs. He wishes to employ them to further his pursuit of fresh bodies.

All doors are made of wood, are shut, and are unlocked unless specified otherwise.

1. TEMPLE ENTRANCE

A couple of large demonic braziers are kept lit by the cult acolytes. The alter is sometimes used for outdoor rituals.

Milling about are several Orcs (one per hero) who wait impatiently for their leader who has gone inside to make a deal with Ventar (all adversary stats

are at the end of this adventure). Should the heroes sneak up to the entrance they may get the drop on the unsuspecting Orcs.

Stairs lead down into the temple. A large sinkhole and crevasse lead to darkness. Should an Orc or hero fall into one it may lead to injury, death, or further adventure (GM's discretion).

2. WAITING ROOM

Two large stone statues dominate the northeast and northwest corners of this room. Each represents a different phase of Hela. The northwest statues represent Hela before her betrayal (dour and stoic).



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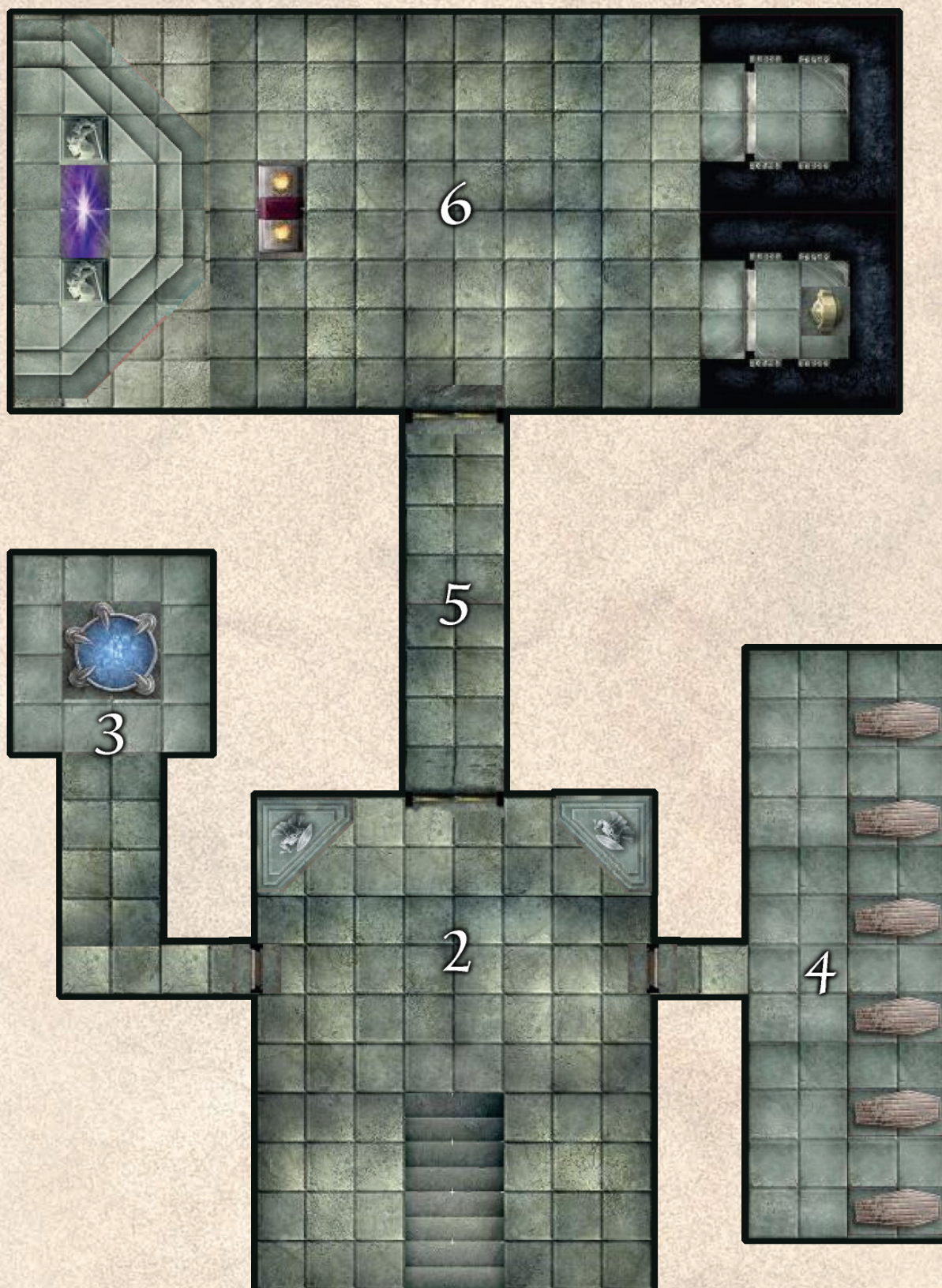
The northeast statue represents her after her betrayal (grinning evil).

Both statue have red rubies placed in their eye sockets. Heroes should notice the rubies immediately if they examine

the statues. Prying out the ruby eyes requires a successful Climb and Lockpicking check for each statue. They are worth 50 gs each.

An Orc chieftain, two Orc body-

guards, and one temple acolyte wait at the bottom of the stairs. Activity on the stairs (such as fighting) will alert them and they will be ready for combat in one round.



3. POOL OF PRESERVATION

Although currently empty, corpses are left to soak in this pool before being transferred to the holding room (area 4). The pool is filled to a depth of 3' with a viscous green liquid that prevents rot. Small wisps of vapor rise from the surface and a sickly sweet smell permeates the air.

Characters entering the pool gain a toughness bonus of +2 against slashing and piercing weapons for one hour.

4. ZOMBIE STORAGE (HOLDING ROOM)

Six dilapidated coffins line the eastern wall of this room. Five of the coffins contain animated zombies which are awaiting transport to secret holding areas for Hela's growing army of undead.

The final coffin's lid is ajar and it is empty. Ventar is currently performing the ritual to create the zombie for this coffin.

If anyone opens a coffin all zombies bust forth and attack. The zombies do not attack anyone wearing a temple priest robe. The zombies should be considered on hold but do not have the drop.

5. HALL OF DEDICATION

Scenes of Hela's victory over the living are painted on the walls of this corridor. However, the paintings only extend about two-thirds the length of the hall. Some of the scenes are unfinished. Paint supplies are stacked near the southern doors.

The sounds of a hellish ritual can be heard beyond the northern doors.

The only way through the northern doors is to finish one of the gruesome scenes depicted on the walls. No amount of force can break through the doors otherwise. Have the heroes make Knowledge (religion) checks if the players are having trouble with this puzzle.

Hero(s) attempting to paint must make one successful Spirit check and one successful Agility check to succeed.

6. RITUAL CHAMBER

This large chamber is where Ventar creates permanent zombies for Hela's army of undead. Ventar is currently drawing forth a soul from the Abyssal portal

to the corpse currently draped across the altar. The portal emits a strange undulating purple light and the soul can be seen floating towards the altar.

Ventar will complete the ritual in two rounds. Two acolyte assistants will converge on the heroes if they did not attempt to sneak in on the proceedings. Ventar will join the battle with his new zombie when the ritual completes. If Ventar is hit during the ritual it fails and he will turn to battle the heroes in a rage.

Once Ventar is defeated the heroes can explore the room. The two eastern side chamber's doors are locked (Ventar has the key). The northern chamber is Ventar's personal quarters. It contains furniture, personal effects, and Ventar's loot (500 gs in jewelry, sundries, and scields).

The southern chamber contains a huge sarcophagus which contains a dead frost giant. The Voice Stone is hidden in the giant's mouth. Ventar has been unable (so far) to turn the dead giant into a mighty undead servant of Hela.

ADVERSARIES

ORC

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (1)

Gear: Leather Armor (+1), short sword (Str + d6)

Special Abilities:

* **Size + 1:** Orcs are slightly larger than humans.

* **Infravision:** Half penalty for poor light vs heat-producing targets.



ORC CHIEFTAIN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d12, Guts d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 8; **Toughness:** 11 (3)

Gear: Plate chestplate (+3), chain arms and legs (+2), battle axe (Str + d10)

Special Abilities:

* **Size + 1:** Orcs are slightly larger than humans.

* **Infravision:** Half penalty for poor light

vs heat-producing targets.

* **Sweep:** May attack all adjacent foes at -2 penalty.

ACOLYTES OF HELA

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Stealth d6, Faith d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Robes, dagger (Str + d4)

Spells: Zombie, Bolt, Boost/Lower Trait



VENTAR, PRIEST OF HELA

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Stealth d8, Faith d12

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Robes of Shielding (+1), Staff (Str + d4), Dagger (Str + d4)

Spells: Zombie, Bolt, Blast, Boost/Lower Trait, Deflection

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