

# 1 ENCOUNTER 1 – THE SWARMING SCOURGE

## LOCATION

A meadow with a patch of overgrown ancient dwarven road in the Acholt wilderness.

## PARTY OBJECTIVES

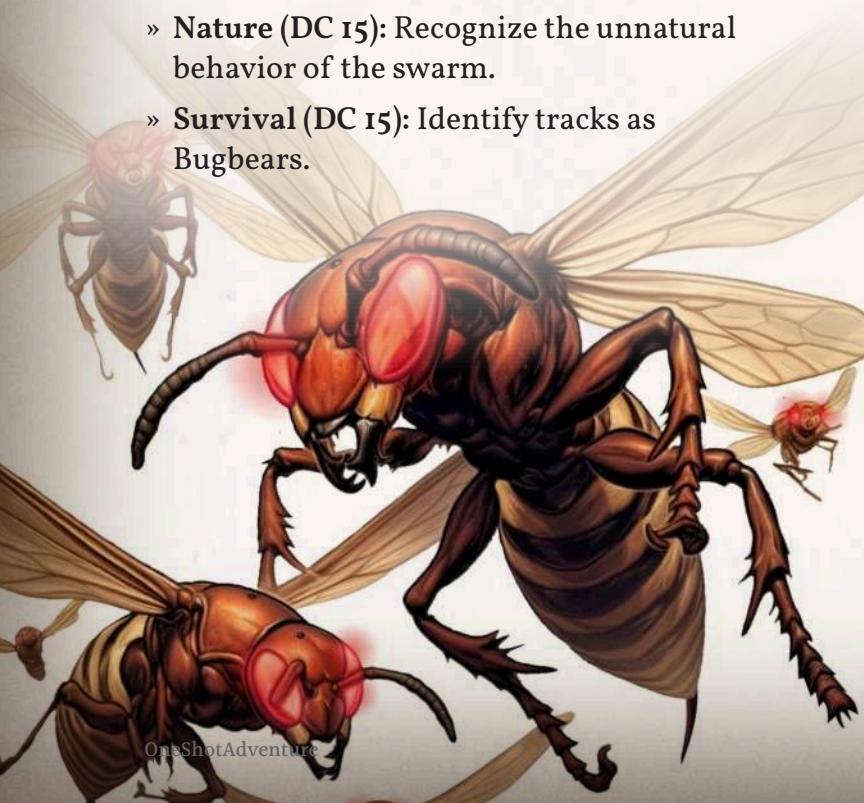
- » Survive the ambush by infernal wasps.
- » Discover the presence of Skivvix the Whisperer.
- » Learn the location of the dwarven waymarker.

## BAD GUYS

- » **Skivvix the Whisperer (Zebub):** A cowardly, spying devil working for Zarruth as a scout.
- » **Infernal Wasp Swarms (2 per PC):** Demonic insect swarms attacking at Skivvix's command.

## SKILL CHECKS

- » **Perception (DC 20):** Detect the invisible Skivvix.
- » **Arcana (DC 15):** Identify the infernal nature of the wasps.
- » **Nature (DC 15):** Recognize the unnatural behavior of the swarm.
- » **Survival (DC 15):** Identify tracks as Bugbears.



## LOOT

- » **Wasp Honeycomb:** Can be used as an alchemical ingredient for anti-venoms.

## GM GUIDE

- » Trigger the ambush with infernal wasps as players approach closer to the old road.
- » Have Skivvix remain invisible, directing the wasps from cover.
- » If the swarms are defeated, Skivvix tries to flee to warn Zarruth.
- » Allow the party to find wasp honeycomb automatically; require Survival checks to identify tracks as bugbears.

Investigating the area reveals clear evidence that Bugbears have passed through.

Set the encounter up using **Inserts: The Swarm BM**.

"As you move through the forest, you come upon a clearing that where the remains of an ancient dwarven road cut a crooked path through the trees. The area is eerily silent – until a sudden, deafening drone erupts from the underbrush. Swarms of massive, infernal wasps burst forth, their chitinous bodies glistening with a sickly red hue. Something unseen cackles in the air around you. **Roll for initiative!**"

## TRANSITION TO NEXT ENCOUNTER

After the battle, players can investigate the area, where they find a cluster of **Infernal Wasp Honeycomb** and humanoid tracks leading to the East.

The party can easily find and follow these tracks through this area to the next encounter. (**Survival/Nature check DC 15** to identify tracks as bugbears).

## 2

# ENCOUNTER 2 – THE CURSED WAYMARKER

## LOCATION

Overgrown clearing 1 day's travel East from meadow with the dwarven road.

## PARTY OBJECTIVES

- » Decipher the dwarven waymarker.
- » Avoid triggering the infernal alarm.

## BAD GUYS

None directly present, but a failed check will alert Zarruth.

## SKILL CHECKS

- » Arcana (DC 15): Recognize the Infernal Alarm Ward.
- » Sleight of Hand/Arcana (DC 20): Disable the ward before it activates.
- » Arcana/Dwarven Lore (DC 15): Interpret the directions to the mine.

## LOOT

- » None

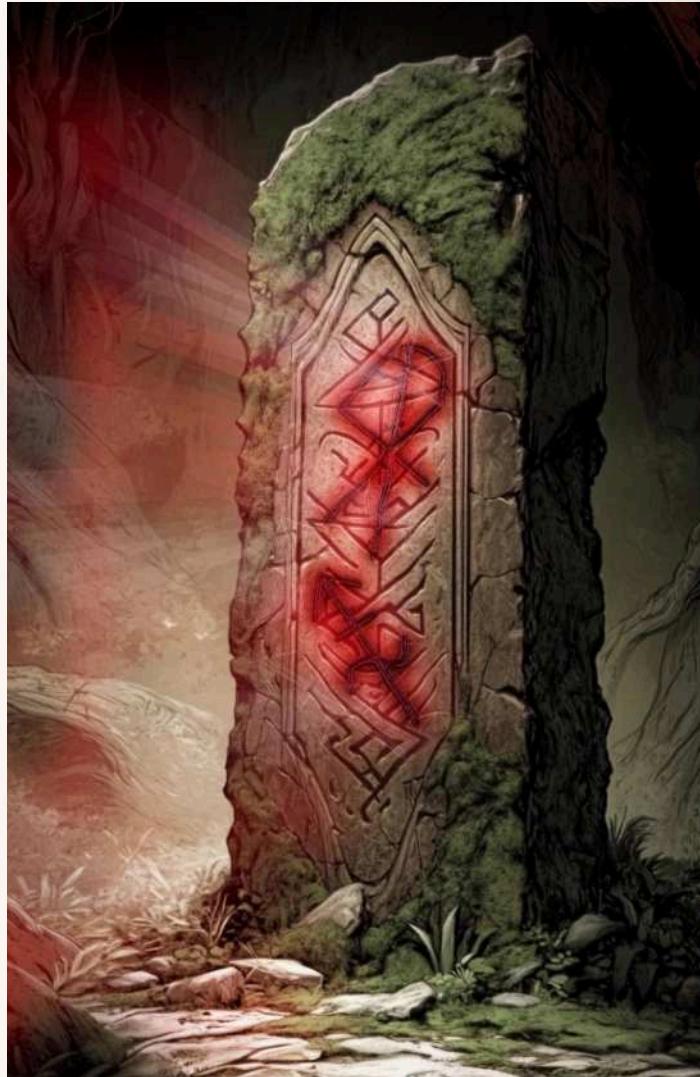
## GM GUIDE

- » If any player interacts with the waymarker without disabling the ward, it triggers a flare alerting Zarruth.

The waymarker is an old dwarven monument, once used for navigation. It has been defaced with infernal markings, which are visible – but, to fully decipher the waymarker runes, some of the overgrowth will need to be removed. If the ward is not disarmed or dispelled before players interact with the waymarker, the alarm will send a flare to Zarruth, who will prepare an ambush at the bugbear camp.

To decipher the waymarker, players must clear the marker of moss & lichen and solve the **Waymarker Puzzle** from the appendix.

"Beneath a layer of creeping moss and overgrown vegetation, the stone pillar is carved with intricate dwarven runes. However, fresh markings – burnt into the stone – pulse with a sinister red light."



## TRANSITION TO NEXT ENCOUNTER

If the players disable the ward and decipher the runes, they find the next waymarker's location. If they fail, Zarruth will be expecting them, and reaching the next location will require them to continue tracking the bugbears.

## INFERNAL WASP SWARM

CE, MEDIUM, SWARM OF TINY FIENDS

<b>CR</b>	2
<b>AC</b>	13
<b>HP</b>	45 (6D8 + 18)
<b>SPEED</b>	10 FT, FLY 40 FT

<b>STR</b>	<b>5 / -3</b>	<b>INT</b>	<b>1 / -5</b>
<b>DEX</b>	<b>16 / +3</b>	<b>WIS</b>	<b>10 / 0</b>
<b>CON</b>	<b>16 / +3</b>	<b>CHA</b>	<b>3 / -4</b>

### SENSES

DARKVISION 60 FT, PASSIVE PERCEPTION 10  
FIRE, POISON, CHARMED, FRIGHTENED, GRAPPLED,  
PARALYZED, PETRIFIED, PRONE, RESTRAINED,  
STUNNED

### RESISTANCES

BLUDGEONING, PIERCING, SLASHING

NONE

### ACTIONS

#### MELEE

**SWARM.** THE SWARM BITES AND STINGS  
EVERYTHING IN ITS SPACE: +5 TO HIT, 4D6 PIERCING  
DAMAGE, AND THE TARGET MUST SUCCEED ON A DC  
13 CON SAVE OR TAKE **2D6 POISON DAMAGE**.



## SKIVVIX THE WHISPERER (ZEBUB - ACCUSER DEVIL)

LE, SMALL, FIEND (DEVIL)

<b>CR</b>	3
<b>AC</b>	13 (NATURAL ARMOR)
<b>HP</b>	27 (6D6 + 6)
<b>SPEED</b>	30 FT, FLY 40 FT
<b>SKILLS</b>	STEALTH +4, DECEPTION +4

<b>STR</b>	<b>10 / 0</b>	<b>INT</b>	<b>13 / +1</b>
<b>DEX</b>	<b>14 / +2</b>	<b>WIS</b>	<b>12 / +1</b>
<b>CON</b>	<b>12 / +1</b>	<b>CHA</b>	<b>14 / +2</b>

### SENSES

DEVIL'S SIGHT 120 FT, PASSIVE PERCEPTION 11

FIRE, POISON/POISONED

COLD; BLUDGEONING, PIERCING, AND SLASHING  
FROM NONMAGICAL WEAPONS

INFERNAL, TELEPATHY 120 FT

### ACTIONS

#### MELEE

**BITE.** MELEE +4 TO HIT, 1D6+2 PIERCING DAMAGE.

### TRAITS

#### INVISIBILITY

SKIVVIX CAN TURN INVISIBLE AT WILL.

#### FALSE WITNESS

CAN MAGICALLY RECORD AND REPLAY UP TO **10 MINUTES** OF AUDIO AND  
VISUAL MEMORIES.



# DEAL WITH THE DEVIL

ROAD TO THUNOR

