

BBEG
ONESHOT

DEVIL'S OUTPOST



SCALED
LVL
4-7

BBEG ADVENTURES
CREATED BY RAGNAR ROK



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APPROXIMATE RUN TIME: 4 HRS

PLAYER CHARACTER LEVEL: 4-7

This adventure is intended as a standalone adventure for play across one to two sessions, or as part of the continuing epic saga throughout the savage Wylderlands in the Westfall Campaign series. It fits neatly between Westfall Campaign adventures Nº 4 and Nº 5.

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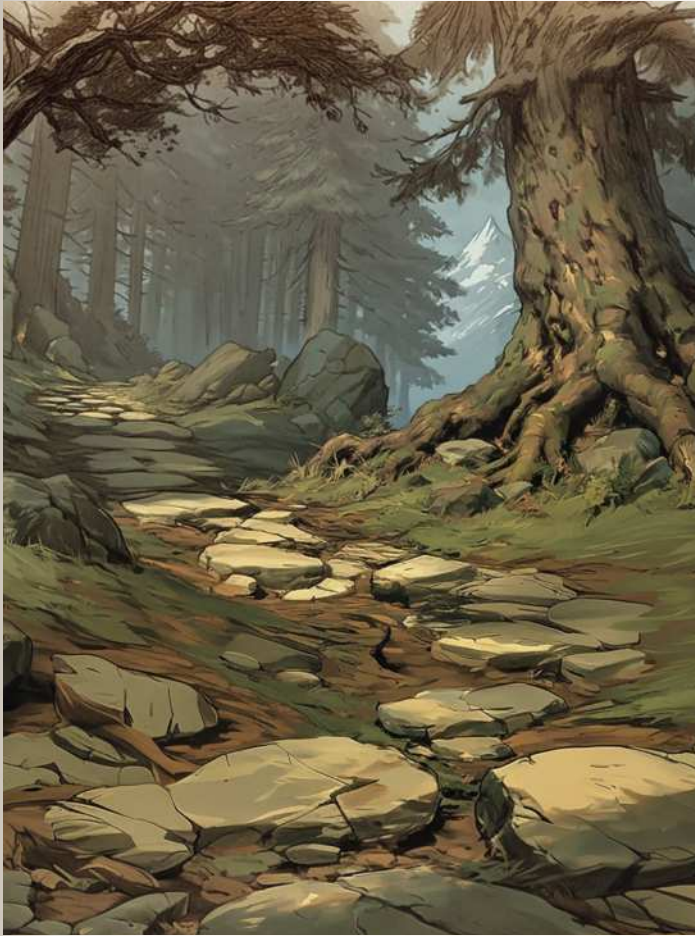
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ADVENTURE OVERVIEW



This adventure is designed for a party of 4 players levels 4-7 (see Scaling).

ADVENTURE LOCATION

The county of Acholt is a rugged, forested region on the eastern edge of the Western Kingdom, bordering the misty foothills of Wy'East Mountain (known as Thunor to the dwarves). Once a route for dwarven trade caravans and elven scouts, it has since grown wild and overgrown in the centuries since the fall of the dwarven kingdom of Thunor.

Remote and largely forgotten by the cities of The Western Kingdom, the region is dotted with the moss-covered ruins of watchtowers, crumbled stone roads, and ancient waystones once used by the dwarves.

SCALING

This adventure is designed for a party of four adventurers from levels 4-7. Each encounter has options for parties based on *average party level* (APL):

- APL 4-5 (Medium Difficulty)
- APL 6-7 (Hard Difficulty)

Use the higher level APL encounters for parties that:

- Are larger than 4 PCs.
- Have strong PCs and the players are experienced.
- The party easily dispatches the first encounter.

Alternatively, you can use a lower level APL encounter if you have fewer than four players or if the party struggles with the encounters designed for their level.

While traveling through the remote, overgrown forests of Acholt, the party becomes entangled in a race for a hidden dwarven cache of ancient loot and, most importantly, an ancient map pointing to the lost adamantine mine of Thunor.

A devil named **Zarruth the Oathbreaker** (a *Bearded Devil*), summoned by the mysterious mage Curwin Ward, leads a band of bugbear mercenaries called **Thugbears** and the invisible scout **Skivvix the Whisperer** (an *Accuser Devil*). Zarruth has been ordered to secure the cache and the map before anyone else can claim them.

The players must survive infernal ambushes, solve an ancient dwarven waymarker puzzle, and confront Zarruth at a ruined watchtower — ending in fierce combat or an infernal bargain.

1 ENCOUNTER 1 – OLD ROAD



LOCATION

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

PARTY OBJECTIVES

- » Survive the ambush by infernal wasps.
- » Discover the presence of Skivvix the Whisperer.
- » Identify and/or track the bugbears to the Dwarven Waymarker.

NPCs

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

LOOT

- » **Infernal Wasp Honeycomb** (4 uses of Infernal Wasp Honey)

SKILL CHECKS

- » **Perception (DC 20)**: Detect the invisible Skivvix.
- » **Perception (DC 13)**: Notice bugbear tracks.
- » **Arcana (DC 15)**: Identify the infernal nature of the wasps.
- » **Nature/Investigation (DC 15)**: Recognize the unnatural behavior of the swarm. They seem to be using tactics and attacking as if directed by an intelligence.
- » **Survival (DC 15)**: Identify tracks as bugbears.
- » **Survival (DC Automatic success)**: Track the bugbears to the Dwarven Waymarker

GM GUIDE

- » Skivvix and his wasps are acting as a rear-guard for Zarruth and will ambush anyone who investigates the road or tracks left by the Thugbears.
- » Any players with a **Passive Perception 15** or higher will NOT be surprised. All other players will be **surprised** by the ambush. Have them roll for initiative normally, but surprised players may not take actions in the first round, and they may take reactions only AFTER their turn has ended. (*Per 5E surprise rules*)
- » The wasps will attack whomever is closest at first.
- » Skivvix will remain **invisible** spying on the party and telepathically direct the wasps to attack the most vulnerable players or anyone who casts spells. Any players with a **passive Investigation or Nature 15** or higher will realize the wasps are being directed by an intelligent creature.
- » Skivvix will attack players who are alone or vulnerable, usually at range, then quickly turn invisible again if he is targeted. Skivvix is a coward and if it appears the players have the upper hand he will flee.
- » If Skivvix is captured it will attempt to mislead the party but successful **social checks (DC 15)** may cause him to reveal his "*master, Zarruth*" has tasked him with preventing anyone from following. He does not know where Zarruth is at this moment, but he does know Zarruth has bugbears working for him and is looking for "*something important*". He does know where the Dwarven Waymarker is located.



"The land of Acholt is rugged and wild, its deep forests concealing the remnants of an ancient dwarven civilization. As you move through the underbrush, an unnatural stillness lingers in the air, broken only by the distant, rhythmic buzzing of unseen insects.

The forest opens into a small clearing where the remains of an ancient dwarven road cuts a crooked path through the trees. Cracked stones peek through the moss and dirt, their once-precise edges now worn and broken by time. There are muddy tracks on some of the stones that appear to have been made recently."

A few minutes after players begin investigating the tracks, or searching the surrounding area, read the following:

"Suddenly a deafening drone erupts from the underbrush. Swarms of infernal wasps burst forth, their chitinous bodies glistening with a sickly red hue. Something unseen cackles in the air around you.

Roll for initiative!"

ENCOUNTER SETUP

BM MALIGNANT MEADOW

PLACE THE PCS ON THE BATTLE MAP NEAR LOCATION 0
USE THE APPROPRIATE ENCOUNTER FOR THE GROUP'S SIZE AND LEVEL :

APL 4-5: MEDIUM ENCOUNTER:

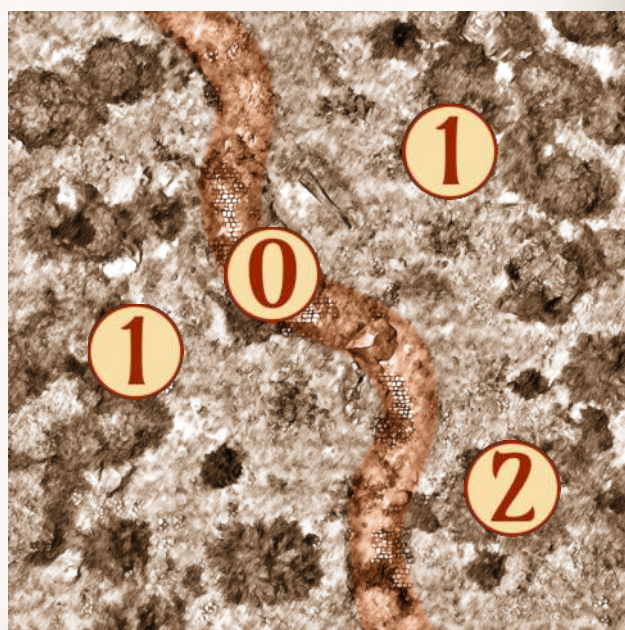
(1 SKIVVIX, 3 WASP SWARMS)

APL 6-7: HARD ENCOUNTER:

(1 SKIVVIX, 4 WASP SWARMS)

PLACE INFERNAL WASP SWARMS ON LOCATIONS 1

PLACE SKIVVIX ON LOCATION 2



GM MAP KEY

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. **Survival (DC 15)** to identify the tracks as bugbears.

The party can easily find and follow these tracks through this area to the next encounter: **Dwarven Waymarker**.

Allow the players a short rest before proceeding to **Encounter 2 - Dwarven Waymarker**.



APPENDIX NPCs

THUGBEAR

CE, MEDIUM, HUMANOID (GOBLINOID)

CR 1 (200XP)

AC 16 (HIDE ARMOR, SHIELD)

HP 27 (5D8 + 5)

SPEED 30 FT

SKILLS STEALTH +6, SURVIVAL +2

STR	15 / +2	INT	8 / -1
DEX	14 / +2	WIS	11 / 0
CON	13 / +1	CHA	9 / -1

SENSES DARKVISION 60 FT, PASSIVE PERCEPTION 10

LANGUAGES COMMON, GOBLIN

PROFICIENCY +2

ACTIONS

MORNINGSTAR (MELEE). +4 TO HIT, HIT: 11 (2D8+2) PIERCING.

JAVELIN (MELEE/RANGED). +4 TO HIT, HIT: 9 (2D6+2) /RANGE 30/120, HIT: 5 (1D6+2) PIERCING.

TRAITS

BRUTE. A MELEE WEAPON DEALS ONE EXTRA DIE OF DAMAGE WHEN THE THUGBEAR HITS WITH IT.

SURPRISE ATTACK. A SURPRISED TARGET TAKES AN ADDITIONAL 7 (2D6) DAM IF HIT WITH AN ATTACK ON THE FIRST TURN OF COMBAT



DESCRIPTION

AMONG THEIR OWN KIND, STRENGTH EARNS LOYALTY. AMONG EVERYONE ELSE, ONLY FEAR WILL DO. THESE HULKING GOBLINOIDS ARE KNOWN AS THUGBEARS—A CRUEL NICKNAME EARNED BY THEIR BRUTAL TACTICS AND MERCENARY WORK. TOWERING OVER MOST HUMANS AND CLAD IN MISMATCHED SCAVENGED ARMOR, THUGBEARS THRIVE ON INTIMIDATION AND VIOLENCE. THEIR FUR IS MATTED WITH BLOOD AND SOOT, AND MANY PAINT CRUDE SIGLS OR JAGGED INFERNAL RUNES ACROSS THEIR WEAPONS.

ORGANIZED UNDER ZARRUTH'S IRON COMMAND, THESE THUGBEARS ACT AS ENFORCERS AND MUSCLE, TERRORIZING THE WILDS OF ACHOLT AND CRUSHING ANYONE WHO MIGHT INTERFERE WITH THE SEARCH FOR THE MINE.

THUGBEAR CHIEF

CE, MEDIUM, HUMANOID (GOBLINOID)

CR 3 (700XP)

AC 17 (HIDE ARMOR, SHIELD)

HP 65 (10D8 + 20)

SPEED 30 FT

SKILLS STEALTH +6, SURVIVAL +3, INTIMIDATION +2

STR	17 / +3	INT	11 / 0
DEX	14 / +2	WIS	12 / +1
CON	14 / +2	CHA	11 / 0

SENSES DARKVISION 60 FT, PASSIVE PERCEPTION 11

LANGUAGES COMMON, GOBLIN

PROFICIENCY +2

ACTIONS

MULTIATTACK. THE THUGBEAR MAKES TWO MELEE ATTACKS.

MORNINGSTAR (MELEE). +5 TO HIT, HIT: 12 (2D8+3) PIERCING.

JAVELIN (MELEE/RANGED). +5 TO HIT, HIT: 10 (2D6+3) /RANGE 30/120, HIT: 6 (1D6+3) PIERCING.

TRAITS

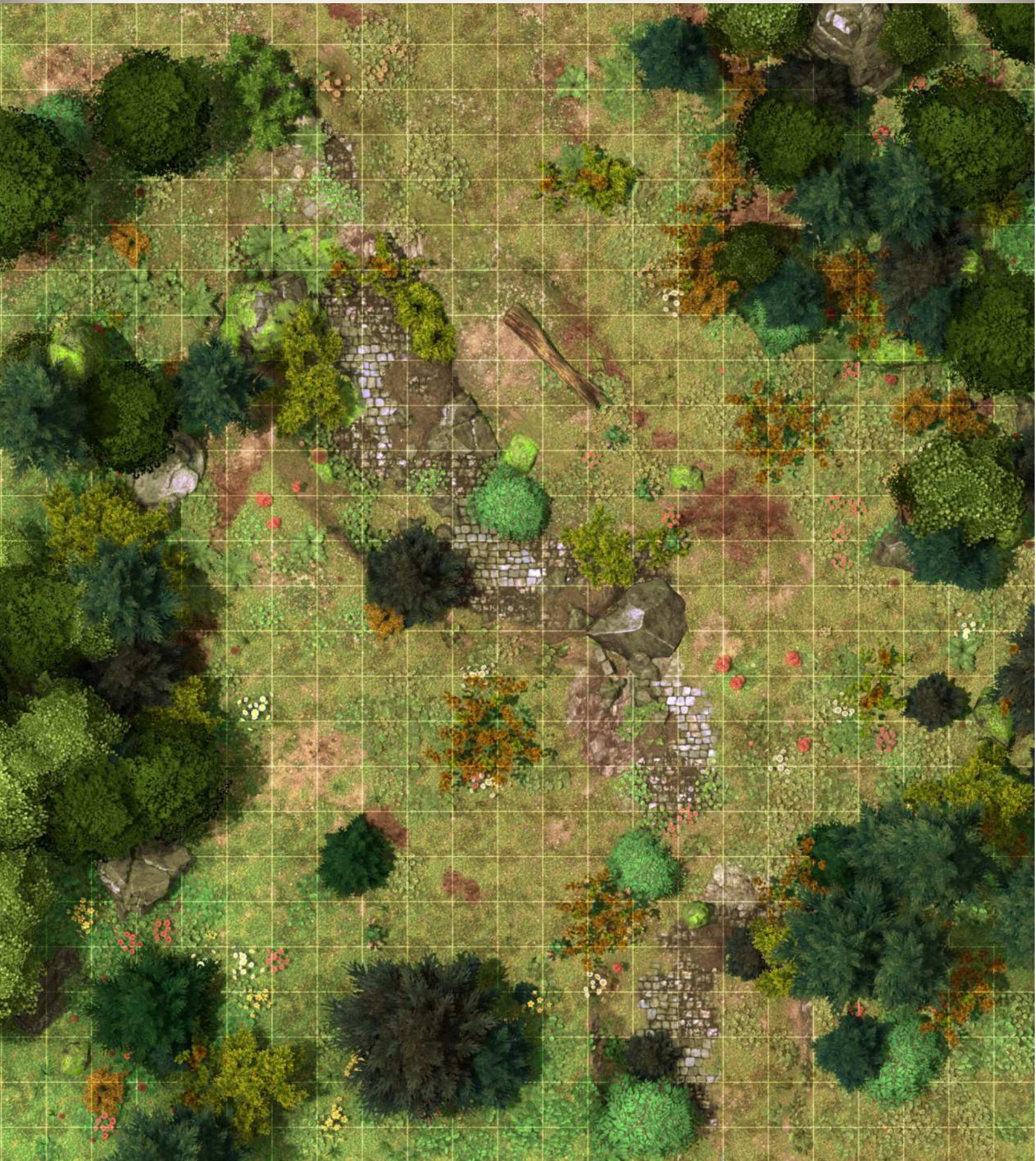
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ALPHA BLOODED. THE THUGBEAR CHIEF HAS ADVANTAGE ON SAVING THROWS AGAINST BEING CHARMED, FRIGHTENED, PARALYZED, POISONED, STUNNED, OR PUT TO SLEEP.

BM MALIGNANT MEADOW

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BATTLE  MAP