

# Ambush!

While escorting a human noble, Cristian Wellsun from Waterdeep to Silverymoon to meet with his dying father the caravan carrying the adventurers is attacked by orcs!

## One the Road

The orcs are being led by a hulking beast named Zadak. Zadak is wearing what looks to be metal armor from at least four different sources and wielding a great axe that has seen better days. In fact, a huge chunk of one blade is missing and the shaft is being held together by vines.

### ROLEPLAYING ZADAK THE ORC

Zadak is desperate. He and his band of orcs were expelled from the Wolfsammer clan. Zadak had challenged war chief Ukirk for dominance of the clan and he and four of his followers were banished after failing to defeat the war chief. Zarak has never been on his own before and has no idea how to fend for himself. He is confident that he can buy his way back into the clan.

Travel on the trail between Waterdeep and Silverymoon is typically a quiet affair, as such you all agreed to escort a noble man by the name of Cristian Wellsun to meet with his dying father, thinking this would be an easy job. Taking turns at holding watch you've seen nothing that would be considered risky. Ahead is a fairly sharp turn to the right around a thick copse of trees.

## Confrontation

Zarak and the other orcs have no idea who or what is being transported, they are solely focused on finding treasure, particularly gold. None of the orcs are interested in parlay and just attack the caravan without hesitation. Depending on the number of wagons in the caravan one orc will take a single wagon or they will begin doubling up starting with the first wagon, assuming that any guards will be at the front (they also aren't all that bright).

Any character with a passive Wisdom (Perception) score of 13 or higher will see the orcs hiding in the trees on the side of the trail and are not surprised.

## Parlay

Although the orcs simply attack without warning when the caravan hits the designated spot in the middle of the turn it is possible to attempt to prevent the attack. If a player succeeds at a DC 15 Wisdom (Perception) check before the attack they can halt the caravan and approach the area on foot. Doing so will confuse the orcs and give the players a chance to discern what is happening.

## Tribute

If the players manage to detect the ambush or somehow manage to stop the assault and talk to Zarak he will demand tribute. The amount is equal to 50gp times the number of party members plus two.

## Reserves

If the party is able to eliminate all the orcs save for Zarak, within two rounds or they are able to eliminate all orcs *including* Zarak within 3 rounds a second party of 5 orcs will come out of the woods. These orcs will not attack right away and may decide to talk with the party (GM's choice).

These new orcs are a party sent by Ukirk to bring Zarak back for punishment. Ukirk has gotten word of what Zarak had been doing and doesn't want the locals to think he is responsible and thus attack the clan. If the players can give a convincing argument or things the new group of orcs will leave. Otherwise they will attack after a few minutes of talking. The reasoning depends on the circumstances when they arrived:

**Zarak is alive:** The orcs will demand Zarak be returned to them. If the party refuses the new orcs will attack as they will lose their reward for returning Zarak as well as being under orders not to allow Zarak to be taken but humans.

**Zarak is dead:** The new group of orcs will attack the party for stealing them of their prize. They were to be rewarded for bringing Zarak back.

### ADJUSTING THE ENCOUNTER

- **Very weak or weak party:** Remove two orcs from both parties.
- **Strong party:** Add one orc to each party
- **Very strong party:** One of the orcs in each party becomes an Orog