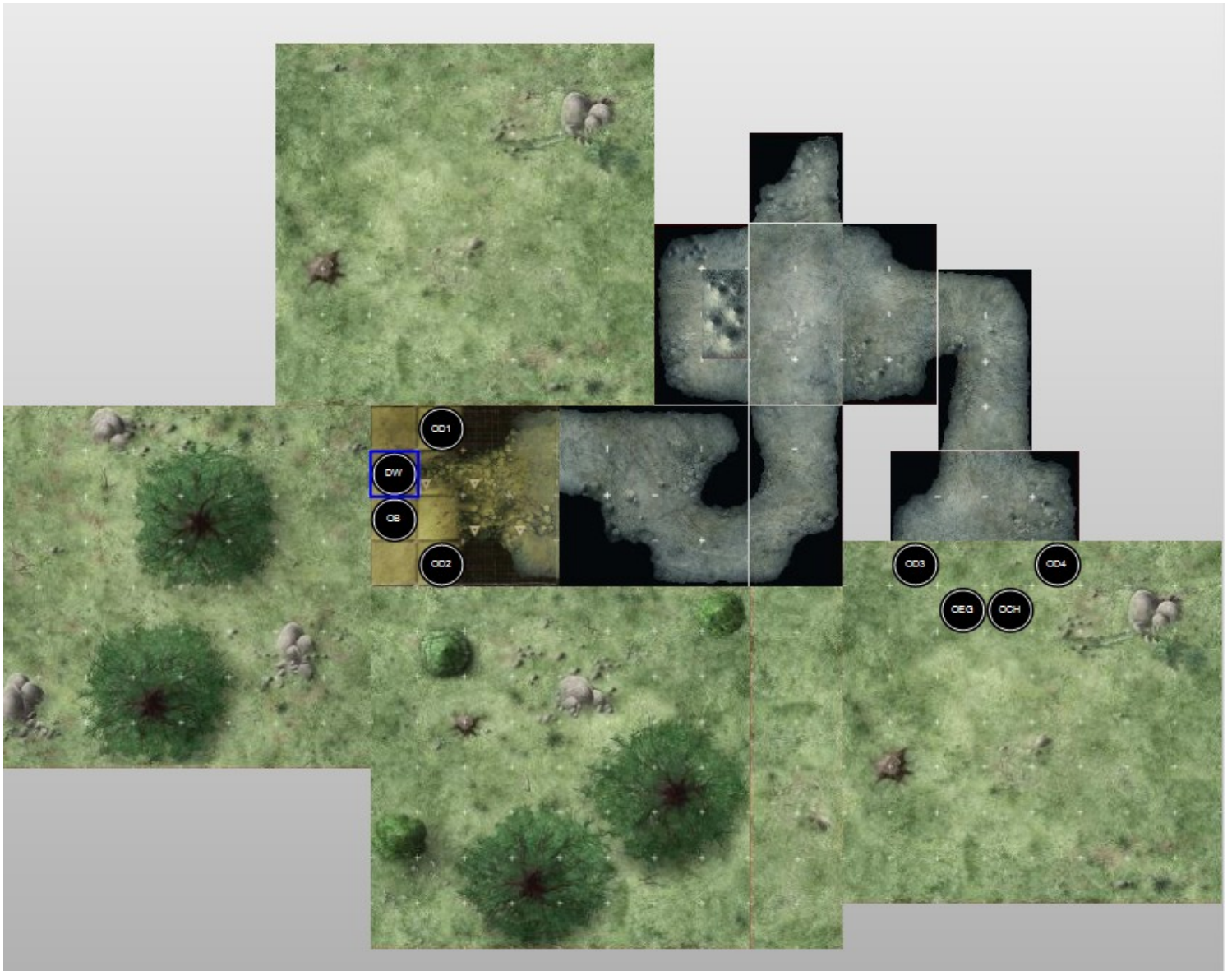


## Random Encounters: Orc Ambush



<b>Encounter</b>	1226 XP
<b>Level 6</b>	
<b>Opponents</b>	8
Orc Eye of Gruumsh	
Orc Berserker	
Dire Wolf	
Orc Drudge	x4
Orc Crescent Hurler	
<b>Traps / Hazards</b>	1
Snowstorm	

<b>Treasure Parcels</b>
<b>Multiple Items</b>
Potion of healing; 60 GP
<b>Multiple Items</b>
Gold medallion (worth 250 GP); platinum bracelet (worth 100 GP); mother-of-pearl hairbrush (worth 50 GP)

## Random Encounters: Orc Ambush

### Orc Eye of Gruumsh Level 5 Controller (Leader)

Medium natural humanoid (orc) XP 200

**Initiative** +6 **Senses** Perception +3; low-light vision  
**Wrath of Gruumsh** aura 10; orcs in the aura can use death strike.  
 HP 64; **Bloodied** 32  
**AC** 19; **Fortitude** 17; **Reflex** 14; **Will** 15  
**Speed** 6

⊕ **Spear** (standard; at-will) • **Weapon**

+10 vs AC; 1d8 + 3 damage

‡ **Warrior's Surge** (standard, usable only while bloodied; encounter) • **Healing, Weapon**

The eye of Gruumsh makes a melee basic attack, spends a healing surge, and regains 13 hit points

‡ **Death Strike** (when reduced to 0 hit points)

The orc makes a melee basic attack

↘ **Eye of Wrath** (minor; at-will) • **Fear**

Ranged 5; +8 vs Will; the target takes a -4 penalty to AC (save ends)

↘ **Swift Arm of Destruction** (standard; recharge ☒ ☒) • **Healing**

Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.

⚡ **Chaos Hammer** (standard; encounter) • **Force**

Area burst 1 within 10; +8 vs Reflex; 2d6 + 3 force damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone

**Alignment** Chaotic Evil **Languages** Common, Giant

**Skills** Endurance +10, Intimidate +10, Religion +7

**Str** 17 (+5) **Dex** 14 (+4) **Wis** 12 (+3)

**Con** 16 (+5) **Int** 11 (+2) **Cha** 17 (+5)

**Equipment** Leather Armor, Spear

### Dire Wolf Level 5 Skirmisher

Large natural beast XP 200

**Initiative** +7 **Senses** Perception +9; low-light vision  
 HP 67; **Bloodied** 33  
**AC** 19; **Fortitude** 18; **Reflex** 17; **Will** 16  
**Speed** 8

⊕ **Bite** (standard; at-will)

+10 vs AC; 1d8 + 4 damage, or 2d8+4 damage against a prone target

**Combat Advantage**

The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.

**Pack Hunter** (while mounted by a friendly rider of 5th level or higher; at-will) • **Mount**

The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.

**Alignment** Unaligned **Languages** —

**Str** 19 (+6) **Dex** 16 (+5) **Wis** 14 (+4)

**Con** 19 (+6) **Int** 5 (-1) **Cha** 11 (+2)

### Orc Berserker Level 4 Brute

Medium natural humanoid (orc) XP 175

**Initiative** +3 **Senses** Perception +2; low-light vision  
 HP 66; **Bloodied** 33  
**AC** 15; **Fortitude** 17; **Reflex** 13; **Will** 12  
**Speed** 6

⊕ **Greataxe** (standard; at-will) • **Weapon**

+8 vs AC; 1d12 + 5 damage (crit 1d12+17)

‡ **Warrior's Surge** (standard, usable only while bloodied; encounter) • **Healing, Weapon**

The orc berserker makes a melee basic attack, spends a healing surge, and regains 16 hit points.

**Alignment** Chaotic Evil **Languages** Common, Giant

**Skills** Endurance +10, Intimidate +6

**Str** 20 (+7) **Dex** 13 (+3) **Wis** 10 (+2)

**Con** 16 (+5) **Int** 8 (+1) **Cha** 9 (+1)

**Equipment** Leather Armor, Greataxe

### Orc Drudge Level 4 Minion

Medium natural humanoid (orc) XP 44

**Initiative** +0 **Senses** Perception +2; low-light vision  
 HP 1; a missed attack never damages a minion.  
**AC** 16; **Fortitude** 15; **Reflex** 12; **Will** 12  
**Speed** 6

⊕ **Club** (standard; at-will) • **Weapon**

+9 vs AC; 5 damage

**Alignment** Chaotic Evil **Languages** Common, Giant

**Str** 16 (+5) **Dex** 10 (+2) **Wis** 10 (+2)

**Con** 14 (+4) **Int** 8 (+1) **Cha** 9 (+1)

**Equipment** Hide Armor, Club

### Orc Crescent Hurler Level 7 Artillery

Medium natural humanoid (orc) XP 300

**Initiative** +5 **Senses** Perception +8; low-light vision  
 HP 65; **Bloodied** 32  
**AC** 19; **Fortitude** 21; **Reflex** 19; **Will** 18  
**Speed** 6

⊕ **Battleaxe** (standard; at-will) • **Weapon**

+12 vs AC; 1d10 + 5 damage

⊕ **Chained Battleaxe** (standard; at-will) • **Weapon**

Ranged 5; +14 vs AC; 1d10 + 6 damage

‡ **Warrior's Surge** (standard, usable only while bloodied; encounter) • **Healing, Weapon**

The orc crescent hurler makes a melee basic attack and regains 16 hit points.

‡ **Outta My Face** (minor; at-will) • **Weapon**

+10 vs Fortitude; the target is pushed 2 squares

↘ **Twin Crescents** (standard; requires battleaxe; recharge ☒ ☒) • **Weapon**

Ranged 5; +12 vs Fortitude; 1d10 + 6 damage, and the target is dazed (save ends)

**Alignment** Chaotic Evil **Languages** Common, Giant

**Skills** Athletics +12, Endurance +13

**Str** 20 (+8) **Dex** 14 (+5) **Wis** 11 (+3)

**Con** 17 (+6) **Int** 9 (+2) **Cha** 8 (+2)

**Equipment** Battleaxe x2

## Random Encounters: Orc Ambush

### Tactics

The orcs attack when the party is resting for the night, in the midst of a heavy snowstorm. The berserker charges into the cave and attacks anyone standing guard, while the drudges focus on flanking with the dire wolf and attacking characters who are still sleeping. The crescent hurler remains at a distance, harrying melee defenders, while the Eye of Gruumsh attacks in melee, singling out powerful foes. The orcs try to stay within 10 squares of the Eye of Gruumsh (not difficult on this map) in order to make use of his Wrath of Gruumsh aura.

### Terrain

**Lighting:** the orcs attack at night, meaning that it's dark out. The cave is in darkness while the outdoor area is dimly lit; if the PCs have a fire, that will mitigate the darkness inside. In addition, because of the snowstorm, squares outside of the cave are lightly obscured.

**Difficult Terrain:** stalactites, trees, and rocks are all difficult terrain.

**Snowstorm:**

<b>Snowstorm</b>	175 XP
Level 4 Obstacle hazard	
<i>The wind howls and the snow comes down thick and heavy.</i>	
<b>Hazard:</b> Anyone exiting the cave is subject to an attack from the snowstorm.	
<b>Nature</b>	
DC 8: The snowstorm would be dangerous to venture out into.	
<b>Trigger</b>	
A creature exits the cave or begins its turn outside the cave.	
<b>Attack</b>	
<b>Action:</b> Opportunity	
<b>Target:</b> One creature	
<b>Attack:</b> +7 vs Fortitude	
<b>Hit:</b> The target takes 1d6+3 cold damage and is slowed until the start of its next turn.	
<b>Miss:</b> The target is slowed until the start of its next turn.	
Traps	

## Random Encounters: Orc Ambush

### Developments

The dire wolf is not with the orcs by choice. It is clearly the worse for wear for their company, having been subject to continued abuse during its training; it even wears a barbed-wire collar. It fights savagely because it is afraid of more ill treatment, but the PCs might be able to convince it to fight for them.

Swaying the Wolf	200 XP
<b>Level 5</b>	
<b>Complexity 1</b> (requires 4 successes before 3 failures)	
<b>Primary Skills</b>	
<b>Bluff</b> (DC 17): (standard action) You try to convince the wolf that the orcs mean it harm. <b>Success:</b> 1 success, 2 maximum <b>Failure:</b> 1 failure	
<b>Diplomacy</b> (DC 17): (standard action) You communicate with the wolf, showing it that you mean it no harm. <b>Success:</b> 1 success, maximum 2 <b>Failure:</b> 1 failure	
<b>Intimidate</b> (DC 17): (standard action) You try to cow the wolf into obeying you. <b>Success:</b> 1 success, 2 maximum <b>Failure:</b> 2 failures, and you cannot use this skill again during this skill challenge.	
<b>Other Skills</b>	
<b>Heal</b> (DC 14): (standard action, maximum once per encounter) You remove the wolf's barbed-wire collar and tend to its wounds. <b>Success:</b> You gain 2 successes and a +4 bonus to Bluff and Diplomacy checks for the rest of the encounter. <b>Failure:</b> The wolf makes an opportunity attack against you with combat advantage.	
<b>Insight</b> (DC 9): (minor action, maximum 1 check per PC) You can tell that the wolf fights out of fear and rage rather than loyalty to the orcs. <b>Success:</b> You gain a +2 bonus to your next Bluff, Diplomacy, or Intimidate check.	
<b>Nature</b> (DC 12): (Minor action, maximum 1 check per PC) You use your knowledge of the wolf's mentality and body language to aid you in convincing it to join you. <b>Success:</b> You gain a +4 bonus to all Bluff, Diplomacy, and Intimidate checks for the remainder of the skill challenge. <b>Failure:</b> You take a -2 penalty to all Bluff, Intimidate, and Diplomacy checks for the rest of the skill challenge.	
<b>Perception</b> (DC 12): (free action, maximum 1 check per player) You notice the barbed wire collar that the wolf wears. <b>Success:</b> Success unlocks the heal skill.	
<b>Victory</b>	
The dire wolf switches sides, attacking the orcs instead of the party.	
<b>Defeat</b>	
The dire wolf is enraged, and gains a +1 attack bonus and a +3 damage bonus for the rest of the encounter.	