**Encounter 2: Gardmore Village**

**Encounter Level 1 (XP 500)**

**Setup**

This encounter takes place once per day whenever the adventurers enter the orc-infested streets of the ruined village. The adventurers must complete a skill challenge to traverse Gardmore, using disguise, avoidance, or a combination of both to bypass the orcs without provoking an attack. Once the party has overcome encounter 17 (page 30) and driven the orcs from the village, they can pass through without opposition.

**Skill Challenge: Traversing the Village**

**Level: 6**

**Complexity: 2 (requires 6 successes before 3 failures).**

**Time Frame:** Unless otherwise noted, each character can make a check in this challenge once every 10 minutes.

**Primary Skills:** Acrobatics, Athletics, Bluff, History, Insight, Intimidate, Perception, Stealth, Streetwise.

**Success:** The adventurers navigate the village without provoking an attack or arousing too much suspicion, and they arrive safely at their destination.

**Failure:** When the adventurers rack up their third failure, a group of orcs spots the intruders or sees through their disguise and attacks. Use the “Orc Campsite” information on page 12 in Book 1 for this encounter. If the adventurers defeat the orcs and any additional combatants that appear during the fight, they encounter no more after they arrive safely at their destination.

If the adventurers can converse with the orcs, perhaps trying to confuse or trick them into giving up the password, but must eventually answer. If they are correct, the ettin allows them to enter the ruined keep. Otherwise it attacks.

**Avoidance**

The party attempts to slip past the village inhabitants and avoid violent confrontation.

- **Stealth (DC 11, group check, 3 successes maximum):** The character helps the party climb over walls and clamber along rooftops and thus avoid encountering the inhabitants.
- **Streetwise (DC 15, 3 successes maximum):** The character calls on intimate knowledge of the ways of the streets to help the party travel through the village without confronting the orcs.

**Disguise**

The adventurers can attempt to move through the village in disguise, passing themselves off as part of the occupying force. Bluff (DC 11, group check, 3 successes maximum): The adventurers can don scraps of armor, rags, and weapons from the gatehouse (see “Storage,” page 3) to disguise themselves as orcs, bandits, or mercenaries.

- **History or Streetwise (DC 23, 2 successes maximum):** The character watches for trouble and carefully gauges the reactions of the orcs to help adjust the party’s behavior and avoid confrontations.

- **Insight or Perception (DC 23, 1 success maximum):** The character watches for trouble and carefully gauges the reactions of the orcs to help adjust the party’s behavior and avoid confrontations.

**Primary Skills:** Acrobatics, Athletics, Bluff, History, Insight, Intimidate, Perception, Stealth, Streetwise.

**Encounter Level 5 (1,000 XP)**

**Setup**

1 ettin marauder (E)

A skightht ettin guards the doors to the ruined keep. How it interacts with the adventurers depends on whether both its heads are awake when they encounter it or, if just one is, which head. The left head (Spike) is greedy and cunning, while the right head (Bruse) is lazy and brutish. The ettin is suspicious of the adventurers but either assumes they work for the orc chieftain or doesn’t care why they are here, as long as they further its ends.

**When the adventurers encounter the ettin, read:**

An enormous two-headed giant sits with its back against the doors to the ruined keep. The eyelids of one of its heads are half-closed, and it picks its teeth with the grisly bone of a recent kill.

“What’s the password?” it grumbles through a yawn.

“Fine, Bruse,” Spike grunts, then recites: “A box of white bones, never empty nor full, though it ever leaks the treasure inside.”

“It holds safe all you’ve got, unless you’re a warlock, when its locks with wine may be plied,” Bruse says.

“Smash it in like an egg, but what do you know?” says Spike, “They’ll not find the treasure you hide.”

The answer to the riddle, and the password, is “skull.” The adventurers can converse with the ettin, perhaps trying to confuse it or trick it into giving up the password, but must eventually answer. If they are correct, the ettin allows them to enter the ruined keep. Otherwise it attacks.

**3-4: The left head (Spike) is awake. Read:**

“Can’t remember?” the ettin says. “Maybe we barter for it then . . . But don’t you tell Bruse about our arrangement. It’s none of his affair, after all.”

Spike offers to let the party pass in exchange for the sending stones from the orc chieftain’s lair (encounter 8), which it has long coveted. If the adventurers agree to this bargain, the ettin approaches them right after that encounter and demands its reward. Should they refuse to honor the deal, the ettin becomes enraged and attacks. It has 1 additional action point at the start of that fight and gains 1 more action point when it is first blooded.

**5-6: The right head (Bruse) is awake. Read:**

“Don’t remember, eh? No matter. You bring me a bottle o’ the good stuff from that fairy grove, and I forget I sees ya. And don’t tell Spike about our arrangement. It ain’t his concern.”

Spike offers to let the party pass in exchange for the sending stones from the orc chieftain’s lair (encounter 8), which it has long coveted. If the adventurers agree to this bargain, the ettin approaches them right after that encounter and demands its reward. Should they refuse to honor the deal, the ettin becomes enraged and attacks. It has 1 additional action point at the start of that fight and gains 1 more action point when it is first blooded.

If the adventurers can procure a bottle of fizzywine from the eladrin of the Feygrove (encounter 13), Bruse thanks them for it and nods off, allowing them to pass. Should they refuse to honor the deal, the ettin attacks.

---

**Ettin Marauder (E) Level 10 Elite Soldier**

**Level:** 10

**Elite Soldier** XP: 1,000

**Hit Points:** 242

**Armor Class:** 24

**Dexterity:** 11

**Constitution:** 23

**Strength:** 28

**Charisma:** 8

**Wisdom:** 12

**Alignment:** Chaotic evil

**Languages:** Common, Orc

**Saving Throws:** +13 vs. Constitution, +13 vs. Dexterity

**Equipment:** Greatclub, Two-Handed Axe, Shield, Leather Armor

**Spells:** None

**Triggered Actions**

- **Sneak At-Will**
  - Trigger: An enemy enters a square where it flanks the ettin.
  - Attack (Immediate Reaction): Makes 2 (one creature flanking the ettin); +13 vs. Constitution

**Treasured Action**

- **Sneak At-Will**
  - Trigger: An enemy enters a square where it flanks the ettin.
  - Attack (Immediate Reaction): Makes 2 (one creature flanking the ettin); +13 vs. Constitution

**Actions**

- **Sneak**

**Movement:** 12

**Standard Actions**

- **Smash**
  - Attack: Melee 2 (one creature); +13 vs. AC
  - Hit: 1d12 + 12 damage, and the ettin can push the target 1 square.

**Triggered Actions**

- **Sneak At-Will**

**Trigger:** An enemy enters a square where it flanks the ettin.

- **Attack:** Makes 2 (one creature flanking the ettin); +13 vs. Constitution

**Traits**

- **Duel Brain**

**Saving Throws**

- **Constitution:** +2

**STR**

- 12 (+6)

**DEX**

- 8 (+4)

**INT**

- 6 (+3)

**WIS**

- 12 (+6)

**CHA**

- 26 (+10)

**AC**

- 24 (+10)

**HP**

- 222, Bloodied 111

**Speed**

- 20

**Saving Throws**

- **Constitution:** +13 vs. Fortitude

- **Dexterity:** +13 vs. Reflex

- **Wisdom:** +12 vs. Perception

- **Strength:** +13 vs. Will

- **Charisma:** +9 vs. Perception

- **Dexterity:** +12 vs. Initiative

**Languages:** Common, Orc

**Spells**

- None