

EGO-TASTROPHY

A SOLO ENCOUNTER
FOR 5 PLAYERS OF 10TH LEVEL
COMPATIBLE WITH
4TH EDITION
DUNGEONS & DRAGONS

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Ego-Tastrophe is a Solo Encounter suitable for five players of 10th level compatible with 4th Edition Dungeons & Dragons roleplaying game. You will need the 4th Edition Player's Handbook™, Dungeon Master's Guide™ and the Monster Manual™ to successfully run this encounter.

Ego-Tastrophe takes place in the Capitol of Brandford, located in Lord Brigland's territories on the continent of Thallorand. The encounter takes place on a typical summer morning, but not just any morning. Today is the birthday of Lord Horace Brigland, the founder of the Brigland family line and first of a long line of Lords to rule the area. To honor his ancestor, Lord Gregory Brigland IV is dedicating a huge fountain in the center of the city. The most remarkable feature of the fountain is the 20 foot tall statue of Lord Horace Brigland at the center. Made from the rare mineral, Borgtite, the statue sparkles a glossy deep blue, the polished version of the raw mineral. Borgtite is one of the most durable substances known to Thallorand, but only in a certain thickness, making it useless for armor or weapons. Found only in the depths of the Cartash Mountains, Borgite is a rare and expensive material, making this statue a gratuitous display of wealth on behalf of Lord Brigland.

This self-indulgence did not go unnoticed, and a small group of rebels have planned something rather special for the ceremony. Unbeknownst to anyone, the statue has been enhanced with magical properties. A copy of the Lord's dedication speech was stolen by spies inside his mansion, and at the words "As a show of my humble gratitude, I dedicate this symbol of my family" the statue will come to life and begin attacking those in attendance. Either out of curiosity of what has been under the tarp for the last three months, or because trouble might have been anticipated, the players are in attendance at the ceremony and managed a front row spot in the crowd.

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Herinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; ADVENTURER'S VAULT, written by Logan Bonner, Eytan Bernstein and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved. Ego-Tastrophe, Thallorand, the Blackbyrne Publishing logos and all intellectual property not belonging to Wizards of the Coast are exclusively owned by Blackbyrne Publishing 2011.

SP-E1: Greed knows no bounds

Level 10

XP- 2500

Horace Brigland Borgtite Gollum

Setup-

For whatever reason as predetermined by the GM, the players are in the crowd on the day of the dedication for the Brigland Memorial Fountain in the center of Brandford. When the players have determined their places on the included battle map, read or paraphrase the following:

It is a warm summer morning, the sun is out but a cool breeze keeps you from regretting the choice to wear armor to the ceremony. Curious to see what has been hidden under the tarp, you tune out the political rhetoric that Lord Gregory Brigland is droning on with in his speech. Finally the moment arrives and Lord Brigland reaches up and pulls the ceremonial ropes to unveil the fountain. The immediate reaction is one of awe, mostly at the 20 ft tall statue made from the rare mineral Borgtite. An obvious homage to Lord Horace Brigland, the statue is in a stance of triumph, adorned with a shield etched with the family crest and a longsword held aloft.

"As a show of my humble gratitude, I dedicate this symbol of my family" Lord Brigland begins. But before he can finish his sentence, a low rumbling shakes the very ground as the 20ft statue begins to move. Before anyone can react, the statue brings its oversized longsword down upon the stage, narrowly missing Lord Brigland as he (and his bodyguards) dive out of the way. As chaos breaks loose, the Lords Militia begins herding the civilians away from the destruction as an excuse not to move in and engage. You stare in amazement as the statue turns towards you, the look of triumph and victory etched onto the very stone.

Tactics

The Lord's Militia are cowards for the most part and will look to the players (adventurers standing out as they do) to step up and be the heroes that everyone will assume they are. The statue will attack anyone within reach, seeing as its primary target (Lord Gregory Brigland) was moved out of the immediate area. It will fight until destroyed, being magically altered for one purpose.

Horace Brigland Borgtite Golem

Level 10 Solo

Huge natural animate (construct) XP 2,500

HP 412; Bloodied 206

AC 24; Fortitude 22; Reflex 22; Will 22

Speed 6

Immune fear, sleep, charm, poison, necrotic; **Resist 5** fire, 5 lightning;

Vulnerability 5 acid, 5 cold Saving Throws +5;

Action Points 2 Initiative +7 Perception +7

Standard Actions

④ Stomp • At-Will

Attack: (one creature); +13 vs. Reflex

Hit: 2d8 + 4 damage and target is restrained (save ends).

④ Longsword • At-Will

Attack: (one creature); +15 vs. AC

Hit: 2d10 + 5 damage and the target is slowed (save ends).

† Spinning Blow • Daily

Attack: Melee 2 (Each creature in range); +15 vs. AC; Horace Brigland Borgtite Golem crouches low and swings his longsword in a low arc

Hit: 1d10 + 8 damage.

Miss: Half damage.

Triggered Actions

Oh Crap, You Made It Mad • Daily

Trigger: Horace Brigland Borgtite Golem first becomes bloodied.

Effect (Immediate Reaction): Horace Brigland Borgtite Golem gains a +1 power bonus to attack and damage rolls against the creature that bloodied it until the end of its the encounter.

↔ Shard Burst • At-Will

Trigger: An enemy makes a successful melee attack.

Attack (Immediate Interrupt): Burst 2 (Each creature in burst); +13 vs. Fortitude

Hit: 5 damage, and ongoing 5 splinter damage (save ends).

Str 15 (+7) Dex 15 (+7) Wis 15 (+7)

Con 15 (+7) Int 15 (+7) Cha 15 (+7)

Area Features

Illumination- Daylight provides full vision

Terrain- The fountain is considered difficult terrain, but the remainder of the town square is normal terrain.

Treasure- Despite the fact that the players destroyed a statue worth more than all their possessions combined, Lord Brigland will offer them a magic item of their choosing of 11th level or lower. If any of the players manage successful Thievery skill checks (DC 25 due to the nearby crowd) they may scoop up 1d4 suitable sized chunks of Borgtite. (valued at 250 gp for a fist sized chunk, but GM's discretion is advised to maintain player wealth balance)

AFTERMATH

If the players manage to survive, the will be given an accommodation and presented with the aforementioned magic items. This will set the players up for future adventures on behalf of the Brigland Territories.



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