

# ASHES OF WAR

Rec. LVL 3-5.

## Terrain

Stairs and stone walls are 5ft tall, buildings are 15ft tall, interiors are difficult terrain.

## Bergia the Bear's Bandits

War ravages the land, and these streets are squatted in by six **Bandits** and their leader: **Bergia** (as **Berserker** with Charisma 16, may Rage and resist all non-Psychic damage), a northern barbarian and defector. They are looking for treasure under the burnt out inn.

## Setup: the Adventurer's Bequest

The party is contacted by the descendant of a famous adventurer:

- their father has died lately and left directions to a final treasure in an inn's foundation
- the descendant only wants a locket with their mother's portrait in it buried there, and leave the rest of the loot to the party as payment
- the inn and city district around it were burned down in recent warfare and the area is now lawless

## Approaching the Site

The streets are deadly and wild

- Wild **Mastiffs**, starving (half health), bark loudly and attack weak targets.
- **Looters** (as **Commoner**) pick through the rubble and may try to ambush a weakened party
- DC 13 **Survival** or **Insight** check by a pathfinder lets the party reach the site without incident; sneaking past or dealing with **Looters**, **Mastiffs**, or both may be called for otherwise.

## Ambush in the Ashes

Things are quiet—too quiet.

- **Bergia** knew the adventurer and heard a drunken story about this treasure; she has not dug it up yet but knows the inheritors will be coming for it.
- **Bergia** is waiting in the open while the Bandits are hidden (**Perception** 13 to detect) behind walls, by windows, and prone on roofs.
- **Bergia** aims to hustle the inheritor into paying her for guidance, protection, or a sense of camaraderie with their father.
- When the party arrives **Bergia** will question what they're doing here. **Insight** DC 13 indicates she is waiting to signal something bad for the PCs.
- When the party makes it clear they're here for the

goods she will try to get them to pinpoint the location before backstabbing them. If the party calls out the ambush, she orders her **bandits** to attack.

## Order of Bandit Battle

The fight is swift and chaotic.

- **Bergia** will attempt to focus down the PC's strongest fighter while her underlings overwhelm casters and major damage dealers.
- Characters traversing roofs must make a DC 12 **Athletics** or **Acrobatics** check at the beginning of their movement or plummet through, suffering 1d6 bludgeoning from the fall and 1d4 piercing from debris.
- When half their number have been killed, the bandits try to flee—**Bergia** frightens them into staying. They will flee if she falls.

## Treasure in the Ruins

After digging for a few moments in the northern corner of the burnt out inn (large central building), they discover the following:

- golden locket with portrait
- **Belt of Hill Giant's Strength**
- **+1 Longsword** that glows purple
- scroll of **Healing Word**
- 100gp worth of miscellaneous loot

## Legendary Actions of Bergia

**Bergia** knows how to command. These commands must be heard or they have no effect on their targets.

- **Let Fly!:** up to 3 Bandits with ranged weapons in hand spend their reaction to attack.
- **Descend!:** up to 3 Bandits move up to their movement without provoking opportunity attacks towards the same point.
- **Dodge!:** up to 3 Bandits spend their reaction to take the Dodge action.
- **Fight Harder!:** up to 3 **Bandits** spend their reaction and make a melee attack against a target in range.
- **Stand & Deliver!:** one target makes a DC 13 **Wisdom save**. On failure they must choose to become Frightened of **Bergia**, resaving at the end of every turn, or committing to duel her, taking Disadvantage on attacks against all other creatures until she has fallen.

This encounter is created for **Ruined Street Battle Map**, it can be downloaded here:

<https://www.patreon.com/posts/ruined-street-75122688>