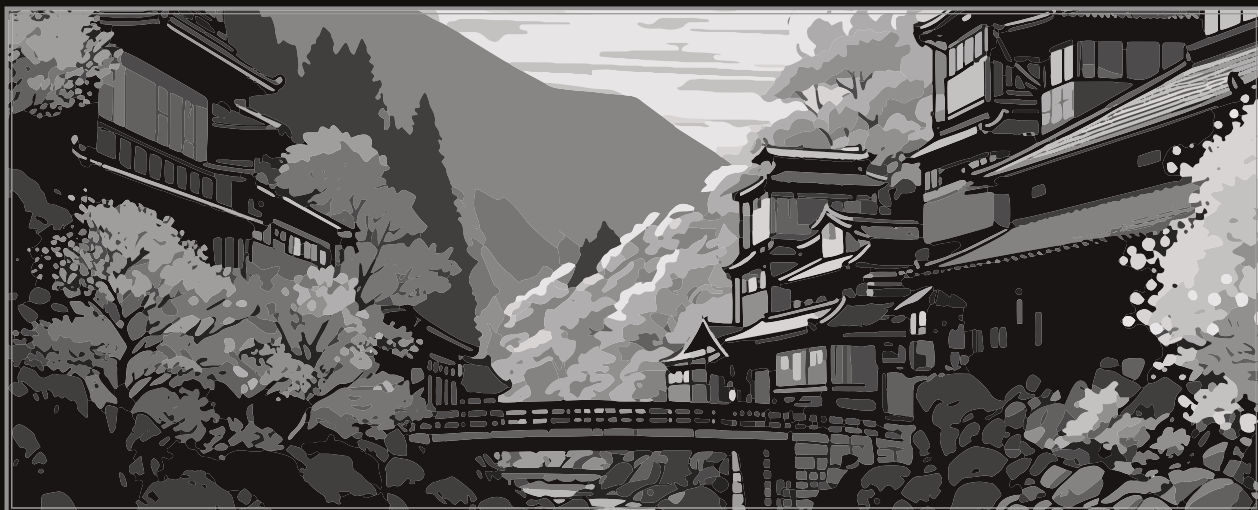




Pathfinder 2nd Edition



BRAWL UNDER THE BLOSSOMS



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AN ADVENTURE FOR CHARACTERS OF 1ST TO 3RD LEVEL

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Rawl under the Blossoms is a Pathfinder Second Edition adventure for 1st to 3rd level, optimized for a party of four 2nd-level characters. A night of frivolity is interrupted by accusations, backstabbing, and violent revenge, and it is up to the heroes to keep violence from overwhelming the Cherry Blossom Festival. This adventure takes place in Cartosia, but can easily be adapted to any urban campaign setting with gardens.

BACKGROUND

The Cherry Blossom Festival usually draws huge crowds, and this year is no different.

Okami Chiyo, the proprietor (perfectionist she/her human **innkeeper**; *Pathfinder NPC Core*), spares no effort in cultivating an atmosphere that feels safe and comfortable even during the notoriously rowdy Cherry Blossom Festival.

Okami's latest guests unwittingly brought trouble upon the establishment. Just yesterday, the adventurers Varvarik, Azvandel, and Jessed ventured into a tomb they believed held the works of a mighty dragon wizard. Although their information was flawed and incomplete, they did find a tomb containing a few magic items and the remains of the kobold wizard Yabarazak the Merciless.

With great effort, the adventurers overcame the traps laid by Yabarazak's heirs and plundered the tomb. They brought their loot back to town and chose Okami's Ryokan as the perfect place to rest and recover from their ordeal.

The adventurers did not realize that Yabarazak's tomb is still the subject of regular care by her heirs, including one named Pakyikapi who discovered the tomb was violated the following nightfall. Pakyikapi and her kobold allies have since begun tracking the adventurers back to town, where they have begun searching for evidence of where in town the thieves are hiding.

ADVENTURE HOOKS

The characters might get involved in the happenings at Chiyo's Ryokan for a variety of reasons. Some suggestions follow.

HIRED SECURITY

Okami Chiyo has had to deal with noisy, rude, and drunken tourists disturbing her famously peaceful inn during the peak of tourist seasons. Unfortunately, her usual security is traveling to visit family and unavailable, so she hires the characters to cover for this festival. In addition to giving them a week's free stay at the ryokan including fine meals, she offers 5 gp each and a *glowing lantern fruit* (*Pathfinder Rage of Elements*). She makes a point that if they need to eject a patron for causing trouble not to use any more force than necessary, and she will not tolerate lethal violence that is not already life-or-death. She gives them each permission to grant one patron a free deluxe meal voucher in order to placate someone upset by their experience.

Adjusting the Reward. Okami offers 3 gp each to 1st-level characters. She offers 8 gp each to 3rd-level characters.

FELLOW-TRAVELERS

Any time the characters are traveling through a settlement, they might find the ryokan to be a convenient place to stay and trouble finds them while they are there. Okami has no security available for the night but isn't expecting to really need it. She does recognize them as adventurers and offer them a chance to pay for their rooms by helping provide entertainment.

MESSENGER

A sick orc farmer woman named Elkeru asks the characters to find her adventurer son, Varvarik, and convince him to come home. Her long illness has worsened and she needs his help while she recovers. She pays them 10 gp for their trouble, and promises that her son will also pay them for the message from his adventuring treasure.

Adjusting the Reward. She pays 7 gp to 1st-level characters. She pays 15 gp to 3rd-level characters.

GENERAL FEATURES

The ryokan is in a popular part of town along the riverside. It abuts two neighboring buildings. The street outside bustles with crowds coming and going from festival activities at all hours. The inn itself constantly bustles with activity by quiet staff and exuberant guests except for the wee hours of the morning before breakfast is prepared in the hour before dawn. The features of the structure are as follows except where noted otherwise.

Ceilings and Floors. The floors are wood covered in soft woven mats. The ceilings are 8 feet high.

Walls and Doors. The walls and doors are light wooden lattices covered in paper. They do little to block sound. Since the paper is destroyed by any damage and does not even slow attacks, the walls provide only lesser cover. The translucent paper makes targets on the other side of them concealed.

A wall panel has AC 12, Hardness 2, and 6 Hit Point (Broken Threshold 3). A wall panel with the broken condition no longer makes targets concealed.

The doors are identical to walls except that they have handles to slide easily along tracks. They lack locks.

Illumination. The large rooms and outdoor areas (but not the halls) are brightly lit by elevated braziers at all hours. The individual rooms and baths are lit with individual oil lamps when occupied by people who are awake.

ARRIVAL LEVEL

The ground level features the main attractions of the ryokan as well as a few rooms for travelers who prefer to avoid stairs or want to spend a lot of time in the baths.

- Entrance.** Visitors are expected to remove their footwear here until they leave the building again. This room is open to the upper floor, so the ceiling is 16 feet high.
- Open Tearoom.** Guests are always welcome to take tea here. This room is open to the upper floor, so the ceiling is 16 feet high.
- Ash Pit.** A fire is kept burning here at all hours for hot tea. A character who falls prone here takes 1 fire damage.
- Patio.** The patio is a popular place to sit and watch the water.



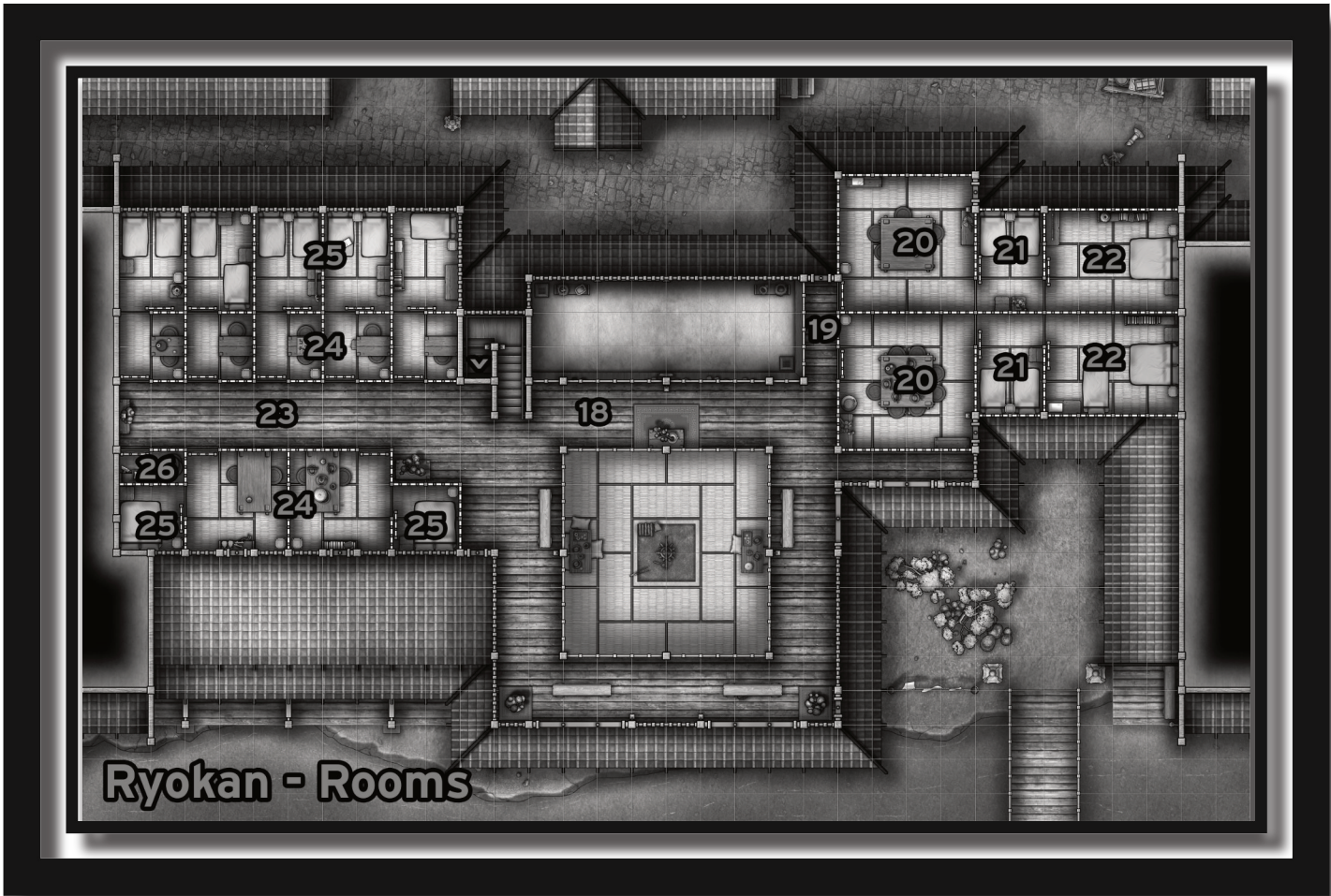
- Formal Tearoom.** Okami uses this formal space to host honored guests.
- Storeroom.** Sake, clean blankets, and other amenities are stored here until needed.
- Cloakroom.** Footwear, cloaks, and other travel clothing items are stored here for guests until they leave.
- Okami's Dining.** Okami takes meals alone here or hosts personal guests.
- Okami's Chambers.** Okami, the proprietor, is the only person who lives in the ryokan full time. (Her employees live in their own small homes elsewhere in town.)
- Okami's Bedroom.** Here is where Okami stores her valuables and clothing.
- Dock Garden.** The docks are used by travelers coming and going by small ferryboats. The small garden is also a relaxing place where people like to watch the water.
- Washroom.** Bedding and other laundry is washed here before being taken to the storeroom.
- Kitchen.** The kitchen is occupied for at least two hours before every meal, as each meal is elaborately prepared to Okami's exacting standards.
- Pantry.** Foodstuffs are stored here until needed.
- Small Guestrooms.** Each small room is just barely suitable to accommodate a single guest and includes a small, low table to take the meals provided by the ryokan staff.
- Privy.** The privy is shared by all guests.

- Baths.** Each bath is separated from the main hall by a small changing room. These baths are kept warm by piped hot spring water at all hours.

UPPER LEVEL

The upper level, accessed via stairs between the foyer and main hall, is dominated by balconies overlooking the foyer and tearoom. The balconies are flanked by most of the guest rooms.

- Loft.** The stairs from below open onto a loft with high railings that overlook the entrance and tearoom.
- Suites.** This walkway extends from the loft to chambers often used by middle-class families and gentry who want to keep a servant close at hand.
- Suite Dining.** Each room can comfortably seat four.
- Small Beds.** These mats are suitable for two Small guests, often human children. The one facing the street is occupied by the gnome Jessed. He has stored six silver dragon statuettes (worth 5 gp each) under the low table until he decides whether to sell them.
- Large Beds.** These mats are suitable for two Medium guests. The one facing the street is shared by the adventurers Azvandel and Varvarik to save money.
- West Hall.** This hall is used by guests in the double rooms.
- Double Guest Dining Rooms.** These low tables each seat two.



25. **Double Guestrooms.** These rooms each comfortably suit two guests.
26. **Closet.** Brooms and other cleaning supplies are kept here.

RYOKAN OCCUPANTS

In addition to Okami and the party, the following people occupy the ryokan.

Azvandel (greedy she/her elf **grave robber**; *Pathfinder NPC Core*) is staying here alongside her fellow adventurers Varvarik and Jessed. The three are staying at this relatively comfortable inn to enjoy the fruits of their labor. Azvandel resents Varvarik, whom she believes did not do his share of the work to find and plunder the kobold tomb.

Varvarik (oblivious he/him **orc agriculturalist**; *Pathfinder NPC Core*) is staying here with his fellow adventurers Jessed and Azvandel. Varvarik feels a little guilty and superstitiously anxious about stealing from a tomb, but is more concerned about making sure his mother is well provided for in her old age. If the characters bring a message from his mother, he thanks them seriously and promises he will thank them properly before he depart for home the next morning.

Jessed (egotistical he/him **gnome bard**; *Pathfinder Monster Core*) has just finished his first adventure into a dungeon. Even though it was just an overnight trip into a cave with a few traps, he is nonetheless puffed-up and eager to brag about the achievement. When the conversation turns

away from him, he loves to needle people just to find out how they will react.

Omezai Greenseed (curious he/him halfling **dockhand**; *Pathfinder NPC Core*) is a local friend of Okami's who has dropped by to join in her seasonal celebration. He likes to chat with everyone he meets and collecting anecdotes to share with the passengers he ferries around town.

Pinora of Zizel (judgmental she/her human **merchant**; *Pathfinder NPC Core*) is staying so that she can sell her wares to local shopkeepers during the festival. She insists on everything being just so. She stays in a double room and loves to luxuriate in the baths.

Gafgano (shy he/him dromaar **servant**; *Pathfinder NPC Core*) serves all the meals. Although Okami is reasonably patient with him, he is new and self-conscious about how clumsy he is.

EVENING FESTIVITIES

Once the party arrives and is settled into their rooms (two or more of the double guestrooms), Okami encourages them to get in the spirit of the festival by joining in one of the night's events. If she has hired them as security, she simply encourages them not to drink alcohol and asks that no more than one of them visit the baths at a time.

GAMBLING

A character can join a game of cards with Varvarik and Omezai in Area 2. Winning requires succeeding at either a

DC 15 Gambling Lore check or a DC 17 Perception check to Sense Motive. If multiple heroes play, the one who rolls highest on the die wins. The prize pot is 25 cp, 8 sp, and a *predator's claw*.

Omezai's Gossip. A gnome boat pilot who is playing comments about seeing strange little creatures lurking in the water as he sailed not far away. He speculates that they might be goblins or lizardfolk curious about the town's festival from afar. A character with a Perception DC of at least 17 notices Varvarik fidgets nervously while claiming to be unconcerned about it.

STORYTELLING

A group of locals and guests has gathered in the tearoom to share stories. Each character who joins the storytelling circle can entertain the crowd by succeeding at a DC 15 Performance check or a DC 17 Society check to Recall Knowledge about a thrilling historical event. If anyone succeeds, the one who rolls highest on the die wins a rare bottle of sake worth 5 gp as a prize.

Jessed's Story. Regardless of the check, a character participating overhears Jessed bragging about how he defeated a legendary dragon mage named Yabarazak to win incredible treasures. A character with a Perception DC of at least 17 notices he keeps looking up and away from the audience before saying anything specific, as if trying to come up with them on the spot. A character who succeeds at a DC 15 Recall Knowledge check using a local Lore or Kobold Lore or a DC 17 Society check recognizes the name Yabarazak as that of a kobold sorcerer bandit of some local notoriety, a hero to the region's kobolds who died thirty years ago.

FLOWER PETAL BATHS

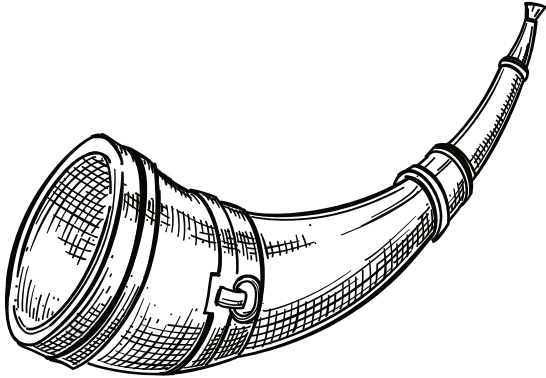
Okami offers to draw baths infused with nourishing flower petals. Pinora and Azvandel eagerly accept. Any one hero is welcome to use the adjacent baths at the same time. The bath grants each bather 3 temporary Hit Points for 8 hours and a +1 status bonus to Perception while the Hit Points last.

Azvandel's Grousing. Anyone in Area 4, 16, 17, or the hall can overhear Azvandel talking to Pinora. The elf brags that she led her group to plunder an old ruin and overcame harrowing traps, and complains that the newest members of the group, an orc farmer, was only useful for carrying the treasure.

KITCHEN TROUBLE

There is trouble preparing the evening refreshments. There is a loud crash that draws everyone's attention as Gafgano drops a tray full of fancy treats in the hall just outside the baths and open tearoom. He looks sheepishly around for a minute before collecting himself, turning red.

Okami and curious guests including Azvandel (freshly dressed after her bath) and Varvarik come to see what the noise is. Gafgano mumbles that refreshments might take quite a while yet before cleaning up the mess with a sorrowful expression; Okami quickly moves to distract from the incident by asking if any guest knows a song to share. A character can please her and get guests dancing with a



successful DC 15 Performance check. Azvandel enjoys a successful performance, making her friendly.

A character who offers help to Gafgano is greeted with gratitude; he thanks them and sheepishly asks if they know anything about food or drinks. A character can whip up refreshments with a DC 15 Crafting check or DC 13 Cooking Lore check. They can also mix up drinks with a DC 13 Alcohol Lore check. A grateful Gafgano repays them with a *nectar of purification*. Even a failed attempt is noticed by Varvarik, who approves and becomes friendly.

BRAWL BREWING

After all the characters have time to mingle and enjoy the festivities, Azvandel and Varvarik get in a heated argument in Area 2. Azvandel, who has gotten drunk, loudly calls Varvarik a coward coddled by his mother, provoking him to get in her face and demand she take it back. She pulls out a strange horn and blows it deafeningly loudly in his face, which only make him angrier. All the guests stare with apprehension at the pair.

Talking it Out. Both belligerents are indifferent to the heroes by default. Convincing Varvarik to let it go is a DC 19

YABARAZAK'S HORN

ITEM 3

UNIQUE	MAGICAL
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Price 60 gp
Usage held in 1 hand; **Bulk** L

This hollow musical instrument is made from a gnarled dragon horn. When sounded, it produces a surprisingly resonant tone that carries for 5 miles.

Activate—Dragon's Retort ♦ Demoralize **Frequency** once per 10 minutes; **Effect** You blow a brief, sharp note that chills one target to the bone. Your Demoralize action has its range increased to 60 feet, gets a +1 item bonus, and takes no penalty for not using the target's language.

Activate—Frightful Roar ♦♦ (auditory, concentrate, emotion, fear, manipulate, mental) **Frequency** once per day; **Effect** You blow a long note that echoes like a dragon's roar. Up to two creatures within 60 feet must attempt a DC 17 Will save.

Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure. The creature is frightened 3 and deafened while frightened.

Request. Convincing Azvandel to apologize is DC 21. Threatening to throw them out requires a successful DC 19 Intimidation check for Varvarik or DC 17 for Azvandel.

Low or Moderate Encounter: Violence Erupts. If the characters do not intervene successfully, Varvarik throws the first punch, bur Azvandel is eager to pummel him right back. They don’t attack anyone else unless someone else interferes. They use fists and Demoralize each other. Azvandel has 3 temporary HP from the flower petal bath. A combatant who becomes frightened 2 or takes at least 9 damage admits defeat. Okami moves to urge the other guests back to their rooms and chides any hero who deals damage without the nonlethal trait. If the characters try to subdue Azvandel by force, Jessed comes to her defense.

Once either Varvarik or both Azvandel and Jessed gives up, the other(s) also stop fighting, satisfied at humiliating the other.

Adjusting the Encounter. If the party is 1st level, the three opponents have not yet recovered their full strength after being injured by traps in Yabarazak’s tomb; they each have only 12 Hit Points remaining and admit defeat after 5 damage. If the party is 3rd level, Varvarik is instead a **dromaar mountaineer** (*Pathfinder Monster Core*) and Azvandel is instead a **ruffian** (*Pathfinder NPC Core*). If there are at least five PCs, Jessed is drunk (making him clumsy 1) and attacks them as soon as the first punch is thrown.

RESOLUTION

After this display, all the locals and guests leave except for Pinora, Jessed, Varvarik, and Azvandel. Okami takes the party aside to thank them for whatever attempt they made at addressing the situation, and chide them if they made the situation worse. In any case, she encourages Treating the Wounds of any injured characters while she talks.

If Varvarik or Azvandel attacked, Okami asks the characters to escort Varvarik and Azvandel back to their room, where they are given 10 minutes to gather their things. The two are no longer welcome and must find other lodgings. Any character who attacked makes their target unfriendly, or hostile if they dealt damage without the nonlethal trait.

KOBOLDS COME CALLING

After Azvandel sounded *Yabarak’s horn* during the argument, the kobold avengers have realized which building their treasure has been taken to. They head straight there on a small skiff and arrive 10 minutes after dispute between the thieves is settled.

The intruders are five in total: four **kobold warriors** (*Pathfinder Monster Core*) led by Pakyikapi (distrustful she/her **kobold scout**; *Pathfinder Monster Core*). They scramble up the dock from their low skiff, taking advantage of their Small size and the blind spots along the neighboring buildings to surprise the ryokan’s occupants.

The kobolds Avoid Notice as they pass through Area 3 to Area 1, head up the stairs to Areas 18, then check for the horn in Areas 1, 2, and 19-22 in that order. A character Scouting in Area 1 or 3 or otherwise looking at the doors spots them automatically. Otherwise, the kobolds are noticed

PAKYIKAPI

UNIQUE

SMALL

HUMANOID

CREATURE 1

KOBOLD

Defensive kobold scout

Perception +8

Will +6 (7 vs. traps)

Discovery

Kobold Lore DC 13, Perception DC 12, Society DC 15

Influence Skills

Kobold Lore DC 13 or Society DC 15 (to point out that Yabarak collected much of his treasure by dungeon delving like these three did to take his horn), Nature DC 15 (to note that the kobolds have long had a problem with predatory beasts, which the adventurers could help drive off), Intimidation DC 16, Deception DC 18, Diplomacy DC 20

Influence 0

Pakyikapi agrees to leave peacefully only if all the items are returned to her at once; she orders her allies to attack thieves who have not been persuaded to return everything.

Influence 1

Pakyikapi tells how the kobolds built and tended the tomb, making it hard to dispute her right to the items.

Influence 3

Pakyikapi admits the living might have better use for coins. She allows the thieves to keep the coins if she gets the horn and sculptures back as well as an offering of fine food from the ryokan.

Influence 4

Pakyikapi insists only on the return of her grandfather’s horn. The other items she will part with for 20 gp.

Influence 6

Pakyikapi allows the adventurers to keep the items if they apologize and either pay 20 gp or help the kobolds deal with predatory beasts that have been harassing the kobolds.

Resistances

-2 circumstance penalty for using Common language beyond short, simple phrases

Weaknesses

Attempts to Influence Pakyikapi that focus on giving her or her fellow kobolds more wealth or protection reduce the DC by 2.

Penalty

Any suggestion that she simply leave without some kind of restitution infuriates Pakyikapi. The Influence activity automatically gets a critical failure and she reduces

only by any characters in adjacent rooms with a Perception DC of at least 16.



VARVARIK

UNIQUE

MEDIUM

HUMANOID

CREATURE 1

ORC

Guilt-ridden orc novice adventurer

Perception +7

Will +7

Discovery

Orc Lore or Farming Lore DC 13, Perception DC 12, Society DC 15

Influence Skills

Legal Lore DC 12 or Society DC 14 (to point out the case for larceny Pakyikapi would have if she went to the town guard), Religion DC 14 (to point out the risk of this theft drawing a vengeful spirit after him), Diplomacy DC 15, Mercantile Lore or Crafting DC 16 (to haggle a restitution that will satisfy all involved), Deception DC 17, Intimidation DC 19

Influence 1

Varvarik admits the tomb could have been attended, but wants proof that Pakyikapi is Yabarazak’s heir; reaching 1 IP with her satisfies him and earns another 1 IP with Varvarik.

Influence 2

Varvarik apologizes but hopes to find some way to keep some treasure for his mother. He offers to return 20 of the 30 gp and along with fine ryokan food in trade.

Influence 3

Varvarik returns all the coins.

Resistances

Varvarik needs money for his mother. Attempts to Influence Varvarik have the DC increased by 2 if they simply ask for everything to be returned without a compromise or idea for him to make money another way.

Weaknesses

Mentioning the tomb belonged to Pakyikapi’s grandfather tugs at Varvarik’s heart strings, reducing one Discover or Influence check’s DC by 2.

Penalty

Varvarik has a foolish pride. Any failure to Influence him using Intimidation gets the outcome of a critical failure.

Once the kobolds encounter the characters or Azvandel, they brandish their weapons and move to find concealment and flanking positions. However, they do not strike immediately. Instead, Pakyikapi shrilly demands in Sakvroth that the stolen treasures of her grandfather be returned at once before she is forced to take it back. If met with silence or confusion, she repeats herself once only in halting Common.

Upon seeing the kobolds, the adventurer guests prepare to defend themselves but do not make the first move. Okami pleads for the characters to help get these intruders out of here, and then she ushers the other guests to hide in their rooms.

Adjusting the Encounter. If the party is 1st level, Pakyikapi is instead a **kobold scout with weak adjustments**. If the party is 3rd level, Pakyikapi is also supported by her brother, a **kobold cavern mage** (*Pathfinder Monster Core*). If there are only three PCs, remove a kobold warrior. If there are exactly five PCs, add another kobold warrior. If there are exactly six PCs, add two more kobold warriors.

TENSE INTRODUCTION

Because her grasp of the Common language is poor, skill checks with the linguistic trait take a -2 circumstance penalty using Common to influence Pakyikapi unless the player is careful to use short, straightforward words and phrases.

With patience, Pakyikapi can explain that she found her grandfather’s tomb defiled and his treasures stolen. His

AZVANDEL

UNIQUE

MEDIUM

ELF

CREATURE 1

HUMANOID

Greedy elf grave robber

Perception +5 (6 if she still has temporary HP from the flower petal bath)

Will +5

Discovery

Elf Lore or Underworld Lore DC 13, Perception DC 17, Society DC 15

Influence Skills

Religion DC 12 (to point out the risk of this theft drawing a vengeful spirit after her), Mercantile Lore DC 12 or Crafting DC 14 (to haggle a restitution that will satisfy all involved), Legal Lore DC 14 or Society DC 16 (to point out the case for larceny Pakyikapi would have if she went to the town guard), Deception DC 15 (16 if she has temporary HP), Intimidation DC 18, Diplomacy DC 20

Influence 0

Azvandel decides to simply force Pakyikapi to give up her claim. She calls on Jessed and attacks the kobolds.

Influence 1

Azvandel insists the material was plainly abandoned and that she thus did nothing wrong, but offers to pay 20 gp to make the kobolds go away.

Influence 2

Azvandel offers 30 gp to make the kobolds go away.

Influence 3

Azvandel hands over the horn but refuses to admit her group took anything else.

Influence 4

Azvandel apologetically turns over everything she and Jessed took from the tomb, eager to ensure the kobolds don’t cause more trouble in the future.

Resistances

Azvandel doubts the kobolds could make a legal case stick. Legal threats have the DC increased by 2 unless the character fought Azvandel or Varvarik earlier.

Weaknesses

Azvandel is easily distracted by new pleasures. Her Discover and Influence DCs are reduced by 2 if she is given an item, bribe, or one of Okami’s good refreshments.

Biases

A character Azvandel is friendly toward gets a +1 circumstance bonus to Influence her; a character she is unfriendly or hostile toward gets a -2 circumstance penalty.

prized horn has a certain sound; hearing it blown is how she found her way here.

Given the sound of the horn, Pakyikapi does not believe any claim that the items are not here or that the characters don’t know anything about it. At any mention of Azvandel or her companions, Pakyikapi demands to be taken to them at once.

Asking the Adventurers. The adventurers admit that they have the items. Azvandel has the horn; Jessed has six silver dragon statuettes worth 5 gp each, and Varvarik has 30 gp in coins. They are resistant to parting with the treasure they assumed was abandoned by the living and fair to take.

SOCIAL ENCOUNTER: MEDIATION

The heroes can attempt to persuade Pakyikapi, the thieves, or both to come to an agreement. It is a charged and difficult negotiation, limited by Pakyikapi’s feeling of stark injustice, Azvandel’s greed, and Varvarik’s stubbornness.

Settling this peacefully uses the **Influence system** (*Pathfinder GM Core*). The heroes have three rounds that are each 10 minutes long before Pakyikapi loses her patience. The heroes might reach a compromise by Influencing all three targets, or they might focus entirely on persuading Pakyikapi or focus entirely on persuading the two thieves. Jessed cannot be influenced; he simply defers to Azvandel.

Adjusting the Social Encounter. If the characters are 1st level, reduce the Influence DCs by 2. If the characters are 3rd level, increase the Discover and Influence DCs by 1. If there are only three PCs, Jessed attempts to Influence Pakyikapi each round using Intimidation. If there are six PCs, Jessed participates as a rival, attempting Influence Azvandel not to return the items using Deception; each Influence Point he would gain instead reduces the party’s progress.

MODERATE COMBAT ENCOUNTER

If the characters fail to talk to Pakyikapi or do not reach a mutually agreeable compromise within three social encounter rounds, eventually someone attacks. If the characters kept Pakyikapi from the thieves, she attacks the heroes first. If the two groups met, then whichever of Pakyikapi or Azandel has fewer Influence Points attacks the other. Jessed immediately defends Azvandel, and the other kobolds join Pakyikapi in attacking whichever adventurer seems closest.

The characters can easily get assistance from Varvarik to fight off the kobold intruders. Azvandel and Jessed each requires a successful DC 15 Request to join in unless already targeted by the kobolds.

Okami or Gafgano can also be persuaded to take helpful actions in combat with a successful DC 15 Request, but only for 1 round and not exposing themselves to multiple foes. They run to hide if damaged.

If the heroes side with the intruding kobolds, Okami and Gafgano are only willing to assist if helpful. Each of Varvarik, Azvandel, and Jessed only fight to defend their treasure; if any of them surrendered it, that character does not participate.

Each grave robber and kobold reduced below 4 HP flees. A kobold left alone also flees.

AFTERMATH

If the characters manage to avoid combat, Okami is impressed and relieved. She pays the party for helping even without previously hiring them.

If the characters attack after a fight has already broken out and avoided killing anyone, Okami likewise pays. If there is property damage, she subtracts a little to pay for it.

If the characters attack any guests except in self-defense or to defend another guest, Okami is likely to pay them nothing and bar them from the establishment, although she can be convinced to relent with a persuasive argument justifying the attack.

If given a message from his mother, Varvarik pays the characters as much as his mother paid—unless settling things with the kobolds left him with no pay, in which case he can offer only his gratitude and a meal with his mother.

Finally, if the characters get the kobolds back all their treasure—either via thorough persuasion or by defeating the thieves, they gratefully reward the heroes with 15 gp.

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