

PATHFINDER[®]



BLOOD OF THE BEAUTIFUL

By Thurston Hillman

Bounty: 2

Level: 1

Sanctioned for use with:



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HOW TO PLAY



PLAY TIME: 1–1.5 HOURS



LEVEL: 1



PLAYERS: 3–6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary 2*

Maps: *Pathfinder Flip Mat: Deep Forest*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SUMMARY

The PCs take on a request from the farmer Wilhuff Harjhack to get to the bottom of a series of alpaca murders. Through their investigations, the PCs determine that a creature has routinely come to the farm overnight and stalked any alpacas who have wandered off from the main herd. The PCs eventually track the creature down to its nearby lair, where they put down the beast before it can harm any more defenseless animals.

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ADVENTURE BACKGROUND

One of the most prized domesticated animals in Druma is the golden-fleeced baccalia, a rare breed of alpaca with wool of incredible quality and value. **Wilhuff Harjhack** (NG male human), a Druman alpaca shepherd and landowner with property just north of the town of Petitioner's Port, is renowned for his prized baccalia breeding stud, Majesty. Unfortunately for Wilhuff, a chupacabra (*Pathfinder Bestiary* 2 52) has discovered his flock and begun feeding on any alpacas that stray from the safety of the herd. Wilhuff has no clue what is feasting on his prized animals, but every few days he finds another alpaca corpse on his property. Seeking to protect his herd before the losses become insurmountable or his prized stud is slain, Wilhuff puts out a call for adventurers to slay whatever creature of the night is preying on his herd.

GETTING STARTED

The adventure begins assuming the PCs have recently arrived or spent some time in the town of Petitioner's Port. One of the town's deputy leaders, Administrator **Salayah** (LN female half-elf), swiftly comes to town from the government building on a nearby hill, stopping in front of the town's major rest stop: the Meticulous Truffle Inn. She places an updated sheet on the local bounty board, which the PCs either come across as the administrator is placing it, or later in the day as a small crowd forms around the board.

Adventurers Needed!

My farm has been the victim of a terrible threat. Some kind of awfulness is murdering my precious alpaca herd. I need help immediately and am willing to pay a reward of 20 gold to the adventurers who put a stop to these murders. Come visit my farm, due north of Petitioner's Port, for more information.

-Wilhuff Harjhack

If the PCs catch Salayah as she posts the bounty on the board, they can question her about it. The administrator responds that Wilhuff approached representatives of the

WHERE ON GOLARION?

This adventure takes place near the settlement of Petitioner's Port in the nation of Druma. The area is known for acting as an entry point for those coming to Druma from the nearby nation of Isger. More information on Druma can be found on page 124 of *Pathfinder Lost Omens World Guide*, while information on Petitioner's Port appears on pages 50-51 of *Pathfinder Campaign Setting: Druma, Profit and Prophecy*. Both of these products are available in bookstores and game stores and online at paizo.com.



Resplendent Bureaucracy (Druma's governing branch), who agreed to post his request for assistance in the town's regular bounty board. Salayah doesn't know much more than that, but she does stress that everyone in town relies on the Harjhack farm for various foodstuffs and that the town's local fineries store depends heavily upon its alpaca wool. Any PC who succeeds at a DC 14 Society check confirms what Salayah says, also noting that the farm is renowned for the quality of its alpacas due to cross-breeding its alpaca stock with a baccalia stud. A PC who succeeds at a DC 16 Nature check knows that baccalias are a rare alpaca breed with some of the highest quality wool on Golarion.

As the PCs head to the Harjhack farm, remind them that they each have 1 Hero Point available.

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THE HARJHACK FARM

The journey from Petitioner's Port to the Harjhack farm is a two-hour trek north, mostly through rolling green hills broken by the occasional idyllic stream or copse of trees. A sturdy wooden fence marks the borders of the farm; though it might prevent animals from escaping, it doesn't pose much of an impediment to any other creatures looking to enter the property.

When the PCs arrive in the area, they spot a wandering herd of several dozen alpacas off in the distance, moving behind a growing hill. As the PCs continue towards the farm, they see the leader of the herd ascend to the top of the hill, silhouetted by the sun. PCs who fail a DC 12 Fortitude save are dazzled for 1 round by the reflections off the herd leader's brilliant wool, though the impressive effect quickly fades as the PCs' eyes adapt.

Moments later, a rugged-looking Kellid man in dirty overalls approaches, using a pitchfork as an impromptu walking stick. The man waves to the PCs and quickly introduces himself as farmer Wilhuff Harjhack. He comes off as a sweet older man who appreciates "the younger generation" coming to help him out of his current troubling situation. Once he confirms that the PCs have come to investigate the bounty, he quickly changes tone to become more professional, offering to show the PCs to the latest "victim", which he has left untouched at the scene of the crime to avoid disrupting the investigation.

Harjhack answers the PCs' questions as best he can.

What's been going on here? "It started about two weeks ago, when I found one of my alpacas, Shadow, dead near the northern fence. Looks like she got spooked something fierce and was caught up in the wiring we use there. Didn't think too much of it until we found more alpaca bodies in the coming days. With ol' Rockford gone, that makes four dead alpacas."

What is that beautiful alpaca on the hill? "That'll be my pride and joy, my Majesty. He's the stud 'round this farm and the daddy to a good chunk of the herd. He's one of those fancy baccalia breeds they have out east. Bought him years back from a Prophet and the farm's fortunes have only soared since. I'm worried whatever's killing the herd stragglers might get some courage and try to attack Majesty. I don't know what I'd do if I lost him!"

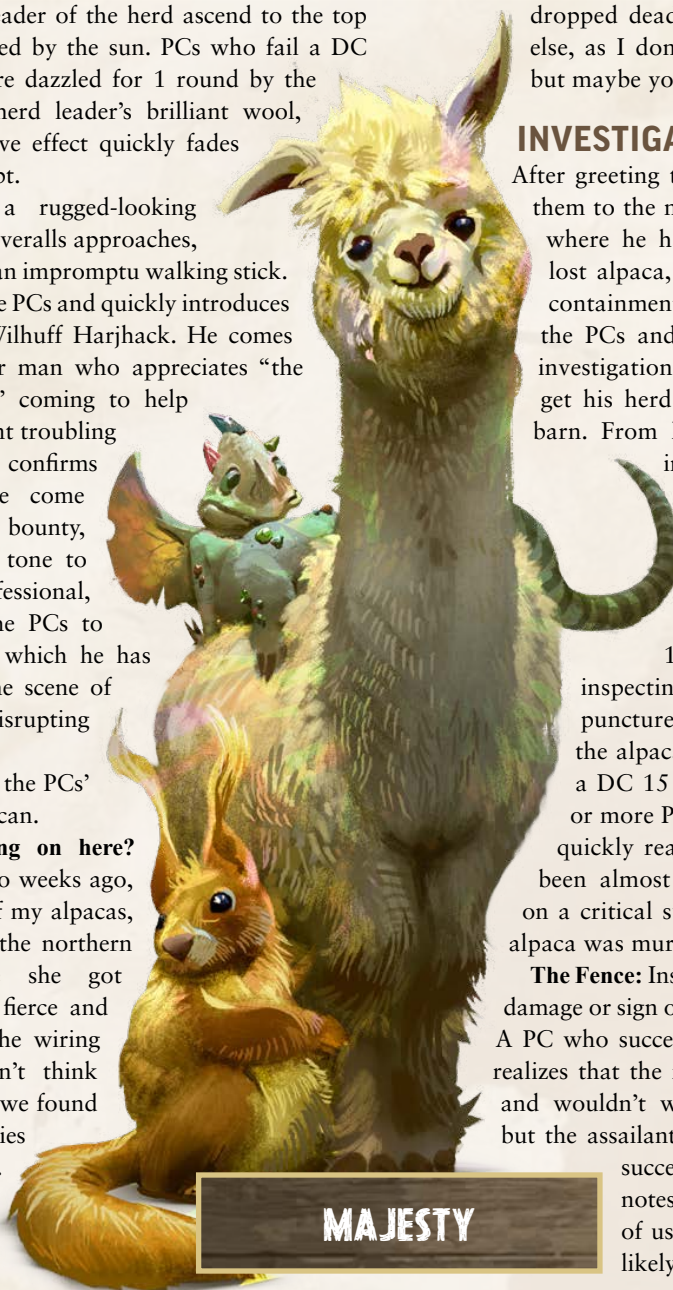
What can you tell us about these murders? "Well, aside from Shadow getting caught up in the wiring, it's been right strange. The other alpacas look like they just dropped dead from fright. I can't tell much else, as I don't have a medical background, but maybe you can take a look?"

INVESTIGATION

After greeting the PCs, the old farmer escorts them to the northeastern section of his land, where he has kept the body of his latest lost alpaca, Rockford, untouched near the containment fence. Farmer Wilhuff trusts the PCs and leaves them to perform their investigation in peace, departing quickly to get his herd gathered up and put into the barn. From here, the PCs can spend time investigating the area for clues.

The Body: A PC who investigates Rockford's body sees that Rockford has six golden studs on his ears. A PC who succeeds at a DC 17 Perception check while inspecting the body notices several puncture marks underneath the wool of the alpaca's neck. A PC who succeeds at a DC 15 Medicine check (DC 12 if one or more PCs noticed the puncture marks) quickly realizes that Rockford's body has been almost completely drained of blood; on a critical success, the PC realizes that the alpaca was murdered late last night.

The Fence: Inspecting the fence here reveals no damage or sign of forced entry into the enclosure. A PC who succeeds at a DC 12 Crafting check realizes that the fence is rotted in several places and wouldn't withstand much direct damage, but the assailant chose to bypass it. A PC who succeeds at a DC 16 Perception check notes that the fence here has no signs of use, so whatever entered this area likely did so by leaping over the fence.



MAJESTY

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The Terrain: A PC who checks the nearby terrain and succeeds at a DC 15 Survival check sees small footprints directly next to Rockford's corpse, though they don't seem to go any further. A PC who succeeds this check by 5 or more notes that the tracks start and end several feet past the fence, leading towards a nearby copse of trees. This discovery further verifies that the creature jumped into the enclosure and then jumped out. Meanwhile, a PC who succeeds at a DC 14 Perception check while investigating the nearby area also notes the presence of three golden studs, matching those in Rockford's ears.

Development: Once the PCs finish their investigation of the area, they've probably found some clues that indicate the attacker is something that came to feed on the alpacas before quickly retreating from the area. If they found the tracks, the PCs might even decide to follow them into the nearby tree copse.

If the PCs decide to return to Farmer Wilhuff and question him about the golden studs, he explains that Rockford was "something of a stud himself" and that the farmer had placed the studs on the alpaca to denote how many offspring he had sired. Wilhuff goes on to express some surprise that the golden studs weren't stolen, noting their relative value and theorizing aloud that whatever was responsible probably had no interest in material wealth.

Should the PCs not find any leads to follow, then Wilhuff requests they make a patrol of the area outside the camp, eventually leading to a showdown with the alpaca-murdering threat lying in wait!

A. BLOODSUCKER'S LAIR

SEVERE 1

The chupacabra that has been terrorizing the Harjhack farm dwells in a rocky outcropping nestled in a copse of trees close to the farmer's property. The trees here stand about 30 feet tall on average, while the rocks to the north rise to a height of 20 feet. Use the map on page 6 for this encounter.

Creature: A single chupacabra resides in this area. The creature wandered into the region from the northwest, near the Molthuni border, and settled once it found a steady, easy food source in Farmer Wilhuff's alpacas. Depending on how the PCs approach this encounter, they start in one of two locations. If the PCs immediately followed the creature's tracks into the tree line, they find themselves surrounded on both

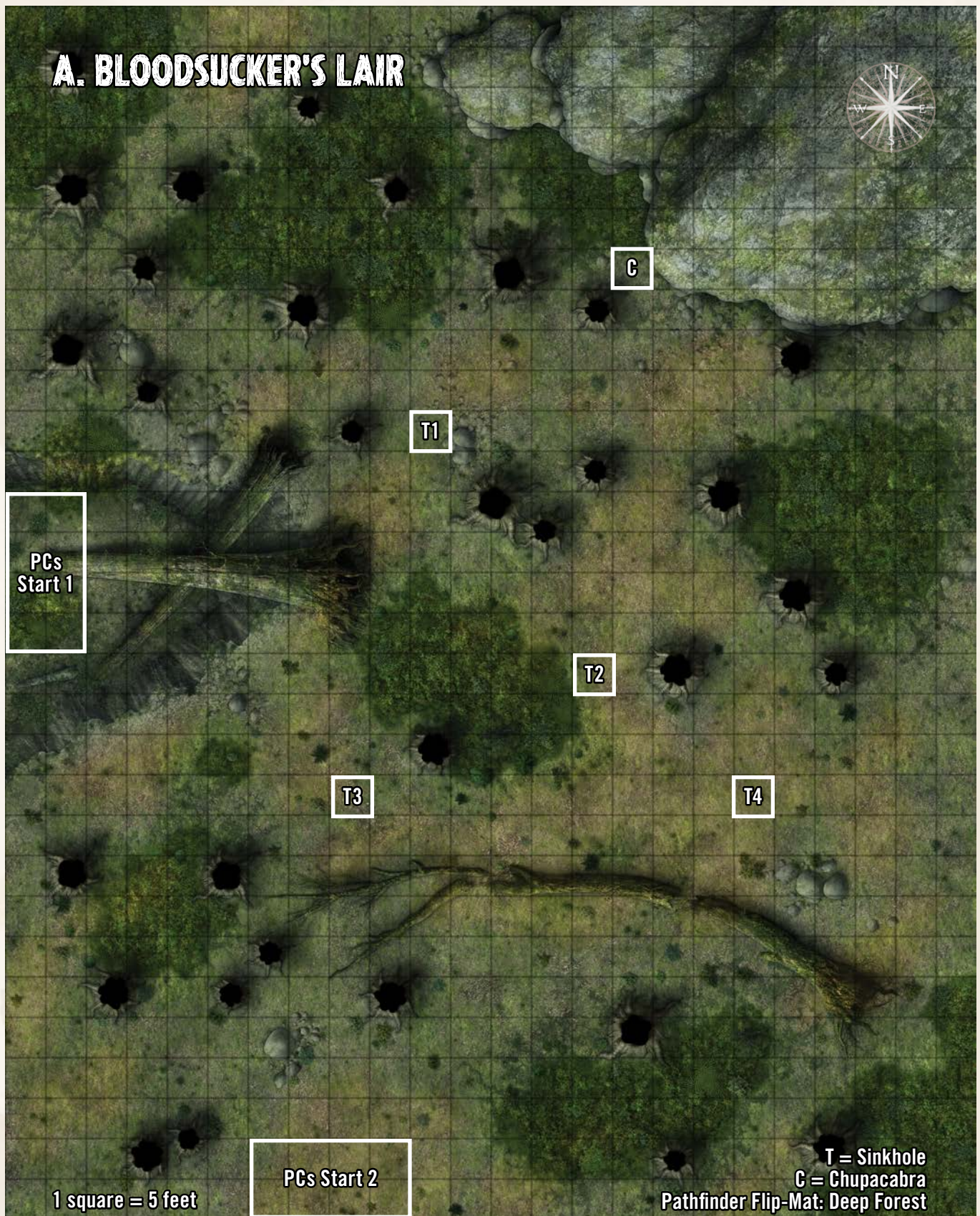
sides by a rising escarpment of dirt, eventually narrowing to a section where the walls around them rise about 10 feet high (Starting Point 1). If the PCs were sent on patrol by Wilhuff or attempted to find the creature without locating any tracks, then they approach this area from the southern edge of the map (Starting Point 2), potentially triggering additional hazards in the form of natural sinkholes.

Depending on how the PCs arrive in the area, the chupacabra might be ready for them already. If the PCs discovered and immediately followed the creature's tracks, then the chupacabra is just waking up from a short rest and takes a -2 penalty to its Stealth check for initiative. If the PCs searched the area without finding the tracks, then the chupacabra is actively hiding from



CHUPACABRA

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them using Stealth as they approach. Alternatively, if the PCs failed to notice the tracks and there are 5 or more PCs in the party, the chupacabra is finishing draining the blood from a deer that wandered into the area, granting it the benefits of its chupar ability for the first 6 rounds of combat.

The chupacabra focuses on attacking the PCs with Pounce. It's canny enough to leap over sinkholes and tries to get PCs to fall into them.

Hazards: The area around the chupacabra's rocky lair is covered in sinkholes. Vegetation has grown over most of these sudden drops in elevation, creating natural hazards that the chupacabra has keenly detected. Though unable to craft traps, the creature is cunning enough to goad PCs to move into the covered sinkholes. There are four sinkholes in the area, though two have already collapsed.

A collapsed tree trunk leads up to the main area from the lowered terrain in Starting Point 1. The trunk stretches 20 feet in length; crossing it requires a successful DC 12 Acrobatics check to Balance. Alternatively, a PC can attempt to scale the nearby walls with a successful DC 15 Athletics check to Climb.

SINKHOLES (4)

HAZARD 0

ENVIRONMENTAL TRAP

Stealth DC 18

Description An assortment of leaves and loose dirt cover a sudden drop in elevation.

Disable Nature DC 12 to remove the covering foliage

Fall ➤ **Trigger** A creature walks onto the sinkhole; **Effect** The triggering creature falls in and takes falling damage (10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

CHUPACABRA

CREATURE 3

N SMALL BEAST

Perception +9; darkvision

Languages Aklo (can't speak any languages)

Skills Acrobatics +9 (+11 to Leap), Stealth +9 (+11 in undergrowth or rocky areas)

Str +3, **Dex** +4, **Con** +2, **Int** -3 **Wis** +2, **Cha** -2

AC 20; **Fort** +9, **Ref** +11, **Will** +7

HP 45

Speed 25 feet

Melee ➤ jaws +11 (finesse), **Damage** 1d10+5 piercing plus Grab

Melee ➤ claw +11 (agile, finesse), **Damage** 1d6+5 slashing

SCALING ENCOUNTER A

To adjust for larger groups of PCs, use the following adjustments.

Five PCs: Apply the elite adjustment (*Bestiary* 6) to the chupacabra. Only one sinkhole has already collapsed.

Six PCs: Apply the elite adjustment to the chupacabra and increase the DCs to detect and disable the sinkholes by 1. None of the sinkholes have already collapsed.

Chupar ➤ **Requirements** The chupacabra has a creature grabbed; **Effect** The chupacabra sucks blood from the grabbed creature. The chupacabra gains the quickened condition for 1 minute and can use the extra action only for Strike and Stride actions. A chupacabra can't use Chupar again while it is quickened in this way. A creature that has its blood drained by a chupacabra is drained 1 until it receives healing (of any kind or amount).

Pounce ➤ The chupacabra Strides and makes a Strike at the end of that movement. If the chupacabra began this action hidden, it remains hidden until after this ability's Strike.

Development: Once the PCs defeat the chupacabra, they can return to Farmer Wilhuff with news of their victory. The farmer is deeply grateful for the PCs' work and provides them with the promised gold reward from the bounty posting. He goes on to say that one of the alpacas was recently discovered to be pregnant, with Majesty being the father. Wilhuff asks if any of the PCs would be willing to let him name the soon-to-be-born alpaca after them.

CONCLUSION

With their reward in hand, the PCs are free to return to Petitioner's Port in search of further adventure, or carry on to new sites of interest.

OBJECTIVE

The PCs fulfill their primary objective if they defeat the chupacabra. Pathfinder Society GMs, see Organized Play (page 9) for determining appropriate rewards.

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APPENDIX: GAME AIDS



Chupacabra Bounty Poster

Chupacabra



Majesty



Pathfinder Bounty

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ORGANIZED PLAY

CHRONICLE SHEET

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs defeat the chupacabra, they earn 4 gp each. Bounties do not grant Downtime.

At the time of publication, the organized play program uses a version of the Slow advancement presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.

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Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		Fame Earned: _____
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2		Level: _____	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
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Bounty #2: Blood of the Beautiful

Character Chronicle #

Chronicle Code

G6C2

A.K.A.

- 2

Player Name

Character Name

Organized Play #

Character #

Faction _____

Reputation _____

Faction _____

Reputation _____

Faction _____

Reputation _____

Adventure Summary

At the farm of Druman alpaca breeder Wilhuff Harjhack, you accepted a mission to track down a predatory creature that had been sneaking into Wilhuff's fields at night and draining the blood from his prized animals. Farmer Wilhuff feared that if something wasn't done, his prized baccalia, the golden-fleeced Majesty, would inevitably fall prey to the monster. Determined to stop such a travesty and loss to Golarion's beauty from occurring, you tracked the monster back to its lair, finding a deadly chupacabra!

Items

Purchases

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

Notes

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Items Sold

GP Spent

Total GP

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #