



Year of the Open Road



THE MOSQUITO WITCH

By Eleanor Ferron

PATHFINDER SOCIETY

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How to Play

Pathfinder Society Scenario #1-02: The Mosquito Witch is a Pathfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1–4; Subtiers 1–2 and 3–4). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

The Mosquito Witch makes use of the second edition *Pathfinder Core Rulebook* and *Pathfinder Bestiary*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd. The relevant rules from the *Bestiary* are reprinted at the back of the adventure for the GM's convenience.



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The Mosquito Witch

By Eleanor Ferron

Just as the River Kingdoms are a patchwork of tiny nations, so too are they a tapestry of folklore and legend. Ever since a rash of unsubstantiated sightings from 4662–4664 AR in the village of Shimmerford around the East Sellen River, legends of a mysterious and frightening creature dubbed the “Mosquito Witch” have run rampant throughout the River Kingdoms and beyond. While the initial reaction of the people of Shimmerford was terror, as time passed without any overt signs of attacks, the panic faded—and after overcoming their initial fear, the villagers took note of the steady stream of monster hunters attracted by the legends, and chose to embrace their growing notoriety. For decades, thrill-seekers and cryptid-hunters alike traveled to Shimmerford in search of the alleged witch, to no avail. The village was all too happy to have them, taking the opportunity to sell Mosquito Witch dolls, peddle witchbread, hawk artisanal mosquito masks, and host an annual festival that attracted hundreds, bringing in a substantial amount of commerce that greatly improved the locals’ livelihoods.

But over the past year, these traditions have lost their frivolous allure. Bloodseekers, also known as stirges, have increasingly plagued Shimmerford and the surrounding woodlands. Not only have these enormous vermin occasionally attacked villagers, they’ve also killed livestock and driven wild animals into violent frenzies in the rush to escape the sucking proboscises. Several independent adventuring groups have since traveled to Shimmerford to put a stop to the attacks, only to disappear in the woods or be found drained of blood and left as a warning. The infestation is becoming oppressive enough that some of the villagers have fled entirely, and several boats passing Shimmerford have seen their crews dive into the water to escape the pests.

The true culprit in these recent troubles is a mitflit colony that moved into the nearby woods, tunneled out a home, and discovered a mine filled with iron ore. Worried that this feature could attract unwanted prospectors—and wishing to avoid allowing more dreadful cold iron to be unleashed into the hands of humanoids—the mitflits began to plot how they could keep others away from their discovery. After sending trained bloodseekers to harass trespassers, the mitflits overheard the villagers’ fanciful tales of the Mosquito Witch and decided to play into the legend to rattle the villagers even more. For the past year, the mitflits have sent more bloodseekers, left cryptic carvings in trees, fabricated unsettling footprints, shadowed travelers to scare them, and killed any adventurers who came too close to the mitflits’ home.

WHERE ON GOLARION?

The Mosquito Witch takes place in the River Kingdoms, a cluster of small nations and cities that rise and fall based on their tempestuous fortunes. The PCs begin in the city of Tymon before traveling to the village of Shimmerford. For more information about the River Kingdoms, see the *Pathfinder Lost Omens World Guide*, *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Guide to the River Kingdoms* available at bookstores and hobby stores everywhere and online at paizo.com.



Eventually, the news of this misfortune reached the Pathfinder Society. Utterly enthralled by the local legends, Venture-Captain Holgarin Smine has gathered a group to visit Shimmerford, put a stop to the attacks, and get to the bottom of the so-called Mosquito Witch.

What Is the Mosquito Witch?

Throughout the course of this scenario, legends and rumors of a cryptid known as the Mosquito Witch are central to the investigation into the events surrounding Shimmerford. While these tales are often short on proof and contradictory, almost every Shimmerford resident assumes some variant of them to be true. A general summary of the most agreed upon “facts” about the Mosquito Witch follows, in order to provide the GM and PCs appropriate background information for this adventure—the GM should be generous with this information whenever PCs make inquiries about the Mosquito Witch while in Shimmerford.

Appearance: The Mosquito Witch is a humanoid figure with unpleasant, waxy skin. It always seems to have its head bowed and its shoulders hunched up, a mane of unkempt black hair hiding all of its face except for a pair

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of unblinking red eyes and a long sharp tongue that's as stiff and pointed as a proboscis. Fleshy, ribbed mosquito wings protrude from its back. It has six handleless arms that taper into malformed points, which it keeps clutched to its chest like the legs of an insect's pupae. Its spindly legs also taper into points; when it is bloated from feeding, it has to run on all eight limbs, which leave small holes in the ground as tracks.

Evidence: Aside from the appearance of the witch itself, the most common trait of various Mosquito Witch tales is a sickly-sweet smell that pervades the entire area of the alleged sightings. Those that don't see the witch proper often claim to see red, unblinking eyes hovering in the darkness. Anything that looks pierced is often (sometimes jokingly) taken as a sign of the witch, even if there is a more rational explanation. The witch also seems to have an obsession with intricate little dolls: popular legend claims that wherever the witch goes, it leaves cloth or woven wheat-stalk dolls.

Superstitions: The Mosquito Witch is considered an omen of terrible events to come, though reports of misfortune that the witch was suspected to have caused vary wildly and seem mostly fabricated. Most people believe that the Mosquito Witch cannot come out in bright sunlight, due to the fact that it has never been seen outside of murky light conditions. Some villagers believe that the witch can see through the eyes of any depiction of itself. Particularly religious people think holy water can ward off the witch by hiding a creature's smell, though this is considered absurd to most.

Theories: The most common claim among Shimmerforders is that the witch is some kind of servant of Ghlauder or was a hag that was somehow cursed by the verminous god. Other theories suggest that the witch is a disgraced spawn of the verminous demon lord Deskari, the deceased spirit of an unwanted child returned to punish the living, or a cannibalistic woman who drank the blood of her own family and eventually transformed into a monster.

Summary

The PCs begin the adventure by talking to Venture-Captain Holgarin Smine, who informs them about mosquito trouble in a village called Shimmerford, and legends of a cryptid known as the Mosquito Witch. The PCs travel to Shimmerford, noting the terrible toll that the plague of mosquitoes has taken on the town. By speaking to the villagers and other monster hunters that have traveled to Shimmerford, the PCs can piece together the fates of two previous investigators, and may potentially get a sense that the Mosquito Witch might not be responsible for Shimmerford's current troubles.

By venturing into the woods, PCs potentially discover the missing investigators, finding further clues about the true culprits in the process. Eventually, the PCs find bloodseekers attacking one of the monster hunters they met in Shimmerford. The rescued monster hunter points the PCs to a hidden mine, where the PCs find the creatures responsible for the village's woes: a small group of vermin-controlling mitflits. Once the PCs defeat all the mitflits, the insects finally disperse.

Tone of the Adventure

Depending on the age and interests of your group, you can run *The Mosquito Witch* as a horror game or in a more lighthearted fashion. The adventure presents scenes in a way that falls between these two tones. If you wish to skew the adventure in one direction or the other, consider the adjustments below. Keep in mind that creepy bugs and body horror can both be distressing for some no matter the storytelling style, so it's a good idea to talk with your players about these potential themes, scale the tone accordingly, and have a system for players to signal if a description's gone too far. The sidebar on page 485 of the *Pathfinder Core Rulebook* has recommendations for such systems.

LIGHTHEARTED

Villagers: Play up the villagers as quirky townsfolk and present their rumors as ridiculous gossip. Play down all mentions of Mordha Lyons' (page 12) infirmities, instead presenting her as a grouchy old woman who is annoyed by younger people.

Monsters: Mosquitoes are obnoxious, and bloodseekers are almost cartoonish in their proportions. Play up the insects as comically annoying people more than actually harming them.

Victim(s): Don't describe the worst of Andor's disease symptoms. If Andor dies (page 15), play it up as a hammy, over-dramatic death scene. Should Haru die (page 16), don't show her body—only a few personal effects left behind. If the PCs fail to save the calf (page 12), consider making its fate entirely absurd, such as showing a group of bloodseekers literally carrying it away.

HORROR

Villagers: Play up the fear, exhaustion, and despair of a people who have lost their livelihoods and who cannot even go outside or sleep without being harassed by harrying parasites.

Monsters: Bloodsucking insects often provoke an instinctive revulsion. Remind the players of the high-pitched whine of the mosquitoes and the feeling of bugs crawling on skin whenever appropriate. Have the insects

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continue twitching long after death. Consider making the insects appear in unpleasant places, such as having one crawl out of a PC's nose or fall into a PC's drink.

Victim(s): Emphasize the grotesqueness of bloated mosquitoes covering their victims' bodies in such numbers they resemble bubbled flesh rather than insects. Play up the panic and pain of Peaches when he is attacked by the bloodseekers (page 15).

GETTING STARTED

The PCs begin this scenario in the gladiator city of Tymon, at Smine's Weaponworks, famed smithy and clandestine Pathfinder lodge run by the friendly dwarven **Venture-Captain Holgarin Smine** (N male dwarf smith). Read or paraphrase the following to begin the adventure.

The din of ringing steel and the simmering heat of the forge makes Smine's Weaponworks easy to find, beyond even its sterling reputation and its well painted sign. An open sliding door leads into a work area filled with apprentices, each toiling to fuel the ceaseless demands for weapons to feed the city's famed Arena of Aroden. One of the workers, a grim-faced halfling woman barely taller than her own anvil, flashes a smile and points to a narrow staircase at the back of the smithy. Climbing the stairs provides a small respite from the din and the heat, with hanging bowls of cloves and aromatic bark making a heroic, if futile, effort to cover the smell of coal and sweat.

The Pathfinder Lodge above the smithy resembles an adventurer's boarding house, providing an excellent cover for the comings and goings of the Society's agents. A door to a kitchen opens, and a soot-smudged dwarf dressed in a leather apron steps out: Venture-Captain Holgarin Smine. The dwarf's gestures brusquely to a table within the kitchen, his hands wiped passably clean of the ash and grease of his trade. An assortment of bread, cheese, and cider has been set out on the table for refreshments, as is a bizarre doll made of dried wheat stalks.

"Hope the journey went well." Smine greets. "Dangerous these days. More dangerous further west, so suppose I shouldn't complain." His short sentences almost matching the staccato cadence of the forges below. "Won't waste your time. Ever heard of the Mosquito Witch?"

Smine grins and leans across the table, picking up the grotesque doll. Beady, painted red eyes and a needle-like snout is barely visible through shaggy wheat-stalk hair, and

six handleless arms are clutched to the doll's chest. "Local legend. Ugly thing. People claim it lives near a town out here called Shimmerford. Hunters have been trying to catch it for over fifty years. No one has managed to. Villagers sell the failed hunters dolls and souvenirs instead. Fun for all." He frowns and sets the doll down. "Not now, though. Mosquitoes and bloodseekers started plaguing the villagers. Killing livestock. Swarming people outside. Getting into food. Been happening for a year or so. People are starting to leave the town entirely. They blame the Mosquito Witch. I don't. Doesn't matter. It's a problem either way. You're going to stop it."



**VENTURE-CAPTAIN
HOLGARIN SMINE**

Smine can also answer some questions the PCs might have, but because he has not been on the scene to investigate the situation, his information is limited. Some likely questions and responses are listed below. Should the PCs not ask any questions, Smine shakes his head in a good-natured way and, if necessary, may provide them some of the

following information anyway.

What is the Mosquito Witch? "Looks like this." Smine wiggles the wheat-stalk doll. "Missing the wings, though folks disagree about that piece. People claimed to see it a while back. Some claim they saw it more recently. No one's proved it. No one's caught it. No one's sure what it is. Would be exciting if we found out." Smine smiles wryly. "Don't expect us to."

What are bloodseekers? "Pests. Look like a giant mosquito. Some people call them stirges. Can usually smash them with a good whack from a hammer. Don't get careless, though. They're big enough to drain someone dry."

What can you tell us about Shimmerford? "Never been there myself. Small town. Cheery place. Tourist attraction. Sells Mosquito Witch dolls, masks, bread. See them in the markets here sometimes. Hold a big festival for the witch once a year. I've never gotten to go. Too busy."

Why don't you think the trouble is caused by the Mosquito Witch? "Been fifty years since people spotted the witch. Plenty of time to do something like this. It hasn't. Just sticks to the forest, scares people, gives omens. Doesn't send things into the town. Maybe something riled it up. More likely it's a Ghlaunder worshipper. Something similar, anyway. Probably heard stories about the witch. Took advantage of them to cause trouble."

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Who is Ghlaunder? “God of parasites and disease. Likes mosquitoes. Likes bloodseekers. Cultists summon them a lot. Not a popular god.”

Have there been any reports of Ghlaunder cultists in the area? “From time to time. They like the River Kingdoms. Lots of water. Lots of places to hide. Don’t know about Shimmerford specifically.”

What other dangers might be there? “All kinds of things. Trolls. Goblins. Tatzlwyrms. Kobolds. Giant insects. Cyclops. Undead cyclops. The fey folk are common around here.” Smine shrugs, and adds, “River Kingdoms get dangerous. Makes selling weapons good business.”

How do we get to Shimmerford? “I hired you a boat. Good ship. Good crew. They’ll take you down the river to Shimmerford. I’d stay inside while traveling, though. Clouds of mosquitoes are hanging by the shore and above the water. Doesn’t sound pleasant.”

What should we do when we reach Shimmerford? “Find a gnome woman named Galia. Not a Pathfinder. Knows me, though. Knows we fix problems. She’s the one who sent a letter about the situation. Would have a better idea of the situation on the ground. After that, find what’s causing the problem. Stop it. Report back.”

Once the PCs have asked their questions, Smine offers them the use of his guest rooms and offers suggestions on where to purchase supplies for the expedition. He also gives the PCs the wheat-stalk Mosquito Witch doll as both a reference and an irreverent good luck charm. While this doll doesn’t have any significance in this adventure, the GM is encouraged to use it to play up the atmosphere by having the doll appear randomly in places the PCs did not put it or reappear in the PCs’ packs even after being thrown away.

OCCULTISM (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Occultism check to Recall Knowledge may already have heard legends of the Mosquito Witch. A failure grants no information, while a critical success grants additional intelligence beyond the success entry’s information. Remember that these checks should be rolled secretly.

Critical Success: In addition the information in the success entry, the PC knows that Shimmerford’s Mosquito Witch-based dolls, which they sell to tourists, come from a legend that the witch herself is obsessed

with little dolls. The tourist dolls are usually made of wheat stalks, but the witch herself supposedly prefers intricate paper dolls.

Success: This Mosquito Witch was originally spotted almost 60 years ago in a forested location now known as Witchtop Hill. Most of the witnesses were teenagers.

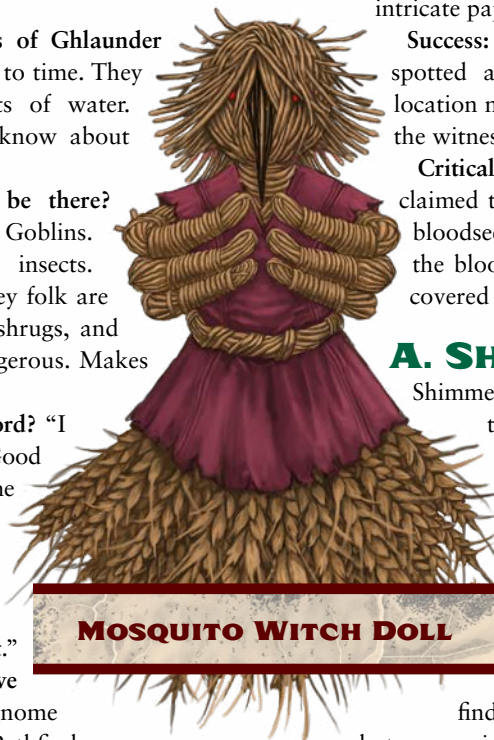
Critical Failure: The Mosquito Witch is claimed to be able to control mosquitoes and bloodseekers, but her minions cannot drink the blood of any creature that has drunk or covered their skin in holy water.

A. SHIMMERFORD

Shimmerford is a forested town located near the East Sellen River’s first fork, just east of Riverton. The PCs can travel to Shimmerford without any incident, though as they approach, thick clouds of mosquitoes hanging over the shoreline become more prominent, until the earth seems covered with writhing black masses of flying insects. The PCs arrive to find not the festive village that once was, but a suspicious settlement with empty streets and clusters of mosquitoes hovering over each puddle of water. When the PCs disembark from their boat, a gnome with blueberry-blue hair and copper skin emerges from a tiny house that has been mosquito-proofed with cloth and wax crammed into every crack and seam. This is **Galia Farrsmith** (N female gnome barber), the contact that Venture-Captain Smine suggested the PCs seek out in Shimmerford. When she sees the PCs, she hurries over to greet them, wringing her hands and swatting away any mosquitoes that come near her.

“Oh, thank goodness! Oh, thank goodness! You actually came! Smine actually sent someone! You must be them, right? No one comes here a-anymore unless they’re planning to help! Do you want to talk inside? My house is mostly mosquito-free! Can I get you anything? My beet juice is also mostly mosquito-free! Would you like to sit down? A fresh haircut, maybe? Oh, thank goodness you’re here!”

Galia thought the village had solved the problem days earlier when the townsfolk caught a Ghlaunderite fanatic earlier and executed him, but the attacks haven’t stopped. With the prevailing theory proved demonstrably false, Galia has no idea how to handle the situation and considers the PCs her last hope. She can answer questions the PCs might have about the plague in Shimmerford.



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What's been happening? “W-well, you probably noticed the mosquitoes. There’ve been a lot of bloodseekers, too. Those are mosquitoes that are as big as your heads! The little ones are bad enough, but the big ones have been driving people out of the town. One even carried off poor Mrs. McClairby’s cat, and some of them killed all of Mr. Rujat’s prize cattle. It’s been really, really, really awful around here!”

Do you know what could be causing this plague? “Most people think it’s...” Galia lowers her voice to a whisper. “...the witch. I thought that maybe it could have been a c-cultist of Ghlauder, but that turned out to be wrong, so I don’t know what else it could be.”

How do you know it wasn’t a cultist of Ghlauder? or Have there been any signs of Ghlauder cultists in the area? “Oh! Um. Yeah! Yeah! About that... um. So there was a Ghlauder cultist who we found lived a little ways out in the woods! But when we found him the others got a teensy-tiny wee bit mad, and um... k-killed him. And then whacked him into pieces. And then burned his house to the ground with his body in it, and then salted the ground where the ashes were. But, um. The mosquitoes and bloodseekers didn’t leave. So I guess... it actually wasn’t him? I... I feel kind of bad about it now.”

Could the Ghlauder cultist have had allies? “M-maybe! We didn’t find any others, though.”

What do you know about the Mosquito Witch? “No one knows anything for sure about the Mosquito Witch! It’s a thing that shows up outside of town sometimes, b-but I’ve never heard of it causing this much harm! I even think the little dolls people make of it are k-kind of cute. We used to throw a festival every year for it. Anna always made the best witchbread for the festival...”

Did anything happen that might have triggered this plague? “I don’t think so? Um, let me see. Mr. Albi’s daughter ran off with the traveling postman, and there was a big fuss about Mr. Vernon’s rooster getting out to harass Mrs. Favam’s ducks. I don’t think any of that would have caused this, though. Even Ms. Lyons d-didn’t seem to think anything was wrong, until the mosquitoes showed up.”

Who is Ms. Lyons? or Who might know more about the Mosquito Witch? “Ms. Mordha Lyons! She actually saw the Mosquito Witch, back in the day! One of the first! She doesn’t much like strangers, though. I don’t think she much likes a-anyone, truth to be told.”

Has anything unusual been happening recently? “You’re not the only people that have come here looking for the witch. Most of the monster hunters gave up after the first couple adventurers were found w-without any blood, but there’s been a whole bunch of new people lately! Two of them showed up some weeks ago, a

brown-haired human dressed all in white, and this half-elf woman with beautiful silky black hair and gold armor over this amazing red dress! Neither of them talked to me, though—they just went into the woods and never came back. I think they spoke to some of the other townsfolk, though! And this week, another two visitors showed up! There’s this really professional looking human woman with a white dog, and this nervous human man staying at the inn who really needs a shave and a trim. M-maybe you can find them if you look around.”

Galia is willing to do whatever she can to help and can be sent to accomplish small errands for the PCs so long as they involve no danger or chance of failure. The gnome has little else to offer beyond haircuts, however; with the town’s tourism dried up and her regular customers gone, Galia has little more than a 5-foot roof over her head and the beets, cabbages, and barley she feeds herself.

Exploring Shimmerford

The PCs have near free run of the town, as almost everyone who had the means to flee has done so and the town watch has become nigh nonexistent. The inhabitants barely dare to speak of the Mosquito Witch, spend as much time as possible indoors, live in fear of the next attack, and have developed even more myths of their local cryptid. None of the residents of Shimmerford are responsible for the current events, and any baseless accusations from investigators is only heaping further misery on their lives. Robbing the villagers is nearly pointless, as the townsfolk have little and the abandoned buildings have been stripped of their possessions. Killing or assaulting any of villagers grants the offending PCs a point of Infamy.

Shimmerford mainly consists of a small walled village, surrounded by outlying farms and shops. The following locations have not been abandoned or are otherwise of interest to the PCs.

A1. Galia’s House: Galia is happy to offer her house for the PCs to stay, though it is extremely small and cramped, even for Small-sized creatures.

A2. Hart’s Brewery: The brandy brewer Rosa Hart, a dark-skinned woman with a world-weary outlook, spent all her liquid assets helping others escape the town and now spends most of her time drinking the last dregs of her own stock. She’s willing to sell 3 bottles of potent yet distasteful brandy to the PCs for 1 gp each. The PCs can turn each of these into an improvised bomb with a minute’s work and a successful DC 15 Crafting check. These each function as a lesser alchemist’s fire, but the cumbersome device requires two actions to operate (one Manipulate action to light the incendiary, and one Strike to throw it).

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If asked about the current situation, she notes a man in white clothes named Andor talked to her a few weeks back, asking where she got her water and what water sources were likely contaminated. A PC who succeeds at a DC 13 Crafting check knows that brewers need pure water for high-quality alcohol, while a PC who succeeds at a DC 13 Nature check knows that mosquitoes need pools of stagnant water to breed.

A3. The Bell Family: Consisting of a mother, father, and three children, this family seems both destitute and extraordinarily accident prone. If asked about current events, they claim the Mosquito Witch can see through any depiction of itself, and tell the PCs to get rid of their wheat-stalk doll immediately.

A4. Mordha Lyons' House: This is the residence of Mordha Lyons and her caretaker. It is detailed further in *The Witness* on page 12).

A5. The Tanner: This shop's owner goes by the name "Tanner" and operates a tannery whose painfully simple sign reads "The Tanner." Although **Tanner** (N agender android tanner) appears to be a human of Taldan descent, they are secretly an android who escaped Numeria to the north and capably uses cosmetics (and as needed, magic) to conceal their identity and live in peace. They have no interest whatsoever in revealing their identity, including by drawing much attention to themselves with heroics. However, their emotionless conversation and lack of concern about the mosquitoes is rather unnerving to the other townsfolk. If asked about current events, Tanner notes that they met with a half-elf in gold armor who called herself "Hunter," and that Hunter was attempting to identify a peculiar shiny, crystalline rock. Tanner has a sample of this rock that they can offer PCs. PCs who succeed at a DC 17 Crafting or Nature check can recognize this rock as magnetite, an iron ore that is heavily magnetic.

A6. The Whitefish and Stag: Though the innkeep Callum Shay isn't pleased with his current circumstances, he still makes a decent living offering room and board to visiting monster hunters. The inn is the tallest building in Shimmerford and one of the few with a view over the town gates; if asked, Callum informs the PCs he last saw the half-elf in gold armor entering the forest to the northeast, and last saw the man in white clothing departing to the east. PCs can also find Quintus Chevunier in this inn, detailed in *The Prophet* on page 11.

A7. Ruza's House: Should the PCs call at this house, and old Varisian woman opens the door, stares at them for a moment, then splashes holy water in their faces and slams the door shut. Any further attempts at communication merely result in the old woman keeping the door closed and muttering prayers to Desna in

Varisian. Should the PCs somehow manage to investigate the woman's holy water, a PC who succeeds at a DC 10 Crafting or Religion check determines it was improperly made and has no mystic properties.

A8. Braybon's Smithy: Luca Braybon, a muscular red-haired woman, constantly runs her forge so the fumes keeps the mosquitoes away, adding green boughs during off hours to create extra smoke. If asked about current events, she notes that a half-elf hunter in gold armor bought a new compass from her a number of weeks back, claiming hers had broken. When Luca inquired about the compass later, however, the half-elf had said that it turned out neither compass would work and that her original compass wasn't the problem. PCs who succeed at a DC 13 Crafting or Survival check can infer that something external was interfering with the compasses, likely of a magnetic source.

A9. Marmazine's House: Anna Marmazine is a gnome baker with rose-pink hair and yellow eyes. If asked about current events, she rambles on about the Mosquito Witch, also adding: "the real witch doesn't drink blood; she drinks tears. Her victims lose the ability to cry, and then the ability to feel, and they waste away and get colder and meaner as they get thinner and thinner. That's what happened to Ms. Mordha Lyons."

A10. Shrine to Hanspur: This shrine to the god of river travel contains a deep bowl of water that holds 5 copper coins, 2 silver coins, a few dead mosquitoes, and a Mosquito Witch doll that defiantly floats atop the liquid.

A11. Abandoned Farm: This decrepit farm contains nothing but rotting crops and a dying calf (see the *Dying Calf* on page 12).

People and Events

The following significant NPCs and events can be found around Shimmerford, either when the PCs find them in a specific location or after a number of conditions have been met during the adventure.

THE HUNTER

The first time that the PCs enter the town with the intent of investigating, they encounter one of the other cryptid hunters that has been drawn by Shimmerford's problems—or more accurately, encounter her dog. **Haru Kwon** (NG female human exorcist) and her dog Peaches have come to the town looking for a missing friend. As soon as Peaches spots the PCs, he barks and runs toward them. Read or paraphrase the following.

A shaggy dog with cream-white fur bolts down the town streets, scattering the clouds of mosquitoes hovering above the ground. A woman's voice follows after the dog: "Peaches!

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Peachy! Get back here!” A Tian woman in simple traveling clothes sprints into view a few moments later, stopping to stand by the dog. “Sorry about that,” the woman says, as the dog whines for attention. “I didn’t think there was anything out here but insects, or I would have kept a closer eye on him. My name’s Haru Kwon. What brings you to Shimmerford? It’s not exactly a popular destination right now.”

Haru claims to be an explorer who is passing through the town, but she’s actually an exorcist searching for Lasarte Mourguy, a half-elf adventurer and friend of Haru’s who recently vanished into the Shimmerford woods. Because Lasarte has made enemies with a number of disreputable organizations over her career, Haru is reluctant to admit the half-elf’s presence here to strangers. Despite her professed indifference, Haru knows a decent amount about the current situation and can answer a few questions. Throughout the conversation, Peaches attempts to play with receptive PCs; the dog is friendly, charming, and highly intelligent.

Who are you? “My name is Haru Kwon. I’m a bit of a traveling scholar, though I have a lot of work to do to make a name for myself in that field.”

Why are you here? “I’ve been traveling around the River Kingdoms, recording the local legends and customs. For obvious reasons, Shimmerford was high on my list to visit. I may have gotten more than I bargained for.” PCs who succeed at a DC 14 Perception check to Sense Motive recognize that Haru has a much more personal investment in current events than she is admitting to.

What do you know about the Mosquito Witch? “Just what I’ve heard from the townsfolk. It’s a little contradictory, isn’t it? Some people seem to think it’s a hag, others a demon, others a priest of Ghlaunder, and others a ghost. If you’re planning to go looking for it, I’d bring cold iron along—that would help you against demons and hags—and fire to help burn away swarms of insects. And if it turns out the witch is a ghost, run and hide! Your weapons won’t do a thing against spirits, and I doubt you’ll have enough holy water to chase it away.”

Have there been any signs of Ghlaunder cultists in the area? “It certainly looks like something they’d do, doesn’t it? I wouldn’t say there aren’t, but Ghlaunder cultists like to pose as members of other religions in order to infiltrate towns. I’d be a little careful suggesting there might be a secret cultist among the villagers here, considering what they did to the last one.”

What kind of dog is that? “Peaches is a sapsali. You don’t see them much outside of Hwanggot, but grandpa brought his dogs when he came over and wound up with puppies out his ears.” A PC who successfully Recalls Knowledge with a DC 17 Occultism check recognizes the sapsali as a breed of dog from Hwanggot (a nation in eastern Tian Xia, a distant continent) that is rumored to be able to dispel evil spirits.

Are you hiding something from us? “So what if I am? We just met, I don’t owe you my life story.” A PC who succeeds at a DC 15 Diplomacy check to Request more



HARU KWON AND PEACHES

The Mosquito Witch

information from her or a DC 17 Intimidation check to Coerce her (DC 18 in Subtier 3–4) can push Haru for further information; if the PC succeeds, she continues: “Fine, fine. I’m looking for a friend of mine, and I don’t care to tell you her name. She sent me a letter a month ago, claiming that she intended to go to Shimmerford to investigate what was going on here. I intended to meet up with her here, but when I arrived, she wasn’t anywhere to be found.” If asked, Haru can confirm that her friend is the half-elf with black hair and gold armor that Galia mentioned had gone missing a few weeks back.

Haru attempts to be helpful to the PCs as long as it doesn’t interfere with her business, but doesn’t want to work with them out of concern for her friend. At some point after the PCs finish talking to her and leave, Haru ventures into the woods on her own—while it is possible that genre-savvy PCs may attempt to follow her and make sure she doesn’t leave their sight, this annoys Haru, and she refuses to do anything if she is aware she is being tailed. PCs trained in Survival can Track her by succeeding at a DC 15 Survival check (DC 18 in Subtier 3–4). this leads the PCs to area C, while failure results in the PCs getting lost, as detailed on page 13.

THE PROPHET

Quintus Chevunier (CN male human conspiracy theorist) is the other recent visitor to this town. He is currently staying at Shimmerford’s inn (area A6), and is hunched over and muttering to himself by the front desk near the doorway. Psychically sensitive and a paranoid mess, Quintus is a haggard human with dark messy hair, stubble sparsely forming a goatee, and gaunt cheeks. Not hunting the cryptid so much as convinced he doesn’t have a choice but to come here, Quintus is turning a paper doll over in his hands, the sweat from his skin starting to cause the paper to melt into something horrific looking. PCs who are aware of the Mosquito Witch’s affinity for paper dolls might choose to speak to Quintus upon noticing this, or the PCs may simply approach Quintus out of their own interest.

While Quintus doesn’t seem terribly helpful at an initial glance, his seemingly delusional ramblings are all rooted in actual premonitions he has had. Not only does he predict a pair of disasters—one of which the PCs might even be able to avert—but some of his aimless responses might offer hints to the PCs that the Mosquito Witch isn’t the responsible party for Shimmerford’s misfortune.

Who are you? “An idiot. An absolute idiot...” The man laughs sadly to himself, before jerking himself upright. “Oh, wait, you’re... where are my manners? Sorry. Introductions. I’m Quintus. Quintus Chevunier.”

Why are you an idiot? “You would be too, if you came here,” he says, before realizing his mistake. “Not that I’m implying you’re idiots. I just meant that if you were me and came here, you would be an idiot... I’ll shut up now.”

Why are you here? “Because it wants me to be here. I shouldn’t have come... but no, that’s what it wanted me to do. It was trying to scare me, so I wouldn’t come... but what if it was being straightforward with me to trick me into thinking it was trying to trick me into staying away?” Quintus twists the doll in his hands. “It doesn’t matter... it always gets what it wants.”

What is “it”? “The witch.”

What do you know about the Mosquito Witch? “It’s in my nightmares. Go on, laugh!” Quintus snaps. “Laugh at the paranoid madman! Ever since I came too close to this damned town, I can’t get rid of it. It shows up and doesn’t say anything but when I wake up, I know things. Six and four dead on the Shimmerford road. But how? But why? Is the witch causing it? What does that have to do with the mosquitoes? And why is someone stealing shovels? I don’t even know how I know it... Maybe I’m supposed to cause it.” (This premonition refers to the Carriage Crash event on page 13.)

What does any of that mean? “I don’t know. I have to figure it out. It’s trying to make me do something and I have to make sure I don’t... ah gods, what if telling you was what it wanted? No, no, it couldn’t have known I would talk...”

What’s been happening with the shovels? “They’ve all gone missing. And picks. Hammers. Rope. Lanterns too. Maybe it’s a thief? But maybe that’s what it wants me to think. There must be some significance... it’s probably staring me right in the face and I just. Can’t. Think of it!”

Have there been any signs of Ghlaunder cultists in the area? “Yes! Maybe that’s it! Maybe this was all a trap. Maybe the whole town is secret cultists! Ghlaunder cultists always let the parasites feast on them. But how does that fit in with the shovels?”

Where did you get that doll? “It’s following me. Ha... hahahaha! Of course its following me. I’m being stalked by a doll!” Quintus crushes the paper in his hands. “The iron cave will fall’... what is that supposed to mean? What do you want from me?!” (If the PCs examine the paper doll, they see the words “the iron cave will fall” scrawled on the doll’s paper scarf in jagged writing.)

Should the PCs leave Quintus and then seek him again, they discover that he has vanished without a trace, with no one being certain where he went. While it is possible that genre-savvy PCs may attempt to follow him and ensure he never leaves their sight, this makes Quintus more and more paranoid until he finally has a mental breakdown and attempts to flee as quickly as possible.

The Mosquito Witch

THE WITNESS

While most of the young teenagers who saw the Mosquito Witch have left Shimmerford, one remains, too feeble and poor to escape the town. Mordha Lyons, now an old woman, resides in a small house in the west of town. Should the PCs seek to speak with her, the door to her home is opened by a young Tian man with dyed white hair; this is **Regis Toshida** (LG male human priest), a priest of Tsukiyo (the Tian god of jade, the moon, and spirits, as well as a protector of the psychologically distressed and misunderstood) and Mordha's attendant. Upon seeing the PCs, Regis becomes vaguely annoyed, complaining that this is the third day in a row the PCs have come to bother his ward. PCs can convince the priest of Tsukiyo that something strange is going on and that they have only just arrived by succeeding at a DC 14 Diplomacy or Occultism check (DC 17 in Subtier 3–4), in which case, Regis grudgingly allows them inside. The PCs can also bully their way in by succeeding at a DC 16 Intimidation check to Coerce him (DC 19 in Subtier 3–4). Stealthy PCs can instead sneak into the household by succeeding at a DC 15 Stealth check (DC 18 in Subtier 3–4).

The PCs may also wish to investigate the Tsukiyan priest's claim, but they find nothing in the way of hard evidence around the town; Regis is convinced that he saw the PCs twice before and is telling the truth, and there are no signs of anything that might have caused such a strange apparition.

Development: Mordha Lyons is a frail old woman, wrapped in a blanket and sitting in a wooden rocking chair. Her hands shake so badly she can barely feed herself, and she doesn't respond at all to new visitors entering her room. Mordha doesn't speak or answer any questions unless the PCs ask about the Mosquito Witch, at which point she glares at the PC, determines they're strangers who might not laugh her off, and shares her tale. Read or paraphrase the following.

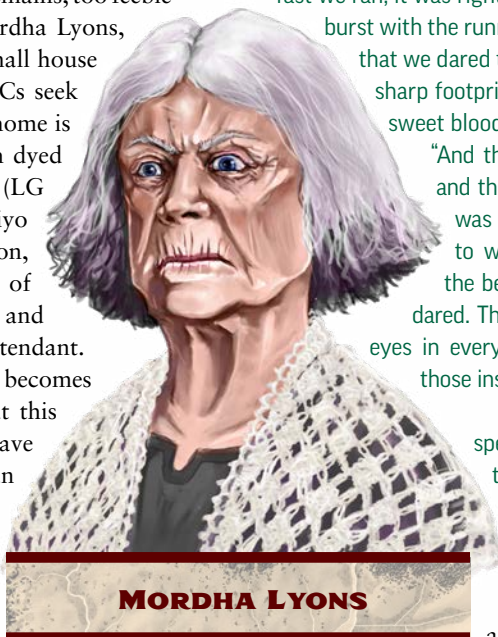
"It was all just a joke to them," the old woman says, her voice pinched thin with bitterness. "They pretended to care, a little, when they were all scared that they would be next. Not much, even then."

"It was up on Witchtop Hill. Up to the north, a little left of the three boulders and past the bend in the stream. We thought it was a dead animal at first, lying on the ground. It

was when we got close that it sprung up, tall as a full-grown man. Came after us on its thin little legs. Didn't matter how fast we ran, it was right behind us. I thought my heart would burst with the running. It was only when we got to town that we dared to look back. But we didn't find it. Just sharp footprints in the mud, and smears of sickly-sweet blood.

"And them, with their masks and their dolls and their festivals. They didn't know what it was like. To have it in their dreams at night, to wake up with its little paper dolls by the bed. If they'd seen it, they'd never have dared. They don't know what it's like to see its eyes in every filthy little bug, for the whining of those insects to be like screaming in my ears."

Mordha clams her mouth shut, before speaking again, in a trembling tone. "It took something from me. And I don't remember it. I don't remember it. No one will ever remember it."



The PCs may have questions about this story, but Mordha refuses to speak any further. If the PCs keep asking questions, Regis eventually asks them to leave. However, the PCs can follow Mordha's directions to find Witchtop Hill (see area B on page 14).

THE DYING CALF

At one of the abandoned farmsteads, the PCs find a calf lying on the ground and breathing shallowly as if waiting to die. A PC who succeeds at a DC 12 Nature check can identify that it has had most of its blood drained by bloodseekers. The calf is covered with the bloated bodies of a mundane mob of mosquitoes that are draining the calf's remaining blood. If attacked, the mosquito swarm immediately departs, but comes right back the minute the PCs leave the calf alone. If a PC succeeds at a DC 14 Medicine check, they can keep the calf from immediately perishing, and also know that food, a warm blanket, and rest would help the animal to recover.

Development: Whether the PCs aid the calf or not, the bloodseekers return at night and drain the animal to death unless the PCs take measures to defend it. While placing the calf indoors is the easiest way to do this, none of the remaining villagers want anything to do with an animal that seems so blatantly cursed by the Mosquito Witch. PCs can Force Open an abandoned building with a DC 15 Athletics check, but unless they spend an hour securing all of the building's chimneys, windows, and wall cracks, the bloodseekers are able to squeeze into the house and kill the calf anyway. PCs who

The Mosquito Witch

take steps to personally guard the calf can potentially spot bloodseekers up in the trees at night with a DC 16 Perception check to (DC 19 in Subtier 3–4), but the vermin don't come down if they see an armed adventurer. PCs who spot these bloodseekers can try to watch when the insects leave to follow them back to wherever they came from; this requires both a successful DC 17 Perception check to Seek in order to keep track of them and a DC 17 Athletics check to keep pace (DC 20 for each in Subtier 3–4). If the PCs manage to follow the insects, they arrive at area C (page 14).

THE CARRIAGE CRASH

This event takes place at a GM-determined point after the PCs speak to Quintus (see page 11), or after the PCs decide they are done investigating the town and are preparing to move on. The PCs first note something's wrong by the high-pitched screaming of horses.

A carriage pulled by six horses tears down the road near Shimmerford at dangerous speeds, the animals driven wild by the biting bloodseekers—the bloodseekers themselves were not fast enough to keep up with the carriage and are not present, though the horses are clearly bleeding from numerous tiny wounds. If the PCs believed Quintus's ominous prophecy and took any sort of precautions (even just asking Galia to keep a lookout), they have enough advanced warning that they can attempt to pull the passengers from the carriage in time to save them. Each PC can attempt one of the following methods to save the passengers, as described below. If the PCs lacked advance warning, increase these DCs by 2 to represent the haste with which the PCs must act.

Leaping onto the carriage: Holding on long enough to pull a passenger to safety requires a successful DC 15 Acrobatics or Athletics check (DC 18 in Subtier 3–4). If a PC succeeds, they extract one passenger and toss them to safety. The PC can continue attempting these checks until they fail, at which point the PC slips off the carriage and cannot continue. On a critical failure, the PC also takes 1d6 bludgeoning damage from the fall (2d6 in Subtier 3–4).

Calming the horses: This method requires a successful DC 15 Nature check (DC 18 in Subtier 3–4). On a success, the horses hesitate long enough for one of the passengers to leap to safety, and two leap to safety on a critical success. On a critical failure, the horses charge at the PC, knocking them aside and dealing 1d6 bludgeoning damage (2d6 in Subtier 3–4).

Creating a barricade: This method requires a successful DC 15 Athletics or Crafting check (DC 18 in Subtier 3–4), and likely involves the PC quickly shifting nearby barrels or maneuvering nearby crates into a somewhat

WHERE'S THE ACTION?

As a horror adventure, *The Mosquito Witch* deliberately delays combat for as long as possible in order to maintain an uncertain and tension-filled atmosphere. As soon as the PCs roll initiative, they gain a clear course of action, the power to fight back against what frightens them, and a near-guarantee of a fair fight. However, groups that are more combat focused may feel useless or become bored during an extended investigation period. If this is the case with your group, consider altering this encounter into a fight with the unpredictable carriage horses. Use the statistics for a riding horse on page 209 of the *Pathfinder Bestiary*, with 1 horse per 2 PCs (assume any extra horses are too exhausted from running to fight or that they fail to break free from their harnesses). In Subtier 3–4, use the statistics for the war horse instead.

stable configuration. On a success, the barricade slows the carriage enough for a passenger to leap free.

Once each PC has an opportunity to act, the carriage and horses careen off a sharp ridge, shattering the conveyance and killing everyone still aboard.

Scaling: For a group of five or more PCs, increase the skill check DCs in this scene by 1 for each additional PC beyond four.

Treasure: If the PCs save at least two passengers, the grateful travelers give the PCs what treasures they escaped with in recompense: delicate silver jewelry worth 4 gp (12 gp in Subtier 3–4). If the PCs rescued at least three passengers, they also escaped with a *minor healing potion* (*lesser healing potion* in Subtier 3–4) that they give the PCs. If the PCs rescued fewer than two passengers, the treasure is smashed along with the wagon, leaving only the crumpled remains of the jewelry worth 4 silver pieces (12 silver pieces in Subtier 3–4) as much.

The intact jewelry represents one Treasure Bundle, and the *healing potion* represents a second Treasure Bundle.

INTO THE WOODS

After they have a chance to ask questions and gather clues, the PCs likely conclude that they need to explore outside of the town to learn more. This involves a trek through the misty woods, where the mosquitoes are less visible through the thick fog but can still be felt crawling on the skin. PCs who know where to look can find more sinister clues pointing to the Mosquito Witch, but with slight discrepancies that suggest that something else might ultimately be responsible.

The Mosquito Witch

Attempting to blindly navigate through the forest toward a destination requires the PCs to succeed on a DC 25 Survival check; knowing which direction to look reduces this to a DC 20 Survival check, while knowing both a direction and a significant landmark to look for reduces this further to a DC 15 Survival check. Success results in the PCs finding their intended destination within 30 minutes. Failure results in the PCs becoming lost in the woods for 4 hours, plagued by mosquito swarms and incessant buzzing—the PCs must succeed at a DC 13 Fortitude save (DC 16 in Subtier 3–4) to avoid becoming fatigued, and instead of their intended destination, they arrive at either area B (see below) or, if they have already visited Witchtop Hill, area D (page 15). Critical failure increases the Fortitude save to avoid becoming fatigued by 4. The PCs can find area B with directions from Mordha Lyons. The PCs can find area C by searching for an area with heavy magnetism to the northeast, whereas they can find Area D by seeking a large stagnant pool to the east.

The PCs can visit the remains of the Ghlaunder cultist's house, which they can easily find by asking Galia for the location. However, the site holds no clues relevant to their investigation—only charred wood, salty ash, and chunks of blackened human bone.

B. Witchtop Hill

PCs who learn of the site of the original haunting from Mordha Lyons might want to visit the spot where the Mosquito Witch was first seen. While a smart idea, the source of the town's immediate troubles is actually a group of mitflits, not the legendary Mosquito Witch. PCs who venture out to Witchtop Hill find a dimly lit grove of uncanny, bare-branched trees, with thousands of the townsfolk's Mosquito Witch dolls nailed to the bark. Investigating the dolls reveals contradictory information as to who could have placed them or when they were placed, for a patina of grime suggests they have been there for a long time, but the dolls should not have survived in such pristine conditions if exposed to the elements. Attempting to pull out the nails results in a sticky, foul, blood-red sap oozing from the tree bark, accompanied by a sickly-sweet smell.

Development: Though the Mosquito Witch isn't the source of Shimmerford's troubles, Witchtop Hill still has clues. PCs who are Searching the area who succeed at a DC 14 Perception check (DC 17 in Subtier 3–4) discover a tiny discarded sword suitable for a Small humanoid.

With a successful DC 15 Survival check (DC 18 in Subtier 3–4), a PC who is at least trained in Survival can find the tracks of a Small, humanoid-like creature that approaches the tree and then flees to the northeast into

the woods; this was a mitflit who ventured into the grove, discovered the Mosquito Witch dolls, and ran away in a panic. A PC who studies the tracks and succeeds at a DC 13 Nature check (DC 16 in Subtier 3–4) determines that the tracks are not those of a gnome, goblin, or halfling; with a critical success, the PC identifies the footprints as those of a fey creature known as a mitflit, or mite. A critical failure misidentifies the tracks as kobold tracks. These tracks extend a modest distance into the woods before becoming obscured and intentionally covered.

C. Lasarte's Remains

PCs who attempt to follow Haru, find the missing adventurers, or simply investigate the local bloodseekers may eventually find a copse in the woods where compasses cease to function, with trees inscribed with creepy runes. This is the area that the monster hunter Lasarte Mourguy was investigating. When the PCs arrive, however, they find pieces of Lasarte's gear and scraps torn from her red dress, but not Lasarte herself. A PC who is trained in Survival who succeed at a DC 13 Survival to Track (DC 16 in Subtier 3–4) find old, pointed tracks in the ground and scraps of cloth in nearby branches that suggest Lasarte was dragged off and up into a tree. What's more, the PC notes that while the tracks resemble those that would be left by the Mosquito Witch's pointy feet, a creature of its reported size would be unlikely to take such close footsteps.

PCs who investigate the runic messages carved on the trees and succeed at a DC 15 Occultism or Scribing Lore check, or a DC 20 Society check to decipher the writing (DC 18 and 23, respectively, in Subtier 3–4) realize that these symbols aren't actually occult runes or a real language, just scribbles intended to look frightening.

Development: If the PCs spotted the pointed tracks, they can follow the trail deeper into the woods with a successful DC 12 Survival check (DC 15 in Subtier 3–4). If the PCs fail to find the tracks or follow the trail, they can be pointed in the correct direction by Andor Oronce (area D, below); if Andor is already dead, the PCs eventually hear Peaches barking in the woods (page 15), but this long delay means that Haru is not alive when the PCs eventually find her in area E.

Treasure: Lasarte's gear was left behind, and includes a short sword, a dagger, a lesser antidote, and a suit of gold-plated half-plate armor. In Subtier 3–4, it also includes a *bloodseeker beak*. Collectively, these represent three Treasure Bundles. PCs who look through Lasarte's equipment might notice one item that seems oddly out of place, as it seems much older than the others. This vial contains an inky black *invisibility potion*; however, PCs who critically succeed at their check to Identify Magic

The Mosquito Witch

recognize that the potion is cursed. Anyone who drinks the potion is exposed to a terrifying vision of blood dripping from their weapon, from the trees, and out of their nose and mouth. The drinker automatically takes the critical failure effect of the *fear* spell.

D. The Shivering Pond

This large muddy pond looks nearly identical to many such ponds in the Shimmerford woods, except that it seems to be teeming with unseasonable life—the water is squirming with mosquito larvae. PCs who arrive here, whether they intentionally sought the pond out or accidentally stumbled onto the location while lost, spot a man with fine brown hair and white clothing lying supine on the ground. The man is on the shore of the pond with his head and torso floating in the water, and his clothes are inexplicably pristine despite the mud. PCs who approach to look closer can see mosquitoes crawling out of his mouth and from underneath his eyelids onto his blankly staring eyes.

This unfortunate is Andor Oronce, the other recently missing cryptid hunter, and despite his initial appearance, he is still alive. Should the PCs touch or come close to him, he coughs up a wet lungful of drowned insects and stirs. Any PC who is trained in Medicine can recognize that Andor has a bizarre and potentially magical lung disease, which is likely to kill him sooner rather than later. PCs can prevent the disease from progressing by treating him hourly, which involves succeeding at a DC 15 Medicine check to Administer First Aid (DC 18 in Subtier 3–4) or providing some means of magical healing to help him cope with the symptoms. PCs who are trained in Medicine can instead attempt to Treat Disease at the same DC in order to help him recover in the long term. Successful checks to Treat Disease also provide him with aid that lasts for two hours rather than one. The disease leaves Andor at best able to limp around with assistance, though he's ill-equipped to do much else beyond speak and wheeze. There are no doctors in Shimmerford skilled enough to treat the cryptid-hunter, so the PCs will likely need to keep Andor with them if they wish for him to survive. As a special Exploration tactic, a PC can assist Andor's movement, otherwise the hunter inevitably falls behind and likely meets a terrible fate.

Development: Andor doesn't remember anything that happened since he came to Shimmerford, beyond the impression of terrifying red eyes staring out at him from the darkness. There are two exceptions to this: if the PCs tried and failed to follow the tracks in area C or if the PCs found themselves unable to successfully reach area C, the GM should have Andor vividly recall a terrifying memory, but one that shows him the directions necessary

SCALING ENCOUNTER E

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1-2: For each additional PC present beyond four, add one bloodseeker to the encounter.

Subtier 3-4: For each additional PC present beyond four, add one barbed bloodseeker to the encounter.

for the PCs to reach area C. This reduces the Survival check DC to navigate to the appropriate location to 0, however, it also comes at a price: the strain and shock of the memory proves too much for Andor's diseased constitution, and he dies while babbling increasingly incoherent and desperate warnings after imparting this information to the PCs.

E. A Terrible Reunion

Moderate

As the PCs follow the trail from area C, they eventually hear the distressing noise of a dog howling in the woods. As they approach, they discover it's Haru's dog, Peaches, who had been cornered and is being tormented by a cluster of bloodseekers. This map uses *Pathfinder Flip-Tiles: Forest Starter Set*, tiles 38B, 37B, 11B, and 42B.

Creatures: Three bloodseekers harass and feed off Peaches, who lashes out in fear and pain at anyone who comes near. The PCs may be able to calm Peaches if they notice his distress and approach him carefully enough. See the appendices of this scenario for more details.

SUBTIER 1-2

3 BLOODSEEKERS

LEVEL 1

Pathfinder Bestiary 42; page 20; art on page 30

Initiative Perception +6

PEACHES (RIDING DOG)

LEVEL 1

Pathfinder Bestiary 102; page 20; art on page 26

Initiative Perception +7

SUBTIER 3-4

3 BARBED BLOODSEEKERS

LEVEL 1

Page 22; art on page 30

Initiative Perception +8

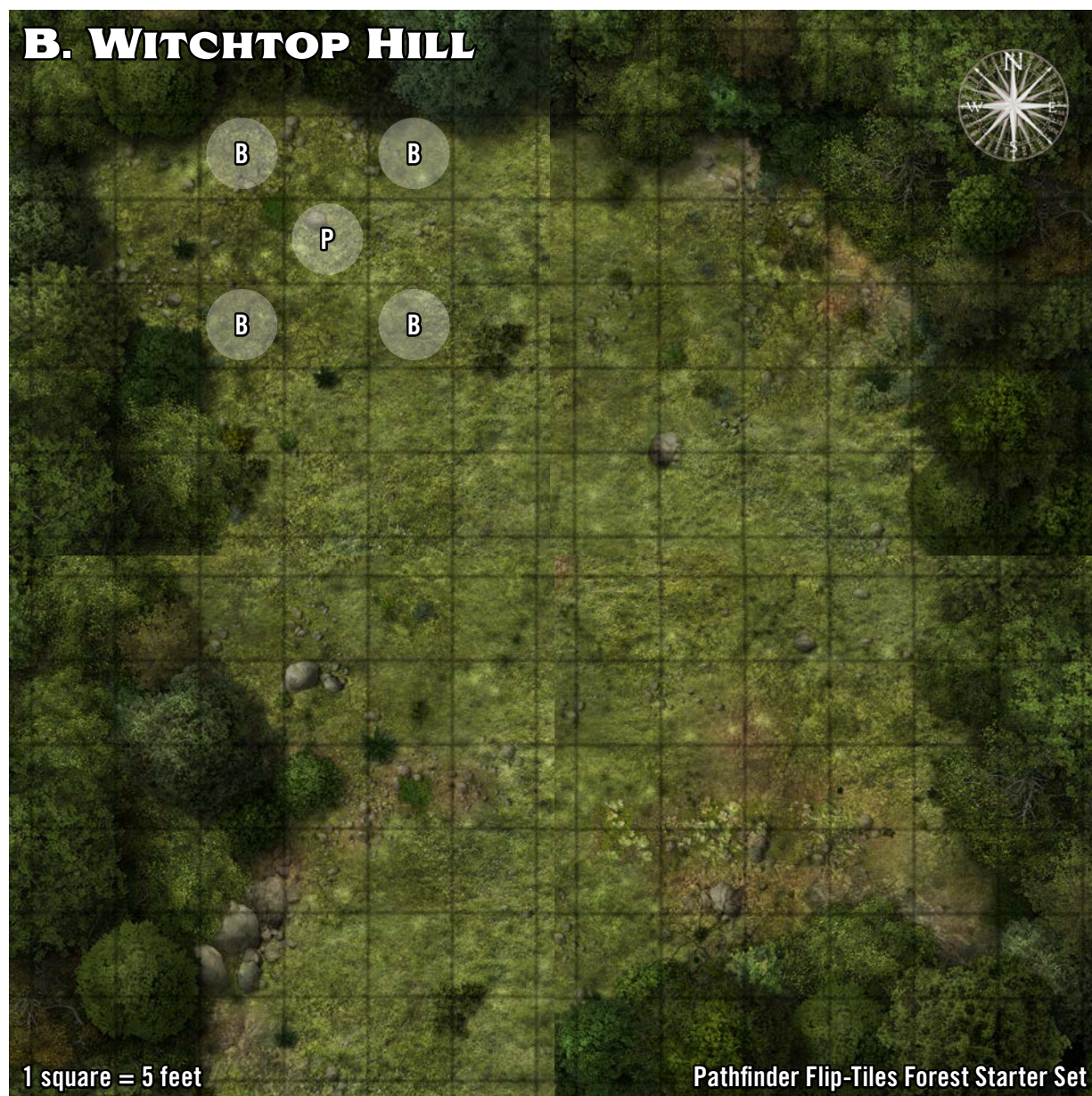
PEACHES (RIDING DOG)

LEVEL 1

Pathfinder Bestiary 102; page 22; art on page 26

Initiative Perception +7

The Mosquito Witch



Development: PCs who rescue Peaches and kill all of the bloodseekers find the dog grabbing their clothing and trying to drag them further into the woods. If the PCs follow Peaches, they quickly discover Haru nearby, standing and staring blankly, not responding, as a bloodseeker sucks blood from her neck. Simply attacking the bloodseeker is enough to pop the bloated insect and snap Haru out of her trance. Haru recall little from after she entered the woods, much less how she got into her current circumstances, but she can point them to where she found a secret door that leads into what appear to be underground tunnels (this leads the PCs to area F on page 17). If the PCs got lost 2 or more times when exploring

the Shimmerford woods, however, the PCs took too long and Haru is already dead, bloodless but still standing and staring straight ahead. Should the PCs have failed to save Peaches, they must succeed on a DC 18 Perception check (DC 21 in Subtier 3–4) to even find Haru, with a failure leading them to the clearing where they can find the secret door but leaving Haru to a terrible fate.

If the PCs fail to rescue Haru, Peaches can sniff the secret door out for them, scratching and whining at the seam. If the PCs fail to save both Peaches and Haru, they'll have to search for the secret door themselves by succeeding on a DC 16 Perception check (DC 19 in Subtier 3–4). If they fail the Perception check, they

The Mosquito Witch

scour the area for an hour until eventually one of the PCs stumbles upon the door by chance, but getting it open alerts the inhabitants of area F below.

Treasure: If the PCs rescue Haru, she hands over her own adventuring gear, as she is currently not in a state to be using it. This includes a cold iron dagger and two vials of *holy water*, as well as an empty vial that once held holy water. In Subtier 3–4, she also gifts the PCs 2 vials of moderate alchemist fire. This treasure collectively represents two Treasure Bundles.

F. The Iron Cave

Severe

This cave system is the home of the mitflits that have been causing trouble in Shimmerford. The fey have been using their control over vermin to scare off most explorers and to kill any lone monster hunters who pressed forward despite the mitflits' best attempts. What the mitflits are not expecting, and do not want, is a larger group of armed adventurers finding their way into the cave.

Creatures: The mitflits' tactics in this encounter depend on whether they detect the PCs coming. Regardless, the PCs' arrival sends them into a panicked frenzy of stabbing and yelling. See the appendices for more details.

SUBTIER 1-2

MITFLITS (2)

LEVEL -1

Pathfinder Bestiary 192; page 21; art on page 28

Initiative Perception +4

GWIBBLE

LEVEL 1

Page 21; art on page 29

Initiative Perception +6

BARBED BLOODSEEKER

LEVEL 1

Page 21; art on page 30

Initiative Perception +8

SUBTIER 3-4

MITFLIT SNEAKS (2)

LEVEL 1

Page 23; art on page 28

Initiative Perception +6

GWIBBLE

LEVEL 3

Page 23; art on page 29

Initiative Perception +9

YOUNG BLOODSEEKER SWARM

LEVEL 3

Page 23; art on page 30

Initiative Perception +9

SCALING ENCOUNTER F

To accommodate a group of more than four PCs, make the following adjustments.

Subtier 1-2: For each additional PC present beyond four, add one mitflit to the encounter.

Subtier 3-4: For each additional PC present beyond four, add one mitflit sneak to the encounter.

Development: Should the PCs press further into the mitflits' cavern, they find a group of 11 non-combatant mitflits, who beg for their lives. The mitflits claim that Gwibble pushed them into pretending to be the Mosquito Witch, but the mitflits are now frightened the ruse has turned on them and that the real Mosquito Witch is angry—not to mention the very real issue of angry adventurers at their doorstep. They are adamant that the Mosquito Witch is real, and that they have seen her glowing red eyes in the darkness and heard the buzzing of her wings in the forest at night. They believed at first that by helping spread fear of the Mosquito Witch, she



The Mosquito Witch

F. THE IRON CAVE



G : Gwibble

B : Bloodseeker

M : Mitflit

S : Bloodseeker Swarm

1 square = 5 feet

Pathfinder Flip-Mat: Cavernous Lair

The Mosquito Witch

THIS GOT SILLY

GMs may struggle to keep the horror atmosphere of this adventure with the grand reveal of the true culprits being small blue gremlins. While GMs might attempt to make the mitflits scary, it is unlikely that they can match up to the legends and mysterious events the PCs have been experiencing during adventure. Rather than resist the change in genre, GMs should consider instead embracing it, much like the reveal of the great and terrible Wizard of Oz to be nothing more than an old man playing with stage props. Still, as the mitflits present in the end, there may still be a real Mosquito Witch out there somewhere. After all, the fey aren't the culprits behind all of the scenario's mysteries, and the legends predate their arrival in this region.

would spare them from her wrath, but now they're not as sure.

If the PCs ask, the mitflits explain how they used their control over vermin to pose as the Mosquito Witch and frighten villagers. If the PCs specifically inquire about Lasarte, the mitflits attempt to claim the Mosquito Witch took her, before dejectedly admitting the monster hunter escaped the mitflits weeks ago and they don't know where she is for sure.

None of the mitflits have any explanation for a number of recent events, such as the carriage crash, Andor's disease, where Quintus went, or the mysterious haunted potion in Lasarte's gear, beyond their own fearful mutterings that these events were likely the doing of the Mosquito Witch. The more inexplicable evidence the PCs provide, the more terrified the mitflits become, increasingly worried that the Mosquito Witch is real, that she's near, and that she will kill them for impersonating her.

Treasure: The mitflits piteously offer all of their treasure in return for their lives, which consists of 17 copper pieces, a *wolf fang talisman*, and a variety of nearly worthless scraps of metal and cloth. In Subtier 3–4, they also have an *animal staff*. Collectively, this treasure represents 3 Treasure Bundles.

CONCLUSION

Defeating Gwibble and the mitflits ends the slough of attacks on Shimmerford, though the villagers are slow to return in the wake of the insect plague. If the PCs rescued Haru, the exorcist thanks them sincerely, but she quickly departs to continue trying to find her friend Lasarte. If the PCs found and saved Andor, they can find the monster hunter magical help for his disease in Tymon, leaving him healthy but traumatized by the experience.

A few days after the PCs defeat Gwibble and his mitflit warriors, the entire mitflit compound collapses in a freak cave-in, a small and intricate paper doll found in the mud nearby. Whether this is the doing of the Mosquito Witch or another force seeking revenge on the mitflits remains a mystery.

Primary Objectives

If the PCs discover that Gwibble and his mitflits are responsible for many of the recent Mosquito Witch incidents, the PCs each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon.

Secondary Objectives

If the PCs rescue at least two of the following groups, they each earn 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon: all four people from the crashing carriage, Andor, or Haru and Peaches.

The Mosquito Witch

APPENDIX 1: SUBTIER 1-2 STATISTICS

The statistics presented in this appendix include full stat blocks for creatures appearing in this scenario, including any variations described in the text.

Encounter E (Subtier 1-2)

A group of bloodseekers slowly feeds off Peaches, a distraught riding dog. See pages 26 and 30 for art.

While the PCs may wish to immediately rush to the dog's aid, it isn't safe to do so; any PC who is trained in Nature or who succeeds at a DC 15 Perception check knows that the injured animal will likely lash out instinctively, even toward people trying to help. Peaches is berserk from the fear and pain of the bloodseeker bites and attacks anyone who is close to him. Worse yet, the bloodseekers keep out of the dog's range, ensuring that the dog only bites those trying to help him and not the source of his torment.

A PC who spends an action and succeeds at a DC 16 Nature check or heals the dog for any number of Hit Points can soothe Peaches for one turn so that he doesn't attack anyone with his actions. Alternatively, the PCs can simply knock the dog out with a non-lethal blow, which is harsh but effective. The bloodseekers ignore the PCs and focus on killing the dog unless the PCs come close enough to present another target—however, the GM should ensure that Peaches does not die on the first round of combat, to avoid a situation where the dog is killed before the players even have a chance to act.

BLOODSEEKER

CREATURE -1

N **TINY** **ANIMAL**

Perception +6; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +6, Stealth +6

Str -4, **Dex** +3, **Con** +0, **Int** -5, **Wis** +1, **Cha** -2

AC 16; **Fort** +5, **Ref** +8, **Will** +4

HP 6

Speed 10 feet, fly 30 feet

Melee ♦ barbed leg +8 (finesse), **Effect** attach

Attach When a bloodseeker hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the bloodseeker moves with that creature rather than holding it in place. The bloodseeker is flat-footed while attached. If the bloodseeker is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1 persistent bleed damage. Escaping the attach or removing the bloodseeker in other ways doesn't cause bleed damage.

Blood Drain ♦ **Requirements** The bloodseeker is attached to a creature. **Effect** The bloodseeker uses its proboscis to drain blood from the creature it's attached to. This deals

1d4 damage, and the bloodseeker gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a bloodseeker is drained 1 until it receives healing (of any kind or amount).

RIDING DOG

CREATURE 1

N **MEDIUM** **ANIMAL**

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +7, Survival +5

Str +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +2, **Cha** -1

AC 16; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Buck ↻ The dog can throw off unwanted riders. **Trigger** A creature Mounts or uses the Command an Animal action while riding the monster. **Effect** The triggering creature must succeed at a DC 17 Reflex saving throw or fall off the creature and land prone. If the save is a critical failure, the triggering creature also takes 1d6 bludgeoning damage in addition to the normal damage for the fall.

Speed 35 feet

Melee ♦ jaws +7, **Effect** 1d6+2 piercing

Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

The Mosquito Witch

Encounter F (Subtier 1-2)

Several mitflits and a bloodseeker are in this area. See pages 28, 29, and 30 for art. The mitflits' tactics in this encounter depend on whether they detect the PCs coming.

If the secret door in area E collapsed, or if any of the PCs isn't Avoiding Notice or fails to succeed at a DC 11 Stealth check while descending the stairs, the mitflits reposition themselves tactically around corners for better defenses while making ranged attacks and place their bloodseeker ally in front of themselves. If the mitflits are caught off guard, they are positioned as marked on the map.

Whether they expected the PCs or not, when the mitflits spot the adventurers, they immediately panic, yelling loudly for their leader Gwibble (who is already with them, and is also panicking). Assuming they have no choice but to fight, the mitflits fail to listen to any attempts to reason and attack the PCs.

MITFLIT

LEVEL -1

LE SMALL FEY GREMLIN

Perception +4; darkvision, scent (imprecise) 30 feet

Languages Undercommon

Skills Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5

Str -1, **Dex** +3, **Con** +0, **Int** -1, **Wis** +1, **Cha** -1

Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty on its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

Items dart (10), shortsword

AC 15; **Fort** +2, **Ref** +7, **Will** +4

HP 10; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet

Melee ✦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6-1 piercing

Ranged ✦ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing

Primal Innate Spells DC 16; **2nd** *Speak with animals* (at will; arthropods only); **1st** *bane*; **Cantrips** (1st) *prestidigitation*

Sneak Attack The mitflit sneak deals 1d6 extra precision damage to flat-footed creatures.

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

GWIBBLE

LEVEL 1

UNIQUE LE SMALL FEY GREMLIN

Perception +6; darkvision, scent (imprecise) 30 feet

Languages Undercommon

Skills Acrobatics +7, Diplomacy +4 (+10 vs. arthropods), Nature +4, Stealth +7, Thievery +7

Str -1, **Dex** +4, **Con** +1, **Int** -1, **Wis** +1, **Cha** +0

Self-Loathing (emotion, mental) As mitflit.

Vermin Empathy As mitflit.

Items darts (10), shortsword, 1 dose of black adder venom

AC 16; **Fort** +5, **Ref** +10, **Will** +6

HP 23; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet

Melee ✦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6-1 piercing

Ranged ✦ dart +9 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing + black adder venom (first shot)

Primal Innate Spells DC 17; **2nd** *Speak with animals* (at will; arthropods only); **1st** *bane*; **Cantrips** (1st) *prestidigitation*

Baleful Blade Any creature affected by the *bane* spell is flat-footed to Gwibble.

Sneak Attack The mitflit sneak deals 1d6 extra precision damage to flat-footed creatures.

Vengeful Anger (emotion, mental) As mitflit.

BARBED BLOODSEEKER

LEVEL 1

UNCOMMON N TINY ANIMAL

Perception +8; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +8, Stealth +8

Str -3, **Dex** +4, **Con** +0, **Int** -5, **Wis** +1, **Cha** -2

AC 18; **Fort** +7, **Ref** +10, **Will** +5

HP 18

Speed 10 feet, fly 30 feet

Melee ✦ barbed leg +9 (finesse), **Effect** attach

Attach When a barbed bloodseeker hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the bloodseeker moves with that creature rather than holding it in place. The bloodseeker is flat-footed while attached. If the bloodseeker is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1 persistent bleed damage. Escaping the attach or removing the bloodseeker in other ways doesn't cause bleed damage.

Blood Drain ✦ **Requirements** The bloodseeker is attached to a creature. **Effect** The bloodseeker uses its proboscis to drain blood from the creature it's attached to. This deals 1d6 damage, and the bloodseeker gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a bloodseeker is drained 1 until it receives healing (of any kind or amount).

The Mosquito Witch

APPENDIX 2: SUBTIER 3-4 STATISTICS

The statistics presented in this appendix include full stat blocks for creatures appearing in this scenario, including any variations described in the text.

Encounter E (Subtier 3-4)

A group of bloodseekers slowly feeds off Peaches, a distraught riding dog. See page 30 for art of the bloodseekers, and page 26 for art of Peaches reunited with his owner, Haru Kwon.

While the PCs may wish to immediately rush to the dog's aid, it isn't safe to do so; any PC who is trained in Nature or who succeeds at a DC 15 Perception check knows that the injured animal will likely lash out instinctively, even toward people trying to help them. Peaches is berserk from the fear and pain of the bloodseeker bites and attacks anyone who is close to him. Worse yet, the bloodseekers keep out of the dog's range, ensuring that the dog only bites those trying to help him and not the source of his torment.

A PC who spends an action and succeeds at a DC 19 Nature check or heals the dog for any number of Hit Points can soothe Peaches for one turn, so that the dog doesn't attack anyone with his actions. Alternatively, the PCs can simply knock the dog out with a non-lethal blow, which is harsh but effective. The bloodseekers ignore the PCs and focus on killing the dog unless the PCs come close enough to present another target—however, the GM should ensure that Peaches does not die on the first round of combat, to avoid a situation where the dog is killed before the players even have a chance to act.

BARBED BLOODSEEKER

LEVEL 1

UNCOMMON N TINY ANIMAL

Perception +8; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +8, Stealth +8

Str -3, **Dex** +4, **Con** +0, **Int** -5, **Wis** +1, **Cha** -2

AC 18; **Fort** +7, **Ref** +10, **Will** +5

HP 18

Speed 10 feet, fly 30 feet

Melee ♦ barbed leg +9 (finesse), **Effect** attach

Attach When a barbed bloodseeker hits a target larger than itself, its barbed legs attach it to that creature. This is similar to grabbing the creature, but the bloodseeker moves with that creature rather than holding it in place. The bloodseeker is flat-footed while attached. If the bloodseeker is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1 persistent bleed damage. Escaping the attach or removing the bloodseeker in other ways doesn't cause bleed damage.

Blood Drain ♦ **Requirements** The bloodseeker is attached to a creature. **Effect** The bloodseeker uses its proboscis to drain blood from the creature it's attached to. This deals 1d6 damage, and the bloodseeker gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a bloodseeker is drained 1 until it receives healing (of any kind or amount).

RIDING DOG

CREATURE 1

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +7, Survival +5

Str +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +2, **Cha** -1

AC 16; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Buck ↻ The dog can throw off unwanted riders. **Trigger** A creature Mounts or uses the Command an Animal action while riding the monster. **Effect** The triggering creature must succeed at a DC 17 Reflex saving throw or fall off the creature and land prone. If the save is a critical failure, the triggering creature also takes 1d6 bludgeoning damage in addition to the normal damage for the fall.

Speed 35 feet

Melee ♦ jaws +7, **Effect** 1d6+2 piercing

Pack Attack The dog's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the dog's allies.

The Mosquito Witch

Encounter F (Subtier 3–4)

Several mitflits and a bloodseeker are in this area. See pages 28, 29, and 30 for art. The mitflits' tactics in this encounter depend on whether they detect the PCs coming.

If the secret door in area E collapsed, or if any of the PCs isn't Avoiding Notice or fails to succeed at a DC 14 Stealth check while descending the stairs, the mitflits reposition themselves tactically around corners for better defenses while making ranged attacks. If the mitflits are caught off guard, they are positioned as marked on the map.

Whether they expected the PCs or not, when the mitflits spot the adventurers, they immediately panic, yelling loudly for their leader Gwibble (who is already with them, and is also panicking). Assuming they have no choice but to fight, the mitflits fail to listen to any attempts to reason and attack the PCs.

MITFLIT SNEAK

LEVEL 1

UNCOMMON	LE	SMALL	FEY	GREMLIN
Perception +6; darkvision, scent (imprecise) 30 feet				
Languages Undercommon				
Skills Acrobatics +7, Diplomacy +4 (+10 vs. arthropods), Nature +4, Stealth +7, Thievery +7				
Str -1, Dex +4, Con +1, Int -1, Wis +1, Cha +0				
Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty on its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.				
Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.				
Items dart (10), shortsword, 1 dose of black adder venom				
AC 16; Fort +5, Ref +10, Will +6				
HP 23; Weaknesses cold iron 2				
Speed 20 feet; climb 20 feet				
Melee ✦ shortsword +9 (agile, finesse, versatile S), Damage 1d6-1 piercing				
Ranged ✦ dart +9 (agile, range increment 20 feet, thrown), Damage 1d4-1 piercing + black adder venom (first shot)				
Primal Innate Spells DC 17; 2nd <i>Speak with animals</i> (at will; arthropods only); 1st <i>bane</i> ; Cantrips (1st) <i>prestidigitation</i>				
Sneak Attack The mitflit sneak deals 1d6 extra precision damage to flat-footed creatures.				
Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.				

GWIBBLE

LEVEL 3

UNIQUE	LE	SMALL	FEY	GREMLIN
Perception +9; darkvision, scent (imprecise) 30 feet				
Languages Undercommon				
Skills Acrobatics +11, Diplomacy +6 (+12 vs. arthropods), Nature +7, Stealth +11, Thievery +11				
Str +0, Dex +4, Con +2, Int -1, Wis +2, Cha +0				
Self-Loathing (emotion, mental) As mitflit sneak.				
Vermin Empathy As mitflit sneak.				
Items darts (10), shortsword, 1 dose of black adder venom				
AC 20; Fort +7, Ref +11, Will +9				
HP 44; Weaknesses cold iron 2				
Speed 20 feet; climb 20 feet				
Melee ✦ shortsword +11 (agile, finesse, versatile S), Damage 1d6 piercing				
Ranged ✦ dart +11 (agile, range increment 20 feet, thrown), Damage 1d4 piercing + black adder venom (first shot)				
Primal Innate Spells DC 20; 2nd <i>Speak with animals</i> (at will; arthropods only); 1st <i>bane</i> ; Cantrips (1st) <i>prestidigitation</i>				
Baleful Blade Any creature affected by the <i>bane</i> spell is flat-footed to Gwibble.				
Hidden Movement If Gwibble starts his turn undetected by a creature or merely hidden from it, that creature is flat-footed against Gwibble's attacks until the end of Gwibble's turn.				
Sneak Attack Gwibble deals 2d6 extra precision damage to flat-footed creatures.				
Vengeful Anger (emotion, mental) As mitflit sneak.				

YOUNG BLOODSEEKER SWARM

LEVEL 3

UNCOMMON	N	LARGE	ANIMAL	SWARM
Perception +8; darkvision, scent (imprecise) 60 feet				
Skills Acrobatics +9, Stealth +9				
Str +0, Dex +4, Con +2, Int -5, Wis +1, Cha -4				
AC 18; Fort +7, Ref +11, Will +6				
HP 30; Immunities precision, swarm mind; Weaknesses area damage 5, splash damage 5; Resistances bludgeoning 5, piercing 5, slashing 2				
Speed 10 feet, fly 30 feet				
Swarming Bites ✦ Each enemy in the swarm's space takes 1d8 piercing damage (DC 20 basic Reflex save) and 1 persistent bleed damage. The young bloodseeker swarm gains temporary Hit Points equal to the damage dealt. A creature that takes damage from the bloodseeker swarm is drained 1 until it receives healing (of any kind or amount).				

The Mosquito Witch

APPENDIX 3: MONSTER AND NPC ART



**VENTURE-CAPTAIN
HOLGARIN SMINE**

The Mosquito Witch



MOSQUITO WITCH DOLL

The Mosquito Witch



HARU KWON AND PEACHES

The Mosquito Witch



MORDHA LYONS

The Mosquito Witch



MITFLIT

The Mosquito Witch



GWIBBLE

The Mosquito Witch



BLOODSEEKER

The Mosquito Witch

GM RESOURCES

TREASURE TABLE

Level	Treasure Bundle
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp
—	—
—	—

CHRONICLE SHEET

If the PCs discover that Gwibble and his mitflits are responsible for many of the recent Mosquito Witch incidents, each PC earns the Cryptid Scholar boon.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	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
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
Fame Earned:		

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

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

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

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

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

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

The Mosquito Witch

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Pathfinder Society Scenario #1-02: The Mosquito Witch

Character Chronicle #

Herolab Code

M6T2

A.K.A.		- 2	
Player Name	Character Name	Organized Play #	Character #
Faction		Reputation	
Faction		Reputation	
Faction		Reputation	

Adventure Summary

The Mosquito Witch, thought to be only a local legend of the village of Shimmerford, seems now to be all too real. A plague of mosquitoes has descended upon the village, and those who have gone to investigate the problem have not returned. After piecing together various clues, Pathfinders discovered that the culprit behind the mosquito plague was actually a group of mitflit gremlins. But the mitflits can't explain all of the mysteries the Pathfinders found.

Boons

Cryptid Scholar (Untyped Boon): Your experiences with the Mosquito Witch have inspired you to research strange creatures. When you Recall Knowledge to identify a rare or unique creature, you can use the following reaction.

☞ (fortune) Uses 3 ☐☐☐ **Trigger** You attempt to Recall Knowledge to identify a creature you can see; **Effect** You roll the skill check twice and use the better result.

Items

Purchases

potion of invisibility^U (level 4; 20 gp)

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD

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

Items Bought / Conditions Cleared

potion of invisibility^U (level 4; 20 gp)
animal staff (level 4; 90 gp)

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #