



# Pathfinder Society Scenario #1-02: The Mosquito Witch

Character Chronicle #

002

Herolab Code

M6T2

Score	A.K.A.	Brohkr	14034	2001	Faction	Vigilant seal	Reputation	4
Player Name	Character Name	Organized Play #	Character #	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

potion of invisibility<sup>U</sup> (level 4; 20 gp)

### 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

~~potion of invisibility<sup>U</sup> (level 4; 20 gp)~~  
~~animal staff (level 4; 90 gp)~~

### Notes

### Downtime

Day Job 1.6 SP

SUBTIER 1-2

SUBTIER 3-4

REWARDS

4

Starting XP

4

XP Gained

8

Final XP

14.64

Starting GP

14

GP Gained

0.16

Earn Income

Items Sold

GP Spent

28.8

Total GP

4

Starting Fame

4

Fame Earned

8

Total Fame

Caminga Etc  
EVENT

337534  
EVENT CODE

8/19/19  
DATE

David Montgomery  
Game Master's Signature

41542  
GM Organized Play #