

The Mosquito Witch – Order of Operations Tracker & Guide

Untimed/Location-based events

- The Prophet:
 - First time PCs visit A6 (“The Whitefish and Stag” inn), he’s at the front counter. He vanishes from town after this encounter
- The Witness:
 - Lives at A4. Will only talk once.
- The Dying Calf:
 - Found at A11.

Timed Events:

1. When PC’s enter town, they meet “The Hunter”
2. The Carriage Crash – occurs some time after PCs meet The Prophet
3. How many times have the PCs been lost? 1 or 2+ (if 2+, Haru is dead)

How to arrive at locations:

- B: The Witness provides “directions”
- C: Attempt to: follow Haru, find missing adventurers, investigate local bloodseekers. Or provided directions by Andor at area D.
- D: Intentionally sought out pond, stumble while lost.
- E: Follow trail from area C, get told directions from Andor (must pass through area C first)
- F: Find secret door, use Peaches to sniff out door, stumble for an hour if other attempts fail.

Treasure Bundles:

Level	Carriage 1	Carriage 2	Lasarte 1	Lasarte 2	Lasarte 3	Haru 1	Haru 2	Iron Cave 1	Iron Cave 2	Iron Cave 3
X if found										

Gold earned:

Level x Treasure Found	1	2	3	4	5	6	7	8	9	10
1	1.4	2.8	4.2	5.6	7	8.4	9.8	11.2	12.6	14
2	2.2	4.4	6.6	8.8	11	13.2	15.4	17.6	19.8	22
3	3.8	7.6	11.4	15.2	19	22.8	26.6	30.4	34.2	38
4	6.4	12.8	19.2	25.6	32	38.4	44.8	51.2	57.6	64