

# The Darkstone Must Flow

You've seen your share of boom towns, and this one's no different; a hastily erected hodge-podge of buildings catering to the every need and whim of the miners who keep the town going. Judging by the railroad tracks nearby, this one was more successful than most, but the near-empty streets suggest that the mine's dried up.

The bartender eagerly greets you as you step into his almost-vacant saloon, pausing to give you a conspiratorial wink when he notices you staring at his fleshly prehensile tail. "This town's built on a Darkstone mine, and not all mutations are bad," he says smiling, "This tail comes in handy on busy nights. What'll it be, strangers?"

"Whiskey," you grunt, settling heavily onto a bar stool. You can't help being impressed by the bartender's efficiency. Aided by his tail, he swiftly fills your posse's shot glasses the instant they hit the bar top, while simultaneously wiping down the smooth wood surface and dirty glasses with a clean rag. The whiskey is smooth and warm, with subtle highlights; clearly it's not the usual rotgut served to inebriated miners at grossly inflated prices.

The bartender refuses payment when the posse's finished drinking for the evening, and his banter takes on a serious tone. "This town was built on that mine. A few months ago it went dry, but the survey team insisted it's still good; one of those boys has a nose for Darkstone, the same way that rock gave me this tail. Around that time, old Pete raced through town one morning jabbering about a ten foot tall demon made of iron, flashing blades, and belching the fires of hell itself. Pete said he saw the demon pull raw Darkstone straight from the earth without leaving a hole and eat it. We all assumed Pete got drunk the previous night, passed out by the railway tracks, and had a nightmare about the locomotive. Then the miners started dying; their bodies horribly burned and cut up. People started believing Pete then, and packed up to move on to more productive mines."

"The mine's not tapped out yet; that creature's feeding on our Darkstone and somebody's got to put it down. The town needs that mine and we can make it worth your while. Will you help us?"

## Setup

Use the regular mine entrance. This adventure takes place in the mines, so ignore any Encounter Tokens or cards specifying the placement of Gates, substituting Doors if needed. All Loot and Scavenge cards awarding Darkstone are -1 Darkstone, and this could result in no Darkstone being found.

## Mission Goals

The posse must explore the mines and put down the "demon" that's eating the mine's supply of Darkstone. Keep track of the Exploration Tokens found with Clue Icons on them. The posse must find three Clue Icons to corner the beast.

## Objective

When the third Clue Icon is revealed, ignore any Encounter or Attack on the token, as well as any Door Icons. The Objective Room has no exits. Draw a Threat Card equal to the posse's level and add the Forgefiend custom monster to the fight. You may substitute another figure if you don't have a Pathfinder Battles Forgefiend (Scanderig) miniature available. The Forgefiend Enemy Record Sheets are posted for separate download.

**Description:** More than ten feet tall, this lumbering fiend looks to have been born of sculpted pig iron. A massive maw splits its prodigious belly and through the sockets of its eyes, flared nostrils, and both mouths flickers an angry glow, as if a furnace raged within the brute's bowels. The impression is cemented as a jagged belly maw belches forth a blast of cinders and sparks. This beast consumes Darkstone, and uses mystical powers to move through rock without a trace as easily as humans move through air.

## Reward

If all the Enemies in the final room are defeated, the posse has completed the mission, and the town is over-joyed that the mine is re-opening. Each member of the posse receives \$100 and 2 Darkstone. Because the town is largely empty at this point, a hero may elect to skip rolling on the Town Encounter charts when interacting with the local businesses; however, they must accept the result if they decide to roll on the chart. The posse must continue to make the camp and end-of-day Town Threat rolls as usual.

## Failure

If the posse fails, the mine can't re-open with a vicious monster on the loose. More people abandon the town and the surrounding area. Close 2 locations in the next town the posse encounters. Any member of the posse knocked unconscious during the final fight loses all their Darkstone because it was eaten by the Forgefiend. Items with the Darkstone icon remain with the hero.



## Credits

The Forgefiend description was adapted from the original Pathfinder module "Fortress of the Stone Giants" by Wolfgang Baur, and published by Paizo Publishing.

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