

# The Story of Josie the Giant

Josephine Beauregard was a saloon girl of some renown. A short, firecracker of a woman, Josie (as she's called on the saloon circuit), masked her pain about her height with a quick wit. Maturity gave her a lovely singing voice, which along with her repertoire of jokes, made Josie a natural for the job of saloon girl and traveling entertainer.

Josie wasn't too particular about how she was paid; she took whatever currency people would accept on the frontier: gold, silver, greenbacks, even that newly discovered Darkstone. She wasn't aware of the side-effects of exposure to Darkstone, but then again, nobody was at the time, and its impact on people varied so widely. As her Darkstone collection grew, Josie noticed she was growing too – taller that is. Josie was delighted at first; the extra height made her slender legs all the more attractive, and the increased fees she collected for her shows because of it didn't hurt either. Her new figure also meant having to fight off more drunken customers, but Josie didn't mind, because she was quite skilled at throwing bottles, rocks, or whatever else was handy to keep the drunks off her stage.

Josie only started getting concerned when her hair began falling out. Alarmed, Josie was determined to sell all her Darkstone on consignment at the local trading post; unfortunately for her, a void storm rolled into town, and her Darkstone reacted in response. The stones flared up, bathing Josie in a purplish-blue light. She cried out and fell to the ground, wracked with pain as her limbs exploded in a sudden growth spurt, splitting her clothes in twain. Josie's long lustrous hair became dry as straw, falling out in clumps; and her ivory skin became a dark mottled gray.

Horried at her transformation, Josie ran out in the height of the storm. Battered by fierce, other-worldly winds, she found shelter in the nearby mines. The hotel Josie was staying in collapsed in the storm, so everybody assumed she was dead; they simply couldn't find her body in the rubble. The local surgeon took the news especially hard, because he'd taken a shine to the new, taller Josie.

Weeks later, when the miners reported incidents with a bald twelve foot tall gray giant with a gravelly voice, they couldn't be blamed for failing to recognize the famous Josephine Beauregard, with her lovely singing voice and clever jokes. These days, the unrecognizable Josie the Giant is famous for the way she hurls boulders and insults at the miners invading her home. Fortunately for her, the surgeon who patches up the miners recognized some of the jibes from Josie's stage act, and he's hatched a plan to save her.

## Setup

Use the regular mine entrance. There are no special rules for the placement of Tiles, Doors, or Gates.

## Mission Goals

The town's surgeon designed a serum he thinks can cure Josie, but the posse will have to get close enough to administer it. Keep track of the Exploration Tokens found with Clue Icons on them. The posse must find three Clue Icons to discover Josie's location.

## 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 Darkstone Giant custom monster to the fight. You may substitute another figure if you don't have a Pathfinder Battles Conna the Wise miniature available. The Darkstone Giant Enemy Record Sheets are posted for separate download.

**Description:** At twelve feet tall, Darkstone Giants tower above most creatures. Their skin is a mottled gray, and seems to blend in with the stones around them, allowing the giants to conceal themselves despite their enormous size. Darkstone Giants are slow to move, and when provoked, make up for their lack of speed by hurling huge rocks at the target of their ire. Moving in close halts the rock throwing, but then the target has to deal with the Darkstone Giant's long reach.

## Reward

Although you may have beaten your foes, there's no guarantee the serum will work. Roll a D6 and consult the following chart; you may not use Grit to force a re-roll:

### Die Roll Result

- 1** Josie's injuries from the preceding fight are too severe to withstand the serum's effects. She dies.
- 2** The serum has no effect. You leave the unconscious Josie where she lays. The surgeon thanks the posse for their efforts, and each member receives \$100 and their choice of one bandage or whiskey.
- 3-5** The serum works, and Josie the Giant transforms into Josephine Beauregard the short entertainer once again. Josie and the surgeon thank the posse profusely; and each member receives \$150 and recovers 1 Grit.
- 6** The serum works spectacularly, returning Josephine to human form at her Darkstone-adjusted height. Josephine and the surgeon are over-joyed, and soon marry thereafter. Each posse member receives \$200, recovers 1 Grit, and all surgeries during the next town visit are half price.



## Failure

If the posse is defeated, or Josie the Giant dies, the surgeon is heartbroken and leaves town. The Doctor's Office Location is closed during the posse's next town visit.

## Credits

The miniatures featured in this adventure are from WizKids Pathfinder Battles Rise of the Runelords line: Stone Giant Champion (#40/65), Mokmurian (#56/65) and their Lost Coast line: Conna the Wise (#26/45).

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