

HAIL TO THE QUEEN

The heroes battle Queen Bargnot and her giant war spiders in the village square of Broadhurst.

Hail to the Queen Groups

Group	Creatures
1	One goblin monarch (Queen Bargnot; rider)
2	One war spider (mount)
3	One war spider (mount)
4	Eight goblin snipers (riders; minion squad)
5	Eight goblin snipers (riders; minion squad)
6	Eight goblin runners (riders; minion squad)
7	Eight goblin runners (riders; minion squad)

ENCOUNTER ADJUSTMENTS

If this encounter has more or fewer than five heroes, make the following adjustments:

- For six heroes, add a group of **eight goblin runners** not riding a war spider.
- For four heroes, remove a group of **eight goblin snipers**.
- For three heroes, remove a group of **eight goblin snipers** and a group **eight goblin runners**.

WELL

The well at the center of the town is 4 squares deep and has less than 1 square of water in it.

ENDING THE ENCOUNTER

The goblins fight until Queen Bargnot and one of the war spiders are reduced to 0 Stamina, then they flee. The heroes earn 2 Victories each for winning the day.

TACTICS

Queen Bargnot uses her Handaxe ability to allow the spiders to make free strikes. She and the snipers remain atop the spiders to maintain high ground and gain an edge on strikes against creatures lower than them. Bargnot stays adjacent to an ally whenever she can so she can continue to use Meat Shield. She also spends Malice on each of her turns to use Get in Here.

The goblin runners leap off the backs of the war spiders to get the benefit of the war spider's Ride Launcher trait. They spread out to attack as many heroes as possible. The spiders typically move into position to target as many heroes as possible with Web and then use Leg Blade or use Trample if Malice allows to harm as many creatures as possible.

STAT BLOCKS

GOBLIN MALICE

At the start of any goblin's turn, you can spend malice to activate one of the following features.

Goblin Mode ◆ 3 Malice

Each goblin in the encounter gains a +2 bonus to speed until the end of the round.

Tiny Stabs ◆ 5 Malice

Each enemy in the encounter takes 1 damage for each goblin adjacent to them.

Swamp Stink ◆ 7 Malice

The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a **Might** test.

◆ ≤11 5 poison damage; weakened until mist disappears

★ 12–16 Weakened until mist disappears

* 17+ No effect

GOBLIN RUNNER

LEVEL 1 MINION HARRIER

Goblin, Humanoid

EV 3 for four minions

Stamina 4

Speed 6 (climb)

Size 1S / Stability 0

With Captain Edge on strikes

Free Strike 1

Might –2 Agility +2 Reason +0 Intuition +0 Presence –1

Club Charge (Action) ◆ 2d10 + 2 ◆ Signature

Keywords Charge, Melee, Strike, Weapon

Distance Melee 1 Target One creature or object per minion

◆ ≤11 1 damage

★ 12–16 2 damage

* 17+ 3 damage

Crafty

The runner doesn't provoke opportunity attacks by moving.

GOBLIN SNIPER

LEVEL 1 MINION ARTILLERY

Goblin, Humanoid

EV 3 for four minions

Stamina 3

Speed 5 (climb)

Size 1S / Stability 0

With Captain Ranged distance +5

Free Strike 2

Might –2 Agility +2 Reason +0 Intuition +0 Presence –1

Bow (Action) ◆ 2d10 + 2 ◆ Signature

Keywords Ranged, Strike, Weapon

Distance Ranged 10 Target One creature or object per minion

◆ ≤11 2 damage

★ 12–16 4 damage

* 17+ 5 damage

Effect If the sniper doesn't use a move action this turn, the ability has an edge.

Crafty

The sniper doesn't provoke opportunity attacks by moving.