

ENCOUNTER F6

The heroes battle war spiders, spindlegoths, and possibly Queen Bargnot beneath Castle Andreas.

F6 Groups

Group	Creatures
1	One war spider
2	One war spider
3	Two spindlegoths
4	One goblin monarch (Queen Bargnot; optional)

ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two spindlegoths** into their own group.
- For four heroes, remove **two spindlegoths**.
- For three heroes, remove **one war spider** and **one spindlegoth**.

WEBBING

Large patches of the floor are covered in webs and are considered difficult terrain. The spindlegoths have concealment while occupying a webbed square.

TACTICS

The arachnoids want to restrain their prey to feed on them over time. If the heroes are especially nimble, the war spiders focus on trampling whomever they can.

Queen Bargnot may have fled from [Encounter F5](#) to here. She can't use her Get In Here maneuver down here. She focuses on survival and clings to the walls where she can. If any other goblins make it down into the cavern, she yells at them in Szetch to "Kill! Kill! Kill!"

ENDING THE ENCOUNTER

The arachnoids fight until the heroes leave or all the war spiders are reduced to 0 Stamina. If Queen Bargnot is defeated here, she fights until reduced to 0 Stamina, making a desperate last stand. Any remaining goblins flee or surrender when Queen Bargnot falls.

If the heroes defeat the war spiders and spindlegoths, they gain 1 Victory each. They gain 1 additional Victory each if Queen Bargnot is defeated.

STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES
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**

SPINDLEGOOTH

LEVEL 1 HORDE AMBusher

Beast, Ruinborn EV 3

Stamina 15

Speed 7 (climb) Size 1S / Stability 1 Free Strike 2

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

Choking Thread (Action) ◆ 2d10 + 2 ◆ Signature

Keywords Strike, Ranged, Weapon

Distance Ranged 5 Target One creature or object

◆ ≤11 **4 damage**

★ 12–16 **6 damage; M<1 restrained (save ends)**

* 17+ **7 damage; M≤2 restrained (save ends)**

Effect The target suffocates while restrained by this ability. If this ability fails to restrain the target, the spindlegoth shifts 2 and hides.

Thread Whip (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice

Keywords Area, Weapon

Distance 1 Burst Target Each enemy in the burst

◆ ≤11 **Vertical slide 1**

★ 12–16 **Vertical slide 2**

* 17+ **Vertical slide 3**

Tightwire (Maneuver) ◆ 1 Malice

Keywords —

Distance Self Target Self

Effect The spindlegoth shifts up to their speed, including vertically. They must end this movement on a solid surface.

Needlefoot

The spindlegoth ignores difficult terrain. Whenever the spindlegoth enters a square while climbing, the surface they're climbing on takes 1 damage.