

ENCOUNTER F5

The heroes battle Queen Bargnot and her advisors in the war room of Castle Andreas.

F5 Groups

Group	Creatures
1	One goblin monarch (Queen Bargnot)
2	Two goblin warriors
3	Two goblin warriors
4	Two goblin assassins
5	Two goblin assassins
6	Three goblin cursespitters
7	Two goblin stinkers
8 (Reinforcements)	Two goblin runners (minion squad)

REINFORCEMENTS

At the end of each round of combat that Queen Bargnot is still fighting the heroes, two **goblin runners** enter the room.

ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **eight goblin runners and one goblin curspitter**. Each underboss is split into a separate group and captains four runners and then the four cursespitters are divided into two groups of two.
- For four heroes, remove **one goblin warrior** and **one goblin curspitter**.
- For three heroes, remove **two goblin warriors**, **one goblin assassin**, and **one goblin curspitter**.

TACTICS

The warriors and assassins do everything in their power to stand between the heroes and their queen. The cursespitters and the stinkers take to the walls and ceiling, pinning the heroes from a safe distance. Queen Bargnot focuses on calling more goblin runners into the room until the heroes are completely overrun.

Queen Bargnot attempts to dive between the loot sacks and flee down the chute into [F6. Spider Nest](#) when she's winded. When the queen is winded, the goblins do what they can to ensure her escape. However, if the goblins are outnumbered two to one by the time she's winded, they flee and leave her on her own.

ENDING THE ENCOUNTER

The encounter ends when Bargnot is defeated or if she flees and the remaining goblins are outnumbered two to one and then flee. The heroes earn 1 Victory each or 2 if Queen Bargnot is finally defeated here.

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

GOBLIN ASSASSIN	LEVEL 1 HORDE AMBusher
Goblin, Humanoid	EV 3
Stamina 15	
Speed 6 (climb)	Size 1S / Stability 0 Free Strike 2
Might –2 Agility +2 Reason +0 Intuition +0 Presence –2	
	Sword Stab (Action) ◆ 2d10 + 2 ◆ Signature Keywords Melee, Strike, Weapon
	Distance Melee 1 Target One creature or object ◆ ≤11 4 damage ★ 12–16 6 damage * 17+ 7 damage
	Effect This ability deals an additional 2 damage if the assassin has an edge on the power roll.
	Shadow Chains (Action) ◆ 2d10 + 2 ◆ 3 Malice Keywords Magic, Ranged
	Distance Ranged 10 Target Three creatures ◆ ≤11 2 corruption damage; A<0 restrained (save ends) ★ 12–16 4 corruption damage; A<1 restrained (save ends) * 17+ 5 corruption damage; A<2 restrained (save ends)
	Crafty The assassin doesn't provoke opportunity attacks by moving.
	Slip Away The assassin can take the Hide maneuver even while observed.