

# How to read this document

## How to read this document

- To select a level, open the document outline. On desktop, the button is on the upper left.
- **White text** indicates errors, missing information, and etc. This is a “todo list” for the authors.
- ☒ = Combat Encounter  
☒ = Progression Encounter  
Please refer to the [locations sheet](#) for more info.
- The data in this document is collected from ingame testing with or without the [HP Tool Cheat Table by siavash](#), as well as looking through the game entity files. [Here is a guide on how to look through the files.](#)
- Most of the data collected is on earlier patches. Any known changes will be listed, but if anything is missing, please let DrakePHOSE, bowsr, or DrLa know on the [Modern DOOM Speedrunning Discord](#).

## Fight Conditions

- ☒ = Start Condition
- “Alive” & “On The Field” may seem the same, but they are functionally different. “Alive” = what is currently on the field & stuff that has not yet spawned. “On The Field” can ignore reserves & stuff that has not yet spawned. For example, if a fight asks “0 On The Field”, that condition is met, & if something is about to spawn, the fight will end even if the enemy that is about to spawn would be required if it spawned in time. They both use the same call in file (waitAIRemaining) but “Alive” notes that this call is configured properly (the game waits for the enemies to fully spawn before calling for an empty field), whereas “On The Field” notes that this call is not configured properly & the fight may be able to be ended early.
- “Killed” (waitKillCount in file) asks for a kill count at the time that it is listed. This is different from “Alive” because it does not count what was killed before this call was made. This could cause softlocks if not configured correctly, such as putting this call at a point in the fight when 0 of what it asks for are alive, but the call has an anti-softlock feature.
  - x = Required Kills
  - y = Currently Alive Required Enemies
  - if  $y \geq x$ , you need x kills
  - if  $y < x$ , you need y kills

This anti-softlock feature fails in a few fights & it will be noted as such in those fights.

The reason it fails is because when the “maintainAICount” call (used for stuff this doc describes as “respawning”) is placed earlier in the same encounter manager (the name of fights in file) than the kill count & the kill count has nothing to count, the kill count will count the maintainAICount as an enemy to count. If that maintainAICount has infinite reserves, the game will completely softlock.

Note: fights listed in this doc can use several encounter managers. If the maintainAI is in a different encounter manager, this softlock issue will not happen.

- Sometimes the game will require a certain amount of damage done to an enemy, specified in file as a % of health (waitAIHealthLevel). This damage counter ticks up with any damage dealt to the specified enemy(s), including from infighting (despite not actually reducing their HP). However, both Precision Bolt and Ballista will add *extra damage* (400 & 800 respectively). Extra damage will occur **only if the damage is not dealt after penetrating through another enemy**. This bonus damage ignores any modifiers that the enemy may have (Spirit Buff, body part modifiers, etc.) If multiple enemies are part of this damage counter and multiple are hit by a single Precision Bolt or Ballista shot, only the first enemy hit will add that extra damage (assuming another non-counter enemy wasn't hit beforehand by the same shot).  
When Armored Barons are the target of this wait condition, damage dealt to their armor does not count. However, the bonus damage from Precision Bolt and Ballista will still be added, assuming these shots weren't penetrating through another enemy.



# Fortress of Doom

## ⊗ Ripatorium 1

Name in File: prison\_arena\_encounter\_manager\_from\_e1m2

Soldier - 2 (+5 in reserve)

- Start respawning once lower than arches, then 0.5 seconds
- Respawn up to 3 when <3 alive
- Respawn delay 1 - 2 seconds

Imp - 3 (+5 in reserve)

- Start respawning once lower than arches, then 0.5 seconds
- Respawn up to 4 when <4 alive
- Respawn delay 1 - 2 seconds

**End Condition** - 0 Reserves, then 0 Enemies Alive

## Ripatorium 2

Name in File: prison\_arena\_encounter\_manager\_from\_e1m4

Enables infinite extra lives

Group 1

Mecha-Zombie - 2 (+4 in reserve)

- Start respawning once lower than arches, then 0.5 seconds
- Respawn up to 3 when <3 alive
- Respawn delay 1 - 3 seconds

Imp - 3 (+4 in reserve)

- Start respawning once lower than arches, then 0.5 seconds
- Respawn up to 3 when <3 alive
- Respawn delay 1 - 2 seconds

Group 2 ⊗ once lower than arches, then 0.5 seconds

Carcass - 1 (+2 in reserve)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive

Gargoyle - 1 (+2 in reserve)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive

**End Condition** - 0 Reserves, then 0 Enemies Alive

- then removes infinite extra lives
- refills armor, health, & ammo after 2 seconds
- activates portal after 3 seconds

## Ripatorium 3

Name in File: prison\_arena\_encounter\_manager\_from\_e2m1

Enables infinite extra lives

Wave 1

Group 1

Mecha-Zombie - 2

Imp - 3 (+4 in reserve)

- Start respawning once lower than arches, then 0.5 seconds
- Respawn up to 3 when <3 alive
- Respawn delay 1 - 2 seconds

Group 2 ☒ once lower than arches, then 0.5 seconds

Revenant - 1 (+1 in reserve)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive

Carcass - 1 (+2 in reserve)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive

Gargoyle - 3 (+1 in reserve)

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 3 when <3 alive

Wave 2 ☒ Start Group 2, then 4 Enemies Killed

Arachnotron - 1

Wave 3 ☒ Arachnotron ≤50% health

Hell Knight - 1

**End Condition** - 0 Reserves, then 0 Enemies Alive

- then removes infinite extra lives
- refills armor, health, & ammo after 2 seconds
- activates portal after 3 seconds

## Ripatorium 4

Name in File: prison\_arena\_encounter\_manager\_from\_e2m2

Exactly the same as Ripatorium 3, except it adds a Mancubus that spawns 2 seconds after the Hell Knight.

## ☒ Fortress Breach

Name in File: demon\_invasion\_encounter

Soldier - 2

Gargoyle - 3

Imp - 8

**End Condition** - 0 Enemies Alive (**Details?**)

## Ripatorium 5

Name in File: prison\_arena\_encounter\_manager\_from\_e2m4

Exactly the same as Ripatorium 4.

## Ripatorium 6

Name in File: prison\_arena\_encounter\_manager\_from\_e3m1

Enables infinite extra lives

Wave 1

Group 1

Prowler - 2 (+3 in reserve)

- Initial spawns staggered 2 - 5 seconds
- Start respawning once lower than arches, then 0.5 seconds
- Respawn up to 2 when <2 alive
- Respawn delay 2 - 4 seconds

Mecha-Zombie - 2

Group 2 ☒ once lower than arches, then 0.5 seconds

Revenant - 1 (+1 in reserve)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive

Carcass - 1 (+2 in reserve)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive

Gargoyle - 3 (+1 in reserve)

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 3 when <3 alive

Wave 2 ☒ Start Group 2, then 4 Enemies Killed

Whiplash - 1

Wave 3 ☒ Arachnotron ≤50% health

- Since this fight does not spawn an Arachnotron, it will spawn this wave at the same time as Wave 2.

Whiplash - 1

Dread Knight - 1 (Delayed 2 seconds)

Cyber Mancubus - 1 (Delayed 4 seconds)

**End Condition** - 0 Reserves, then 0 Enemies Alive

- then removes infinite extra lives
- refills armor, health, & ammo after 2 seconds
- activates portal after 3 seconds

# Ripatorium 7

Name in File: prison\_arena\_encounter\_manager\_from\_e3m4

Enables infinite extra lives

Wave 1

Group 1

Hell Knight - 2

- Spawns staggered 2 - 5 seconds

Prowler - 2 (+3 in reserve)

- Initial spawns staggered 2 - 5 seconds
- Start respawning once lower than arches, then 0.5 seconds
- Respawn up to 2 when <2 alive
- Respawn delay 2 - 4 seconds

Mecha-Zombie - 2

Group 2 ☒ once lower than arches, then 0.5 seconds

Revenant - 1 (+1 in reserve)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive

Carcass - 1 (+2 in reserve)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive

Gargoyle - 3 (+1 in reserve)

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 3 when <3 alive

Wave 2 ☒ Start Group 2, then 4 Enemies Killed

Archvile - 1

Wave 3 ☒ Arachnotron ≤50% health

- Since this fight does not spawn an Arachnotron, it will spawn this wave at the same time as Wave 2.

Whiplash - 1

Dread Knight - 1 (Delayed 2 seconds)

Cyber Mancubus - 1 (Delayed 4 seconds)

**End Condition** - 0 Reserves, then 0 Enemies Alive

- then removes infinite extra lives
- refills armor, health, & ammo after 2 seconds
- activates portal after 3 seconds



# Hell on Earth

## ⊗1 Start

Name in File: barge\_encounter\_manager\_priest\_room\_no\_gk

Zombie - 3

**End Condition** - 0 Enemies Alive

## ⌘1 Barge

Name in File: barge\_encounter\_manager\_barge\_arena

Wave 1

Soldier - 3 (+3 in reserve)

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 3 when  $\leq 2$  alive

Imp - 5 (+5 in reserve)

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 5 when  $\leq 3$  alive

Zombie - 3 (+8 in reserve)

- Spawn & respawn delay 1 - 3 seconds
- Start respawning once 3 enemies dead
- Respawn up to 4 when  $\leq 1$  alive
- Stops when  $\leq 1$  Non-Zombies on the field

Wave 2 ⊠ 3 Enemies Dead, then  $\leq 1$  Non-Zombies on the field, then 1 second

Imp - 1

**End Condition** - Start Wave 2, then 0 Non-Zombies On The Field

- checkpoint 1 second after

## ⌘2 Cathedral

Name in File:

- cathedral\_encounter\_manager\_combat
- Group 1 Zombies: cathedral\_encounter\_manager\_initial\_zombie
- Group 2 Zombies: cathedral\_encounter\_manager\_zombie
- Group 3 Imp: mech\_street\_enc\_building\_hand\_solo

Group 1

Arachnotron - 1

Soldier - 3

- Start respawning once Stone Pillar Trigger hit
- Respawn up to 3 when  $\leq 2$  alive
- Respawn delay 1 - 4 seconds
- Stop when 0 Arachnotrons Alive

Zombie - 3

Group 2

Zombie - 4

- Start respawning once Stone Pillar Trigger hit
- Respawn up to 2 when  $\leq 1$  alive
- Respawn delay 1 - 3 seconds
- Stop 2.5 seconds after end condition

Group 3 ☒ once past the mech's leg

Imp - 1

Group 4 ☒ once Stone Pillar Trigger hit

Imp - 2 (+4 in reserve)

- Initial spawns staggered 2 - 10 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Respawn delay 1 - 4 seconds
- Stop when 0 Arachnotrons Alive

**End Condition** - 0 Non-Zombies & Non-Group 3 On The Field, & Stone Pillar Trigger hit

- checkpoint? 0.5 seconds after
- gate starts opening 2.5 seconds after
- cutscene 2.65 seconds after

## Ø2 Street

Name in File:

- Group 1: cathedral\_encounter\_manager\_upper\_deck
- Group 2: corner\_street\_encounter\_manager\_zombies
- Group 3: corner\_street\_encounter\_manager\_c\_street\_arachnatron
- Group 4: corner\_street\_encounter\_manager\_1

Group 1 ☒ ?, then 0.15 seconds

Zombie - 1

Group 2 ☒ just before the cathedral wall is reached

Soldier - 5

Imp - 5

- There is some faction muckery with this group that could maybe be used for a punch boost setup?

Group 3 ☒ once the top side of the patio is reached

Arachnotron - 1

Soldier - 2

- One spawns on the balcony to the left of the Arachnotron while the other spawns under the patio.

Group 4 ☒ once the bottom side of the patio is reached

Soldier - 3

- All spawn near the barrier.

Imp - 4

- 3 spawn the building around the codex, while the last spawns where the Arachnotron spawns.

**End Condition** - 0 Arachnotrons Alive? & ≤3 Group 4 Fodder Alive (4 Killed)

- requires Group 2 trigger? If you hit the trigger before the checkpoint trigger before it, then reload, the trigger is gone, and Group 2 doesn't spawn. You would softlock if you can't skip the fight.

## ⊗2 Subway

Name in File:

- Group 1: subway\_encounter\_manager\_subway\_entrance
- Group 2: subway\_encounter\_manager\_subway\_hall

While this encounter does not stop progression, it does keep the door used to enter the subway locked.

Group 1 ⊗ 0.2 seconds

- Zombie - 2
- Zombie - 2 (Delay 0.35 seconds)
- Zombie - 2 (Delay 0.5 seconds)
- Zombie - 2 (Delay 0.65 seconds)
- Soldier - 3 (Delay 0.85 seconds)

Group 2 ⊗ once the furthest Group 1 Zombie's spawn location is passed

- Arachnotron - 1
- Soldier - 1
- Zombie - 4

**End Condition** - 0 Enemies Alive

## ⊗3 Downtown

Name in File:

- crack\_building\_encounter\_manager\_crack\_e01
- Zombies: crack\_building\_encounter\_manager\_crack\_e01\_zombies

Wave 1

Group 1

- Soldier - 1
- Imp - 2

Group 2 ⊗ once wall beside the box at the entrance is reached

- Zombie - 3 (sometimes I see 5?)
  - Initial spawns are staggered 1 - 5 seconds
  - Respawn up to 3(sometimes I see 5?) when ≤1 alive
  - Stop when Arachnotron that breaks through door is dead

Group 3 ⊗ once wall beside the box at the entrance is passed

- Cacodemon - 1

Wave 2 ⊗ Cacodemon ≤15% Health

- Soldier - 3
- Imp - 4 (+4 in reserve)
  - Respawn up to 2 when ≤1 alive
  - Respawn delay 2 - 4 seconds

Wave 3 ⊗ All Wave 2 Soldiers & 4 Wave 2 Imps Killed

- Arachnotron - 1 (Delayed 1 second)
- Soldier - 1

**End Condition** - 0 Reserves, then 0 Non-Zombies Alive

- cutscene 1.25 seconds after
- door Arachnotron breaks through 2.25 seconds after

## ⊗3 Maintenance Entrance

Name in File: uac\_basement\_encounter\_base\_02

Wave 1

Tentacle - 2

- One tentacle is in front of the door, the other the one before the stairs... behind the door. If you can kill that one, the door will open.

Wave 2 ⊗ 1 Tentacle Dead, then 0.1 seconds

Soldier - 1

Zombie - 3

**End Condition** - 1 Tentacle Dead, then 1.1 seconds

## ⊗4 Mall

Name in File:

- Wave 1:

- uac\_hq\_encounter\_uac\_hq\_enc02

- Group 2 Zombies: uac\_hq\_encounter\_uac\_hq\_enc01

- Wave 2: uac\_hq\_encounter\_uac\_hq\_enc04

Wave 1 ⊗ once elevator shaft is entered

Group 1

Soldier - 3

Imp - 4

Group 2 ⊗ once elevator shaft is entered, but a little further

Zombie - 5

Group 3 ⊗ once elevator shaft is exited

Imp - 1

- Barrel blows up here, and the elevator shaft gets blocked by barrier

Group 4 ⊗ once first Imp's spawn is passed & 3 seconds from start of Group 3

Cacodemon - 2 (Second one delayed 3 seconds)

Wave 2 ⊗ 0 Cacodemons Alive

Arachnotron - 1

Cacodemon - 1 (Delayed 5 seconds)

Imp - 3 (+3 in reserve)

- Respawn up to 3 when ≤1 alive
- Spawn & respawn delay 0.5 - 3 seconds
- Stop when 0 Arachnotrons & Cacodemons Alive
- **Sometimes infight can't see why from files?**

Zombie - 2 (+97 in reserve)

- Respawn up to 2 when ≤1 alive
- Spawn & respawn delay 0.5 - 3 seconds
- Stop when 0 Arachnotrons & Cacodemons Alive

**End Condition** - 0 Non-Group 3 Imps & Non-Zombies Alive

- cutscene 0.25 seconds after
- barriers removed 2.25 seconds after

## Ø4 Citadel Portal

Name in File: ?

**End Condition** - All Non-Group 1 & Non-Tentacles Dead

This is triggered by ~~Ø4~~Ø4 Mall ending.

Wave 1

Group 1

Soldier - 2

- Despawn once a few metres above the first area of the fight is reached

Group 2

Soldier - 3

Imp - 5

Tentacle - 2

Group 3 ☒ once the ledge under the overpass is reached

Soldier - 2

Imp - 4

Group 4 ☒ once the second wall cannon is reached & 1 second

Arachnotron - 1

Wave 2 ☒ once window is reached & 1 Group 2 Non-Tentacle Alive

Imp - 2 (2nd delayed 1 second)

Wave 3 ☒ Start Group 3, then once top of the 3rd from the last stairs are reached or Arachnotron Dead

Imp - 2 (2nd delayed 0.5 - 2 seconds)

### Respawns

Group 2

- Imps - up to 5 when 2 dead
- Soldiers - up to 3 when 1 dead
- Delayed 1 - 3 seconds
- Stop - once window is reached

Group 3

- Imps - up to 4 when 2 dead
- Soldiers - up to 2 when 1 dead
- Delayed 1 - 3 seconds
- Stop - start Group 4



# Exultia

## ✂1 Before Blood Punch

Name in File: capitol\_encounter\_manager\_capitol\_start1

Wave 1

Group 1 ✂ break the wall

Soldier - 1

Group 2 ✂ under the arch

Gargoyle - 1

Wave 2 ✂ Gargoyle ≤50% Health

Zombie - 2

Imp - 1

Imp - 1 (Delayed 0.5 seconds)

Wave 3 ✂ Second Imp start spawning, then 1 Imp Killed, then 2 seconds

Cacodemon - 1

Soldier - 1

Gargoyle - 2

**End Condition** - 0 Alive, then 2 seconds

- checkpoint 1 second after

## ✂2 Blood Punch Tower Base

Name in File: capitol\_encounter\_manager\_7

Group 1 ✂ door beside rune is reached

Soldier - 3

Zombie - 4

Group 2 ✂ monkey bars are reached

Hell Knight - 1

**End Condition** - 0 Non-Zombies Alive

- checkpoint 1 second after

## ⌘3 Central Rotunda 1

Name in File:

- capitol\_encounter\_manager\_1
- Group 1 Cacodemon: capitol\_encounter\_manager\_8

Wave 1

Group 1

Cacodemon - 1 (Auto dies at end condition)

Group 2

Gargoyle - 1

Gargoyle - 1 (Delayed 0.5 seconds)

Soldier - 3 (Delayed 1 second)

Imp - 3 (Delayed 1 second)

Group 3 ☒ Soldiers & Imps start spawning, then ? is reached

Cacodemon - 1

Zombie - 2 (+8 in reserve)

- Spawn & respawn delay 10 - 15 seconds
- Respawn up to 2 when ≤1 alive
- Stop when Wave 3 Starts
- Auto die when 0 Arachnotrons Alive, then 1 second

Wave 2 ☒ Start Group 3, then 1 second, then Group 3 Cacodemon ≤25% Health

Cacodemon - 1

Wave 3 ☒ 0 Non-Group 1 Cacodemons Alive, then 2 seconds

Arachnotron - 1

Imp - 2

**End Condition** - 0 Arachnotrons Alive, then 1 second, then 0 Alive

- checkpoint & Weapon Point Tutorial (gives 5 points) 1 second after

## ✂4 Central Rotunda 2

Name in File: capitol\_encounter\_manager\_2

Wave 1

Group 1

Zombie - 2

- Start respawning once Group 2 Starts
- +8 in reserve
- Respawn delay 10 - 15 seconds
- Respawn up to 2 when ≤1 alive
- Stop & auto die once 1 Hell Knight Killed

Group - 2 ☒ once the bottom of the stairs are reached

Hell Knight - 1

Wave - 2 ☒ Hell Knight ≤25% Health

Cacodemon - 1

Soldier - 1

Wave - 3 ☒ 1 Cacodemon Killed

Hell Knight - 1

Imps - 1

Imps - 1 (Delayed 1 second)

**End Condition** - 0 Alive

- checkpoint 1 second after

## ✂5 After Trans-Dimensional Portal

Name in File: trenches\_encounter\_manager\_1

Group 1

Soldier - 2

Gargoyle - 1

Imp - 2

Zombie - 2

Group 2 ☒ the first set of fire breathing skulls are reached

Revenant - 1

Group 3 ☒ Start Group 2, then once under the broken archway is reached

Hell Knight - 1

Cacodemon - 1

Gargoyle - 2

Soldier - 2

**End Condition** - 0 Alive, then 1 second

- checkpoint 2 seconds after

## ⚔6 Spear Arena

Name in File: battle\_encounter\_manager\_1

Wave 1

Group 1

Arachnotron - 1

Revenant - 1

Group 2 ☒ once you hit or fall past the upper platform

Zombie - 2

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop & auto die when 0 Arachnotrons Alive

Imp - 2 (+8 in reserver)

- Spawn & respawn delay 15 - 20 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Arachnotrons Alive

Gargoyle - 2 (+8 in reserver)

- Spawn & respawn delay 20 - 25 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Arachnotrons Alive

Wave 2 ☒ Start Group 2, then 0 Group 1 Alive

Hell Knight - 1

Soldier - 2

Wave 4 ☒ Hell Knight  $\leq 25\%$  health

Cacodemon - 1

Wave 5 ☒ Cacodemon  $\leq 25\%$  health

Arachnotron - 1

Wave 6 ☒ Arachnotron  $\leq 15\%$  health

Arachnotron - 1

**End Condition** - 0 Non-Zombies Alive

- checkpoint is awarded 1 second after.

## ✂7 Dour Slough 1

Name in File: slaughterpit\_encounter\_manager\_hell\_goldenroad\_2

Group 1 ✂ ?, then 1 second

Tentacle - 3 (Removed when Group 3 starts)

Group 2 ✂ ?

Zombie - 3

Group 3 ✂ move past first Zombie's spawn location

Soldier - 2

Group 4 ✂ first fire bar is reached

Tentacle - 2 (Removed once 0 Cacodemons Alive)

Zombie - 1

Zombie - 1 (Delayed 0.5 seconds)

Cacodemon - 1 (Delayed 1 second)

Imp - 2 (Delayed 1 second)

Zombie - 3 (Delayed 1 second)

**End Condition** - 0 Cacodemons Alive, then 1 second, then 0 Alive, then 1 second (checkpoint), then 1 second

## ✂ Dour Slough 2

Name in File: slaughterpit\_encounter\_manager\_2

Arachnotron - 1

Zombie - 2

**End Condition** - 2 seconds, then 0 Alive

## ⌘8 Isle of Torment

Name in File:

- extraction\_encounter\_manager\_1
- Group 1: extraction\_encounter\_manager\_2

Wave 1

Group 1 ☒ once the chains are reached

Soldier - 3

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when the island is reached

Imp - 3

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when the island is reached

Group 2 ☒ when the island is reached, then 3 seconds

Arachnotron - 1

Soldier - 2 (+8 in reserve)

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Wave 4 Arachnotrons Alive

Imp - 2 (+8 in reserve)

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Wave 4 Arachnotrons Alive

Zombie - 2

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop & auto die when 0 Wave 4 Arachnotrons Alive

Wave 2 ☒ Arachnotron  $\leq 25\%$  health

Hell Knight - 1

Revenant - 1

Wave 3 ☒ Hell Knight  $\leq 25\%$  health

Cacodemon - 1

Gargoyle - 3

Wave 4 ☒ Cacodemon Killed, then 1 second

Arachnotron - 1

**End Condition** - 0 Non-Group 1 & Non-Zombies Alive

- Portal opens 2 seconds after, then checkpoint 1 second after that

## Secret Encounter 1

Name in File: capitol\_encounter\_manager\_4

Cacodemon - 2

**End Condition** - 0 Alive

## Secret Encounter 2

Name in File: battle\_encounter\_manager\_3

Lost Soul - 5 (First delayed by 0.25 seconds, then each delayed by 0.25 seconds from last)

Barrel - 5

- Barrels do not despawn when the fight fails or ends.

**End Condition** - 0 Lost Souls Alive

## →Slayer Gate

Name in File: gameplay\_slayergate\_ds\_encounter\_manager\_2

All spawn locations use line of sight & 30 degree field of view requirements.

2 out of the 8 Revenant spawn locations are out of bounds. The ones right of the main platform portal. Revenants that spawn there will die on their own.

File says Wave 2 Imp & Gargoyle respawning stops once 0 Revenants & Dread Knights On The Field, but in practice, it's 0 Revenants only.

Files say Dread Knight is staggered 0 - 20 but this is probably not true. More like 19 with no variance. More testing required.

Wave 1 ☒ 1 second

Imp - 8 & Gargoyle - 8 (Delayed 2 seconds)

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 8 when ≤6 alive
- Stop when 16 Gargoyles/Imps Killed
- Restart respawning once Dread Knight's spawn call is started
- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 3 when ≤1 alive
- Stop once ≤1 alive, then 0 Revenants On The Field

Wave 2 ☒ 16 Gargoyles/Imps Killed, then ≤5 Alive

Revenant - 4 (Staggered 0 - 25 seconds)

Dread Knight - 2 (Delayed 2 seconds, staggered 0 - 20 seconds)

**End Condition** - Dread Knight's spawn call is started, then 0 On The Field

# Cultist Base

# Cultist Base

## ⌘1 Double Revenant

Name in File: game\_encounter\_manager\_walktheplank\_1

**End Condition** - Dead | All Non-Zombies

Revenant - 2

Soldier - 2

Zombie - 8

## ⊗1 First Trap Room 1

Name in File: ? game\_encounter\_manager\_guillotinehallway\_2

**End Condition** - Dead | All Wave Enemies

Mecha-Zombie - 2

Zombie - 2

Wave - 1

Mecha-Zombie - 4

Wave - 2 ⊗ Dead | Wave - 1

Hell Knight - 1

## ⌘2 First Trap Room 2

Name in File: game\_encounter\_manager\_guillotinehallway\_4

Mecha-Zombie - 3

Wave 1 ⊗ 1.5 seconds

Mancubus - 1

Imp - 3 (First delayed 3 seconds, second 3.15 seconds, third 3.3 seconds)

- Respawn delay 5 - 6 seconds
- Respawn up to 1 when 0 alive
- Stop after 3rd Imp starts spawning, then 3 seconds, then 0 Mancubus Alive

Wave 2 ⊗ after 3rd Imp starts spawning, then 3 seconds, then 0 Mancubus Alive, then 1 second

Imp - 3 (Second delayed 0.15 seconds, third 0.3 seconds)

- Part of same respawn group as Wave 1 Imps
- Start respawning 1.5 seconds after third Imp starts spawning
- Respawn delay 6 seconds
- Respawn up to 1 when 0 alive
- Stop when End Condition

Mancubus - 2 (Delayed 0.3 seconds)

**End Condition** - 13.5 seconds after Wave 2 Mancubus start spawning, 0 Mancubus Alive

### ✂3 First Arachnotron

Name in File: ? game\_encounter\_manager\_crusherhallway\_1

**End Condition** - Dead | Everything

Arachnotron - 1

Soldier - 5

Mecha-Zombie - 3

### ✂4 Rocket Arena

Name in File: game\_encounter\_manager\_feedinggrounds\_1

Wave 1

Group 1 ☒ entrance grate is reached

Mancubus - 3

Group 2 ☒ dropping past the grate entrance

Gargoyle - 10

Wave 2 ☒ start Group 2, then the entrance door is reached, then 4 seconds, then  $\leq 2$  Mancubus Alive, then 1 second

Cacodemon - 1

**End Condition** - 1 second after Cacodemon starts spawning, then 0 Alive, then 2 seconds

### ✂5 Station of Inquisition

Name in File: game\_encounter\_manager\_fleshblender\_2

Wave 1

Whiplash - 1

Security - 2 (Delayed 1 second)

Soldier - 1 (Delayed 1 second)

- Spawn & respawn delay 7 - 8 seconds

- Respawn up to 1 when 0 alive

- Stop when Wave 2 starts, then 0 Non-Respawning Alive

Wave 2 ☒ 1 second, then 0 Whiplashes Alive, then 1 second

Whiplash - 2

Security - 1

Soldier - 3

**End Condition** - 0 Non-Respawning Alive, then 0 Alive, then 1.5 seconds

## ⌘6 Base Entrance

Name in File: game\_encounter\_manager\_traindepot\_1

Wave 1

Group 1

Zombie - 3

Group 2 ⌘ ? is reached, then 3 seconds

Mancubus - 1

Security - 1

Security - 1 (Delayed 0.25 seconds)

Soldier - 1 (Delayed 0.5 seconds)

Soldier - 1 (Delayed 0.75 seconds)

Cacodemon - 1 (Delayed 6.75 seconds)

Mecha-Zombie - 2 (Delayed 6.75 seconds, +4 in reserve)

- Spawn & respawn delay 6 - 8 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop once Mancubus starts spawning, then 5 seconds, then  $\leq 2$  Non-Zombies/Mecha-Zombies Alive

Wave 2 ⌘ once Cacodemon starts spawning, then 0.25 seconds, then 0

Mancubus & Cacodemons Alive, then 1 second

Revenant - 1

Arachnotron - 1 (Delayed 1 second)

Wave - 3 ⌘ once Arachnotron starts spawning,  $\leq 1$  Arachnotron/Revenant Alive, then 1 second

Soldier - 1

Hell Knight - 1 (Delayed 0.25 seconds)

Whiplash - 1 (Delayed 0.25 seconds)

Soldier - 1 (Delayed 0.25 seconds)

Wave - 4 ⌘ once Hell Knight/Whiplash/Soldier start spawning, then  $\leq 1$  Knight/Whiplash Alive, then 1 second

Security - 1

Security - 1 (Delayed 0.25 seconds)

Revenant - 1 (Delayed 2.25 seconds)

Mancubus - 1 (Delayed 4.25 seconds)

**End Condition** - once Mancubus starts spawning, then 5 seconds, then 0 Non-Zombies/Mecha-Zombies Alive, then 2.5 seconds

- checkpoint 6 seconds after (cutscene lasts a little under 6 seconds)

## ⌘7 Pit

Name in File: game\_encounter\_manager\_manc\_1

Wave 1

Mecha-Zombie - 4

Cueball - 2 (Delayed 1 second)

- Start respawning once the floor is reached, then 3.5 seconds
- Spawn & respawn delay 5 - 8 seconds
- Respawn up to 2 when 0 alive
- Stop once 0 Arachnotron Alive
- Restart respawning once 0 Arachnotron Alive, then 1 second
- Spawn & respawn delay 4 - 5 seconds
- Respawn up to 2 when 0 alive
- Stop once 2nd Mancubus starts spawning, then 1.5 seconds

Wave 2 ⌘ the floor is reached, then 3.5 seconds, then ≤2 Mecha-Zombies Alive, then 1 second (Door opens), then 3 seconds

Soldier - 1

Soldier - 1 (Delayed 0.25 seconds)

Soldier - 1 (Delayed 0.5 seconds)

Security - 1 (Delayed 0.75 seconds)

Security - 1 (Delayed 1 second)

Security - 1 (Delayed 1.25 seconds)

Wave - 3 ⌘ once 3rd Security starts spawning, then 1.5 seconds, then ≤1 Wave 2 Alive, then 4 seconds

Whiplash - 1

Gargoyle - 1 (Delayed 0.25 seconds)

Gargoyle - 1 (Delayed 0.5 seconds)

Wave - 4 ⌘ once 2nd Gargoyles starts spawning, then 0 Whiplash Alive, then 0.5 seconds

Gargoyle - 1 (Delayed 0.25 seconds)

Gargoyle - 1 (Delayed 0.5 seconds)

Arachnotron - 1 (Delayed 0.75 seconds)

Wave - 5 ⌘ 0 Arachnotrons Alive, then 3.5 seconds

Imp - 1

Imp - 1 (Delayed 0.25 seconds)

Imp - 1 (Delayed 0.75 seconds)

Mancubus - 1 (Delayed 1.75 seconds)

Mancubus - 1 (Delayed 2.25 seconds)

**End Condition** - once 2nd Mancubus starts spawning, then 1.5 seconds, then 0 Alive, then 5 seconds

## ⌘2 Shifting Elevators

Name in File: game\_encounter\_manager\_crusher\_18

Mecha-Zombies - 4

Revenant - 2 (Delayed 0.5 seconds)

**End Condition** - 2.5 seconds, then 0 Revenants Alive, then 1 second

### ⊗3 “Steven”

Name in File: game\_encounter\_manager\_revenant

Wave 1

Mecha-Zombie - 3

Mancubus - 1

Soldier - 5

- Start respawning when Wave 2 begins
- Respawn delay 2 - 3 seconds
- Respawn up to 2 when 0 alive
- Stop when  $\leq 1$  Arachnotron/Mancubus Alive, then 2 seconds

Wave 2 ⊗ 1 Non-Mecha-Zombie Killed, then 1 seconds, then 0 Mancubus Alive

Cacodemon - 1 (Delayed 2 seconds)

Revenant - 1 (Delayed 3 seconds)

Arachnotron - 1 (Delayed 11 seconds)

Mancubus - 1 (Delayed 12 seconds)

Wave - 3 ⊗  $\leq 1$  Arachnotron/Mancubus Alive, then 3 seconds

Arachnotron - 1

Cacodemon - 1 (Delayed 1 second)

Revenant - 2 (Delayed 6 seconds)

**End Condition** - 0 Non-Mecha-Zombies Alive

## ✂8 Forge of Transfiguration

The listed order starts at the closest cell to the entrance then moves clockwise.  
Encounter managers listed beside are the file names.

The time listed beside is the delay before the cell signals that it has been completed. End Condition for each cell is 0 Alive.

Zombie - 2 (game\_encounter\_manager\_crusher\_5)

Cell 1 - [0.6 seconds] (game\_encounter\_manager\_crusher\_5)

Imp - 1

Gargoyle - 2

Cell 2 - [0.5 seconds] (game\_encounter\_manager\_crusher\_4)

Security - 1

Security - 1 (Delayed 0.25 seconds)

Soldier - 1 (Delayed 0.5 seconds)

Cell 3 - (game\_encounter\_manager\_crusher\_27)

Cueball - 1 (Delayed 0.25 seconds)

Cell 4 - [0.65 seconds] (game\_encounter\_manager\_crusher\_6)

Hell Knight - 1

Arachnotron - 1

Cell 5 - [0.2 seconds] (game\_encounter\_manager\_crusher\_9)

Whiplash - 1

Revenant - 1

Lost Soul - 3

Cell 6 - (game\_encounter\_manager\_crusher\_26)

Cueball - 1 (Delayed 0.25 seconds)

Cell 7 - [0.1 seconds] (game\_encounter\_manager\_crusher\_10)

Mancubus - 1

Cell 8 - [0.7 seconds] (game\_encounter\_manager\_crusher\_16)

Cacodemon - 1 (Delayed 0.25 seconds)

**End Condition** - All Cells Opened & 0 Non-Zombies/Cueballs Alive, then cell delay

## ⌘9 Promenade of Culling

Name in File:

- game\_encounter\_manager\_zombie6
- Zombies: game\_encounter\_manager\_zombie1

The trigger used to start the fight has a second trigger that is almost exactly the same size on top of it. It is possible to hit one without hitting the other. That second trigger is used to spawn the second half of the 8 zombies as well as enable Wave 2 to start.

Wave 1 ☒ button hit, then once ? is reached

- Cueball - 2
- Mancubus - 1
- Revenant - 1
- Security - 2
- Zombie - 8

Wave 2 ☒ both triggers hit, then 12 seconds, then  $\leq 1$  Mancubus/Revenant Alive, then 1 second

- Cacodemon - 1

**End Condition** - 0 Non-Zombies Alive

- punch button activates 1 second after

## ⌘4 Final Cultist Key Door

Name in File: game\_encounter\_manager\_zombie21

Wave 1

Group 1

- Mecha-Zombie - 2

Group 2 ☒ 3.5 seconds, then open door

- If you open the door before 3.5 seconds, you will softlock. Reloading checkpoint will not fix the softlock.

Hell Knight - 1 (Delayed 2.75 seconds)

Imp - 1 (Delayed 3.25 seconds)

Imp - 1 (Delayed 3.4 seconds)

Imp - 1 (Delayed 3.55 seconds)

Imp - 1 (Delayed 3.7 seconds)

Imp - 1 (Delayed 3.95 seconds)

**Progression End Condition** - 1 second after final Imp starts spawning, then 0 Non-Mecha-Zombies Alive, then 2 seconds

Wave 2 ☒ 1.5 seconds after door starts opening

- Arachnotron - 1
- Security - 3?

**Checkpoint End Condition** - 0 Wave 2 Alive, then 4.5 seconds

## ⌘10 Station of Anointment

Name in File: game\_encounter\_manager\_zombie17

Wave 1

Revenant - 2

Soldier - 2

Security - 2

Mecha-Zombie - 2

- Start respawning once ? is reached, then 3 seconds
- Respawn delay 6 - 8 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop once Mancubus starts spawning

Wave 2 ⌘ once a few metres in front of the entrance gate is reached, then 3 seconds, then  $\leq 1$  Revenants Alive, then Revenant  $\leq 50\%$  Health, then 3 seconds

Security / Soldier - 3

Hell Knight - 1 (Delayed 1 second)

Arachnotron - 1 (Delayed 4 seconds)

Wave - 3 ⌘ 1 second after Arachnotron starts spawning, then 0 Arachnotron /

Hell Knight Alive

Security / Soldier - 3

Whiplash - 1 (Delayed 1 second)

Revenant - 1 (Delayed 4 seconds)

Arachnotron - 1 (Delayed 7 seconds)

Mancubus - 1 (Delayed 15 seconds)

**End Condition** - 0 Non-Mecha-Zombies Alive, then 2.5 seconds

## Secret Encounter 1

Name in File: ?

FPS Note: Security may have delayed falling animations at fps higher than 110?

Revenant - 1

Cacodemon - 1

Security - 3

Cueball - 2

## Secret Encounter 2

Name in File: ?

Whiplash - 2

Mancubus - 1

Mecha-Zombie - 2

## Slayer Gate

Name in File: gameplay\_slayergate\_e1m3\_encounter\_manager

Wave 1

Soldier - 5

Imp - 3

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop once 0 Arachnotrons Alive

Mancubus - 1 (Delayed 1 second)

Mancubus - 1 (Delayed 2.25 seconds)

Wave 2 ☒ once second Mancubus starts spawning, then 6 Killed & 1 Mancubus Killed, then 1 second

Prowler - 2

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 2 when 0 alive
- Stop once 0 Mancubus/Cacodemons Alive

Mancubus - 1 (Delayed 2 seconds)

Wave 3 ☒ once Wave 2 Mancubus starts spawning, then 1 Mancubus Killed, then 2 seconds

Cacodemon - 1

Wave 4 ☒ 1 Mancubus/Cacodemon Killed, then 2 seconds

Cacodemon - 1

Wave 5 ☒ 0 Mancubus/Cacodemons Alive, then 2 seconds

Arachnotron - 1

Arachnotron - 1 (Delayed 4 seconds)

Arachnotron - 1 (Delayed 8 seconds)

**End Condition** - 0 Non-Soldiers Alive, then 2 seconds

# Doom Hunter Base

# Doom Hunter Base

## ✂1 Train

Name in File: train\_encounter\_manager\_intro\_train\_1

Group 1 ☒ once the middle of the first train is reached, then 1 second

Mancubus - 1

Soldier - 3

Imp - 1

Group 2 ☒ Start Group 1, then 0.5 seconds

Soldier - 1

Imp - 3

**End Condition** - Start Group 2, then 0.6 seconds, then 0 Alive

- train cart coupler breakable 4 seconds after, checkpoint 1 second after that

## ⌘2 Station of Redemption

Name in File:

- Wave 1: intro\_encounter\_manager\_intro\_arena\_3
- Wave 2: intro\_encounter\_manager\_intro\_arena\_1
- Wave 1 Zombies: intro\_encounter\_manager\_intro\_arena\_4

Wave 1

Pinky - 1

Soldier - 2 (+48 in reserve)

- Start respawning 0.5 seconds after Wave 2 starts
- Respawn delay 1 - 2 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Mancubus Alive

Imp - 2 (+48 in reserve)

- Start respawning 0.5 seconds after Wave 2 starts
- Respawn delay 1 - 2 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when 0 Mancubus Alive

Zombie - 2

- Respawn delay 2 - 3 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop & auto die when End Condition

Wave 2 ⌘ 1.5 seconds, then Pinky  $\leq 50\%$  Health, then 4.5 seconds, then  $\leq 1$  Non-Zombies Alive, then 4 seconds

Revenant - 2

Pinky - 1

Gargoyle - 2 (Delayed 0.5 seconds, +48 in reserve)

- Spawn & respawn delay 1 - 2 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Mancubus Alive

### Patch 0 to 1.1

Wave 3 ⌘ 0 Heavies Alive, then 2 seconds

Arachnotron - 1

Hell Knight - 1

Wave 4 ⌘ 0 Heavies Alive

Mancubus - 1

Whiplash - 1 (Delayed 1 second)

**End Condition** - Whiplash starts spawning, then 3 seconds, then 0 Mancubus Alive, then 4 seconds, then 0 Non-Zombies Alive

### Patch 2+

Wave 3 ⌘ 0 Heavies Alive, then 2 seconds

Pinky - 1

Arachnotron - 1

Wave 4 ⌘ Arachnotron  $\leq 50\%$  Health

Arachnotron - 1

Hell Knight - 1

Wave 5 ⌘ 0 Arachnotrons & Hell Knights Alive

Mancubus - 1  
Hell Knight - 1  
Whiplash - 1 (Delayed 1 second)

**End Condition** - Whiplash starts spawning, then 3 seconds, then 0 Mancubus Alive, then 4 seconds, then 0 Non-Zombies Alive

### ✂3 Lazarus Generators

Name in File: wing\_a\_encounter\_manager\_intro\_arena\_1

FPS Note: 1 or both Revenants may not reach the inbounds area at FPS higher than 110? But in testing this doesn't softlock but always does in game? Also, always left rev that fails.

File shows a Group 2 Carcass with no spawn location.

Group 1 ☒ once the bottom ring of the entrance is reached, then 0.5 seconds

Carcass - 1  
Soldier - 2  
Zombie - 9

Group 2 ☒ once passed where the closest Zombie spawns

Revenant - 2

**End Condition** - 0 Alive

### ✂4 First Laser Room

Name in File: wing\_b\_encounter\_manager\_1

Group 1

Mancubus - 1  
Hell Knight - 1  
Mecha-Zombie - 3  
Soldier - 2  
Imp - 2

Group 2 ☒ once passed the left set of boxes

Carcass - 1

**End Condition** - Start Group 2, then 3 seconds, then 0 Alive, then 0.5 seconds

## ✂5 Tower of Baphomet

Name in File: wing\_b\_\_encounter\_manager\_intro\_arena\_2

- You must touch the ground in the arena again to actually complete the encounter. Specify this with trigger data from file?

Group 1

Mancubus - 1

Revenant - 2

Gargoyle - 2

Soldier - 4

Group 2 ☒ once the platform is is reached

Carcass - 2

**End Condition** - Start Group 2, then 1 second, then 0 Alive

- then platform lower & traps turn off

- checkpoint 1 second after, then skull button activates 1 second after that

## ✂6 Chamber of Penance

Name in File: wing\_c\_\_encounter\_manager\_intro\_arena\_3

Wave 1 ☒ once the bottom of the entrance ramp is reached, then 0.5 seconds

Prowler - 1

Wave 2 ☒ 0 Prowlers Alive, then once the middle of the first room is reached

Soldier - 2

Wave - 3 ☒ 0 Soldiers Alive

Hell Knight - 1

Wave - 4 ☒ 0 Hell Knights Alive, then once the entrance of the second room is reached

Prowler - 1

Whiplash - 1

**End Condition** - 0 Alive

# Boss 1

Name in File: stage1\_encounter\_manager

Wave 1

Group 1

Doom Hunter - 1

Group 2 ☒ 3 Seconds (Has FOV spawn restrictions)

Imp - 2 (Staggered 1 - 3 seconds)

Soldier - 1 (Delayed 0.75 seconds)

Gargoyle - 1 (Delayed 1.5 seconds)

- These 3 form a group: Solder / Gargoyle / Imp
- That start respawning after the Gargoyle spawns
- Respawn delay 25 - 35 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when End Condition

Zombie - 2 (Delayed 1.5 seconds)

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when End Condition

Wave 2 ☒ 4.5 seconds from start, then Doom Hunter Sled Broken (Audio Note!) /

0 Doom Hunters Alive

Prowler - 2 (Staggered 1 - 3 seconds)

Security - 1 (Delayed 0.75 seconds)

Carcass - 1 (Delayed 1.5 seconds)

**End Condition** - 1.5 seconds after Wave 2, then 0 Doom Hunters Alive

- remaining enemies despawn & exit opens 2 seconds after

## Boss 2

Name in File: stage2\_encounter\_manager

Wave 1

Group 1

Doom Hunter - 2 (Staggered 0.25 - 0.5 seconds)

Group 2 ☒ Doom Hunter Spawns Complete, then 3 seconds

Imp - 2 (Staggered 1 - 3 seconds)

Soldier - 1 (Delayed 0.75 seconds)

Gargoyle - 1 (Delayed 1.5 seconds)

- These 3 form a group: Solder / Gargoyle / Imp
- That start respawning after the Gargoyle spawns
- Respawn delay 25 - 35 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when 0 Doom Hunters Alive, then 0.5 seconds

Zombie - 2 (Delayed 1.5 seconds)

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Doom Hunters Alive, then 0.5 seconds

Wave 2 ☒ 4.5 seconds from start, then  $\leq 1$  Doom Hunter Alive

Prowler - 2 (Staggered 1 - 3 seconds)

Security - 1 (Delayed 0.75 seconds)

Carcass - 1 (Delayed 1.5 seconds)

**End Condition** - 1.5 seconds after Wave 2, then 0 Doom Hunters Alive

- remaining enemies despawn & cutscene starts 0.5 seconds after

# Super Gore Nest

# Super Gore Nest

## ⌘1 Mixom Square

Name in File:

- Wave 1 Group 1: game\_encounter\_manager\_3
- game\_encounter\_manager\_4

Wave 1

Group 1

- Imp - 1 (Runs OOB & dies)
- Zombie - 3 (Auto dies once first barrel is reached)
- Imp - 1 (Delayed 0.5 seconds, runs OOB & dies)

Group 2 ☒ dumpster is reached

- Soldier - 2
- Mecha-Zombie - 2

Group 3 ☒ corner that turns towards Star Mall is reached

- Mancubi - 1
- Imp - 1
- Imp - 1 (Delayed 0.25 seconds)

Group 4 ☒ ledge near the first barrel is reached

- Mancubi - 2
- Soldier - 1
- Mecha-Zombie - 1 (Auto die 1 second after 0 Whiplashes Alive)
- Zombie - 2 (+10 in reserve)
  - Start respawning once Wave 2 starts
  - Spawn & respawn delay 10 - 15 seconds
  - Respawn up to 2 when  $\leq 1$  alive
  - Stop when 0 Whiplashes Alive, then auto die 1 second after

Wave 2 ☒  $\leq 3$  Group 2 - 4 Alive

- Soldier - 1
- Imp - 3 (+9 in reserve)
  - Spawn & respawn delay 10 - 15 seconds
  - Respawn up to 3 when  $\leq 1$  alive
  - Stop when 0 Whiplashes Alive

- Soldier - 1 (Delayed 0.5 seconds)
- Revenant - 1 (Delayed 5.5 seconds)
- Carcass - 1 (Delayed 6 seconds)

Wave 3 ☒ Carcass starts spawning, then Revenant  $\leq 25\%$  Health

- Hell Knight - 1
- Prowler - 1
- Prowler - 1 (Delayed 0.25 seconds)

Wave 4 ☒ Second Prowler starts spawning, then Hell Knight  $\leq 25\%$  Health

- Cacodemon - 1

Wave 5 ☒ Cacodemon  $\leq 50\%$  Health

- Whiplash - 2

**End Condition** - 0 Non-Group 1 Alive, then 1 second

- door opens 2 seconds after (?), then checkpoint 1 second after

## ⌘2 Star Mall

Name in File:

- game\_encounter\_manager\_31
- Group 1: game\_encounter\_manager\_30
- Group 2 Zombies: game\_encounter\_manager\_74

Group 1

- Mecha-Zombie - 2
- Soldier - 2
- Zombie - 4

Group 2 ☒ barrel is reached

- Dread Knight - 1
- Soldier - 2
- Zombie - 6

Group 3 ☒

- Dread Knight - 1
- Gargoyle - 2
- Arachnotron - 1

**End Condition** - 0 Non-Group 1 & Non-Zombies Alive

- checkpoint 1.5 seconds after

## ⌘1 First Buff Totem

Name in File: game\_encounter\_manager\_58

Wave 1

- Buff Totem - 1
- Mecha-Zombie - 2
- Security - 1
- Soldier - 1
- Gargoyle - 2

Wave 2 ☒ ≤3 Alive, then 3.5 seconds

- Prowler - 1
  - Start respawning once Wave 3 starts
  - Spawn & respawn delay 3 - 5 seconds
  - Respawn up to 2 when ≤1 alive
  - Stop once 1 Buff Totem Killed

**End Condition** - 1 Prowler Killed

- Spawns 1 Carcass & opens 4 Portals

## ⌘3 Vermilion Canal 1

Name in File: game\_encounter\_manager\_6

Wave 1

Group 1 ☒ tooth door entrance is reached

Mancubus - 2

Imp - 2 (+4 in reserve)

- Spawn and respawn delay 10 - 15 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Wave 3 Starts

Gargoyle - 2 (+4 in reserve)

- Spawn and respawn delay 10 - 15 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Wave 3 Starts

Group 2 ☒ first light on the right side past the tooth door entrance is reached

Imp - 2

Group 3 ☒ Start Group 2, then 1 second

Arachnotron - 2

Imp - 1

Group 4 ☒ Start Group 3, then hit entrance trigger (spawns entrance wall), then 2 seconds

Zombie - 3

- Spawn and respawn delay 2 - 4 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when Wave 3 Starts

Wave 2 ☒ Start Group 3, then 0 Heavies Alive

Soldier - 2

Imp - 2 (+4 in reserve) (part of the same group as Group 1 Imps? This refills the reserve?)

- Spawn and respawn delay 10 - 15 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Wave 3 Starts

Wave 3 ☒ Start Wave 2, then 4 Enemies Killed

Group 1

Dread Knight - 1

Revenant - 1

Group 2 ☒ 0.5 seconds

Revenant - 1

Wave 4 ☒ Start Wave 3 Group 2, then Revenants  $\leq 25\%$  combined health

Cacodemon - 1

Carcass - 1

Carcass - 1 (Delayed 0.25 seconds)

Cacodemon - 1 (Delayed 0.5 seconds)

**End Condition** - 0 Heavies Alive

- entrance wall removed 2 seconds after
- Yellow Gore Key can be put in 2 seconds after
- checkpoint 3 seconds after

## ✂4 Argent Energy Station

Name in File: game\_encounter\_manager\_39

Group 1

Carcass - 1

Mecha-Zombie - 3

Group 2 ☒ electrified door frame is reached

Prowler - 2

Security - 1

**End Condition** - 0 Alive

## ✂2 Portal to Industrial Zone

Name in File:

- Group 1:game\_encounter\_manager\_56

- game\_encounter\_manager\_45

Group 1

Whiplash - 1

Security - 2

Group 2 ☒ middle of the stairs are reached

Zombie - 3

Security - 1

**End Condition** - 0 Group - 2 Alive, then 2 seconds

- spawns 1 Dread Knight & 2 Carcasses

## ✂3 Industrial Zone

Name in File: game\_encounter\_manager\_41

Group 1 ☒ ~1.5 seconds

Buff Totem - 1

Revenant - 1

Gargoyle - 3

Gargoyle - 2

- Respawn delay 5 - 8 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop once 1 Buff Totem Killed

Group 3 ☒ 2.5 seconds, then top of boost pad shaft to Buff Totem platform reached

Cacodemon - 1

**End Condition** - 1 Buff Totem Killed

## ⌘5 Bridge Door

Name in File: game\_encounter\_manager\_63

Group 1

Zombie - 3

Tentacle - 1

Tentacle - 1 (Delay 0.5 seconds)

Tentacle - 1 (Delay 0.75 seconds)

Tentacle - 1 (Delay 1 seconds)

Tentacle - 1 (Delay 1.25 seconds)

Group 2 ☒ once the first left turn of goo is reached

Mancubus - 1

**End Condition** - 0 Mancubus Alive

## ⌘4 Vermilion Canal 2

Name in File: game\_encounter\_manager\_76

Group 1

Arachnotron - 3

Imp - 2 (+4 in reserve)

- Spawn & respawn delay 10 - 15 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop once End Condition, auto die 5 seconds after

Zombie - 3

- Spawn & respawn delay 2 - 4 seconds

- Respawn up to 3 when  $\leq 2$  alive

- Stop once End Condition, auto die 5 seconds after

Imp - 2 (4 Reserve, spawn up to 2 when 1 is killed, also stop at end condition)

**End Condition** - 1 second, then 0 Arachnotrons Alive

## ⌘ Chaingun Trap

Name in File: game\_encounter\_manager\_40

Dread Knight - 1

**End Condition** - 0 Alive, then 2 seconds

## Secret Encounter 1

Name in File: game\_encounter\_manager\_77\_e2m1

Mancubus - 2 (Second delayed 0.25 seconds)

Mecha-Zombie - 2 (Second delayed 0.25 seconds)

**End Condition** - 0 Alive

## Secret Encounter 2

Name in File: game\_encounter\_manager\_70\_e2m1

Mancubus - 1

Carcass - 1 (Delayed 0.25 seconds)

Zombie - 10 (Delayed 0.25 seconds)

**End Condition** - 0 Alive

## Slayer Gate

Name in File: slayergate\_e2m1\_encounter\_manager\_1

Wave 1

Carcass - 2

Soldier - 14

Wave 2 ☒ 5 Killed, then 1 second

Carcass - 3 (Staggered 0 - 24 seconds)

Wave 3 ☒ 8 Killed, then 1 second

Soldier - 8 (Staggered 0 - 24 seconds)

Wave 4 ☒ 8 Killed, then 1 second

Hell Knight - 3 (Staggered 0 - 30 seconds)

Pinky - 2 (Staggered 10 - 30 seconds)

Dread Knight - 1 (Delayed 1 second)

Wave 5 ☒ 1 second, then 3 Killed

Prowler - 3 (Staggered 0 - 20 seconds)

Soldiers start respawning

- up to 4 when  $\leq 2$  alive

- Respawn delay 2 - 4 seconds

- Stop when 0 Pinkies & Hell Knights On The Field

**End Condition** - Start Wave 5, then 0 Pinkies & Hell Knights On The Field, then 0 On The Field, then 1 second

# ARC Complex

# ARC Complex

## ✂1 Emerson Hotel 1

Name in File:

- intro\_encounter\_manager\_intro\_1
- Group 6: intro\_encounter\_manager\_intro\_pinkybreak

Wave 1

Group 1

Mecha-Zombie - 1

Soldier - 1

Imp - 1

Zombie - 1

Group 2 ☒ before bottom of first stairs are reached

Imp - 2

Group 3 ☒ Start Group 2, then 0.25 seconds, then top first stairs reached

Prowler - 1

Group 4 ☒ red carpet at the right turn is reached

Soldier - 1

Imp - 1

Zombie - 1

Imp - 1 (Delayed 0.25 seconds)

Soldier - 1 (Delayed 0.4 seconds)

Group 5 ☒ ? is reached

Imp - 1 (Is not part of any encounter manager)

Group 6 ☒ top of the second stairs is reached

Mancubus - 1

Mecha-Zombie - 1 (Delayed 0.25 seconds)

Imp - 1 (Delayed 0.25 seconds)

Wave 2 ☒ the tree is reached & 0 Group 4 Alive, then 0.25 seconds

Whiplash - 1

Imp - 1

Soldier - 1

Wave 3 ☒ 0 Group 1 - 4 & Wave 2 Alive, & tree is passed

Group 1

Hell Knight - 1

Imp - 1

Gargoyle - 1

Group 2 ☒ bottom of the third stairs are reached

Pinky - 1

Mecha-Zombie - 2

Zombie - 2

Wave 4 ☒ 2 Killed

Soldier - 1

Wave 5 ☒ 2 Killed, then 1 second

Prowler - 1

**End Condition** - 0 Group 1 - 4 & Wave 2 - 5 Alive

## ✂2 Emerson Hotel 2

Name in File:

- Group 1: precombat\_encounter\_manager\_elevator13
- Group 2: intro\_encounter\_manager\_intro\_revbreak
- Group 3: intro\_encounter\_manager\_intro\_ceilingimps
- Group 4: intro\_encounter\_manager\_intro\_officehk
- Group 5 & 6: intro\_encounter\_manager\_intro\_windowmanc

Group 1 ☒ Enter the shop

Soldier - 3

Imp - 3

Group 2 ☒ Enter the shop + a small step forward

Revenant - 1

Soldier - 1

Imp - 1

Group 3 ☒ Exit the shop

Imp - 4 (2 - 4th 0.25 second delay from the previous)

Group 4 ☒ past the kiosk

Kell Knight - 1

Gargoyle - 1

Imp - 2

Group 5 ☒ second carpet is reached

Mancubus - 1

Group 6 ☒ drop below second floor

Whiplash - 2

Imp - 1

**End Condition** - Start Group 6, then 1 second, then 0 Group 5 & 6 Alive

## ☒1 Carcass Hall 1

Name in File:

- hub\_encounter\_manager\_hub\_1
- Carcass: hub\_encounter\_manager\_hub\_carcassfloor

Group 1 ☒ past lobby opening

Mecha-Zombie - 2

Security - 1

Soldier - 3

Zombie - 2

Group 2 ☒ just before the central plant block is reached

Carcass - 1

Group 3 ☒ middle of plant block is reached

Imp - 1

Group 4 ☒ end of plant block is reached

Imp - 1

Soldier - 1 (Delayed 0.25 seconds)

Imp - 1 (Delayed 0.25 seconds)

Zombie - 1 (Delayed 0.25 seconds)

**End Condition** - 0 Non-Carcasses & 0 Non-Group 4 Soldier & Zombie Alive

## ⊗2 Carcass Hall 2

Name in File:

- Group 4: hub\_encounter\_manager\_hub\_mancceiling
- hub\_encounter\_manager\_hub\_1
- Revenant: hub\_encounter\_manager\_hub\_revdoors

⊗1 Carcass Hall 1 uses the same encounter manager. This fight can also be considered “Wave 2” of that one. The Zombie that is in front of the kiosk & the Soldier at the bottom of the stairs is part of that fight & are not required.

Group 1 ⊗ bottom of stairs before hall

Zombie - 2

Group 2 ⊗ enter hall

Soldier - 1

Imp - 1 (Delayed 0.5 seconds)

Group 3 ⊗ Group 2 Imp starts spawning, then once past kiosk

Carcass - 1

Imp - 1

Imp - 1 (Delayed 0.5 seconds)

Prowler - 1 (Delayed 1.5 seconds)

Group 4 ⊗ Prowler starts spawning, then once past toppled kiosk

Mancubus - 1

Imp - 3

Group 5 ⊗ drop into final room

Zombie - 4

Group 6 ⊗ end condition & pass half way point of final room

Revenant - 1

**End Condition** - Start Group 5, then 0 Group 1 - 3 Alive

## ⌘3 Street

Name in File:

- Group 1: precombat\_encounter\_manager\_elevator2
- hub\_encounter\_manager\_hub\_zombies
- Gargoyle: hub\_encounter\_manager\_hub\_1

Wave 1

Group 1 ⌘ ⌘2 Emerson Hotel 2 is completed

Mancubus - 1

Revenant - 1

Soldier - 4

Imp - 2

Group 2 ⌘ middle of stairs are reached

Gargoyle - 1

Wave 2 ⌘ top of stairs are reached, then 1 second, then  $\leq 1$  Alive, then 0.5 seconds

Mancubus - 1

Zombie - 1

Zombie - 4 (Staggered 2 - 8 seconds)

Carcass - 1 (Delayed 1 second)

Zombie - 1 (Delayed 1.25 seconds)

Imp - 1 (Delayed 1.55 seconds)

Wave 3 ⌘ Wave 2 Imp Starts spawning, then 1 Mancubus/Carcass Killed, then 0.35 seconds

Cacodemon - 1

Wave 4 ⌘  $\leq 1$  Alive, then 1 second

Revenant - 1

Dread Knight - 1 (Delayed 1 second)

**End Condition** - 0 Wave 2 - 4 Non-Zombies/Gargoyles Alive, then 1 second

## ⌘4 Convention Center

Name in File:

- hub\_encounter\_manager\_1
- Group 1: hub\_encounter\_manager\_hub\_pinkybreak
- Group 2: precombat\_encounter\_manager\_atrium\_1
- Group 3: hub\_encounter\_manager\_hub\_mancatrium
- Group 6 & Wave 3: hub\_encounter\_manager\_hub\_2

Wave 1

Group 1

Pinky - 1

Zombie - 3

Group 2 ☒ bottom of first stairs are reached

Soldier - 4

Group 3 ☒ middle of third stairs are reached

Cyber Mancubus - 1

Group 4 ☒ a few metres past the entrance is reached, then 1 second

Soldier - 1

Imp - 1

Imp - 1 (Delayed 1 second)

Gargoyle - 1 (Delayed 1.5 seconds)

Revenant - 1 (Delayed 2 seconds)

Group 5 ☒ Revenant Starts Spawning, then bottom of third stairs is reached

Hell Knight - 1

Imp - 2

Group 6 ☒ bottom of fourth stairs are reached

Mecha-Zombie - 1

Zombie - 1

Wave 2 ☒ Revenant Starts Spawning, then top of first stairs are reached or 3

Group 2 Killed

Arachnotron - 1

Soldier - 1

Imp - 1

Wave 3 ☒ Group 6 started, then top of fourth stairs are reached, then ≤5 Group 4/5 Alive

Arachnotron - 1

Imp - 1

Imp - 1 (Delayed 0.25 seconds)

Prowler - 1 (Delayed 0.5 seconds)

Imp - 1 (Delayed 0.75 seconds)

**Progression End Condition** - ≤1 Group 6 & Wave 3 Alive

**Weapon Point End Condition** - 0 Group 6 & Wave 3 Alive

## ✂5 Moring Aeronautics

Name in File:

- Group 1: fract\_encounter\_manager\_1
- Group 2: precombat\_encounter\_manager\_elevator6
- fract\_encounter\_manager\_fract\_2

Wave 1

Group 1

- Mancubus - 1
- Mecha-Zombie - 1
- Gargoyle - 2
- Zombie - 2

Group 2 ☒ few metres before first barrel is reached

- Mancubus - 1
- Soldier - 2

Group 3 ☒ few metres past crash side wall is reached

- Mecha-Zombie - 1
- Soldier - 1
- Imp - 2
- Zombie - 1

Group 4 ☒ final plane arch is reached

- Soldier - 2

Wave 2 ☒ Start Group 3, then 0 Group 1 Alive

- Carcass - 1
- Imp - 4
- Soldier - 2
- Zombie - 2

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop once Wave 4 Soldier starts spawning

Wave 3 ☒  $\leq 3$  Group 3 & Wave 2 Alive

- Dread Knight - 1
- Arachnotron - 1 (Delayed 0.2 seconds)
- Imp - 1 (Delayed 0.2 seconds)
- Imp - 1 (Delayed 0.4 seconds)

Wave 4 ☒ 1 Dread Knight/Arachnotron Killed, then 2 seconds

- Prowler - 1
- Prowler - 1 (Delayed 0.25 seconds)
- Gargoyle - 1 (Delayed 0.5 seconds)
- Soldier - 1 (Delayed 0.75 seconds)

**End Condition** - 0 Group 3 & Wave 2 - 4 Alive

### ⊗3 Stairs

Name in File: fract\_encounter\_manager\_2

Group 1 ⊗ bottom of first stairs are reached

Revenant - 1

Group 2 ⊗ 0.75 seconds, then top of first stairs are reached

Imp - 3

Group 3 ⊗ few metres before bottom of second stairs are reached

Pinky - 1

Imp - 3

Group 4 ⊗ few metres past top of second stairs are reached

Revenant - 1

Imp - 2 (Delayed 0.5 seconds)

Zombie - 1 (Delayed 0.5 seconds)

Mecha-Zombie - 1 (Delayed 3.5 seconds)

Soldier - 1 (Delayed 3.5 seconds)

Gargoyle - 1 (Delayed 3.5 seconds)

Zombie - 1 (Delayed 3.5 seconds)

Group 5 ⊗ few metres past bottom of third stairs are reached

Hell Knight - 1

Imp - 1

**End Condition** - 0 Alive

- this encounter manager also spawns all the enemies after the fight is complete

## ⌘6 Mario's Restaurant

Name in File:

- Group 1: precombat\_encounter\_manager\_elevator9
- rooftop\_encounter\_manager\_inner1
- Group 3: rooftop\_encounter\_manager\_wall1\_a
- Group 4: rooftop\_encounter\_manager\_wall2\_b

Wave 1

Group 1

Mancubus - 2

Soldier - 6

Group 2 ☒ fight is entered, then 0.5 seconds

Imp - 5

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 5 when  $\leq 3$  alive
- Stop once End Condition

Group 3 (Kitchen Wall)

Mancubus - 1

Group 4 (Kitchen Wall)

Pinky - 1

Wave 2 ☒ Start Group 2, then 2 seconds, then 0 Mancubus Alive, then 1 second  
(+ some trigger? Where?)

Arachnotron - 1

Pinky - 1 (Delayed 2 seconds)

Soldier - 2 (Delayed 2 seconds, +6 in reserve)

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop once Wave 5 Starts

Wave 3 ☒ 0 Arachnotron & Pinky Alive, then 1 second

Whiplash - 1

Whiplash - 1 (Delayed 1 second)

Wave 4 ☒ Second Whiplash starts spawning, then 1 Whiplash Killed, then 1 second

Whiplash - 1

Whiplash - 1 (Delayed 1 second)

Wave 5 ☒ Fourth Whiplash starts spawning, then  $\leq 1$  Whiplash Alive

Prowler - 1 (Delayed 1 second)

Prowler - 1 (Delayed 2 seconds)

Prowler - 1 (Delayed 3 seconds)

Wave 6 ☒ Third Prowler starts spawning, then 1 Whiplash/Prowler Killed

Cyber Mancubus - 1

Wave 7 ☒ 1 Heavy/Prowler Killed, then 1 second

Mancubus - 1

**End Condition** - 0 Non-Prowler & Non-Kitchen Wall Heavies Alive

## ⌘7 Overdrive

Name in File:

- Wave 1: precombat\_encounter\_manager\_elevator8
- Wave 2 - 4: slum\_encounter\_manager\_1

All Wave 2 - 4 spawns are Line of Sight and Field of View checked. 30 - 45 degrees depending. The Pinky & Whiplash spawns location have cooldowns before they can be used again. Basically, if you are going fast, the same spawn location will not be used twice for the Pinky & Whiplash.

Wave 1

- Mancubus - 1
- Revenant - 1
- Imp - 2
- Soldier - 4
- Zombie - 2
- Mecha-Zombie - 1

Wave 2 ⌘ 1 second, then Mancubus / Revenant Killed & 6 Enemies Killed

Group 1

- Carcass - 1

Group 2 ⌘ 0.5 Seconds

Hell Knight - 1 (+1 in reserve)

- Spawn & refill delay 1 - 3 seconds

Soldier - 2

- Spawn and respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Carcass & 2 Hell Knights Dead

Gargoyle - 2

- Spawn and respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Carcass & 2 Hell Knights Dead

Imp - 4

- Spawn and respawn delay 1 - 2 seconds
- Respawn up to 4 when  $\leq 2$  alive
- Stop Wave 4 Start

Imp - 1 (+2 in reserve)

- Spawn and respawn delay 3 - 6 seconds
- Respawn up to 1 when 0 alive
- Stop Wave 4 Start

Wave 3 ⌘ Carcass & 2 Hell Knights Dead, then 5 seconds

Whiplash - 2 (+1 in reserve)

- Spawn and respawn delay 3 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive

Pinky - 1 (+1 in reserve)

- Spawn and respawn delay 1 - 2 seconds

Wave 4 ⌘ Wave 3 Dead, then 3 seconds

Arachnotron - 2

- Spawn delay 2 - 4 seconds

**End Condition:** Start Wave 4, then 0 Wave 2 - 4 On The Field

## ⊗4 After Second Turret

Name in File: precombat\_encounter\_manager\_elevator10

Wave 1

Hell Knight - 1

Wave 2 ⊗ Hell Knight ≤25% Health

Hell Knight - 1

**End Condition** - 0 Alive, then 1 second

## ⊗5 Before Parking

Name in File: precombat\_encounter\_manager\_elevator10

Dread Knight - 1

**End Condition** - 0 Alive

## ⊗8 Parking

Name in File: garage\_encounter\_manager\_encounter\_garage1

Wave 1

Group 1 ⊗ once ? is reached

Cueball - 1

Mancubus - 1

Soldier - 3

Zombie - 1

Group 2 ⊗ once ? is reached

Imp - 1

Arachnotron - 1 (Delayed 0.5 seconds)

Zombie - 1 (Delayed 0.5 seconds)

Group 2 ⊗ Arachnotron starts spawning, then 2 seconds, then once ? is reached

Pinky - 1

Imp - 2

Mecha-Zombie - 2

Imp - 1 (Delayed 0.5 seconds)

Carcass - 1 (Delayed 1.5 seconds)

Gargoyle - 1 (Delayed 2.5 seconds)

Wave 2 ⊗ after Gargoyle starts spawning, then ≤8 Alive

Group 1

Whiplash - 1

Group 2 ⊗ then once ? is reached

Mancubus - 1

Cueball - 1 (Delayed 0.25 seconds)

Soldier - 1 (Delayed 0.25 seconds)

Carcass - 1 (Delayed 0.5 seconds)

Whiplash - 1 (Delayed 0.75 seconds)

Whiplash - 1 (Delayed 1.25 seconds)

**End Condition** - Aside from Cueball, 0 Wave 2 Group 2 Alive

## ✂9 ARC Command

Name in File: fort\_encounter\_manager\_tower

Marauder - 1

Mecha-Zombie / Imp - 2 (Delayed 2 seconds)

- Spawn & respawn delay 2 - 5 seconds
- Respawn up to 2 when 0 alive
- Stop when 0 Marauders Alive, then 1 second, then auto die

**End Condition** - 2 seconds, then 0 Marauders Alive, then 2 seconds

- then fast travel, then 1 second after level exit & checkpoint

## Secret Encounter 1

Name in File: fract\_encounter\_manager\_secret\_encounter\_2

Trigger?

Pain Elemental - 1

Cacodemon - 1 (Delayed 1 second)

Arachnotron - 1 (Delayed 2 seconds)

**End Condition** - 0 Alive

## Secret Encounter 2

Name in File: slum\_hall\_encounter\_manager\_secret\_encounter\_1

Prowlers - 3

Mancubus - 1 (Delayed 1 second)

**End Condition** - 0 Alive

## Slayer Gate

Name in File: gameplay\_slayergate\_ds\_encounter\_manager\_2

?! Note LOS based spawns

Wave 1

Tyrant - 2

Mancubus or Whiplash - 3

- Spawn delay 2 - 4 seconds
- Stop when 1 Tyrant Killed

Soldier / Mecha-Zombie - 4

- Spawn and respawn delay 2 - 4 seconds
- up to 4 when  $\leq 1$  alive
- Stop when 0 Super-Heavies alive, then 2 seconds

Imp - 3

- Spawn and respawn delay 3 - 6 seconds
- up to 3 when  $\leq 1$  alive
- Stop when 0 Super-Heavies alive, then 2 seconds

Wave 2  $\boxtimes$  1 Tyrant Killed, then  $\leq 1$  Heavies Alive, then 2 seconds

Baron of Hell - 1

Wave 3  $\boxtimes$  0 Barons of Hell & Heavies Alive, then 2 seconds

Doom Hunter - 1

**End Condition** - 0 Alive



## Mars Core

### ✂1 Baron of Hell

Name in File: phobos\_encounter\_manager\_telport\_a\_pc

Starts once the teleporter is entered.

Imp - 3

Baron of Hell - 1 (Delayed 0.5 seconds)

**End Condition** - 4 seconds, then 0 Alive

## ⌘2 Gun Deck 1

Name in File:

- Group 1 & Group 2 Imp: phobos\_encounter\_manager\_4
- Group 2 & Wave 2: phobos\_encounter\_manager\_14
- Group 3: phobos\_encounter\_manager\_lower\_deck\_01
- Group 4: phobos\_encounter\_manager\_12
- Group 5: phobos\_encounter\_manager\_11

Wave 1

Group 1

- Imp - 1
- Zombie - 3
- Imp - 1 (Delayed 0.25 seconds)
- Imp - 1 (Delayed 0.5 seconds)
- Imp - 1 (Delayed 0.75 seconds)
- Soldier - 1 (Delayed 0.75 seconds)

Group 2 ☒ first open door's frame is reached

- Cyber Mancubus - 1 (some file muckery here?)
- Soldier - 2
- Imp - 1

- 0.75 seconds from start of Group 1, then once the trigger is hit

Group 3 ☒ top of the entrance ramp is reached, then 0.25 seconds

- Arachnotron - 1
- Carcass - 1 (Delayed 4 seconds)
- Imp - 1 (Delayed 4 seconds)

Group 4 ☒ first 2 blue boxes are reached

- Imp - 2 (+4 in reserve)
- Spawn and respawn delay 3 - 1 (file says this?) seconds
- up to 2 when ≤1 alive
- spawn locations are based on the slayer's location?

Group 5 ☒ "Sector 05" floor panel is reached, then 1 second

- Imp - 2

Wave 2 ☒ Group 3 Carcass & Imp start spawning, then 0 Arachnotron Alive

Cacodemon - 1

### End Condition

- 0 Cacodemons & Cyber Mancubus Alive
  - & Start Group 5
  - & some other trigger?
  - & 0 Imp Reserves
  - then 2 seconds
  - Reserves only decrease when the enemy is spawned, so once the imp spawns that would take the reserve to 0, is the condition met.
- Basically, 4 Group 4 Imps Killed, then 5 seconds

### ✂3 Gun Deck 2

Name in File:

- Platform Fodder: phobos\_encounter\_manager\_bridge\_platform
- Mecha-Zombies & Back Soldier:  
    phobos\_encounter\_manager\_bridge\_porch
- Group 2 & Wave 2 - 3: phobos\_encounter\_manager\_2

Wave 1

Group 1

Mecha-Zombie - 2

Soldier - 3

Imp - 2

Group 2 ☒ once the boost pad is passed

Pain Elemental - 1

Security / Soldier / Imp - 2 (+97 in reserve)

- Spawn and respawn delay 1 - 3 seconds
- up to 2 when ≤1 alive
- Stop when Doom Hunter ≤25% Health

Wave 2 ☒ 0 Pain Elementals Alive

Dread Knight - 1

Wave 3 ☒ 0 Dread Knight Alive

Doom Hunter - 1

**End Condition** - 0 Alive

### ✂4 Evacuation Portals

Name in File:

- Cacodemons: phobos\_encounter\_manager\_6
- Fodder: phobos\_encounter\_manager\_15

Cacodemon - 6 (Delayed 0.5 seconds, staggered 0 - 3 seconds)

Imp - 5

Soldier - 4

**End Condition** - 0 Alive

### ✂5 Outpost 1

Name in File: uac\_chunk\_1\_encounter\_manager\_intro\_hall

Group 1

Zombie - 3

Group 2 ☒

Carcass - 1

**End Condition** - 0 Carcasses Alive

- checkpoint 0.25 after

## ⌘6 Outpost 2

Name in File: uac\_chunk\_1\_encounter\_manager\_deck\_buff?

Wave 1

Group 1

Buff Totem - 1

Carcass - 1

Hell Knight\* - 1

Imp - 3

Soldier - 3

Prowler\* - 1

Soldier\* - 1

Zombies\* - 3

Mecha-Zombie\* - 1

Wave - 2 ⌘ Dead | Wave 1 - Hell Knight

Cacodemon - 1

Security - 2

Wave - 3 ⌘ Dead | Wave - 2 | Cacodemon

Cacodemon - 1

Dread Knight - 1

- Breaking the Totem then using a BFG skips the next wave and ends the arena early.

Wave - 4 ⌘ Dead | Wave - 3 | Cacodemon

Mancubus - 1

Whiplash - 1

**End Condition** - 0 Alive

## ✂7 Martian Chunks

Name in File: ?

meteors\_encounter\_manager\_2

meteors\_encounter\_manager\_big\_chunk\_arachnatron

**End Condition** - Dead | Everything excluding Zombie

- The Arachnotron is not required for the Weapon Points, but is for progression.

Group - 1

Barons of Hell - 2

Arachnotron - 1

Imp - 2

Soldier - 2

Security - 1

Zombie - 1

Mecha-Zombie - 3

Group - 2 ☒ once a few metres into the arena

Arachnotron - 1

Group - 3 ☒ once a few metres past the floor trap & ~2.5 seconds

Carcass - 1

**Respawns**

Imp

- up to 2

- Stop - Barons of Hell & Carcass dead

## ✂8 Before Transmission Tower

Name in File: ?

meteors\_encounter\_manager\_6

meteors\_encounter\_manager\_21

**End Condition** - Dead | Everything

- If you kill the Pain Elemental, Prowler, and 2 Gargoyles fast enough, the Imps won't spawn, ending the encounter early.

Pain Elemental - 1

Prowler - 1

Gargoyle - 2

Imp - 3

## ⊗ Delta Labs

Name in File: ?

- While this encounter does not stop progression, it does keep the door used to enter the labs locked.

**End Condition** - Start Wave - 2 & Alive | Nothing, OR pass the door frame before the hole

Wave - 1

Hell Knight - 1

Security - 1

Gargoyle - 1

Wave - 2 ⊗ 3 seconds from start of encounter & Dead | 1 Enemy

Revenant - 1

Random fodder? Trigger is Gargoyle death?

## ⚔9 Temple of Sin

Name in File: ?

**End Condition** - Dead | Everything excluding Zombies, Wave - 2 Prowler, and Wave - 2 Fodder.

- This encounter does not grant Weapon Points if you reload checkpoint at the fight. While you can't reload in Ultra-Nightmare, it might become an issue if the game crashes.

- If the Baron of Hell is spawned quickly enough, some initial demon spawns can be skipped, reducing the amount of kills needed.

Wave - 1

Group - 1

Mancubus - 1

Gargoyle - 4

Imp - 4

Zombie - 5

Group - 2 ☒ once about a metre into the arena

Baron of Hell - 1

Wave - 2 ☒ Dead | Wave - 1 | 3 Enemies or canceled spawns

"Club" (Prowler/Gargoyle/Imp/Zombie/Mecha-Zombie) - 5

Wave - 3 ☒ Dead | Kill the Baron of Hell, and 7 other demons

- The Baron of Hell counts towards the initial 3 kills, but if it is alive after those 3, it does NOT count towards the remaining 5 kills.

Dread Knight - 1

Prowler - 1

Gargoyle - 1

Imp - 1

Mecha-Zombie - 1

Wave - 4 ☒ Damage ◆? | Dread Knight

Hell Knight - 1

Wave - 5 ☒ Damage ◆? | Hell Knight

Arachnotron - 1

Wave - 6 ☒ Damage ◆? | Arachnotron

Doom Hunter - 1

Gargoyle - 2

Imp - 1

**Respawns**

"Club"

- up to 4 when 3 or less alive

- Stop - Doom hunter Sled is broken

Wave - 6 | Fodder

- up to 2 when 1 is killed

- Stop - Doom hunter Sled is broken

## Secret Encounter 1

Name in File: ?

Revenant - 1

Imp - 2

Gargoyle - 2

Spectre - 1

## Secret Encounter 2

Name in File: ?

Wave - 1

Whiplash - 1

Imp - 3

Wave 2 ☒ Dead | Whiplash

Cacodemon - 1

Prowler - 1

Imp - 2

## Slayer Gate

Name in File: ?

Wave - 1

Marauder - 1

Maykr Drone - 1

Prowler - 2

Imp - 2

Mecha-Zombie - 2

Wave - 2 ☒ Dead | Marauder

Hell Knight - 4

Imp - 4

Wave - 3 ☒ Dead | 4 Hell Knights

Barons of Hell - 2

Soldier - 4

### Respawns

- Maykr Drone

- Stop - Wave 2

- Prowler

- up to 2 when 0 alive

- Reserve - 5

- Stop - Wave 2

- Imp

- Wave 1 - up to 2 when 1 or less alive

- Wave 2 - up to 6 when 3 or less alive

- Stop - Wave 3

- Soldier

- up to 4 when 2 or less alive

- Stop - Baron of Hell dead



# Taras Nabad

## ⊗1 City Outskirts 1

Name in File: ai\_encounter\_manager\_mountain\_01

Group 1 ⊗ once the bottom of the starting cave's stairs are reached

Zombie - 2

Group 2 ⊗ once middle of the fight stairs are reached, then 0.5 seconds

Gargoyle - 1

Cyber Mancubus - 1 (Delayed 1 second)

Hell Knight - 1 (Delayed 1 second)

**End Condition** - 0 Non-Zombies Alive

## ⊗1 City Outskirts 2

Name in File: ai\_encounter\_manager\_citydoor\_01

Group 1

Marauder - 1

Mecha-Zombie - 3

Zombie - 1

Cacodemon - 1 (Delayed 1 second)

Group 2 ⊗ Cacodemon starts spawning, then 4 seconds

Zombie - 2

- Respawn delay 1 - 2 seconds

- Respawn up to 2 when ≤1 alive

- Stop when End Condition

**End Condition** - Start Group 2, then 0 Marauders & Cacodemons Alive

- checkpoint 0.5 seconds after

## ⊗2 Atrium Plaza

Name in File: ai\_encounter\_manager\_atrium\_02

Group 1 ⊗ once the floor light in front of the entrance is reached, then 5 seconds

Hell Knight - 1

Prowler - 1 (Delayed 1 second)

Zombie - 4

- Respawn delay 2 - 3 seconds

- Respawn up to 4 when ≤3 alive

- Stop when End Condition

Group 2 ⊗ 4 Seconds after prowler starts spawning

Archvile - 1

**End Condition** - 3 seconds after Archvile spawns, then 1 Enemy Killed, then 8 seconds, then 0 Non-Zombies & Archvile Summons Alive

- checkpoint 0.1 seconds after

### ✂3 After Creation Chamber

Name in File: ai\_encounter\_manager\_courtyards\_01

Wave 1 ☒ once the middle of the entrance stairs are reached

Cyber Mancubus - 1

Dread Knight - 1

Gargoyle - 1

Mecha-Zombie - 2

Zombie - 2

- Start respawning when Wave 2 starts

- Respawn delay 1 - 2 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when End Condition

Pain Elemental - 1 (Delayed 2 seconds)

Cyber Mancubus - 1 (Delayed 4 seconds)

Wave 2 ☒ after second Cyber Mancubus starts spawning, 2 Dread Knight/Cyber Mancubus Killed

- If 1 or both of the Dread Knight & first Cyber Mancubus are killed before the second Cyber Mancubus starts spawning, the second Cyber Mancubus will be required.

Doom Hunter - 1

Cacodemon - 1

Prowler - 1

Gargoyle - 1

Imp - 2

Mecha-Zombie - 2

**End Condition** - 2 Seconds after Wave 2, then 0 Non-Zombies/Mecha-Zombies Alive

- checkpoint 0.1 seconds after

## ⌘4 Catacombs

Name in File: ai\_encounter\_manager\_catacombs\_02

Wave 1 ☒ once the entrance is passed

Hell Knight - 1

Whiplash - 1

Carcass - 1

Prowler - 1 (+7 in reserve)

- Spawn & respawn delay 2 - 3 seconds

- Respawn up to 1 when 0 alive

- Stop when 0 Archviles Alive

Zombie / Mecha-Zombie - 2

- Spawn & respawn delay 2 - 0?(file says this) seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when 0 Archviles Alive

Wave 2 ☒ Hell Knight/Whiplash Killed, then 5 seconds

Baron of Hell - 1

Gargoyle / Imp - 3 (+7 in reserve)

- Spawn & respawn delay 2 - 0?(file says this) seconds

- Respawn up to 3 when  $\leq 2$  alive

- Stop when 0 Archviles Alive

Wave 3 ☒ Baron of Hell Killed, then 3 seconds

Archvile - 1

**End Condition** - 0 Non-Zombies Alive

- checkpoint 0.1 seconds after

## ⌘5 Fallen Titan

Name in File: ai\_encounter\_manager\_titan\_01

File says there should be 1 more Wave 1 Zombie (missing entity), 1 more Wave 3 Mecha-Zombie (missing entity), & 1 Wave 3 Prowler (reuse delay?). These use a bugged spawn and fail to spawn. **Might be fixed in later patches?**

Wave 1

Group 1

Prowler - 1

Zombie - 1

- Wave 2 Zombie part of same group and, together, will
- Start respawning 2 seconds after Wave 3 starts
- Respawn delay 1 - 2 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 1 Marauder Killed

Group 2 ⌘ once the fight platform is reached is reached

Cyber Mancubus - 1

Dread Knight - 1

Wave 2 ⌘ 1 Cyber Mancubus / Dread Knight Killed

Cacodemon - 1

Whiplash - 1

Prowler - 1

Zombie - 1

Wave 3 ⌘ 2 Heavies Killed

Marauder - 1

Mecha-Zombie - 2

**End Condition** - 2 seconds after Wave 3, then 0 Non-Zombies/Mecha-Zombies Alive

- checkpoint 0.1 seconds after

## ⌘2 Before Power Core 1

Name in File: ai\_encounter\_manager\_flooded\_01

Wave 1

Whiplash - 2

Spectre - 1

Carcass - 1

Imp - 1

Zombie - 3

- Spawn & respawn delay 1 - 2 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when End Condition

Wave - 2 ⌘ 3 seconds after Wave 1, then  $\leq 3$  Non-Zombies Alive

Prowler / Gargoyle - 1

**End Condition** - 0 Non-Zombies Alive

- checkpoint 0.1 seconds after

## ⌘3 Before Power Core 2

Name in File: ai\_encounter\_manager\_flooded\_2

**End Condition** - Dead | All Non-Zombie/Mecha-Zombies

Wave - 1

Cyber Mancubus - 1

Dread Knight - 1

Prowler - 1

Gargoyle - 1

Mecha-Zombies / Zombie - 2

- Spawn & respawn delay 1 - 2 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when End Condition

Wave - 2 ⌘ Non-Zombie/Mecha-Zombies  $\leq 80\%$  Combined Health, then  $\leq 2$  Alive

Imp - 2

**End Condition** - 0 Non-Zombies/Mecha-Zombies Alive

- checkpoint 0.1 seconds after

## ⌘6 Under Power Core

Name in File: ai\_encounter\_manager\_crucible\_01

Wave 1

Hell Knight - 1

Whiplash - 1

Cacodemon - 1

Prowler - 1 (+3 in reserve)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Archviles Alive

Imp - 2

Mecha-Zombie / Zombie - 4

- Spawn & respawn delay 2 - 0?(file says this) seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when 0 Archviles Alive

Wave 2 ⌘ 1 Hell Knight/Whiplash/Cacodemon Killed, then 2 seconds

Dread Knight - 1

Pinky - 1

Wave 3 ⌘ 1 Dread Knight/Pinky Killed, then 2 seconds

Baron of Hell - 1

Pain Elemental - 1

Wave 4 ⌘ 1 Baron of Hell/Pain Elemental Killed

Baron of Hell - 1

Wave 5 ⌘ 1 Baron of Hell Killed, then 2 seconds

Archvile - 1

**End Condition** - 0 Non-Zombies/Mecha-Zombies Alive

- Portal Open & Fast Travel Unlock 2 seconds after, checkpoint 0.034 after that

## Secret Encounter 1

Name in File: ?

Doom Hunter - 1

Pain Elemental - 1

Cacodemon - 1

Zombie - 1

## Secret Encounter 2

Name in File: ?

Marauder - 1

Mecha-Zombie - 2

## Slayer Gate

Name in File: slayergate\_sb\_encounter\_manager\_1

Wave 1

Archvile - 1

Zombie - 4

- Respawn delay 2 - 4 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when 4 Whiplashes Killed

Arachnotron - 1 (Delayed 2 seconds)

Pain Elemental - 1 (Delayed 3 seconds)

Wave 2  $\boxtimes$  after Pain Elemental starts spawning, 1 Pain Elemental Killed, then 1 second

Pain Elemental - 1

Wave 3  $\boxtimes$  0 Archviles Alive, 0 Pain Elementals Alive, &  $\leq 4$  Enemies Alive, then 2 seconds

Prowler - 6

- Respawn delay 2 - 4 seconds
- Respawn up to 6 when  $\leq 4$  alive
- Stop when 5 Prowlers Killed

Wave 4  $\boxtimes$  5 Prowlers Killed, then 1 Prowler Alive

Whiplash - 4

- Respawn delay 2 - 4 seconds
- Respawn up to 4 when  $\leq 2$  alive
- Stop when 4 Whiplashes Killed

Wave 5  $\boxtimes$  4 Whiplashes Killed, then 0 Whiplashes Alive, then 1 Second

Tyrant - 1

Mancubus - 1 (Delayed 2 Seconds)

Mancubus - 1 (Delayed 4 Seconds)

Gargoyle / Imp - 8 (Delayed 5 Seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 8 when  $\leq 5$  alive
- Stop when 0 Whiplashes & Tyrants Alive

**End Condition** - 0 Alive, then 2 seconds



# Nekravol Part 1

## ✂1 Onslaught

Name in File: ai\_encounter\_manager\_intro\_01c?

**End Condition** - Dead | Non-Zombies/Mecha-Zombies

Wave 1

Tyrant - 1

Zombie - 2

Mecha-Zombie - 2

Wave 2 ☒ Dead | Tyrant

Whiplash - 1

Cacodemon - 1

Prowler - 1

Wave 3 ☒ Dead | Wave - 2 | Whiplash or Cacodemon

Cyber Mancubus - 1

**Respawns**

Prowler

- Reserve - 3

## ✂2 Baron of Hell

Name in File: ?ai\_encounter\_manager\_pit\_01a

**End Condition** - Dead | Everything

Baron of Hell - 1

Imp - 1

Zombie - 2

## ✂3 Kalibas

Name in File: ?

**End Condition** - Dead | 4 Eyes

Wave - 1

Kalibas - 1

Wave - 2 ☒ Dead | 1 Eye

Gargoyle - 1

Wave - 3 ☒ Dead | 2 Eyes

Pain Elemental - 1

**Respawns**

Gargoyle

- Stop - End Condition

Pain Elemental

- Reserve - 1

- Stop - End Condition

## ⌘4 Second Crusher

Name in File: ?ai\_encounter\_manager\_torture\_01b

**End Condition** - Dead | Non-Zombies/Mecha-Zombies

Wave - 1

Dread Knight - 1

Imp - 3

Mecha-Zombie - 1

Zombie or Mecha-Zombie - 3

Wave - 2 ⌘ Dead | Dread Knight

Whiplash - 1

Carcass - 1

Imp or Gargoyle - 2

Wave - 3 ⌘ Dead | Wave - 2 | Whiplash & Carcass

Cyber Mancubus - 1

Hell Knight - 1

Cacodemon - 1

Prowler - 1

Imp or Gargoyle - 3

Wave - 4 ⌘ Dead | 2 Wave - 3 | 2 Non-Prowler Heavies

Archvile - 1

**Respawns**

Wave 3 Imp or Gargoyle

- Reserve - 5

- Stop - Archvile Dead

## ⌘5 Buff Totem

Name in File: ai\_encounter\_manager\_torture\_02a

**End Condition** - Dead | Non-Zombies

Buff Totem - 1

Arachnotron - 1

Cyber Mancubus - 1

Pinky - 1

Imp - 2

- No Spawn/Respawn delay

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Buff Totem is broken

Gargoyle - 2

- No Spawn/Respawn delay

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Buff Totem is broken

Zombie - 2

- No Spawn/Respawn delay

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Buff Totem is broken

## ⊗ Marauder

Name in File: ?ai\_encounter\_manager\_torture\_02b

**End Condition** - Dead | Marauder & Whiplash

Marauder - 1

Whiplash - 1

Zombie - 2

## ⊗6 Halls of Torment

Name in File: ai\_encounter\_manager\_torture\_03a

File says there should be 1 Prowler in Group 1 and another in Group 2. These use a bugged spawn (IDK why it's bugged) and fail to spawn. Might be fixed in later patches?

Wave 1

Group 1

Cyber Mancubus - 1

Mecha-Zombie - 3

Gargoyle - 1

Imp - 1

Zombie - 2

- Mecha-Zombie & Zombies form group that:
- Start Respawning once Group 2 is started
- Respawn delay 2 - 3 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when 2 Doom Hunters Killed

Group 2 ⊗ a few metres past the entrance

Whiplash - 1

Spectre - 1

Wave - 2 ⊗ Start Group 2, then 2 Heavies Killed

Hell Knight - 1

Carcass - 1

Gargoyle - 2

Imp - 1

Wave - 3 ⊗ 1 Hell Knight Killed, then 2 seconds

Dread Knight - 1

Doom Hunter - 2 (Delayed 1 second)

Imp - 2 (Delayed 3 seconds)

**End Condition** - 0 Non-Mecha-Zombies/Zombies Alive

## Secret Encounter 1

Name in File: ?

Hell Knight - 1

Mecha-Zombie - 1

## Secret Encounter 2

Name in File: ?

Baron of Hell - 1

Zombie - 3

# Nekravol Part 2

# Nekravol Part 2

## ✂1 Corpse Conveyor

Name in File: ?

**End Condition** - Dead | Pain Elemental and 3 Cacodemons

Group - 1

Zombie - 2

Group - 2 ☒ once the bridge is reached

Mecha-Zombie - 3

Soldier - 2

Group - 3 ☒ once the first torches are reached

Gargoyle - 3

Group - 4 ☒ start Group - 3 and 4 seconds

Pain Elemental - 1

Group - 5 ☒ once the first right platform is reached

Cacodemon - 1

Group - 6 ☒ once you've moved one cm on the first right platform

Cacodemon - 1

Group - 7 ☒ once the second right platform is reached

Cacodemon - 1

## ✂2 Before Soul Extraction

Name in File:

- Group 1: precombat\_encounter\_manager\_elevator2

- ai\_encounter\_manager\_soulremoval\_01a

Group - 1

Security - 1

Mecha-Zombie - 2

Soldier - 1

Group - 2 ☒ once the second arch is passed

Revenant - 1

Group - 3 ☒ once half way past the middle of the room

Carcass - 1

Prowler - 1

Soldier - 1

**End Condition** - Dead | Group - 2 & 3

## ✂3 Soul Extraction

Name in File:

- Wave 1 Group 1: precombat\_encounter\_manager\_elevator3
- ai\_encounter\_manager\_soulremoval\_01b

Wave 1

Group 1

- Mancubus - 1
- Mecha-Zombie - 3 (Delayed 0.25s; staggered every 0.25s)
- Zombie - 1 (Delayed 0.25s)
- Revenant - 1 (Delayed 1s)

Group 2 | Starts simultaneously with Group 1

- Imp - 1
- Imp - 1 (Delayed 1.25s)

Wave 2 ✂ Dead | Wave 1 | 3 from Group 1

- Gargoyle - 1
- Imp - 1 (Delayed 1.25s)
- Gargoyle - 1 (Delayed 1.25s)
- Imp - 1 (Delayed 1.25s)
- Gargoyle - 2 (Delayed 1.25s; staggered every 1.25s)
- Zombie/Mecha-Zombie - 4 (+12 in reserves)
  - Respawn up to 2 when  $\leq 1$  alive
  - Spawn & respawn delay 2 - 3 seconds
  - Stop when zero Prowlers/Doom Hunters alive

Wave 3 ✂ Alive | 5 Imps or Gargoyles

- If the Imps in Wave 1 are killed before Wave 2 starts, they are counted towards the kills needed for this start condition.

Baron of Hell - 1

Wave 4 ✂ 5250 damage to Baron of Hell

Pain Elemental - 1

Wave 5 ✂ 2500 damage to Pain Elemental

Whiplash - 2

Wave 6 ✂ Dead | Pain Elemental or 1 Whiplash, then 2 seconds

Doom Hunter - 1

Wave 7 ✂ 3750 damage to Doom Hunter

Prowler - 2

**End Condition** - Zero Non-Zombies/Mecha-Zombies Alive

## ⌘4 Demon Foundry

Name in File:

- Group 1: precombat\_encounter\_manager\_elevator4
- ai\_encounter\_manager\_demonpit\_01a

Wave 1

Group 1

Mecha-Zombie - 3

Security - 1

Soldier - 2

Group 2 ⌘ 1.5 Seconds (First manager says there is a 1.5 second timer before next manager starts?)

Dread Knight - 1

Arachnotron - 1

Revenant - 1

Carcass - 1

Imp - 1

Zombie/Mecha-Zombie - 3

- Respawn up to 3 when  $\leq 1$  alive
- Spawn & respawn delay 2 - 3 seconds
- Stop when End Condition

Wave 2 ⌘ Dread Knight Killed, then 3 seconds

Archvile - 1

Wave 3 ⌘ 0 Archviles Alive, then 2 seconds

Marauder - 1

**End Condition** - 0 Non-Zombies/Mecha-Zombies/Soldiers Alive

## ⌘5 Top of Soul Converter

Name in File: ?

**End Condition** - Dead | 2 Eyes

Argent Core - 1

Dread Knight - 1

Prowler - 1

Gargoyle - 1

Imp - 1

## ⌘6 Argent Transmitter

Name in File: ai\_encounter\_manager\_towertop\_01a

This fight contains a poorly configured kill count & maintainAI, as described [here](#).

If the Baron of Hell & Arachnotron are both dead before Wave 3 starts, Wave 4's condition will never be reached & the game will softlock. Make sure to keep one of these alive then finish them off after the first Cacodemon starts spawning. To fix the soft lock, kill and empty the reserves of the zombies. A later patch (which one?), the zombie reserves are set to infinite, and the softlock can not be fixed.

### Wave 1

Tyrant - 1

Carcass - 1

Whiplash - 1 (+2 in reserve)

- Spawn and respawn delay 1 - 2 seconds
- Respawn up to 1 when 0 alive
- Stop when Tyrant Killed

Prowler - 1 (+2 in reserve)

- Spawn and respawn delay 1 - 2 seconds
- Respawn up to 1 when 0 alive
- Stop when Tyrant Killed

Soldier - 3 (+3 in reserve)

- Spawn and respawn delay 1 - 2 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when Tyrant Killed

Gargoyle - 3 (+3 in reserve)

- Spawn and respawn delay 1 - 2 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when Tyrant Killed

Zombie - 4 (+8 in reserve, infinite reserve a later patch (which patch?))

- Spawn and respawn delay 1 - 2 seconds
- Respawn up to 4 when  $\leq 1$  alive
- Stop when Doom Hunter Killed

### Wave 2 ☒ Tyrant Killed, then $\leq 6$ Alive

Baron of Hell - 1

Arachnotron - 1

Revenant - 1

Gargoyle - 2

Imp - 4

### Wave 3 ☒ Baron of Hell/Arachnotron/Revenant Killed, then 2 seconds

Cacodemon - 1

### Wave 4 ☒ Start Wave 3, then Baron of Hell/Arachnotron Killed, then 2 seconds

Cacodemon - 1

### Wave 5 ☒ Start Wave 4, then 0 Baron of Hells&Arachnotrons&Revenants Alive, then 3 seconds

Doom Hunter - 1

**End Condition** - 0 Non-Zombies Alive

## Secret Encounter 1

Name in File: ?

Pain Elemental - 2

## Secret Encounter 2

Name in File: ?

Cyber Mancubus - 1

Hell Knight - 1



# Urdak

## ✂1 After Cutscene

Name in File:

- temple\_interior\_encounter\_manager\_2
- Respawning Fodder: temple\_interior\_encounter\_manager\_4

File says there should be 1 more Wave 1 Maykr Drone, as well as 1 more Wave 2 Group 1 Maykr Drone. These use a bugged spawn (no entityDefs defined) and fail to spawn. **Might be fixed in later patches?**

Wave 1

Group 1

Maykr Drone - 2

Gargoyle - 1

Mecha-Zombie - 1

Soldier / Gargoyle / Imp - 2

- Spawn and respawn delay 8 - 20 seconds

- Respawn up to 2 when 0 alive

- Stop when End Condition

Mecha-Zombie / Zombie - 2

- Spawn and respawn delay 10 - 20 seconds

- Respawn up to 2 when 0 alive

- Stop when End Condition

Group 2 ✂ 10 seconds

Hell Knight - 1

Cyber Mancubus - 1 (Delayed 2 seconds)

Revenant - 1 (Delayed 2 seconds)

Wave 2 ✂ 2 Heavies Killed, then 10 seconds

Group 1

Whiplash - 1

Maykr Drone - 1

Gargoyle - 1

Group 2 ✂ 10 seconds

Dread Knight - 1

Mancubus - 1

Whiplash - 1

Maykr Drone - 1

Mecha-Zombie - 1

**End Condition** - 0 Maykr Drones & Heavies Alive

## ⌘2 Guardians of Sanctuary

Name in File:

- temp\_all\_scripting\_encounter\_manager\_19
- Zombies: temp\_all\_scripting\_encounter\_manager\_14

Group 1

Zombie - 5

Group 2 ☒ once a few metres below the level of the entrance, then 5 seconds

Maykr Drone - 3

Pain Elemental - 1

Cacodemon - 1

**End Condition** - 0 Non-Zombies Alive

## ✂3 Abyss of Sanctuary 1

Name in File:

- Wave 1 Group 1: temple\_final\_section\_precombat
- temple\_final\_section\_encounter\_manager\_11
- Respawning: temple\_final\_section\_encounter\_manager\_12

File says there should be 1 Wave 1 Group 2 Zombie (missing entity), 1 Wave 2 Group 2 Zombie (reuse delay or an enemy bound test?), & 1 Wave 3 Mecha-Zombie (reuse delay or an enemy bound test?). These use bugged spawns and fail to spawn. **Might be fixed in later patches?**

Wave 1

Group 1

- Buff Totem - 1
- Maykr Drone - 1
- Imp - 2

Group 2 ☒ once the entrance is passed

- Arachnotron - 1
- Maykr Drone - 1
- Prowler - 1
- Mecha-Zombie - 1

Group 3 ☒ start Group 2, then 20 seconds

- Prowler, Mecha-Zombie, or Gargoyle - 3
  - Spawn and respawn delay 10 - 20 seconds
  - Respawn up to 3 when  $\leq 1$  alive
  - Stop when End Condition

Wave 2 ☒ Arachnotron & Group 2 Maykr Drone (the one that spawns further away from the entrance) Killed

Group 1

- Doom Hunter - 1

Group 2 ☒ 10 Seconds

- Maykr Drone - 2
- Prowler - 1
- Mecha-Zombie - 1

Wave - 3 ☒ Start Wave 2 Group 2, then Doom Hunter & Group 2 Maykr Drones Killed

- Dread Knight - 1
- Zombie - 1

**End Condition** - Dread Knight Killed & 0 Buff Totem Alive

## ✂4 Abyss of Sanctuary 2

Name in File:

- barron\_encounter1
- Group 1: precombat  
Group 1
  - Zombie - 3
  - Mecha-Zombie - 1
- Group 2 ☒ once 1-2 metres before the chainsaw fuel is passed
  - Baron of Hell - 1
- Group 3 ☒ Start Group 2, then 1 seconds
  - Soldier - 1
  - Gargoyle - 1
- Group 4 ☒ Start Group 2, then 4 seconds
  - Prowler - 1
  - Gargoyle - 1

**End Condition** - Start Group 4 & 0 Baron of Hells Alive

## ✂5 First Teleporter Ring

Name in File:

- Group 1: green\_control\_tower\_precombat
- green\_control\_tower\_encounter\_manager\_5
- Marauder: green\_control\_tower\_encounter\_manager\_6

Wave 1

Group 1

- Imp - 1
- Mecha-Zombie - 1
- Soldier - 1

Group 2 ☒ once the fight is entered (Trigger large, hard to give bounds)

- Cyber Mancubus - 1
- Revenant - 1
- Maykr Drone - 2
- Mecha-Zombie - 1
- Soldier - 1
- Zombie - 1

Wave - 2 ☒ once bottom of side stairs is reached & (Start Group 2, then 1 second, then Cyber Mancubus & Revenant Killed)

Marauder - 1

**End Condition** - Marauder Killed

## ✂6 Dimensional Lacerator

Name in File:

- Group 1: green\_control\_tower\_cacos1
- hub\_exterior\_encounter\_manager\_6
- Group 1 ☒ once "Am I The Daddy Father" cutscene is finished
  - Mecha-Zombie - 1
  - Zombie - 2
- Group 2 ☒ once the bottom of the stairs at front of fight are reached
  - Maykr Drone - 2
  - Mecha-Zombie - 1
  - Gargoyle - 1
  - Zombie - 1
- Group 3 ☒ Start Group 2, then 10 seconds
  - Archvile - 1
- Group 4 ☒ Start Group 2, then 25 seconds
  - Pain Elemental - 1
  - Mancubus - 1
  - Imp - 1
- Group 5 ☒ Start Group 2, then 30 seconds
  - Dread Knight - 1
  - Maykr Drone - 1

**End Condition** - 0 Heavies & Archviles Alive

## ✂7 Perse Harmonizer

Name in File:

- blue\_control\_heavies
- Respawning: blue\_control\_fodder

File says there should be 1 Dread Knight (?), 1 Whiplash (?), & 1 Maykr Drone (no entityDefs defined) in Wave 2 Group 2. These use bugged spawns and fail to spawn. **Might be fixed in later patches?**

Wave 1

- Buff Totem - 1
- Cyber Mancubus - 1
- Arachnotron - 1
- Hell Knight - 1
- Whiplash - 1
- Revenant - 1
- Maykr Drone - 1
- Mecha-Zombie - 1
- Prowler, Mecha-Zombie, Gargoyle, or Imp - 4
  - Spawn and respawn delay 10 - 15 seconds
  - Respawn up to 4 when  $\leq 1$  alive
  - Stop when 6 seconds & Start Group 3 & Tyrant  $\leq 25\%$  health

Wave 2 ✂ 2 Heavies Killed

Group 1

Tyrant - 1

Group 2 ✂ 5 seconds

Mancubus - 1

Whiplash - 1

Maykr Drone - 1

Group 3 ✂ 10 seconds

Cyber Mancubus - 1

Revenant - 1

**End Condition** - 0 Buff Totems, Tyrants, & Heavies Alive

- cutscene starts after
- door opens 1.5 seconds after
- checkpoint 5.5 seconds after

## ✂8 Xanthous Harmonizer 1

Name in File:

- Group 1: precombat\_yellow\_room
- combat\_yellow\_room
- Group 1 ✂ once the climbable wall? is reached
  - Gargoyle - 1
  - Zombie - 2
- Group 2 ✂ once the entrance is reached
  - Dread Knight - 1

**End Condition** - Dread Knight Killed

## ⌘9 Xanthous Harmonizer 2

Changed in Patch 2?

Name in File:

- Group 1: yellow\_arena\_tower\_precombat\_yellow\_arena
- yellow\_arena\_tower\_yellow\_heavies
- Respawning: yellow\_arena\_tower\_yellow\_fodder\_encounterm

Wave 1

Group 1 ☒ once a few metres before the entrance door is reached

Maykr Drone - 2

Gargoyle - 1

Imp - 2

Group 2 ☒ once the fight is entered (Trigger large, hard to give bounds)

Cyber Mancubus - 1

Hell Knight - 1

Revenant - 1

Maykr Drone - 1

Imp - 1

Prowler, Mecha-Zombie, Security, Soldier, Gargoyle, or Zombie

- Spawn and respawn delay 11 - 25 seconds
- Respawn up to 4 when  $\leq 1$  alive
- Stop when End Condition

Cyber Mancubus - 1 - Delayed 2 seconds

Wave 2 ☒ Start Group 2, then 2 seconds, then 2 Heavies Killed, then 5 seconds

Baron of Hell - 1

Whiplash - 1

Cacodemon - 1

Maykr Drone - 1

Imp - 1

Wave 3 ☒ Start Wave 2, then 20 seconds, then 4 of Hell Knight, Cacodemon, Cyber Mancubus, or Whiplash Killed

Group 1

Baron of Hell - 1

Cacodemon - 1

Maykr Drone - 1

Group 2 ☒ 2 seconds

Whiplash - 2

Maykr Drone - 1

**End Condition** - 0 Super-Heavies & Heavies Alive

- cutscene starts after
- door opens 1.5 seconds after
- checkpoint 5.5 seconds after

## Secret Encounter 1

Name in File: ?

Cyber Mancubus - 1

Maykr Drone - 2

Zombie - 2

## Secret Encounter 2

Name in File: ?

Doom Hunter - 1

Whiplash - 1

Spectre - 1

Zombie - 1

## Khan Maykr

Name in File: ?

**End Condition** - Dead | Khan Maykr

Final Sin

# Final Sin

## ✂1 Starstruct Industries

Name in File:

- Wave 1: precombat\_encounter\_manager\_encounter\_a
- Wave 2 - 5: rooftop\_encounter\_manager\_a\_main
- Wave 2 Respawning Fodder: rooftop\_encounter\_manager\_impsgargs
- Wave 6 - 7: rooftop\_encounter\_manager\_a\_main\_tyrant

Wave 1

- Arachnotron - 1
- Revenant - 1
- Cacodemon - 1
- Soldier - 4
- Security - 1
- Mecha-Zombie - 3

Wave 2 ✂ hit ? trigger, then 1.5? seconds, then  $\leq 3$  Alive

- Cyber Mancubus - 1 (Delayed 1 second)
- Carcass - 1 (Delayed 2 seconds)
- Mancubus - 1 (Delayed 5 seconds)
- Hell Knight - 1 (Delayed 6 seconds)
- Zombie - 3
  - Spawn and respawn delay 0 - 1 seconds
  - Respawn up to 3 when  $\leq 1$  alive
  - Stop when Gargoyles start, then 1 Doom Hunter Killed
- Imp - 2 (Delayed 1 second)
- Soldier - 2 (Delayed 2 seconds)
- Gargoyle - 2 (Delayed 3 seconds)
  - The Imps, Soldiers, & Gargoyles:
  - Spawn and respawn delay 0 - 4 seconds
  - Respawn up to 2 when  $\leq 1$  alive
  - Stop when Gargoyles start spawning, then 1 Doom Hunter Killed

Wave 3 ✂ After Hell Knight starts spawning, then 2 Wave 2 Heavies Killed, then 1 second

- Baron of Hell - 1
- Revenant - 1 (Delayed 3 seconds)

Wave 4 ✂ 2 of Baron of Hell/Cyber Mancubus/Mancubus/Revenant Killed, then 3 seconds

- Prowler - 1
- Whiplash - 1 (Delayed 3 seconds)

Wave 5 ✂ After Whiplash starts spawning, 1 Wave 4 Enemy Killed, then 2 seconds

- Pain Elemental - 1
- Prowler - 1
- Whiplash - 1 (Delayed 2 seconds)

Wave 6 ✂ 0 Whiplashes & Barons of Hell Alive, then 2 seconds, then 0 Non-Wave 1 Heavies & Prowlers Alive, then 1 second (checkpoint), then 5 seconds

Tyrant - 1

Wave 7 ☒ After Tyrant starts spawning, 0.5 seconds, then 1 Tyrant Killed, then 2 seconds

Doom Hunter - 1

**End Condition** - 1 Doom Hunter Killed

## ☒2 Viris West

Name in File:

- Group 1: precombat\_encounter\_manager\_b
- building\_1\_encounter\_manager\_mainfloor

Wave 1

Group 1

Mancubus - 1

Soldier - 3

Mecha-Zombie - 1

Group 2 ☒ once ? is reached

Imp - 1

Prowler - 1 (Delayed 0.5 seconds)

Imp - 1 (Delayed 1 seconds)

Group 3 ☒ After Second Imp starts spawning, then ? is reached

Arachnotron - 1

Mecha Zombie - 1

Zombie - 4

Imp - 1 (Delayed 1 second)

Imp - 1 (Delayed 2 seconds)

Wave 2 ☒ after second Group 3 Imp starts spawning, then ? trigger hit, then 4

Non-Group 1 Enemies Killed

Pinky - 1

**End Condition** - 0 Non-Group 1 Alive

## ☒ Viris East 1

Name in File:

- Group 1: precombat\_encounter\_manager\_encounter\_c1
- Group 2: building\_2\_encounter\_manager\_right\_hallway
- Group 3: building\_2\_encounter\_manager\_left\_hallway
- Group 4: building\_2\_encounter\_manager\_door\_a
- building\_2\_encounter\_manager\_bottom\_floor

Wave 1

Group 1 ☒ once ? is reached

Security - 3

Soldier - 3

Group 2 ☒ once ? is reached

Revenant - 1

Group 3 ☒ once ? is reached

Hell Knight - 1

Imp - 1 (Delayed 1 second)

Imp - 1 (Delayed 1.5 seconds)

Whiplash - 1 (Delayed 2 seconds)

Group 4 ☒ once ? is reached

Pinky - 1

Remove other trigger?

Group 5 ☒ once ? is reached

Security - 1

Soldier - 2

Prowler - 1 (Delayed 0.5 seconds)

Gargoyle - 1 (Delayed 1.5 seconds)

Gargoyle - 1 (Delayed 2.5 seconds)

Wave 2 ☒ after second Gargoyle starts spawning, 4 Group 5 Enemies Killed

Buff Totem - 1

Wave 3 (Progression End Condition) ☒ hit ? trigger & 8? (File says this) Group 5 Enemies Killed

Group 1

Mancubus - 1

Soldier - 1

Imp - 2

Zombie - 2

Dread Knight - 1 (Delayed 2 seconds)

Group 2 ☒ 2 seconds, then once ? is reached

Cyber Mancubus - 1

Arachnotron - 1

Carcass - 1

Soldier - 1

**Checkpoint End Condition** - After Wave 2 Group 2 starts, then 0 Group 5, Wave 2 & 3 Enemies Alive

## ✂3 Viris East 2

Name in File:

- Wave 1: precombat\_encounter\_manager\_encounter\_c\_rooftop
- Wave 2: building\_2\_encounter\_manager\_top\_floor
- Respawning Zombies:  
precombat\_encounter\_manager\_encounter\_c\_rooftop1

Wave 1 ☒ once where the entrance barrier would be is reached

Arachnotron - 1  
Revenant - 1  
Cacodemon - 1  
Soldier - 4  
Security - 1  
Mecha-Zombie - 3

Wave 2 ☒ once top of the entrance ramps are reached?, then 2 seconds, then 0 Alive

Group 1

Revenant - 1  
Imp - 1  
Imp - 1 (Delayed 1 second)

Group 2 ☒ after second Imp starts spawning

Gargoyle - 2  
Zombie - 1  
Marauder - 1  
Zombie - 2

- Respawn delay 1 - 2 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Marauders Alive, then 1 second?

**End Condition** - 0 Marauders Alive, then 3 seconds, then 0 Non-Respawning

Wave 2 Alive

## ⌘4 Savory

Name in File:

- atrium\_arena\_encounter\_manager\_d\_part1
- Wave 2 Fodder: precombat\_encounter\_manager\_impsgargs\_d

Wave 1

- Tyrant - 1
- Mancubus - 2
- Arachnotron - 2
- Revenant - 1
- Imp - 4
- Soldier - 5

Wave 2 ☒ once ? is reached, then 2.5 seconds, then  $\leq 5$  Alive, then 1 second

- Baron of Hell - 1
- Zombie - 2
  - Spawn and respawn delay 0 - 1 seconds
  - Respawn up to 2 when  $\leq 1$  alive
  - Stop when Gargoyles start spawning, then 0 Tyrants Alive
- Imp - 2 (Delayed 1 second)
- Soldier - 2 (Delayed 2 seconds)
- Gargoyle - 2 (Delayed 3 seconds)
  - The Imps, Soldiers, & Gargoyles:
  - Spawn and respawn delay 0 - 4 seconds
  - Respawn up to 2 when 0 alive
  - Stop when Gargoyles start spawning, then 0 Tyrants Alive

Wave 3 ☒  $\leq 2$  Non-Respawning Alive & 0 Tyrants Alive

- Tyrants - 1
- Tyrants - 1 (Delayed 1 second)
- Revenant - 1 (Delayed 1 second)
- Pinky - 1 (Delayed 4 second)
- Cacodemon - 1 (Delayed 6 second)
- Pinky - 1 (Delayed 7 second)

Wave 4 ☒  $\leq 5$  Alive

- Buff Totem - 1

**End Condition** - 0 Non-Respawning Alive

## ⌘5 Cryo

Name in File: atrium\_arena\_encounter\_manager\_d\_part3

Wave 1 ☒ once ? is reached

Cyber Mancubus - 1

Mancubus - 1

Dread Knight - 1

Hell Knight - 1

Arachnotron - 2

Pinky - 1

Revenant - 2

Imp - 1

Soldier - 1

Wave 2 ☒ once ? is reached, then 3 seconds, then once ? is reached, then ≤6  
Alive

Pain Elemental - 1

Pain Elemental - 1 (Delayed 1 second)

Zombie - 1

Imp - 1 (Delayed 1 second)

Soldier - 1 (Delayed 2 seconds)

- The Zombies, Imps, & Soldiers:
- Spawn and respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive
- Stop when Gargoyles start spawning, then 0 Archviles Alive

Gargoyle - 2 (Delayed 3 seconds)

- Spawn and respawn delay 2 - 4 seconds
- Respawn up to 2 when ≤1 alive
- Stop when Gargoyles start spawning, then 0 Archviles Alive

Wave 3 ☒ 0 Pain Elementals Alive, then 2 seconds

Marauder - 1

Wave 4 ☒ 0 Marauders Alive, then 2 seconds

Archvile - 1

**End Condition** - 0 Non-Respawning Alive

- then checkpoint, then cutscene 3 seconds after

# Icon of Sin 1

Name in File:

- Icon of Sin & Zombies: stage1\_encounter\_manager\_progression
- Variable Respawns: stage1\_followup

Icon of Sin - 1

Zombie - 3 (Delayed 1 second)

- Spawn and respawn delay 6 - 12 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when End Condition

Variable Respawns

Set 1: Mancubus / Hell Knight - 2

Gargoyle - 1

Set 2: Cyber Mancubus / Pinky - 2

Prowler - 1

Set 3: Dread Knight / Revenant - 2

Security - 1

Set 4: Baron of Hell - 1    Carcass - 1

Soldier - 1

Set 5: Arachnotron / Whiplash - 2

Imp - 1

Set 6: Pain Elemental - 1    Cacodemon - 1    Mecha-Zombie - 1

- A single set is chosen at the start of the fight & is maintained until the end. It cannot be changed.
- Initial spawns delayed 3 seconds
- Heavies that spawn in a groups of 2 have staggered initial spawns of 5 - 10 seconds
- Respawn Behaviour:
  - Start respawning 20 seconds after initial spawns
  - Respawn up to original amounts when 0 alive
  - Non-Prowler Heavies respawn delay 10 - 20 seconds
  - Fodder/Prowler respawn delay 5 - 10 seconds
  - Stop when End Condition

**End Condition** - Icon of Sin's Armor Destroyed & all animations complete

## Icon of Sin 2

Name in File:

- Icon of Sin & Zombies: stage2\_encounter\_manager\_progression
- Variable Respawns: stage2\_followup

Icon of Sin - 1

Zombie - 3 (Delayed 1 second)

- Spawn and respawn delay 6 - 12 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when End Condition

Variable Respawns

Set 1: Cacodemon - 1	Pinky - 1	Gargoyle - 1
Set 2: Pain Elemental - 1	Hell Knight - 1	Prowler - 1
Set 3: Arachnotron / Carcass - 2		Security - 1
Set 4: Dread Knight / Whiplash - 2		Soldier - 1
Set 5: Baron of Hell - 1	Revenant - 1	Imp - 1
Set 6: Cyber Mancubus / Mancubus - 2		Mecha-Zombie - 1

- A single set is chosen at the start of the fight & is maintained until the end. It cannot be changed.
- Initial spawns delayed 3 seconds
- Heavies that spawn in a groups of 2 have staggered initial spawns of 5 - 10 seconds
- Respawn Behaviour:
  - Start respawning 20 seconds after initial spawns
  - Respawn up to original amounts when 0 alive
  - Non-Prowler Heavies respawn delay 15 - 20 seconds
  - Fodder/Prowler respawn delay 5 - 10 seconds
  - Stop when End Condition

**End Condition** - Icon of Sin 0 Health & all animations complete

UAC Atlantica

## UAC Atlantica

### ✂1 Landing Pad 1

Name in File: starting\_platform\_encounter\_manager\_1

Wave 1

Group 1

Zombie - 3 (Auto die when group 3 is started)

Group 2 ✂ when ? is reached

Soldiers - 2 (2nd delayed 0.25 seconds)

Mancubus - 1 (Delayed 2.75 seconds)

Zombie - 2 (Delayed 4.75 seconds)

Zombie - 2 (Delayed 5 seconds)

Group 3 ✂ Final group 2 Zombies start spawning, then ? is reached

Soldiers - 2

Soldiers - 2 (Delayed 0.25 seconds)

Group 4 ✂ Final group 3 Soldiers start spawning, then ? is reached

Revenant - 2

Wave 2 ✂ Start group 4, then  $\leq 2$  Soldiers Alive

Hell Knight - 2 (? in 5+)

**End Condition** - 0 Enemies Alive

### ✂2 Blue Key

Name in File: starting\_platform\_encounter\_manager\_17

Group 1

Mancubus - 1

Dread Knight - 1

Carcass - 1 (? in 5+)

Zombie - 2

Group 2 ✂ when Blue Key is reached, then ? is reached

Soldiers - 2 (2nd delayed 0.25 seconds)

Hell Knight - 1 (Delayed 0.25 seconds)

Carcass - 1 (Delayed 0.25 seconds) (? in 5+)

**End Condition** - 0 Enemies Alive

## ✂3 Landing Pad 2

Name in File: starting\_platform\_encounter\_manager\_18

Wave 1

Soldiers - 2 (2nd delayed 0.25 seconds)

Arachnotron - 1 (Delayed 0.5 seconds)

Zombie - 3 (Delayed 0.5 seconds)

- Start respawning as Imp / Zombie when Wave 2 starts
- Respawn up to 5 when  $\leq 3$  alive
- Respawn delay 2 - 4 seconds
- Stop when 0 Heavies & Super Heavies Alive, then 1 second after  
Zombies auto die

Wave 2 ✕ 0 Arachnotrons Alive

Cyber Mancubus - 2

Wave 3 ✕  $\leq 1$  Cyber Mancubus Alive

Cacodemon - 3 (? in 5+, reverted?)

Wave 4 ✕ 0 Cyber Mancubus and  $\leq 1$  Cacodemon Alive

Arachnotron - 2

Wave 5 ✕  $\leq 1$  Arachnotron Alive

Baron of Hell - 1 (? in 5+, reverted?)

End Condition - 0 Enemies Alive

## ✂4 Above Blue Key

Name in File: starting\_platform\_encounter\_manager\_19

End Condition - Dead | All Non-Zombies

Wave 1

Dread Knight - 1 (? in 5+)

Soldier - 1 (Delayed 0.25 seconds)

Soldier - 1 (Delayed 0.5 seconds)

Mancubus - 1 (Delayed 1.5 seconds)

Security - 2 (Delayed 1.5 seconds)

Zombie - 2 (Delayed 1.5 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Non-Zombies Alive, then 1 second after auto die

Wave 2 ✕ Mancubus & Dread Knights Alive

Cyber Mancubus - 2 (2nd delayed 0.25 seconds) (? in 5+)

End Condition - 0 Enemies Alive

- checkpoint 1 second after

## ⌘5 Service Elevator 1

Name in File: starting\_platform\_encounter\_manager\_dlc1\_2

Wave 1

Arachnotron - 1

Zombie - 4

Wave 2 when ? is reached, then 0 Arachnotrons Alive

Mancubus - 1

Soldier - 2 (2nd delayed 0.25 seconds)

**End Condition** - 0 Enemies Alive

- checkpoint 1 second after

## ⌘1 Onslaught Hallway 1

Name in File: first\_arena\_encounter\_manager\_7

Wave 1

Turret - 1

Zombie - 6

Wave 2 when 0 Zombies Alive

Zombie - 2

- Spawn & respawn delay 1 - 3 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when 3 seconds, then 0 Turrets Alive

**End Condition** - Start Wave 2, then 3 seconds, then 0 Enemies Alive, then 1 second

- checkpoint 1 second after

## ⌘6 Onslaught 1

Name in File: first\_arena\_encounter\_manager\_dlc1\_1

**End Condition** - Dead | Everything

Wave 1

Group 1

Turret - 4

Mecha-Zombie - 1 (Auto dies when Wave 3 starts)

Group 2 ☒ when ? is reached

Revenant - 1

Hell Knight - 1

Soldier - 2 (Delayed 2 seconds)

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Turrets & Heavies Alive

Imp - 4 (Delayed 2 seconds)

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when 0 Turrets & Heavies Alive

Wave 2 ☒ when ? is reached, &  $\leq 2$  Turrets Alive

Cyber Mancubus - 1

Security - 2

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Turrets & Heavies Alive

Mancubus - 1 (Delayed 0.5 seconds)

Wave 3 ☒ 0 Heavies Alive

Arachnotron - 3

Whiplash - 2 (Delayed 1 second)

**End Condition** - 0 Enemies Alive

- checkpoint 1 second after

## ⌘7 Onslaught 2

Name in File: first\_arena\_encounter\_manager\_dlc1\_2

Wave 1

Mancubus - 2

Revenant - 3 (Delayed 0.25 seconds)

Soldier / Gargoyle / Imp - 8 (Delayed 5.25 seconds)

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 8 when  $\leq 6$  alive
- Stop when 0 Cacodemons & Barons of Hell Alive

Wave 2 ☒ Fodder call starts, then 0 Mancubus Alive

Hell Knight - 2

Wave 3 ☒ 0 Hell Knights & Revenants Alive

Cacodemon - 1 (Delayed 0.25 seconds)

Cacodemon - 1 (Delayed 0.5 seconds)

Cacodemon - 1 (Delayed 0.75 seconds)

Wave 4 ☒ 3rd Cacodemon starts spawning, then  $\leq 2$  Cacodemons Alive

Baron of Hell - 1

Wave 5 ☒ Baron of Hell  $\leq 25\%$  Health

Baron of Hell - 1

**End Condition** - 0 Enemies Alive

- checkpoint 1 second after

## ⌘2 Onslaught Hallway 2

Name in File: first\_arena\_encounter\_manager\_8

Lost Soul - 3

Dread Knight - 1 (Delayed 0.25 seconds)

**End Condition** - 0 Enemies Alive

## ⌘8 Service Elevator 2

Name in File: starting\_platform\_encounter\_manager\_dlc1\_3

Marauder - 1 (Delayed 2.5 seconds)

Zombie - 2 (Delayed 5.5 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Marauders Alive

**End Condition** - Zombie call starts then, 0 Enemies Alive, then 1 second

- checkpoint 1 second after

## ✂9 First Crane

Does not impede progress

Name in File:

- starting\_platform\_encounter\_manager\_dlc1\_4
- Group 1: starting\_platform\_encounter\_manager\_dlc1\_5

Group 1

Zombie - 5 (Despawn when the fan is passed)

Group 2

Turret - 3

Zombie - 2

Group 3 ✂ when ? is reached

Arachnotron - 1

Soldier - 2 (2nd delayed 0.25 seconds)

Group 4 ✂ when ? is reached

Cyber Mancubus - 1

Zombie - 2

Group 5 ✂ once the button is reached

Soldier - 1

Cacodemon - 1 (Delayed 2 seconds)

Cacodemon - 1 (Delayed 2.25 seconds)

**End Condition** - 0 Non-Group 1 Alive

## ✂10 Generator Tower

Name in File: traversal\_section\_encounter\_manager\_dlc1\_1

**End Condition** - Dead | All Non-Zombies

Group 1

Soldier - 4

Group 2 ✂ when ? is reached

Soldier - 2

Group 3 ✂ when ? is reached

Cyber Mancubus - 1

Arachnotron - 1 (Delayed 0.5 seconds)

Arachnotron - 1 (Delayed 1 second)

Group 4 ✂ when ? is reached

Carcass - 2

Group 5 ✂ when ? is reached

Archvile - 1

Zombie - 3

- Spawn & respawn delay 2 - 4 seconds

- Respawn up to 3 when ≤2 alive

- Stop when 0 Non-Zombies Alive, then 1 second after auto die

**End Condition** - 0 Non-Zombies Alive, then 1 second

- checkpoint 1 second after

## ✂11 Before Cargo Storage 1

Does not impede progress

Name in File: traversal\_section\_encounter\_manager\_dlc1\_2

Group 1

Revenant - 1

Revenant - 1 (Delayed 0.25 seconds)

Revenant - 1 (Delayed 0.5 seconds)

Mancubus - 1 (Delayed 0.75 seconds)

Group 2 ✂ when ? is reached

Zombie - 3

- Spawn & respawn delay 2 - 4 seconds

- Respawn up to 3 when  $\leq 2$  alive

- Stop when 0 Heavies Alive

**End Condition** - 0 Enemies Alive

## ✂12 Before Cargo Storage 2

Does not impede progress

Name in File: traversal\_section\_encounter\_manager\_dlc1\_3

Group 1

Turret - 3

Zombie - 1 (2nd delayed 0.25 seconds, 3rd 0.5, 4th 0.75)

- Start respawning when Group 2 starts

- Respawn delay 1 - 3 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop 3 seconds after Group 3 starts & 0 Turrets Alive

Soldier - 1 (1st delayed 0.5 seconds, 2nd 0.75)

Group 2 ✂ 0.75 seconds, then ? is reached

Dread Knight - 1

**End Condition** - 3 seconds, then 0 Enemies Alive

## ✂13 Cargo Storage

Name in File: traversal\_section\_encounter\_manager\_dlc1\_4

Wave 1 ✂ 2.5 seconds

Baron of Hell - 1

Cyber Mancubus - 1 (Delayed 3 seconds)

Security - 2

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Heavies Alive

Soldier - 2

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Heavies Alive

Imp - 3 (Delayed 5 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when 0 Heavies Alive

(? in 5+)

Wave 2 ✂ Baron of Hell  $\leq 50\%$  Health

Baron of Hell - 1

Carcass - 2 (1st delayed 0.25 seconds, 2nd 0.5) (? in 5+)

Wave 3 ✂ 0.5 seconds, then 0 Barons of Hell Alive

Pain Elemental - 1

Cacodemon - 2

Wave 4 ✂ 0 Cacodemons Alive

Doom Hunter - 1

**End Condition** - 0 Heavies Alive, then 1 second, then 0 Enemies Alive

- checkpoint 1 second after

## ✂14 Before Chamber

Name in File: traversal\_section\_encounter\_manager\_dlc1\_5

Marauder - 1 (Delayed 2.5 seconds)

Zombie - 2 (Delayed 5.5 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Marauders Alive

**End Condition** - 0 Enemies Alive

## ⌘15 Overdrive

(Onslaught in 5+)

Name in File: destroyed\_rig\_encounter\_manager\_dlc1\_2

Wave 1

Arachnotron - 3 (? in 5+)

Security - 2

- Spawn & respawn delay 5 - 9 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Heavies & Super Heavies Alive

Mecha-Zombie / Gargoyle - 4

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when 0 Heavies & Super Heavies Alive

(? in 5+)

Wave 2 ⌘ when ? is reached, then 1 second, then  $\leq 1$  Arachnotron Alive

Hell Knight - 2 (2nd delayed 0.25 seconds)

Wave 3 ⌘ 0.25 seconds, then  $\leq 1$  Hell Knight Alive

Prowler - 2 (2nd delayed 0.25 seconds)

Wave 4 ⌘ 0.25 seconds, then 0 Arachnotrons & Hell Knights Alive

Pain Elemental - 1

Wave 5 ⌘ Pain Elemental  $\leq 25\%$  Health

Cacodemon - 2 (2nd delayed 0.25 seconds)

Wave 6 ⌘ 0.25 seconds, then 0 Pain Elementals Alive &  $\leq 1$  Cacodemon Alive

Baron of Hell - 1

Wave 7 ⌘ Baron of Hell  $\leq 25\%$  Health

Tyrant - 1

Carcass - 2 (Delayed 0.25 seconds)

Arachnotron - 2 (1st delayed 1.25 seconds, 2nd 2.25) (? in 5+)

**End Condition** - 0 Enemies Alive

- checkpoint 1 second after

## ✂16 Flooded Lab

Name in File: destroyed\_rig\_encounter\_manager\_dlc1\_6

Wave 1

Group 1

Cyber Mancubus - 1

Mancubus - 1

Soldier - 4

Group 2 ☒ when ? is reached

Zombie - 3

- Spawn & respawn delay 2 - 4 seconds

- Respawn up to 3 when ≤2 alive

- Stop & auto die 1 second after 0 Heavies & Carcass Alive

Wave 2 ☒ Cyber Mancubus ≤50% Health

Hell Knight - 2 (2nd delayed 0.25 seconds) (? in 5+)

Wave 3 ☒ ≤1 Hell Knights Alive

Revenant - 2 (2nd delayed 0.25 seconds)

Carcass - 2 (1st delayed 0.5 seconds, 2nd 0.5)

**End Condition** - 0 Heavies & Carcass Alive, then 1 second, then 0 Enemies

Alive

- checkpoint 1 second after

## ✂17 Burning Shipyard 1

Name in File: destroyed\_rig\_encounter\_manager\_dlc1\_9

Wave 1

Cyber Mancubus - 1

Carcass - 1

Cyber Mancubus - 1 (Delayed 0.5 seconds)

Carcass - 1 (Delayed 0.5 seconds)

Imp - 6 (Delayed 2.5 seconds)

- Spawn & respawn delay 4 - 8 seconds

- Respawn up to 6 when ≤6 alive

- Stop when 0 Heavies & Super Heavies Alive

Wave 2 ☒ 2.5 seconds, then ≤1 Cyber Mancubus Alive

Hell Knight - 2 (2nd delayed 0.25 seconds)

Wave 3 ☒ 0.25 seconds, then 0 Cyber Mancubus & Hell Knights Alive

Pain Elemental - 1

Wave 4 ☒ 0 Heavies Alive

Buff Totem - 1

Arachnotron - 2 (2nd delayed 0.25 seconds)

Wave 5 ☒ 0.25 seconds, then ≤1 Arachnotrons Alive

Baron of Hell - 1

**End Condition** - 0 Enemies Alive, then 6 seconds

- checkpoint 1 second after

## ✂18 Burning Shipyard 2

Name in File: destroyed\_rig\_encounter\_manager\_dlc1\_10

Group 1

Turret - 1

Zombie - 6

- Start respawning when Group 2 starts
- Respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Cyber Mancubus & Turrets Alive

Revenant - 2 (2nd delayed 0.25 seconds)

Soldier - 2 (2nd delayed 0.25 seconds)

Group 2  $\boxtimes$  0.25 seconds, then ? is reached (locks doors), then the medium health pickup in the middle is passed

Cyber Mancubus - 1

**End Condition** - 0 Enemies Alive

- checkpoint 1 second after

## ✂19 Underwater Facility

Name in File: underwater\_facility\_encounter\_manager\_dlc1\_2

Wave - 1

Turret - 1

Soldier - 2

Security - 2

Wave 2  $\boxtimes$  ? is reached, then 0 Fodder Alive

Dread Knight - 2 (2nd delayed 0.25 seconds)

Zombie - 2 (Delayed 0.25 seconds)

- Spawn & respawn delay 24 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Wave 3 Alive

Wave 3  $\boxtimes$  0 Dread Knights Alive

Tyrant - 1

Carcass - 1 (Delayed 0.25 seconds)

Carcass - 1 (Delayed 0.5 seconds)

**End Condition** - 0 Enemies Alive

- checkpoint 1 second after

## ⊗3 Flooded Elevator

Name in File: underwater\_facility\_encounter\_manager\_dlc1\_3

Turret - 2

Revenant - 2

Zombie - 4

- Start respawning 1 second after 0 Zombies Alive
- Respawn delay 1 - 3 seconds
- Respawn up to 2 when  $\leq 1$  Alive
- Stop when 0 Revenants & Turrets Alive

**End Condition** - 1 second, then 0 Enemies Alive

## ⌘20 Before Seraphim

Name in File:

- Wave 1: underwater\_facility\_arena\_encounter\_manager\_dlc1\_2
- underwater\_facility\_arena\_encounter\_manager\_dlc1\_1

Wave 1 ⌘ 2.5 seconds

Marauder - 2 (2nd delayed 0.25 seconds)

Zombie - 6 (Delayed 3 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 6 when ≤5 Alive
- Stop when 0 Marauders Alive, then auto die 2 seconds after

Wave 2 ⌘ 3 seconds, then 0 Marauders Alive, then 1 second, then checkpoint, then 5 seconds

Mancubus - 3 (2nd delayed 0.25 seconds, 3rd 0.5)

Soldier - 2 (Delayed 1.5 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when ≤1 Alive
- Stop when 0 Wave 4 - 5 Heavies Alive

Imp - 4 (Delayed 1.5 seconds)

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 4 when ≤3 Alive
- Stop when 0 Wave 4 - 5 Heavies Alive

Wave 3 ⌘ 1.5 seconds, then ≤1 Mancubus Alive

Cyber Mancubus - 2 (2nd delayed 0.25 seconds)

Wave 4 ⌘ 0.25 seconds, then ≤1 Cyber Mancubus Alive

Arachnotron - 2 (2nd delayed 0.25 seconds)

Hell Knight - 2 (1st delayed 0.5 seconds, 2nd 0.75)

Wave 5 ⌘ 0 Cyber Mancubus, Mancubus, & Arachnotrons Alive

Security - 2

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 2 when ≤1 Alive
- Stop when 0 Wave 4 - 5 Heavies Alive

Prowler - 4 (2nd delayed 0.25 seconds, 2nd 0.5, 3rd 0.75)

Pinky - 2 (1st delayed 1 second, 2nd 1.25)

Wave 6 ⌘ 0 Enemies Alive, then 2 seconds

Imp - 10

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 10 when ≤9 Alive
- Stop when 0 Carcasses & Super Heavies Alive

Baron of Hell - 1 (Delayed 1 second)

Carcass - 2 (1st delayed 1.25 seconds, 2nd 1.5)

Wave 7 ⌘ 1.5 seconds, then Baron of Hell ≤50% Health

Baron of Hell - 1

Wave 8 ⌘ 0 Barons of Hell Alive

Tyrant - 2 (2nd delayed 0.25 seconds)

**End Condition** - 0 Enemies Alive

- checkpoint 1 second after

## Secret Encounter 1

Name in File: starting\_platform\_encounter\_manager\_15

Mancubus - 1

Carcass - 1

Zombie - 2

**End Condition** - 0 Enemies Alive

## Secret Encounter 2

Name in File: destroyed\_rig\_encounter\_manager\_8

Spectre - 5

Zombie - 1

**End Condition** - 0 Enemies Alive

## ✂ Slayer Gate Key

Name in File: destroyed\_rig\_encounter\_manager\_dlc1\_4

Tyrant - 1 (Delayed 0.25 seconds)

Zombie - 2 (Delayed 1.25 seconds)

- Spawn & respawn delay 2 - 4 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when 0 Tyrants Alive

**End Condition** - 0 Enemies Alive

# Slayer Gate

Name in File: game\_\_encounter\_manager\_1

Wave 1

Cyber Mancubus - 1

Tentacle - 1 (Auto die when 0 Wave 1 - 3 Heavies Alive)

Revenant - 3 (Delayed 0.25 seconds)

Mecha-Zombie - 2 (Delayed 1.25 seconds)

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Wave 1 - 3 Heavies Alive

Gargoyle - 3 (Delayed 1.25 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when 0 Wave 1 - 3 Heavies Alive

Wave 2  $\boxtimes$  1.25 seconds, then  $\leq 2$  Heavies Alive

Dread Knight - 2

Arachnotron - 1

Wave 3  $\boxtimes$   $\leq 1$  Wave 2 Alive & 0 Wave 1 Heavies Alive

Whiplash - 3

Hell Knight - 1 (Delayed 1 second)

Security - 2

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Wave 1 - 3 Heavies Alive

Wave 4  $\boxtimes$  0 Enemies Alive, then 1.25 seconds

Archvile - 1

Imps - 8

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 8 when  $\leq 6$  alive
- Stop when 0 Super Heavies Alive

Carcass - 2 (Delayed 0.25 seconds)

Wave 5  $\boxtimes$  0 Archviles Alive

Tyrant - 1

Doom Hunter - 1

**End Condition** - 0 Enemies Alive, then 1 second



# Blood Swamps

## ✂ Swamp Entrance

Does not impede progress

## Combat Point Portion

Name in File: precombat\_encounter\_manager\_dlc1\_1

Soldier - 3

Imp - 3

End Condition - 1 second, then 0 Enemies Alive (? in 5+)

## ? Portion

Name in File: ai\_encounter\_manager\_11

Group 1

Zombie - 3

Group 2 ✂ when ? is reached

Mecha-Zombie - 1

Zombie - 1 (Delayed 0.25 seconds)

Group 3 ✂ 0.25 seconds, then when ? is reached

Mancubus - 1

Imp - 1 (Delayed 0.5 seconds)

Group 4 ✂ 0.5 seconds, then when ? is reached

Mancubus - 1

End Condition - 1 second, then 0 Enemies Alive (? in 5+)

## ? Portion

Name in File: ai\_encounter\_manager\_9

Group 1 ✂ when ? is reached

Revenant - 1

Group 2 ✂ when ? is reached

Super Tentacle - 1

End Condition - 1 second, then 0 Enemies Alive (? in 5+)

## Marsh Zombie Portion

Each manager spawns 1 Zombie each when triggers throughout marsh are reached.

End Condition for each is 0 Enemies Alive.

Name in File:

- ai\_encounter\_manager\_1\_2015883829
- ai\_encounter\_manager\_1\_2015883830
- ai\_encounter\_manager\_1\_2015883831
- ai\_encounter\_manager\_1\_2015883832
- ai\_encounter\_manager\_1\_2015883833
- ai\_encounter\_manager\_1\_1995188878

## ⊗1 First Marauder

Name in File: ai\_encounter\_manager\_2

Wave 1

Group 1

Zombie - 3

- Start respawning when Wave 2 starts
- Respawn delay 1 - 2 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Marauders Alive

Soldier - 3 (Delayed 0.2 seconds)

Imp - 3 (Delayed 0.4 seconds)

Group 2 ⊗ 0.6 seconds, then ? is reached

Imp - 1

Wave 2 ⊗ Start Group 2, then ≤4 Soldiers / Imps Alive

Pinky - 1

Wave - 3 ⊗ 0 Pinkies Alive, then 1 second

Marauder - 1

**End Condition** - 0 Non-Zombies Alive

## ⊗2 Baron of Hell

Name in File: ai\_encounter\_manager\_3

Wave 1

Group 1 (Despawns when ? is reached)

Imp - 1

Tentacle - 1

Group 2 ⊗ when ? is reached (Despawns when ? is reached)

Cyber Mancubus - 1

Group 3 ⊗ when ? is reached

Zombie - 4

Group 2 ⊗ when ? is reached, then 1 second

Baron of Hell - 1

**Progress End Condition** - 1 Baron of Hell Killed

Wave 2 ⊗ 1 Baron of Hell Killed, then button pressed

Mancubus - 1

End Condition - 0 Enemies Alive

## Betruger (Left) Side

### ⌘1 Entrance 1

Does not impede progress

Name in File:

- ai\_encounter\_manager\_1\_2015883834
- Group 1: ai\_encounter\_manager\_1\_2015883836

Wave 1

Group 1

Soldier - 1

Imp - 1

Group 2 ⌘ when ? is reached

Soldier - 2

Imp - 3

Imp - 1 (Delayed 0.25 seconds)

Imp - 1 (Delayed 0.55 seconds)

Wave 2 ⌘ Start Group 2, then 0.55 seconds, then 1 Group 2 Imp Killed, then when ? is reached, then ≤2 Group 2 Alive

Whiplash - 1

**End Condition** - 0 Non-Group 1 Alive

### ⌘2 Entrance 2

Does not impede progress

Name in File:

- ai\_encounter\_manager\_1\_2015883838
- Group 1: ai\_encounter\_manager\_1\_2015883835

Group 1

Turret - 2

Zombie - 1

- Spawn & respawn delay 0 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Turrets Alive

Group 2 ⌘ when ? is reached

Mecha-Zombie - 1

Zombie - 1

Group 3 ⌘ when ? is reached

Imp - 2 (2nd delayed 1 second)

Group 4 ⌘ 1 second, then when ? is reached

Cacodemon - 1

**End Condition** - 0 Non-Group 1 Alive

## ☒1 Sunken Court

Name in File:

- ai\_encounter\_manager\_sunken\_ruins\_6
- Marauder: ai\_encounter\_manager\_sunken\_ruins\_12

Group 1

Tentacle - 1 (Auto dies when ? is reached)

Group 2 ☒ when ? is reached

Buff Totem - 1

Prowler - 1 (Auto dies when ? is reached)

Gargoyle - 2

- Spawn & respawn delay 3 - 5 seconds
- Respawn up to 2 when 0 alive
- Stop when 0 Prowlers / Gargoyles / Imps Alive, or when ? is reached, or when Zombie call starts

Imp - 2

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 2 when 0 alive
- Stop when 0 Prowlers / Gargoyles / Imps Alive, or when ? is reached, or when Zombie call starts

Group 3 ☒ when ? is reached, then 2.5 seconds

Marauder - 1

Zombie - 2 (Delayed 0.25 seconds)

- Spawn & respawn delay 6 - 8 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 1 Marauder Killed, then auto die when Buff Totem Cage Condition then 1 Buff Totem Killed

Buff Totem Cage Condition - Start Group 2, then 0.25 seconds, then 1 Marauder Killed, then 1.5 seconds

**End Condition** - Buff Totem Cage Condition, then 1 Buff Totem Killed, then 0 Zombies Alive, then 1.5 seconds

### ✂3 Cracked Bridge

Name in File:

- Group 1: ai\_encounter\_manager\_sunken\_ruins\_5
- Group 2: ai\_encounter\_manager\_sunken\_ruins\_13

Group 1

Zombie - 3 (Despawn when bridge collapse cutscene starts, if group 2 trigger is hit from the left side)

- Spawn & respawn delay 2 - 6 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when 0 Turrets Alive

Arachnotron - 1 (Delayed 0.5 seconds)

Soldier - 1 (Delayed 0.75 seconds)

Soldier - 1 (Delayed 1 second)

Turret - 1 (Delayed 1.5 seconds) (Despawn when bridge collapse cutscene starts, if group 2 trigger is hit from the left side)

Turret - 1 (Delayed 1.75 seconds) (Despawn when bridge collapse cutscene starts, if group 2 trigger is hit from the left side)

Group 2 ✂ Spawns when the platform where the bridge is broken is reached

Imp - 1

Imp - 1 (Delayed 0.3 seconds)

Hell Knight - 1 (Delayed 0.5 seconds)

**Progress End Condition** - 0 Non-Zombies & Non-Turrets Alive

**Combat Point End Condition** - 0 Enemies Alive

### ✂4 Super Tentacle

Name in File:

- ai\_encounter\_manager\_sunken\_ruins\_dh\_only
- Zombies: ai\_encounter\_manager\_sunken\_ruins\_11

Zombie - 2 (Delayed 1 second)

- Spawn & respawn delay 2 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when End Condition

Super Tentacle - 1 (Delayed 2 seconds)

Doom Hunter - 1 (Delayed 8 seconds)

**End Condition** - 0 Non-Zombies Alive, 1 second

- checkpoint 1.5 seconds after

## ⌘5 Fog

Name in File: ai\_encounter\_manager\_sunken\_ruins\_9

Wave 1

Group 1

Tentacle - 3 (Despawn when Group 3 starts)

Group 2

Mecha-Zombie - 6

Group 3

Arachnotron - 1

Spirit - 1 (Anything, starts in Arachnotron Normally?)

Zombie - 3 (Delayed 4 seconds) (? in 5+)

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 3 when ≤2 alive
- Stop when 1 second after Wave 3 starts, then 0  
Doom Hunters Alive

Security - 2 (1st delayed 6 seconds, 2nd delayed 6.25 seconds)

- Start respawning 1 second after Wave 3 starts
- Respawn delay 4 - 8 seconds
- Respawn up to 2 when ≤1 alive
- Stop when 1 second after Wave 3 starts, then 0  
Doom Hunters Alive

Wave 2 ⌘ Start group 3, then 6.25 seconds, then 0 Arachnotrons Alive  
(File says spirit as well?)

Spectre - 3 (? in 5+)

Wave 3 ⌘ 0 Spectres Alive (File says spirit as well?)

Doom Hunter - 1

**End Condition** - 0 Enemies Alive (0 Non-Zombies in 5+?)

## ⌘2 Rotting Titan

Name in File: ai\_encounter\_manager\_dlc1\_3

Same manager as ⌘7 Door.

Group 1

Tentacle - 2 (Auto die 0.5 seconds after ? is reached after End  
Condition) (? in 5+)

Group 2

Whiplash Spectre - 2

Tyrant - 1 (Delayed 1 second)

Zombie - 2 (Delayed 2 seconds)

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 2 when ≤1 alive
- Stop when End Condition, then auto die 0.5 seconds after ?  
is reached

**End Condition** - 0 Tyrants & Whiplash Spectres Alive

## ✂6 Door

Name in File: ai\_encounter\_manager\_dlc1\_3

Same manager as ✂2 Rotting Titan.

Wave 1 ✂ finish ✂2 Rotting Titan, then ? is reached, then 1 second

Tentacle - 3 (Auto die 1 second after 0 Heavies Alive)

Hell Knight - 1 (Delayed 0.75 seconds)

Spirit - 1 (Delayed 1.75 seconds, Dread Knight / Hell Knight / Soldier / Zombie)

Security - 1 (Delayed 3.75 seconds)

- Spawn & respawn delay 2 - 12 seconds
- Respawn up to 1 when 0 Alive
- Stop when 0 Heavies Alive

Zombie - 2 (Delayed 3.75 seconds)

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when 0 Heavies Alive

Wave 2 ✂ 3.75 seconds after Wave 1 starts, then Hell Knight  $\leq 25\%$  Health

Dread Knight - 1

**End Condition** - 0 Heavies Alive, then 1 second, then 0 Enemies Alive

## ✂7 Keep

Does not impede progress

Name in File: ai\_encounter\_manager\_dlc1\_4

Group 1

Mecha-Zombie - 1

Zombie - 2

Group 2 ✂ ? is reached

Pinky - 1

Group 3 ✂ start Group 2, then 1 second, then ? is reached

Zombie - 2

Mecha-Zombie - 1

Group 4 ✂ ? is reached

Pain Elemental - 1

**End Condition** - 0 Enemies Alive

## ✂8 Roof

Name in File: arena\_encounter\_manager\_1

Wave 1 ☒ 2 seconds

Revenant - 2

Revenant - 2 (Delayed 0.25 seconds)

Buff Totem - 1 (Delayed 2.25 seconds)

Mecha-Zombie - 2

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Barons of Hell & Spirits Alive (File says spirit but ingame doesn't seem like it?), 2 seconds after auto die

Gargoyle - 4 (Delayed 4.25 seconds)

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when 0 Barons of Hell & Spirits Alive (File says spirit but ingame doesn't seem like it?)

Zombie - 2 (Delayed 4.25 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Barons of Hell & Spirits Alive (File says spirit but ingame doesn't seem like it?), 2 seconds after auto die

Wave 2 ☒ Fodder call starts, then  $\leq 2$  Revenants Alive

Prowler - 2 (2nd delayed 0.25 seconds)

Wave 3 ☒ 2nd Prowler starts spawning, then 0 Heaves Alive

Carcass - 2

Carcass - 2 (Delayed 0.25 seconds)

Hell Knight - 2 (Delayed 0.5 seconds)

Wave 4 ☒ 0.5 seconds, then 0 Hell Knights & Buff Totems Alive, then 1 second

Tyrant - 2

Buff Totem - 1 (Delayed 0.25 seconds)

Security - 2 (Delayed 0.25 seconds)

- Spawn & respawn delay 5 - 12 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Barons of Hell & Spirits Alive (File says spirit but ingame doesn't seem like it?)

Wave 5 ☒ 0.25 seconds, then  $\leq 1$  Tyrant Alive

Baron of Hell - 2 (2nd delayed 0.25 seconds)

Wave 6 ☒ 0.25 seconds, then 0 Super Heavies Alive

Baron of Hell - 1

Spirit - 1 (Delayed 3 seconds, Anything (File says anything, but how does it normally targets the Baron consistently? Spawn location?))

Wave 7 ☒ 3 seconds, then Baron of Hell  $\leq 50\%$  Health

Baron of Hell - 1

**End Condition** - 0 Barons of Hell & Spirits Alive (File says spirit but ingame doesn't seem like it?), then 2 seconds, then 0 Enemies Alive, then 2 seconds

## ✂ Codex | Book of Seraphs - Part 6

Does not impede progress

Name in File: ai\_encounter\_manager\_sunken\_ruins\_3

Zombie - 1

Hell Knight - 1 (Delayed 2 seconds)

Mancubus - 1 (Delayed 4 seconds)

**End Condition** - 4 seconds

## Secret Encounter

Name in File: ai\_encounter\_manager\_dlc1\_1

Wave 1

Whiplash - 1

Whiplash - 1 (Delayed 1 second)

Imp - 1 (Delayed 2 seconds)

Wave 2 ☒ 2 seconds, then 1 Whiplash Killed

Mancubus - 1

Imp - 1

Wave 3 ☒ 1 Heavy Killed

Baron of Hell - 1

Imp - 1 (Delayed 1 second)

**End Condition** - 0 Enemies Alive

## Ishii (Right) Side Entrance

Does not impede progress

Has no known despawn trigger.

Name in File:

- ai\_encounter\_manager\_1\_2015883828
- Group 1: ai\_encounter\_manager\_1\_2015883837

Group 1

Solder - 1

Imp - 1

Group 2 ☒ when ? is reached

Revenant - 1

Imp - 2

Group 3 ☒ when ? is reached

Gargoyle - 1

Group 4 ☒ when ? is reached

Mecha-Zombie - 2

Imp - 1

Whiplash - 1 (Delayed 1 second)

Imp - 2 (Delayed 1 second)

Group 5 ☒ start Group 4, then 1 second, then ? is reached

Cacodemon - 1

## ☒1 Torch 1

Name in File: ai\_encounter\_manager\_torch\_1

Wave 1

Group 1

Zombie - 5

- Start respawning when Group 2 starts
- Respawn delay 1 - 2 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Cyber Mancubus Alive

Group 2 ☒ when wolf enters torch

Soldier - 3

- Spawn & respawn delay 2 - 3 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when 5 Soldiers Killed

Wave 2 ☒ 5 Soldiers Killed, then  $\leq 1$  Soldiers Alive, then 1.5 seconds

Cyber Mancubus - 1

**End Condition** - 0 Enemies Alive, then 2 seconds

## ✂️2 Torch 2

Name in File: ai\_encounter\_manager\_torch\_2

Wave 1

Group 1

Turret - 1

Zombie - 2

- Spawn & respawn delay 2 - 3 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when 0 Hell Knights Alive

Group 2 ☒ when wolf enters torch

Imp - 4

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 4 when  $\leq 1$  alive
- Stop when 5 Imps Killed

Wave 2 ☒ 5 Imps Killed, then  $\leq 1$  Imps Alive, then 1 second

Whiplash - 1

Wave 3 ☒ Whiplash  $\leq 25\%$  Health, then 1 second

Whiplash - 1

Wave 4 ☒ 0 Whiplashes Alive, then 1 second

Hell Knight - 1

Wave - 5 ☒ Hell Knight  $\leq 25\%$  Health

Hell Knight - 1

**Progress End Condition** - 0 Hell Knights Alive, then 2 seconds

**End Condition** - 0 Hell Knights Alive, then 2 seconds, the 0 Enemies Alive

## ✂️3 Torch 3

Name in File: ai\_encounter\_manager\_torch\_3

Wave 1

Group 1

Zombie - 3

- Respawn delay 1 second
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Mancubus Alive

Group 2 ☒ when wolf enters torch

Dread Knight - 2 (+1 in reserve)

- Spawn & respawn delay 3 - 5 seconds
- Respawn up to 2 when 0 alive
- Stop when 0 Mancubus Alive

Wave - 2 ☒ 2 Dread Knights Killed, then 2 seconds

Cacodemon - 1

Wave - 3 ☒ 0 Cacodemons Alive, then 1 second

Mancubus - 1

**Progress End Condition** - 0 Mancubus Alive, then 2 seconds

**End Condition** - 0 Mancubus Alive, then 2 seconds, the 0 Enemies Alive

## ⌘4 Torch 4

Name in File: ai\_encounter\_manager\_torch\_4

Wave 1

Group 1

Zombie - 3

- Start respawning when Group 2 starts
- Respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Barons of Hell Alive

Group 2 ⌘ when wolf enters torch

Security - 4

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when 7 Security killed

Wave 2 ⌘ 7 Security killed, then 0 Security Alive, then 2 seconds

Spectre - 1

Wave 3 ⌘ 0 Spectres Alive, then 2 seconds

Baron of Hell - 1

**End Condition** - 0 Enemies Alive, then 2 seconds

## ⌘5 Torch 5

Name in File: ai\_encounter\_manager\_torch\_5

Group 1

Turret - 1

Zombie - 2

- Start respawning when Group 2 starts
- Respawn delay 1 - 2 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop & auto die when End Condition

Group 2 ⌘ when wolf enters torch

Marauder - 1

**End Condition** - 0 Marauders Alive, then 1 second, then 0 Turrets Alive, then 2 seconds

- then 10 Tentacles spawn with no known despawn trigger.  
(ai\_encounter\_manager\_tentacle\_pit\_1)

## ⌘6 Keep

Name in File: ai\_encounter\_manager\_end\_area\_incidental\_1  
(In 5+, no longer directly grants Combat Points but it completing this is now required for ⌘7 - Roof to grant Combat Points)

Wave 1

Group 1

Turret - 1

Cueball - 2

Tentacle - 4 (Auto die when Group 2 starts)

Soldier - 1 (Delayed 0.25 seconds)

Soldier - 1 (Delayed 0.5 seconds)

Group 2 ⌘ 0.5 seconds, then the tree next to the first Cueball is reached

Imp - 1

Imp - 1 (Delayed 0.1 seconds)

Imp - 1 (Delayed 0.35 seconds)

Imp - 1 (Delayed 0.45 seconds)

Imp - 1 (Delayed 0.55 seconds)

Imp - 1 (Delayed 0.8 seconds)

Imp - 1 (Delayed 0.9 seconds)

Wave 2 ⌘ 0.9 seconds, then  $\leq 2$  Imps Alive

Baron of Hell (Hell Knight in 5+?)

Spirit - 1 (Delayed 2.5 seconds, Baron of Hell / Imp, Does not possess Group 1 Entrance Imp? But will possess Roof Imp?)

Zombie - 2 (Delayed 4.5 seconds)

- Spawn & respawn delay 3 - 6 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when 0 Barons of Hell, Cueballs, Spirits?, Soldiers, & Imps Alive

Wave 3 ⌘ Baron of Hell  $\leq 25\%$  Health

Baron of Hell - 1 (Hell Knight in 5+?)

End Condition - 0 Enemies Alive

## ⌘7 Roof

(In 5+, grants 2 more Combat Points if ⌘6 - Keep if completed)

Name in File: arena\_encounter\_manager\_arena3

Wave 1

Cyber Mancubus - 1

Baron of Hell - 2 (Delayed 0.25 seconds)

Mancubus - 2 (Delayed 0.5 seconds)

Mecha-Zombie - 2 (Delayed 2.5 seconds)

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Doom Hunters & Archviles Alive, then 2 seconds after auto die

Imp - 4 (Delayed 2.5 seconds)

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when 0 Doom Hunters & Archviles Alive

Zombie - 2 (Delayed 2.5 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Doom Hunters & Archviles Alive, then 2 seconds after auto die

Wave 2 ⌘ 2.5 seconds, then 0 Barons of Hell Alive

Revenant - 2

Revenant - 2 (Delayed 0.25 seconds)

Wave 3 ⌘ 0 Heavies Alive

Arachnotron - 1

Spirit - 1 (Delayed 2.5 seconds, Anything (File says anything, but how does it normally targets the Arachnotron consistently. Spawn location?))

Security - 2 (Delayed 2.5 seconds)

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Arachnotrons & Spirits Alive (File says spirit but ingame doesn't seem like it?)

Arachnotron - 1 (Delayed 2.5 seconds)

Arachnotron - 1 (Delayed 2.75 seconds)

Wave 4 ⌘ 0 Arachnotrons & Spirits Alive (File says spirit but ingame doesn't seem like it?), then 2 second

Archvile - 1

Wave 5 ⌘ Archvile  $\leq 25\%$  Health

Doom Hunter - 1

Archvile - 1 (Delayed 2 seconds)

**End Condition** - 0 Doom Hunters & Archviles Alive, then 2 seconds, then 0 Enemies Alive, then 2 seconds

## Secret Encounter

Name in File: ai\_encounter\_manager\_dlc1\_2

Wave 1

Imp - 1

Imp - 1 (Delayed 1 second)

Imp - 1 (Delayed 2 seconds)

Mancubus - 1 (Delayed 3 seconds)

Cacodemon - 1 (Delayed 4 seconds)

Wave 2 ☒ 4 seconds, then 1 Heavy Killed

Baron of Hell - 1

**End Condition** - 0 Enemies Alive

## Maligog's Trial

Name in File: boss\_encounter\_manager\_1

Wave 1

Box - 1

Hell Knight - 1

- Start respawning 10 seconds after
- Respawn delay 3 - 5 seconds
- Respawn up to 1 when 0 alive
- Stop & auto die when 10 seconds, then box hits shield

Mecha-Zombie - 2

- Spawn & respawn delay 3 - 5 seconds
- Respawn up to 2 when 0 alive
- Auto die when 10 seconds, then box hits shield
- Stop & auto die when Wave 2 Box hits shield

Zombie - 3

- Spawn & respawn delay 3 - 5 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Auto die when 10 seconds, then box hits shield
- Stop & auto die when End Condition

Wave 2  $\times$  10 seconds, then box hits shield, then 1 second

Box - 1

Hell Knight - 1

- Spawn & respawn delay 3 - 5 seconds
- Respawn up to 1 when 0 alive
- Stop & auto die when Wave 2 Box hits shield

Pinky - 1

- Spawn & respawn delay 3 - 5 seconds
- Respawn up to 1 when 0 alive
- Stop & auto die when Wave 2 Box hits shield

Wave 3  $\times$  Box hits shield

Box - 2

Security - 2 (Delayed 2 seconds)

- Spawn & respawn delay 3 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop & auto die when End Condition

Hell Knight - 2 (Delayed 6 seconds)

- Spawn & respawn delay 5 - 7 seconds
- Respawn up to 2 when 0 alive
- Stop & auto die when End Condition

Pinky - 1 (Delayed 6 seconds)

- Spawn & respawn delay 5 - 7 seconds
- Respawn up to 1 when 0 alive
- Stop & auto die when End Condition

**End Condition** - Shield Broken, then 0.25 seconds

- checkpoint 0.5 seconds after



# The Holt

## ⊗1 Tranquility

Name in File: forest\_opening\_encounter\_manager\_dlc1\_1

Wave 1 ⊗ 1.5 seconds, then barrier goes up, then 1 second

Blood Maykr - 1

Maykr Drone - 1

- Spawn & respawn delay 6 - 12 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Blood Maykrs Alive

Imps - 3

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when 0 Blood Maykrs Alive

Wave 2 ⊗ 0 Blood Maykrs Alive

Blood Maykr - 1

**End Condition** - 0 Enemies Alive

# ⌘1 Crimson Forest

Name in File:

- forest\_forestarena\_encounter\_manager\_forest\_arena\_1
- Zombies:

forest\_forestarena\_encounter\_manager\_forest\_arena\_zombie\_maintain

Wave 1

Group 1

Imp - 2

- Respawn up to 4 when  $\leq 2$  alive
- Respawn delay 2 - 5 seconds
- Stop when 0 Wave 5 Alive

Maykr Drone - 2 (+2 in reserve)

- Spawn & respawn delay 5? - 3 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Wave 5 Alive

Zombie - 4

- Respawn up to 4 when  $\leq 2$  alive
- Respawn delay 1 - 5 seconds
- Stop & auto die when 0 Wave 5 Alive

Group 2 ⌘ when ? is reached

Blood Maykr - 1

Wave 2 ⌘ Start Group 2, then 2 second, then 0 Blood Maykrs Alive, then 2 seconds

Cyber Mancubus - 2

Hell Knight - 1

Spirit - 1 (Delayed 1 second, Cyber Mancubus / Hell Knight / Whiplash)

Wave 3 ⌘ Spirit spawned, then 0 Cyber Mancubus Alive

Blood Maykr - 1

Whiplash - 2

Wave 4 ⌘ 0 Wave 3 Alive, then 1 second

Mancubus - 2

Mancubus - 2 (Delayed 1 second)

Wave 5 ⌘ 0 Mancubus Alive, then 1 second

Marauder - 1

Tyrant - 1 (Delayed 2 seconds)

**End Condition** - 0 Non-Zombies Alive

- checkpoint 1 second after

## Glade Ambush 1

Name in File: forest\_glade\_encounter\_manager\_treeambush2

Wave 1

Group 1

Imp - 3

- Start respawning 3 seconds after start of Group 2
- Respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Arachnotron Alive

Group 2  $\boxtimes$  when ? is reached

Arachnotron - 1

Spirit - 1 (Delayed 2 seconds, Arachnotron / Imp)

Wave 2  $\boxtimes$  Start Group 2, then 3 seconds, then Arachnotron  $\leq 25\%$  Health

Arachnotron - 1

**End Condition** - 0 Non-Spirits Alive

## $\boxtimes 2$ Before Maykr Pillars

Name in File: forest\_pillars\_encounter\_manager\_forest\_turret\_combat

Wave 1

Group 1

Security - 2 (2nd delayed 0.15 seconds)

Group 2  $\boxtimes$  2nd Security spawns, then ? is reached

Whiplash Spectre - 2 (2nd delayed 0.25 seconds)

Zombie - 2 (Delayed 1.25 seconds)

- Spawn & respawn delay 4 - 8 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Dread Knights Alive

Wave 2  $\boxtimes$  Zombie call starts, then 0 Whiplash Spectres Alive, then 1 second

Imp - 3

Imp - 3 (Delayed 0.5 seconds)

Imp - 3 (Delayed 1 second)

Wave 3  $\boxtimes$  0 Imps Alive

Dread Knight - 2 (2nd delayed 0.25 seconds)

Carcass - 1 (Delayed 0.5 seconds)

**End Condition** - 0 Enemies Alive

- checkpoint 1 second after

## $\boxtimes 2$ Maykr Pillars

Name in File: forest\_pillars\_encounter\_manager\_forest\_pillar\_combat

## First Button

Wave 1 ☒ 1 second

Cacodemon - 1

Wave 2 ☒ 0 Cacodemons Alive

Cacodemon - 1

Cacodemon - 1 (Delayed 1 second)

Wave 3 ☒ 3rd Cacodemon Starts spawning, then 1 Cacodemon Alive

Pain Elemental - 1

**End Condition** - 0 Enemies Alive

## Second Button

Wave 1

Hell Knight - 1

Spirit - 1 (Hell Knight / Dread Knight / Cyber Mancubus)

Zombie - 2

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when End Condition

Carcass - 1 (Delayed 1.5 seconds)

- Spawn & respawn delay 3 - 5 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Dread Knights & Cyber Mancubus Alive

Wave 2 ☒ 0 Hell Knights Alive

Cyber Mancubus - 1

Security - 2

- Spawn & respawn delay 2 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Dread Knights & Cyber Mancubus Alive

Prowler - 1 (Delayed 1 second, 1 in reserve)

- Spawn & respawn delay 2 - 3 seconds
- Respawn up to 1 when 0 alive
- Stop when End Condition

Wave 3 ☒ 1 second after Prowler call, then Cyber Mancubus  $\leq 30\%$  health

Dread Knight - 1

**End Condition** - 0 Enemies On The Field, then 1 second

## ⌘3 Lower Pantheon

Name in File: arena\_\_encounter\_manager\_cityarena1

Wave 1

Mancubus - 3

Maykr Drone - 2 (Delayed 2 seconds)

- Spawn & respawn delay 6 - 12 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Wave 5 Starts

Mecha-Zombie - 2

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Wave 6 Starts, then 2 seconds, then auto die

Gargoyle - 4

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 4 when  $\leq 1$  alive
- Stop when Wave 6 Starts, then 2 seconds, then auto die

Wave 2 ⌘ 2 seconds, then  $\leq 1$  Mancubus Alive

Whiplash Spectre - 1

Whiplash Spectre - 1 (Delayed 0.25 seconds)

Whiplash Spectre - 1 (Delayed 0.5 seconds)

Wave 3 ⌘ 3rd Whiplash Spectre starts spawning, then 0 Heavies Alive

Prowler - 2

Cacodemon - 2 (Delayed 0.5 seconds)

Carcass - 2 (Delayed 1 second)

Wave 4 ⌘ Carcasses starts spawning, then 0 Cacodemons Alive

Blood Maykr - 1

Carcass - 1 (Delayed 0.25 seconds)

Carcass - 1 (Delayed 0.5 seconds)

Hell Knight - 1 (Delayed 0.75 seconds)

Wave 5 ⌘ Hell Knight spawning, then 0 Blood Maykrs Alive

Blood Maykr - 1

Hell Knight - 1

Buff Totem - 1 (Delayed 1 second)

Wave 6 ⌘ 0 Heavies Alive, then 2.5 seconds

Imp - 8

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 8 when  $\leq 7$  alive
- Stop when 0 Barons of Hell Alive

Baron of Hell - 1 (Delayed 1 second)

Baron of Hell - 1 (Delayed 1.25 seconds)

Baron of Hell - 1 (Delayed 1.5 seconds)

Blood Maykr - 1 (Delayed 2.5 seconds)

**End Condition** - 0 Enemies Alive, then 1 second

- checkpoint 1 second after

## ⌘4 Pantheon Bridge

Name in File: bridge\_encounter\_manager\_ambush\_1

Wave 1

Tentacle - 4 (Auto die 1 second after 0 Heavies & Super Heavies Alive)

Tyrant - 2 (Delayed 0.25 seconds)

Spirit - 1 (Delayed 0.75 seconds, Tyrant / Carcass, starts in left Tyrant)

Zombie - 2 (Delayed 0.75 seconds)

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Heavies & Super Heavies Alive

Carcass - 1 (Delayed 3.75 seconds)

Wave 2 ⌘ Carcass starts spawning, then  $\leq 1$  Tyrants Alive

Doom Hunter - 1

Carcass - 1 (Delayed 1 second) (? in 5+)

Wave 3 ⌘ Wave 2 Carcass starts spawning, then 1 second, then Doom Hunter  $\leq 25\%$  health &  $\leq 1$  Carcass Alive (? in 5+)

Blood Maykr - 1

Hell Knight - 1 (? in 5+)

**End Condition** - 0 Heavies & Super Heavies Alive (Spirit required?), then 2 seconds

## ⌘ Overdrive

Name in File: bridge\_encounter\_manager\_dlc1\_1

Wave 1

Security - 1 (2rd to 8th staggered 0.15 seconds)

- Start respawning when Wave 2 starts
- Respawn delay 1 - 3 seconds
- Respawn up to 8 when  $\leq 7$  alive
- Stop when 0 Doom Hunters Alive

Carcass - 2 (Delayed 1.3 seconds)

Wave 2 ⌘ Carcasses start spawning, then 5 Enemies Killed

Maykr Drone - 1

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Doom Hunters Alive

Wave 3 ⌘ Start Wave 2, then 10 Security Killed

Doom Hunter - 1

**End Condition** - 0 Enemies Alive

- checkpoint 1 second after

## ☒ Blood Punch

Name in File: bridge\_encounter\_manager\_dlc1\_2

Wave 1

Pinky - 8 (Staggered 0.15)

- Start respawning 1 second after start of Wave 2
- Respawn up to 5 when  $\leq 1$  alive
- Respawn delay 2 - 4 seconds
- Stop when 0 Cyber Mancubus alive

Wave 2 ☒ final Pinky starts spawning, then 4 Pinkies Killed

Cyber Mancubus - 2

Maykr Drone - 1 (Delayed 1 second)

- Spawn and respawn delay 2 - 4 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Cyber Mancubus alive, then 0 Pinkies On The Field

Imp - 2 (Delayed 1 second)

- Spawn and respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Cyber Mancubus alive, then 0 Pinkies On The Field

**End Condition** - 2nd Cyber Mancubus Starts spawning, then 1 second, then 0 On The Field

- checkpoint 1 second after

## Secret Encounter 1

Name in File: forest\_glade\_encounter\_manager\_extralife\_01\_e4m1

Zombie - 3

Spectre - 1 (Delayed 1 second)

Cyber Mancubus - 1 (Delayed 1 second)

Spirit - 1 (Delayed 1 second, Cyber Mancubus)

**End Condition** - 0 Non-Spirits Alive

## Secret Encounter 2

Name in File: bridge\_encounter\_manager\_extralife\_02\_e4m1

Marauder - 1

Blood Maykr - 1

Zombie - 2

**End Condition** - 0 Enemies Alive

# Slayer Gate

Name in File: game\_\_encounter\_manager\_2

## Patch 3 to 3.1

Wave 1 ☒ 1 second

Maykr Drone - 3

- Spawn and respawn delay 2 - 3 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when 0 Marauders Alive

Gargoyle - 2

- Spawn and respawn delay 1 - 2 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Marauders Alive

Baron of Hell - 1 (Delayed 0.5 seconds)

Wave 2 ☒ Baron of Hell 50% Health

Spectre - 1

Wave 3 ☒ 0 Barons of Hell / Spectre Alive, then 3 seconds

Blood Maykr - 1

Hell Knight - 1 (Delayed 2 seconds)

Wave 4 ☒ Hell Knight starts spawning, then 0 Blood Maykrs Alive, then 3 seconds

Blood Maykr - 1

Wave 5 ☒ 0 Blood Maykrs Alive, then 1 second

Marauder - 1

**End Condition** - 0 Enemies Alive, then 1 second

## Patch 4 to 4.1

Wave 1

Archvile - 2

Imp - 4

Security - 2

Wave 2 ☒ Dead | 1 Archvile

Archvile - 1

Wave 3 ☒ Dead | All Archviles

Blood Maykr - 3

Wave 4 ☒ Dead | 2 Blood Maykrs

Doom Hunter - 2

Dread Knight - 2

Wave 5 ☒ Dead | All Heavies and Super-Heavies

Spirit - 1 >> Marauder - 1

Carcass - 2

Wave 6 ☒ Dead | Wave 5 Marauder

Marauder - 1

**Respawns**

Carcass - up to 2 when ? killed, stop ?

## Patch 5+

Wave 1

Archvile - 2

Imp - 4

Security - 2

Wave 2 ☒ Dead | All Archviles

Blood Maykr - 1

Hell Knight - 1

Wave 2 ☒ Dead | Wave 2 Blood Maykr

Group - 1

Blood Maykr - 1

Group - 2 ☒ ? seconds

Doom Hunter - 2

Dread Knight - 2

Wave 3 ☒ Dead | All Heavies and Super-Heavies

Spirit - 1 >> Marauder - 1

Carcass - 3

Wave 4 ☒ Dead | Marauder

Hell Knight - 1

Carcass - 2

# Samur

## Samur 1

Name in File: platformarea\_samuel\_encounter\_manager\_dlc1\_1

Samur - 1

Zombie - 2

- Spawn and respawn delay 4 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop & despawn when End Condition

**End Condition** - Samur Low Health word this better?, then teleports away

## ✂5 Spirits 1

Name in File: platformarena\_encounter\_manager\_phaseone

Spirit - 2 (?) (Unknown encounter manager?)

Mancubus - 1

- Respawn delay 4 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Spirits Alive, then despawns 0.5 seconds after

Hell Knight - 1

- Respawn delay 4 seconds
- Respawn up to 1 when 0 alive
- Stop when 0 Spirits Alive, then despawns 0.5 seconds after

Zombie - 2

- Respawn delay 4 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Spirits Alive, then despawns 0.5 seconds after

**End Condition** - 0 Non-Samur Alive

## ✂6 Cacodemons

Name in File: platformarena\_encounter\_manager\_phasetwo

Start when?

Cacodemon - 1 (Delayed 8 seconds)

- Respawn delay 1 - 3 seconds
- Respawn up to 1 when 0 alive
- Stop when 28 seconds then restarts respawning up 2. Same delay.
- Stop when ?

**End Condition** - ~?60 Seconds

## Samur 2

Name in File: platformarea\_samuel\_encounter\_manager\_dlc1\_1 (This thing is huge. Gotta find what part of it is this phase.)

Samur - 1

Blood Maykr - ?

Zombie - 2

**End Condition** - Samur at ~?10% health

## ✂7 Spirits 2

Name in File: platformarena\_encounter\_manager\_phasethree

Spirit - 2

Zombie - 2

Spirit - 2 (?) (Unknown encounter manager?)

Pain Elemental - 1

- Start respawning after 2 seconds
- Respawn delay 4 - 6 seconds
- Respawn up to 1 when 0 alive
- Stop when End Condition

Dread Knight - 1

- Start respawning after 2 seconds
- Respawn delay 4 - 6 seconds
- Respawn up to 1 when 0 alive
- Stop when End Condition

Blood Maykr - 1

- Spawn & respawn delay 16 seconds
- Respawn up to 1 when 0 alive
- Stop when End Condition

Zombie - 2

- Spawn & respawn delay 4 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when End Condition

**End Condition** - 0 Spirits Alive

# The World Spear

# The World Spear

## ⌘1 Village Outskirts

Name in File: ai\_combat\_encounter\_manager\_dlc1\_2

- Does not impede progress

Group - 1

Soldier - 2

Zombie - 3

Group - 2 ☒ once passed bridge edge

Soldier - 1

Soldier - 1 (Delayed 0.25 seconds)

Group - 3 ☒ once passed first ledge

Security - 1

Security - 1 (Delayed 0.25 seconds)

Cyber Mancubus - 1 (Delayed 0.25 seconds)

Zombie - 2 (Delayed 2 seconds)

- Spawn & Respawn Delay: 2 - 4 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Cyber Mancubus is dead

**End Condition** - Dead | Everything

## ⌘2 Bridge Armor Trap

Name in File: ai\_combat\_encounter\_manager\_dlc1\_5

- Does not impede progress

Starts when the armor is collected

Zombie - 2

Pain Elemental - 1 (Delayed 0.25 seconds)

Security - 5 (Delayed 0.25 seconds; Staggered every 0.25 seconds)

**End Condition** - Dead | Everything

## ⌘3 Village Entrance

Name in File: ai\_combat\_encounter\_manager\_dlc1\_4

Wave - 1

Group - 1

Carcass - 2

Screecher Zombie - 4 (Delayed 0.25 seconds)

Imp - 4 (Delayed 0.25 seconds)

- Spawn & Respawn Delay: 2 - 4 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when All Carcasses / Hell Knights / Cacodemons are dead

Group - 2 ⌘ 2.5 seconds

Hell Knight - 1

Cacodemon - 1

Wave - 2 ⌘ Dead | Hell Knight & Cacodemon

Hell Knight - 1

Cacodemon - 1

**End Condition** - Dead | All Non-Screecher Zombies

## ✂4 First Torch

Name in File: ai\_combat\_encounter\_manager\_dlc1\_10

Wave - 1

Buff Totem - 1

Security - 1 (Delayed 1 second)

Security - 1 (Delayed 0.25 second)

Wave - 2 ☒ Dead | Wave 1 All Security, then 2 seconds

Zombie - 1

- Spawn & Respawn Delay: 2 - 4 seconds

- Respawn 1 when 0 alive

- Stop when Wave 5 dead

Security - 1 (Delayed 2 seconds)

Security - 1 (Delayed 0.5 seconds)

Wave - 3 ☒ Dead | Wave 2 All Security, then 2 seconds

Hell Knight - 1

Wave - 4 ☒ Dead | Hell Knight, then 2 seconds

Imp - 1

Imp - 1 (Delayed 0.25 seconds)

Imp - 1 (Delayed 2 seconds)

Imp - 1 (Delayed 0.25 seconds)

Wave - 5 ☒ Dead | Wave 4, then 2 seconds

Pinky - 1

Wave - 6 ☒ Dead | All Non-Buff Totems, then 3 seconds

Pinky - 4 (Staggered every 0.25 seconds)

Zombie - 2 (Delayed 2 seconds)

- Spawn & Respawn Delay: 2 - 4 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Zero Pinkies / Buff Totems alive

**End Condition** - Dead | All Non-Zombies, then 5 seconds

## ⌘5 Sentinel Village

Name in File: ai\_combat\_encounter\_manager\_dlc1\_6

Wave - 1

Armored Baron - 1

Zombie - 2 (Delayed 0.25 seconds)

- Spawn & Respawn Delay: 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Wave 2 Starts

Wave - 2 ⌘ Dead | Wave 1 Armored Baron, once passed top of ramp before statue

Group - 1

Super Tentacle - 1

Group - 2 ⌘ 2.25 seconds

Imp - 4

- Spawn & Respawn Delay: 2 - 4 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when Zero Hell Knights / Cyber Mancubus from Wave 5 alive

Zombie - 4

- Spawn & Respawn Delay: 3 - 6 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when Zero Hell Knights / Cyber Mancubus from Wave 5 alive

Wave - 3 ⌘ Dead | Super Tentacle, then 2 seconds

Arachnotron - 1

Arachnotron - 1 (Delayed 0.25 seconds)

Wave - 4 ⌘ 0.25 seconds, then Dead | 1 Arachnotron

Armored Baron - 1

Wave - 5 ⌘ Dead | Wave 4 Armored Baron & All Arachnotrons

Cyber Mancubus - 1

Cyber Mancubus - 1 (Delayed 0.25 seconds)

Hell Knight - 1 (Delayed 0.25 seconds)

Pain Elemental - 1 (Patch 6.66+) Delay?

Doom Hunters (Patch ???+)

Wave - 6 ⌘ Dead | All Non-Zombies, then 2 seconds

Imp - 13

- Spawn & Respawn Delay: 1 - 2 seconds
- Respawn up to 13 when  $\leq 12$  alive
- Stop when 20 Imps killed (after 2 second delay)

End Condition - Dead | All Non-Zombies, then 3 seconds

## ✂6 Before Barn Rafters

Name in File: ai\_combat\_encounter\_manager\_dlc2\_10

- Does not impede progress

Soldier - 1

**End Condition** - Dead | Everything

## ✂7 Barn Rafters

Name in File: ai\_combat\_encounter\_manager\_dlc2\_8

- Does not impede progress

Group - 1

Security - 2

Group - 2 ☒ once passed 2nd barn rafter door

Revenant - 1

**End Condition** - Dead | Everything

## ✂8 Village Sanctum 1

Name in File: ai\_combat\_encounter\_manager\_dlc2\_1

Wave - 1

Imp - 1

Soldier - 1 (Delayed 0.25 seconds)

Soldier - 1 (Delayed 0.5 seconds)

Zombie - 2 (Delayed 1 second)

- Spawn & Respawn Delay: 2 - 4 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when All Non-Zombies dead after Wave 3 starts

Wave - 2 ☒ Dead | Wave 1 Imp

Imp - 5

- Spawn & Respawn Delay: 1 - 3 seconds

- Respawn up to 5 when  $\leq 4$  alive

- Stop when Wave 3 Whiplashes dead

Wave - 3 ☒ Dead | Wave 2 8 Imps

Whiplash - 1

Whiplash - 1 (Delayed 0.25 seconds)

**End Condition** - Dead | All Non-Zombies, then 2 seconds

## ✂9 BFG Cache

Name in File: ai\_combat\_encounter\_manager\_dlc1\_8

Starts when the BFG ammo is walked over

Mancubus - 1

Mancubus - 1 (Delayed 0.25 seconds)

**End Condition** - Dead Everything

## ✂10 Toxic Pool

Name in File: ai\_combat\_encounter\_manager\_dlc1\_7

Wave - 1

Group - 1

Hell Knight - 1

Group - 2 ✂ 2 seconds

Zombie - 2

- Spawn & Respawn Delay: 2 - 4 seconds
- Respawn up to 2 when 0 alive
- Stop when Zero Wave 2 Hell Knights alive

Wave - 2 ✂ Dead | Wave 1 Hell Knight

Hell Knight - 1

Screecher Zombie - 1 (Delayed 0.5 seconds)

Hell Knight - 1 (Delayed 0.5 seconds)

**End Condition** - Dead | All Non-Zombies, then 1 second

## ✂11 Dread Knight

Name in File: ai\_combat\_encounter\_manager\_dlc1\_9

- Does not impede progress

Dread Knight - 1

**End Condition** - Dead | Everything

## ✂12 Tower Armor Trap

Name in File: ai\_combat\_encounter\_manager\_dlc2\_9

- Does not impede progress

Starts when the armor is collected

Mancubus - 1

**End Condition** - Dead | Everything

## ✂13 Village Cliffs Door

Name in File: ai\_combat\_encounter\_manager\_dlc2\_11

- Does not impede progress

Cacodemon - 1

Cacodemon - 1 (Delayed 0.25 seconds)

**End Condition** - Dead | Everything

## ✂14 Second Torch

Name in File: ai\_combat\_encounter\_manager\_dlc2\_2

Wave - 1

Zombie - 6

Screecher Zombie - 1 (Delayed 0.25 seconds)

Wave - 2 ✂ Dead | All Zombies, then 3 seconds

Zombie - 9

- Spawn & Respawn Delay: 1 - 2 seconds

- Respawn up to 9 when  $\leq 8$  alive

- Stop when Zero Wave 2 & 3 Mancubus alive

Wave - 3 ✂ 2 seconds, then Dead | Wave 2 15 Zombies

Mancubus - 1

Screecher Zombie - 1 (Delayed 0.5 seconds)

Wave - 4 ✂ 2625 damage to Wave 3 Mancubus

Mancubus - 1

**End Condition** - Dead | All Non-Screecher Zombies, then 2 seconds

## ✂15 Onslaught

Name in File: ai\_combat\_encounter\_manager\_dlc2\_12

Cyber Mancubus - 4 (Staggered every 0.25 seconds)

Imp - 6 (Delayed 0.5 seconds)

- Spawn & Respawn Delay: 1 - 3 seconds

- Respawn up to 6 when  $\leq 5$  alive

- Stop when Zero Cyber Mancubus alive

**End Condition** - Dead | Everything, then 4 seconds

## ✂16 Under Sentinel Hammer

Name in File: arena\_encounter\_manager\_dlc2\_1

Wave - 1

Group - 1

Revenant - 5 (Staggered every 0.25 seconds)

Group - 2 ☒ 3 seconds

Imp - 3

- Spawn & Respawn Delay: 2 - 4 seconds

- Respawn up to 3 when  $\leq 2$  alive

- Stop when Wave 3 ends

Soldier - 3

- Spawn & Respawn Delay: 3 - 6 seconds

- Respawn up to 3 when  $\leq$  alive

- Stop when Wave 3 ends

Wave - 2 ☒ 2 Revenants alive

Cacodemon - 1

Cacodemon - 1 (Delayed 0.25 seconds)

Hell Knight - 1 (Delayed 0.25 seconds)

Wave - 3 ☒ 0 Cacodemons, Hell Knights, and Revenants alive

Security - 2

- Spawn & Respawn Delay: 4 - 8 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Wave 3 ends

Arachnotron - 1

Arachnotron - 1 (Delayed 0.25 seconds)

Spirit - 1 (Delayed 1.75 seconds)

- Possesses 1st Arachnotron

Wave - 4 ☒ Dead | All Arachnotrons, then 3 seconds

Tyrant - 1

Tyrant - 1 (Delayed 0.25 seconds)

Mecha-Zombie - 4 (Delayed 0.25 seconds)

- Spawn & Respawn Delay: 3 - 6 seconds

- Respawn up to 4 when  $\leq 3$  alive

- Stop when Zero Tyrants and Hell Knights alive

Imp - 4

- Spawn & Respawn Delay: 2 - 4 seconds

- Respawn up to 4 when  $\leq 3$  alive

- Stop when Zero Tyrants and Hell Knights alive

Hell Knight - 1 (Delayed 2 seconds)

**End Condition** - Dead | All Non-Mecha-Zombies, then 3 seconds

## ✂17 Ancient Bridge

Name in File: ai\_combat\_encounter\_manager\_dlc2\_13

Wave - 1

Group - 1

Stone Imp - 1

Soldier - 1

Soldier - 1 (Delayed 0.25 seconds)

Stone Imp - 1

Group - 2 ✂ 2.25 seconds

Zombie - 2

- Spawn & Respawn Delay: 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when zero Wave 2 Stone Imps alive

Wave - 2 ✂ Dead | 2 Stone Imps

Stone Imp - 4

- Spawn & Respawn Delay: 1 - 3 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when 8 Wave 2 Stone Imps killed

**End Condition** - Dead | All Non-Zombies, then 2 seconds

## ✂18 Mountain Forest

Name in File: ai\_combat\_encounter\_manager\_dlc2\_3

Wave - 1

Group - 1

Revenant - 2

Spectre - 4 (Staggered every 0.25 seconds)

Group - 2 ✂ 2.75 seconds

Zombie - 4

- Spawn & Respawn Delay: 2 - 4 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when Wave 3 & 4 dead

Wave - 2 ✂ Alive | 0 Revenants & 1 Spectre

Stone Imp - 4 (Staggered every 0.25 seconds)

Wave - 3 ✂ Alive | 2 Stone Imps & 0 Spectres

Dread Knight - 1

Dread Knight - 1 (Delayed 0.25 seconds)

Arachnotron - 1 (Delayed 0.25 seconds)

Arachnotron - 1 (Delayed 0.5 seconds)

Wave - 4 ✂ Dead | All Dread Knights

Armored Baron - 1

**End Condition** - Dead | All Non-Zombies, then 4 seconds

## ✂19 Mountain Cliffs 1

Name in File: ai\_combat\_encounter\_manager\_dlc2\_4

Group - 1

Cyber Mancubus - 1

Group - 2 ☒ once main fight area is entered

Hell Knight - 1

Soldier - 3

**End Condition** - Dead | Everything

## ✂20 Mountain Cliffs 2

Name in File: ai\_combat\_encounter\_manager\_dlc2\_5

- Does not impede progress

Mecha-Zombie - 3

**End Condition** - Dead | Everything

## ✂21 Mountain Cliffs 3

Name in File: ai\_combat\_encounter\_manager\_dlc2\_6

Wave - 1

Imp - 10 (Delayed 2 seconds)

Wave - 2 ☒ Dead | 8 Imps

Imp - 10

Wave - 3 ☒ Dead | 8 Imps

Pinky - 6

**End Condition** - Dead | Everything

# Escalation Encounter 1

Name in File: \_example\_encounter\_manager\_0

Wave - 1

Group - 1

Whiplash - 1

Cyber Mancubus - 1

Whiplash - 1 (Delayed 0.25 seconds)

Cyber Mancubus - 1

Group - 2 ☒ 2.25 seconds

Imp - 6

- Spawn & Respawn Delay: 2 - 4 seconds

- Respawn up to 6 when  $\leq 5$  alive

- Stop when Wave 4 Pinkies & Wave 5 dead

Wave - 2 ☒ Dead | All Cyber Mancubus

Whiplash - 1

Whiplash - 1 (Delayed 0.25 seconds)

Wave - 3 ☒ 1 Whiplash alive

Cacodemon - 3 (Staggered every 0.25 seconds)

Hell Knight - 1 (Delayed 0.25 seconds)

Hell Knight - 1 (Delayed 0.25 seconds)

Wave - 4 ☒ 0 Cacodemons, Hell Knights, and Whiplashes alive

Prowler - 2

- Spawn & Respawn Delay: 3 - 6 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Wave 4 Pinkies & Wave 5 dead

Pinky - 4 (Delayed 1 second; Staggered every 0.25 seconds)

Wave - 5 ☒ 1 Pinky alive

Carcass - 1

Carcass - 1 (Delayed 0.25 seconds)

Baron of Hell - 1 (Delayed 0.5 seconds)

**End Condition** - Dead | Everything

## Escalation Encounter 2

Name in File: \_example\_encounter\_manager\_2

- Does not impede progress

Wave - 1

Imp - 4

- Spawn & Respawn Delay: 2 - 4 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when Wave 6 dead

Soldier - 4

- Spawn & Respawn Delay: 3 - 6 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when Wave 6 dead

Cacodemon - 2 (Delayed 4 seconds)

Cacodemon - 2 (Delayed 0.5 seconds)

Pain Elemental - 2 (Delayed 2 seconds)

Wave - 2  $\boxtimes$  0 Cacodemons and Pain Elementals alive

Hell Knight - 5 (Staggered every 0.25 seconds)

Wave - 3  $\boxtimes$  Dead | Wave 2

Cyber Mancubus - 3 (Staggered every 0.25 seconds)

Mancubus - 2 (Delayed 0.25 seconds; Staggered every 0.25 seconds)

Wave - 4  $\boxtimes$  Dead | Wave 3

Archvile - 1

Wave - 5  $\boxtimes$  Dead | Wave 4

Archvile - 1

Wave - 6  $\boxtimes$  Dead | Wave 5, then 3 seconds

Tyrant - 1

Tyrant - 1 (Delayed 0.5 seconds)

Doom Hunter - 1 (Delayed 0.5 seconds)

Doom Hunter - 1 (Delayed 0.5 seconds)

**End Condition** - Dead | Everything

## ✂22 Nether Lake 1

Name in File: ai\_combat\_encounter\_manager\_dlc2\_7

- Does not impede progress

Group - 1

Turret - 1

Group - 2 ☒ when rock in the middle of the water is passed

Armored Baron - 1

Zombie - 2 (Delayed 1 second)

- Spawn & Respawn Delay: 1 - 3 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Armored Baron, Turret, and Group 3 Heavies dead

Group - 3 ☒ when Turret spawn point is passed

Cyber Mancubus - 2 (Staggered every 0.25 seconds)

Mancubus - 1 (Delayed 0.25 seconds)

Zombie - 2 (Delayed 2 seconds)

- Spawn & Respawn Delay: 3 - 6 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Armored Baron, Turret, and Group 3 Heavies dead

- Shares max spawn limit with Group 2 Zombie maintain

End Condition - Dead | Everything

## ✂23 Blood Maykrs

Name in File: ai\_combat\_encounter\_manager\_dlc2\_14

Wave - 1

Blood Makyr - 1 (Delayed 2 seconds)

Imp - 3 (Delayed 1 second)

- Spawn & Respawn Delay: 2 - 4 seconds

- Respawn up to 3 when  $\leq 2$  alive

- Stop when Wave 2 Prowlers and Wave 4 dead

Wave - 2 ☒ Dead | Wave 1 Blood Maykr

Prowler - 2 (Staggered every 0.25 seconds)

Blood Makyr - 1 (Delayed 0.25 seconds)

Wave - 3 ☒ Dead | Wave 2 Blood Maykr, then 1 second

Blood Makyr - 1

Wave - 4 ☒ Dead | Wave 3 Blood Maykr

Blood Makyr - 1

End Condition - Dead | Everything

## ✂24 Nether Lake 2

Name in File: ai\_combat\_encounter\_manager\_dlc2\_15

Starts when first monkeybar is reached

Wave - 1

Group - 1

Super Tentacle - 1

Group - 2 ☒ 1 second

Zombie - 2

- Spawn & Respawn Delay: 1 - 3 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Zero Arachnotrons alive and Wave 2 & 3 dead

Arachnotron - 1

Group - 3 ☒ 2 seconds

Arachnotron - 1

Wave - 2 ☒ 1 Arachnotron alive

Baron of Hell - 1

Wave - 3 ☒ 3500 damage to Wave 2 Baron of Hell

Baron of Hell - 1

**End Condition** - Dead | All Non-Zombies, then 3 seconds

## ✂25 Easter Egg

Name in File: ai\_combat\_encounter\_manager\_dlc2\_16

Start Condition

- Unlock Fast Travel

- Travel to Mountain Forest

- Hit "Use" on the Sword

Found by Allstin - Demonstration

Group - 1 ☒ 2 seconds

Marauder - 5 (Staggered every 0.5 seconds)

Group - 2 ☒ 2 seconds

Zombie - 4

- Spawn & Respawn Delay: 2 - 4 seconds

- Respawn up to 4 when  $\leq 3$  alive

- Stop when Zero Marauders alive

**End Condition** - Dead | Everything

# Reclaimed Earth

# Reclaimed Earth

## ⌘1 City Entrance 1

Name in File: ai\_encounter\_manager\_dlc1\_opening

Wave - 1

Group - 1

Mecha-Zombie or Zombie - 2

- Respawn Delay: 1 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when End Condition is met

Group - 2 ☒ once Cursed Prowler spawn point is passed

Cursed Prowler - 1

Hell Knight - 1 (Delayed 3 seconds)

Wave - 2 ☒ Dead | Cursed Prowler

Armored Baron - 1

- Spawn can be blocked

Gargoyle - 3

**End Condition** - Dead | All Non-Zombie/Mecha-Zombie

## ⌘2 City Entrance 2

Name in File: ai\_encounter\_manager\_dlc1\_firstbuilding

Wave - 1

Group - 1

Cyber Mancubus - 1

Hell Knight - 1

Prowler - 1

- Respawn Delay: 1 - 4 seconds

- Respawn 1 when 0 alive

- Stop when Group 1 Hell Knight and Group 2 Cacodemon are dead

Zombie - 3

- Respawn Delay: 1 - 3 seconds

- Respawn up to 3 when  $\leq 2$  alive

- Stop when End Condition is met

Group - 2 ⌘ 2 seconds, and once shotgun shells by entrance is passed

Cacodemon - 1

Wave - 2 ⌘ Dead | Cacodemon & Hell Knight, then 3 seconds

Whiplash - 3

Cursed Prowler - 1

Pain Elemental - 1

Wave - 3 ⌘ Dead | 2 Whiplashes

Dread Knight - 2

Wave - 4 ⌘ 0 Cursed Prowlers alive, then 2 seconds

Tyrant - 2

Security - 3

Carcass - 1

Gargoyle - 2

- Respawn Delay: 1 - 4 seconds

- Respawn up to 2 when  $\leq$  alive

- Stop when 1 Wave 5 Baron of Hell and Zero Tyrants alive

Wave - 5 ⌘ Dead | 1 Tyrant

Baron of Hell - 2

Wave - 6 ⌘ Dead | 1 Baron of Hell

Mancubus - 1

**End Condition** - Dead | All Non-Zombies, then 1 second

### ✂3 Train Stop 1

Name in File: ai\_encounter\_manager\_dlc1\_alley

Wave - 1

Stone Imp - 2

Zombie - 2

- Respawn Delay: 1 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when End Condition is met

Mancubus - 1 (Delayed 1 second)

**End Condition** - Dead | All Non-Zombies, then 1 second

### ✂4 Train Stop 2

Name in File: ai\_encounter\_manager\_dlc1\_punchtrain

Wave - 1

Riot Soldier - 3

Zombie - 3

- Respawn Delay: 1 - 3 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when End Condition is met

Wave - 2 ✂ Dead | 2 Riot Soldiers

Blood Maykr - 1

**End Condition** - Alive | 0 Non-Zombies, then 1 second

# Escalation Encounter 1

Name in File: \_example\_encounter\_manager\_0

- Most spawn points in this arena can be blocked by the player or another demon

Wave - 1

Group - 1

Mancubus - 2

Stone Imp - 2

Dread Knight - 1

Group - 2 ☒ 5 seconds

Mecha-Zombie or Zombie - 4

- Respawn Delay: 2 - 5 seconds

- Respawn up to 4 when  $\leq 3$  alive

- Stop when End Condition is met

Group - 3 ☒ 5 seconds

Cacodemon - 1

Wave - 2 ☒ Dead | Dread Knight & Both Mancubus

Revenant - 3

Cursed Prowler - 1

Carcass - 1

Riot Soldier - 2

Wave - 3 ☒ Dead | 2 Revenants & Cursed Prowler

Marauder - 1

Cyber Mancubus - 1

Gargoyle - 2

- Respawn Delay: 2 - 5 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Zero Marauders alive

**End Condition** - Dead | All Non-Zombie/Mecha-Zombie, then 1 second

## Escalation Encounter 2

Name in File: \_example\_encounter\_manager\_1

- Most spawn points in this arena can be blocked by the player or another demon

Wave - 1

Group - 1

Arachnotron - 2

Pinky - 2

Prowler - 1

Group - 2 ☒ 5 seconds

Mecha-Zombie or Zombie - 4

- Respawn Delay: 2 - 5 seconds

- Respawn up to 4 when  $\leq 3$  alive

- Stop when End Condition is met

Group - 3 ☒ 5 seconds

Pain Elemental - 1

Wave - 2 ☒ All Arachnotrons & Pinkies

Cyber Mancubus - 1

Hell Knight - 2

Riot Soldier - 2

Wave - 3 ☒ Dead | All Hell Knights and Cyber Mancubus

Group - 1

Gargoyle - 2

- Respawn Delay: 7 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when Wave 6 Superheavies are dead

Group - 2 ☒ 2 seconds

Cursed Prowler - 1

Group - 3 ☒ 2 seconds

Archvile - 1

Wave - 4 ☒ 8 seconds, then Dead | Archvile

Spirit - 1 >> Hell Knight - 1

- This spawn *can* be blocked, but it won't stop the Possessed Hell Knight from spawning. It'll only delay it

Wave - 5 ☒ Dead | Wave 4 Hell Knight

Spectre - 2

Cacodemon - 2

Wave - 6 ☒ Alive | 2 of Gargoyle, Cursed Prowler, Spectre, Cacodemon

Riot Soldier - 2

Marauder - 1

Doom Hunter - 1

**End Condition** - Dead | All Non-Zombie/Mecha-Zombie

## ✂5 Under Escalation 1

Name in File: ai\_encounter\_manager\_dlc1\_rooftop\_topfloor

Wave - 1

Gargoyle - 6

Zombie - 3

- Respawn Delay: 2 - 5 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when End Condition is met

Wave - 2 ✂ Alive | 2 Gargoyles, then 1 second

Soldier - 5

Prowler - 1

Wave - 3 ✂ Alive | 2 Non-Zombies, then 1 second

Security - 5

Wave - 3 ✂ Alive | 2 Non-Zombies, then 1 second

Mancubus - 2

**End Condition** - Dead | All Non-Zombies

## Under Escalation 2

Name in File: ai\_encounter\_manager\_dlc1\_rooftop\_bottomfloor

- Does not impede progress

Mancubus - 1

Cueball - 2

Riot Soldier - 2

Zombie - 2

- Respawn Delay: 2 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when End Condition is met

**End Condition** - Dead | All Non-Zombies

## Flooded Station

Name in File: ai\_encounter\_manager\_dlc1\_floodedsubway\_start

- Does not impede progress

Mecha-Zombie - 2

Hell Knight - 1

**End Condition** - Dead | Hell Knight

## ✂6 Station Entrance

Name in File: ai\_encounter\_manager\_dlc1\_floodedsubway

Group - 1

Spirit - 1 >> Pinky - 1

Mancubus - 1

Group - 2

Soldier - 1

Stone Imp - 1

Zombie - 2

- Respawn Delay: 2 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when All Non-Zombies/Spirits dead

**End Condition** - Dead | All Non-Zombies/Spirits, then 1 second

## Under the Crane

Name in File: ai\_encounter\_manager\_dlc1\_crane

- Does not impede progress

Mancubus - 1

Imp - 2

Mecha-Zombie - 1

Soldier - 3

Zombie - 2

**End Condition** - Dead | Everything

## ✂7 Upper Offices 1

Name in File: ai\_encounter\_manager\_dlc1\_skyscraper\_arena

Wave - 1

Blood Maykr - 1

Whiplash - 2

Stone Imp - 2

- Respawn Delay: 1 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Wave 3 starts

Wave - 2 ✂ Dead | 1 Whiplash, then 5 seconds

Zombie - 3

- Respawn Delay: 1 - 5 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when encounter completes or despawns

Dread Knight - 1

Cyber Mancubus - 1

- Spawn can be blocked

Wave - 3 ✂ Dead | Blood Maykr & Dread Knight

Armored Baron - 1

Riot Soldier - 2

Security - 1

Prowler - 1 (Delayed 1 second)

**End Condition** - All Non-Zombies, then 2 seconds

## ✂8 Upper Offices 2

Name in File: ai\_encounter\_manager\_dlc1\_skyscraper\_upper

Wave - 1

Group - 1

Zombie - 2

Group - 2 (group that spawns in the encounter area)

Zombie - 2

- Respawn Delay: 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Group 3 Hell Knight is dead

Group - 3 ☒ once tunnel center is passed

Riot Soldier - 1

- Spawn can be blocked by a Zombie

Hell Knight - 1

Cyber Mancubus - 1

Wave - 2 ☒ Dead | Hell Knight, then once top flamethrowers are passed

Riot Soldier - 1

Zombie - 2

- Respawn Delay: 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when All Non-Zombies dead

**End Condition** - All Non-Zombies, then 1 second

## ✂9 Lock Down

Name in File: ai\_encounter\_manager\_dlc1\_skyscraper\_upper\_last

Wave - 1

Group - 1

Revenant - 1

Revenant - 1 (Delayed 0.5 seconds)

Zombie - 2

- Respawn Delay: 1 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when all Wave 1 & 2 Non-Zombies dead

Screecher Zombie - 2

Spectre Whiplash - 2

Group - 2 ☒ once lockdown room is entered

Hell Knight - 1

Wave - 2 ☒ Dead | Wave 1 Hell Knight, then 2 seconds

Hell Knight - 1

**End Condition** - Dead | All Hell Knights and Spectre Whiplashes  
Revenants & Screechers will flee once the End Condition is met

## Facility Entrance

Name in File: ai\_encounter\_manager\_dlc1\_uacfacility\_entrance

- Does not impede progress

Cacodemon - 1

Zombie - 3

**End Condition** - Dead | Cacodemon

## ✂️ 10 Before Gate

Name in File: ai\_encounter\_manager\_dlc1\_uacfacility\_arena

Wave - 1

Group - 1

Imp - 2

- Respawn Delay: 1 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Wave 4 ends

Zombie - 4

- Respawn Delay: 1 - 5 seconds
- Respawn up to 4 when  $\leq 3$  alive
- Stop when End Condition is met

Group - 2 ☒ 3 seconds

Hell Knight - 1

Group - 3 ☒ 3 seconds

Doom Hunter - 1

Wave - 2 ☒ Dead | Wave 1 Hell Knight & Doom Hunter

Doom Hunter - 1

Cursed Prowler - 1

Carcass - 1

Wave - 3 ☒ Dead | Cursed Prowler

Baron of Hell - 1

Wave - 4 ☒ Baron of Hell & Doom Hunter Dead, then 2 seconds

Spirit - 1 >> Mancubus - 1

Hell Knight - 1

Pain Elemental - 1

Wave - 5 ☒ Dead | Mancubus, then 3 seconds

Riot Soldier - 3

Revenant - 1

Archvile - 1

Extra Wave in ? Patch

**End Condition** - 8 seconds, then Dead | All Non-Zombies



# Immora

## Wasteland Entrance 1

Name in File: breach\_wasteland\_encounter\_manager\_dlc2\_1

- Does not impede progress

Wave - 1

Mecha-Zombie - 3

Soldier - 3

Wave - 2 ☒ 270 damage dealt to Wave 1, and once the gap is crossed

Group - 1

Mancubus - 1

Group - 2 ☒ 1 second

Security - 2

Group - 3 ☒ 1 second

Security - 1

Security - 2 (Delayed 0.25 seconds)

Wave - 3 ☒ once the ramp after the Mancubus spawn is reached, then 1 second

Revenant - 1

**End Condition** - Dead | Everything

## Wasteland Entrance 2

Name in File: breach\_wasteland\_encounter\_manager\_dlc2\_2

- Does not impede progress

Wave - 1

Tentacle - 9

Gargoyle - 1

Soldier - 2

Wave - 2 ☒ 2 seconds, then once passed first Tentacle spawn

Gargoyle - 2

- Staggered spawns: one every 1 - 4 seconds

**End Condition** - Dead | Everything

## Escalation Encounter 1

Name in File: \_example\_encounter\_manager\_0

Wave - 1

Group - 1

Dread Knight - 2

Group - 2 ☒ 1 second

Imp - 3

- *Respawns don't start until Group 4*

- Respawn Delay: 3 seconds

- Respawn up to 3 when ≤ 2 alive

- Stop when Zero Wave 3 Cacodemons or Barons of Hell alive

Maykr Drone - 2 (+10 in reserve)

- *Respawns don't start until Group 4*

- Respawn Delay: 8 - 10 seconds
- Respawn 1 when 0 alive
- Stop when Zero Wave 4 Cacodemons or Barons of Hell alive

Group - 3 ☒ 1 second

Revenant - 2

Group - 4 ☒ 3 seconds

Prowler - 1

Wave - 2 ☒ Dead | All Dread Knights and Revenants

Group - 1

Doom Hunter - 1

Group - 2 ☒ 1 second

Whiplash - 2 (+2 in reserve)

- Spawn and Respawn Delay: 2 - 3 seconds
- Respawn up to 2 when  $\leq 1$  alive

Wave - 3 ☒ 2 seconds, then 5250 damage dealt to Doom Hunter

Doom Hunter - 1

Wave - 4 ☒ 0 Doom Hunters and Whiplashes On The Field

Group - 1

Baron of Hell - 2

Group - 2 ☒ 1 second

Cacodemon - 1

Cacodemon - 1 (Delayed 0.25 seconds)

Carcass - 2 (Delayed 0.25 seconds)

**End Condition** - Dead | Everything, then 6 seconds

## Escalation Encounter 2

Name in File: breach\_wasteland\_arena\_encounter\_manager\_dlc2\_2

Wave - 1

Group - 1

Armored Baron - 1

Group - 2 ☒ 1 second

Maykr Drone - 2 (+10 in reserve)

- Respawn Delay: 10 - 15 seconds
- Respawn 1 when 0 alive
- Stop when all Wave 4 Tyrants and Wave 5 Marauders are dead

Gargoyles - 2

- Respawn Delay: 4 - 6 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when all Wave 4 Tyrants and Wave 5 Marauders are dead

Group - 3 ☒ 1 second

Carcass - 2

Wave - 2 ☒ 0 Armored Barons On The Field, or 2450 damage dealt to Armored Baron

Baron of Hell - 1

Prowler - 2 (Delayed 0.25 seconds)

Wave - 3 ☒ 0 Armored Barons and Barons of Hell On The Field

Cacodemon - 1

Cacodemon - 1 (Delayed 1 second)

Marauder - 1 (Delayed 1 second)

Wave - 4 ☒ 2.25 seconds, then Dead | Wave 3 Marauder

Tyrant - 1

Tyrant - 1 (Delayed 1 second)

Prowler - 2 (Delayed 1 second)

Wave - 5 ☒ 3 seconds, then Dead | 1 Tyrant

Marauder - 1

**End Condition** - Dead | Everything, then 6 seconds

## After Escalation 1

Name in File: breach\_wall\_base\_encounter\_manager\_dlc2\_1

- Does not impede progress

Wave - 1

Mecha-Zombie - 3

Gargoyle - 3

Wave - 2 ☒ Dead | 1 Wave 1 Enemy or Encounter Area reached, then 3 seconds

Dread Knight - 1

- Can fail to spawn properly at higher FPS, causing an OoB death

Wave - 3 ☒ Dead | Dread Knight

Arachnotron - 1

- If this Arachnotron spawns, can potentially cause a softlock in the Walls of Immora 1 encounter

**End Condition** - 1 second, Dead | Everything

## After Escalation 2

Name in File: breach\_wall\_base\_encounter\_manager\_dlc2\_2

- Does not impede progress
- Starts at the same time as After Escalation 1

Wave - 1

Imp - 2

Soldier - 2

Wave - 2 ☒ once gap between previous encounter and this one is passed

Super Tentacle - 1

Wave - 3 ☒ once top of first ramp in encounter area is reached

Group - 1

Hell Knight - 1

Group - 2 ☒ 2 seconds

Zombie - 3 (+7 in reserve)

- Spawn and Respawn Delay: 2 - 5 seconds
- Respawn up to 3 when < 3 alive
- Stop once End Condition is met

**End Condition** - Dead | Super Tentacle

## ☒1 Cavern

Name in File: breach\_wall\_base\_encounter\_manager\_dlc2\_3

Wave - 1

Zombie - 7

- *Respawns don't start until Wave 2*
- Respawn Delay: 1 - 3 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop once End Condition is met

Tentacle - 2

Wave - 2 ☒ 170 damage dealt to Wave 1, or Cavern entered

Group - 1

Hell Knight - 1

Mancubus - 1

Group - 2 ☒ 1 second

Hell Knight - 1

Group - 3 ☒ 1 second

Mancubus - 1

**End Condition** - 1 second, then Dead | All Non-Zombies

## ⊗2 Walls of Immora 1

Name in File: breach\_wall\_base\_encounter\_manager\_dlc2\_4

- Stone Imps in this encounter can fail to spawn properly at higher FPS, so the listed amounts are the max spawns you may see

Wave - 1

Group - 1

Stone Imp - 3 (Staggered every 0.5 seconds)

Group - 2 ⊗ 1.5 seconds

Arachnotron - 1

- Can potentially spawn outside the arena if the Arachnotron from After Escalation 1 spawned

Not a softlock as you can backtrack to the After Escalation 1 arena to kill it

Zombie - 2 (+20 in reserve)

- Respawn Delay: 2 - 5 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when all Wave 2 Pain Elementals are dead

Wave - 2 ⊗ Dead | Arachnotron

Group - 1

Pain Elemental - 1

Stone Imp - 3 (Staggered every 0.5 seconds)

Group - 2 ⊗ 4 seconds

Pain Elemental - 1

**End Condition** - Dead | Everything\*

*\*Zombies automatically die once all Pain Elementals are dead, but can rarely respawn at the same time, in which case they need to be dead to finish the encounter*

## ⊗3 Walls of Immora 2

Name in File: breach\_wall\_deck\_encounter\_manager\_dlc2\_1

Prowler - 1

Riot Soldier - 4 (Staggered every 0.1 seconds)

**End Condition** - Encounter Area Reached, then Dead | Everything

## ⊗4 Walls of Immora 3

Name in File: breach\_wall\_deck\_encounter\_manager\_dlc2\_2

Wave - 1

Group - 1

Turret - 2

Tentacle - 1

Zombie - 4

- *Respawns start 2 seconds after Group 2 starts*

- Respawn Delay: 2 - 3 seconds

- Respawn up to 2 when  $\leq 1$  alive

- Stop when End Condition is met

Group - 2 ⊗ once all purple goo is passed

Spirit - 1 >> Hell Knight - 1

Wave - 2 ⊗ 2 seconds, then 1875 damage to Hell Knight

Hell Knight - 1

**End Condition** - Dead | All Turrets & Hell Knights

## City Entrance

Name in File: city\_reveal\_encounter\_manager\_dlc2\_1

- Does not impede progress

Wave - 1

Pain Elemental - 1

Wave - 2 ⊗ 4500 damage to Pain Elemental or 6 seconds

Demonic Trooper - 6

- Staggered spawns: one every 1 - 3 seconds

Wave - 3 ⊗ Demonic Trooper spawns complete, then 3 Wave 1 & 2 enemies On The Field or once halfway down the ramps is passed

Demonic Trooper - 6

- Staggered spawns: one every 0.25 - 1 second

Demonic Trooper - 2

**End Condition** - 2 seconds, then Dead | Everything

## ⊗5 Bridge Platform

Name in File: city\_rooftop\_encounter\_manager\_dlc2\_1

- Wave 1 has 3 separate Screecher Zombie maintainAICounts listed, as they each correspond to one of the three spawn points. e.g. if you kill the center Screecher Zombie, another will respawn at that same spawn point

Wave - 1

Group - 1

Imp - 2 (+10 in reserve)

- Respawn Delay: 35 - 40 seconds
- Respawn 1 when 0 alive
- Stop when all Wave 1 Marauders and Wave 2 Baron of Hell dead

Zombie - 2

- Respawn Delay: 2 - 5 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when all Wave 1 Marauders and Wave 2 Baron of Hell dead

Marauder - 1

Group - 2 ⊗ 1 seconds

Marauder - 1

Group - 3 ⊗ 1 seconds

Screecher Zombie - 1

- Respawn Delay: 3 - 6 seconds
- Respawn 1 when 0 alive
- Stop when all Wave 1 Marauders and Wave 2 Baron of Hell dead

Group - 4 ⊗ 1 seconds

Screecher Zombie - 1

- Respawn Delay: 3 - 6 seconds
- Respawn 1 when 0 alive
- Stop when all Wave 1 Marauders and Wave 2 Baron of Hell dead

Group - 5 ⊗ 1 seconds

Screecher Zombie - 1

- Respawn Delay: 3 - 6 seconds
- Respawn 1 when 0 alive
- Stop when all Wave 1 Marauders and Wave 2 Baron of Hell dead

Wave - 2 ⊗ 1 second, then Dead | 1 Marauder, then 1 second, then 3750 damage to Marauder

Baron of Hell - 1

**End Condition** - Dead | All Marauders, Barons of Hell, and Imps

## ⚔ 1 Tower Siege

Name in File:

- Group 1: city\_lower\_encounter\_manager\_dlc2\_deck\_landing
- Group 2: city\_lower\_encounter\_manager\_dlc2\_3
- Group 3: city\_lower\_encounter\_manager\_lower\_city\_entrance
- Group 4 & 6: city\_lower\_encounter\_manager\_lower\_city\_main
- Group 5: city\_lower\_encounter\_manager\_2

Group - 1

- Demonic Trooper - 1
- Demonic Trooper - 1 (Delayed 1.5 seconds)
- Demonic Trooper - 1 (Delayed 0.75 seconds)

Group - 2

- Security - 1
- Imp - 2

Group - 3 ☒ once big Armor Pickup is passed

- Demonic Trooper - 5

Group - 4

- Arachnotron - 1

Group - 5 ☒ once ship crash location is reached

- Dread Knight - 1

Group - 6 ☒ once plasma next to Arachnotron spawn point is passed

- Demonic Trooper - 2
  - Respawn Delay: 0 - 2 seconds
  - Respawn up to 2 when  $\leq 1$  alive
  - Stop when Arachnotron and Armored Baron are dead
  - Can respawn as any:
    - Imp
    - Stone Imp
    - Gargoyle
    - Prowler
    - Carcass
    - Demonic Trooper

Demonic Trooper - 2 (Staggered every 1 second)

- Respawn Delay: 0 - 2 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when Arachnotron and Armored Baron are dead
- Can respawn as any:
  - Imp
  - Stone Imp
  - Gargoyle
  - Carcass
  - Demonic Trooper

Armored Baron - 1

**End Condition** - Dead | Group 4 and Group 6

## Door Unlock Ambush

Name in File: city\_lower\_encounter\_manager\_b\_deck\_unlock

- Does not impede progress

Demonic Trooper - 4

- Staggered spawns: one every 0.5 - 2 seconds

Doom Hunter - 1 (Delayed 1 second)

Fodder - 3 (Delayed 0.5 seconds)

- Spawn and Respawn Delay: 1 - 3 seconds

- Respawn up to 3 when  $\leq 1$  alive

- Stop when Doom Hunter dead or door behind Doom Hunter entered

- Spawns can be any:

- Maykr Drone

- Imp

- Gargoyle

- Prowler

- Soldier

- Security

- Riot Soldier

- Demonic Trooper

**End Condition** - Dead | Everything

## Portal Guards

Name in File: city\_lower\_encounter\_manager\_dlc2\_2

- Does not impede progress

Group - 1

Soldier - 3

Mancubus - 1

Soldier/Security - 3

- Staggered spawns: one every 0 - 1 second

Group - 2 ☒ once top of first ramp is reached

Spectre Whiplash - 1

Group - 3 ☒ 3 seconds

Armored Baron - 1

Group - 4 ☒ 1 second

Mecha-Zombie/Gargoyle/Soldier - 1

- Spawn and Respawn Delay: 0.25 - 1 second

- Respawn 1 when 0 alive

- Stop when Armored Baron dead

**End Condition** - Dead | Everything

## Locked BFG

Name in File: city\_lower\_encounter\_manager\_dlc2\_2

- Does not impede progress

- Starts when first laser grid passed

Group - 1

Revenant - 1

Group - 2 ☒ 1.5 seconds



## ⌘2 Escape Platform

Name in File: hangar\_encounter\_manager\_dlc2\_1

- Wave 1 Group 1 Gargoyles and Imp can potentially spawn outside the arena, causing a softlock. You can check quickly by dashing straight forward and looking down. If you do not see two Gargoyles and one Imp, you will need to reload (or ALT+F4 / force quit on UN) to fix the softlock.

Wave - 1

Group - 1

Gargoyle - 1

Gargoyle - 1 (Delayed 0.5 seconds)

Imp - 1 (Delayed 0.5 seconds)

Group - 2 ☒ 2 seconds

Hell Knight - 1

Hell Knight - 1 (Delayed 1 second)

Group - 3 ☒ 2 seconds

Tyrant - 1

Imp - 3\*

- \*Group 1 Imp counts towards total if still alive

- Spawn and Respawn Delay: 3 - 5 seconds

- Respawn up to 3 when ≤ 2 alive

- Stop when Wave 4 dead

Soldier - 3

- Respawn Delay: 5 seconds

- Respawn up to 3 when ≤ 2 alive

- Stop when Wave 4 dead

Zombie - 2

- Respawn Delay: 3 - 5 seconds

- Respawn up to 3 when ≤ 2 alive

- Stop when Wave 4 dead

Group - 4 ☒ 3 seconds

Cursed Prowler - 1

Wave - 2 ☒ 4000 damage to Tyrant

Blood Maykr - 1

Mancubus - 1

Wave - 3 ☒ Dead | Tyrant & Blood Maykr

Group - 1

Spirit - 1 >> Baron of Hell - 1

Arachnotron - 1

Arachnotron - 1 (Delayed 0.25 seconds)

Group - 2 ☒ 3.25 seconds

Carcass - 2

Wave - 4 ☒ Dead | Baron of Hell & Arachnotrons

Cyber Mancubus - 1

Cyber Mancubus - 1 (Delayed 1 second)

Armored Baron - 1 (Delayed 1 second)

**End Condition** - Dead | All Non-Spirits

## ✂3 Final Plunge

Name in File: hangar\_encounter\_manager\_dlc2\_2

- Starts when Overdrive is picked up
- Encounter works differently on Patch ???

Stone Imp - 5 (+20 in reserve)

- *Respawns start 2 seconds later*
- Respawn Delay: 1 - 3 seconds
- Respawn up to 5 when  $\leq 3$  alive
- Stop 1 second after End Condition is met

**End Condition** - 0 Stone Imps On The Field

Master Level | Taras Nabad

# Master Level | Taras Nabad

## City Outskirts 1

Name in File: ?

**End Condition** - Everything Dead

Wave 1

Group 1 (Despawns when Group 3 spawns & is not required)

Arachontron - 2

Zombie - 3

Lost Soul - 2

Group 2

Soldier - 5

Zombie - 1

Group 3 ☒ just before the first land mass is reached

Mancubus - 2

Carcass - 2

Wave - 2 ☒ All Mancubus & Carcasses Dead

Pain Elemental - 2

Mancubus - 1

Pinky - 2

Spectre - 2

Imp - 2

Zombie - 1

### Respawns

Wave 1 Group 1 Zombie

- up to 1 when 1 is killed

- Stop when all Non-Zombies are dead

Wave 2 Zombie

- up to 1 when 1 is killed

- Stop when all Non-Zombies are dead

## City Outskirts 2

Name in File: ?

**End Condition** - Everything Dead

Group 1

Baron of Hell - 2

Group 2 ☒ ? seconds

Zombie - 2

### Respawns

Zombie - up to 2 when 1 is killed - Stop when all Barons of Hell are dead

## Plaza Bridge

Name in File: ?

**End Condition** - Everything Dead

Group 1

Marauder - 1

Group 2 ☒ ? seconds

Zombie - 1

**Respawns**

Zombie - up to 1 when 1 is killed - Stop when Marauder dead

## Atrium Plaza

Name in File: ?

**End Condition** - Everything Dead

Wave 1

Group 1

Maykr Drone - 2

Soldier - 4

Imp - 4

Group 2 ☒ ? seconds

Tyrant - 2

Wave 2 ☒ Both Tyrants Dead

Arachnotron - 5

Wave 3 ☒ 2 Arachnotrons Dead

Revenant - 2

Wave 4 ☒ Wave 2 & 3 Dead

Cyber Mancubus - 4

Wave 5.1 ☒ 2 Cyber Mancubus Dead

Baron of Hell - 2

Wave 5.2 ☒ 4 Cyber Mancubus Dead

Whiplash - 3

Wave 6 ☒ 2 Whiplash Dead

Baron of Hell - 2

**Respawns**

Maykr Drone, Soldier, & Imp

- up to original amounts when 1 is killed
- stop when all Heavies and Super Heavies Dead
- Maykr Drones have delay?

## Before Creation Chamber

Name in File: ?

**End Condition** - Everything Dead

Wave 1

Cyber Mancubus - 1

Mancubus - 1

Revenant - 2

Security - 4

Mecha-Zombie - 2

Wave 2 ☒ Cyber Mancubus & Both Revenants Dead

Spectre Whiplash - 3

Zombie - 2

**Respawns**

Zombie - up to 2 when 1 is killed - stop when all Spectre Whiplashes dead

## After Creation Chamber

Name in File: ?

**End Condition** - Everything Dead

Wave 1

Group 1

Soldier - 4

Gargoyle - 3

Zombie - 2

Group 2 ☒ when the ledge at the entrance is reached

Hell Knight - 2

Wave 2 ☒ Both Hell Knights Dead

Cacodemon - 4

Wave 3 ☒ 2 Cacodemons Dead

Tyrant - 2

Wave 4 ☒ 1 Tyrant Dead

Marauder - 1

Cacodemon - 2

**Respawns**

Gargoyle & Zombie

- up to original amounts when 2 are killed

- stop when all Heavies and Super Heavies Dead

## Slayer Gate

Name in File: ?

**End Condition** - Everything Dead

Wave 1

## Before Catacombs

Name in File: ?

**End Condition** - Buff Totem Dead

Group 1

Dead Knight - 1

Tentacle - 4

Zombie - 2

Group 2 ☒ once ? is reached

Revenant - 1

Security - 2

Lost Soul - 5

Group 3 ☒ once ? is reached

Mancubus - 1

Barrels - 3

Group 4 ☒ once ? is reached

Buff Totem - 1

Gargoyle or? Imp - ?

**Respawns**

Gargoyle or? Imp - up to ? when ? are killed - stop when Buff Totem dead

## Catacombs

Name in File: ?

**End Condition** - Everything Dead

Shield dudes spawn at some point?

Wave 1

Soldier, Gargoyle, or Imp - 8

Wave 2 ☒ 6 Soldier, Gargoyle, or Imp Dead

Arachnotron - 3

Wave 3 ☒ 2 Arachnotron Dead

Hell Knight - 2

Prowler - 1

Wave 4 ☒ All Non-Prowler Heavies Dead

Spectre Whiplash - 3

Wave 5 ☒ Wave 4 & Prowler Dead

Tyrant - 1

Carcass - 4

Wave 6 ☒ Tyrant & 2 Carcass Dead

Baron of Hell - 3

Prowler - 1

Wave 6 ☒ 2 Barons of Hell Dead

Doom Hunter - 2

### Respawns

Soldier, Gargoyle, or Imp

- up to 8 once 1 is dead
- respawn as any
- stop when all Heavies and Super Heavies Dead

## Fallen Titan

Name in File: ?

**End Condition** - Everything Dead

Wave 1

Group 1 (Despawns when ?)

Carcass - 1

Security - 3

Zombie - 3

Group 2

Revenant - 2

Group 3 ☒ once the handle is collected and ? is reached

Cyber Mancubus - 2

Carcass - 2

Imp - 4

Wave 2 ☒ Cyber Mancubus & Carcasses Dead

Archvile - 1

Wave 3 ☒ Wave 2 Dead

Archvile - 1

Maykr Drones?

Wave 4 ☒ Heavies and Super Heavies Dead

Tyrant - 1

Arachnotron - 4

Wave 5 ☒

Pain Elemental - 2

## Skyline 1

Name in File: ?

**End Condition** - Everything Dead

Wave 1

## Skyline 2

Name in File: ?

**End Condition** - Everything Dead

Wave 1

## Vault

Name in File: ?

**End Condition** - Everything Dead

Wave 1



# Master Level | Mars Core

# Master Level | Mars Core

## Start Vent 1

Name in File: master\_encounter\_manager\_2

Wave 1

Group 1 ☒ break vent

- No known despawn trigger

Arachnotron - 1

Carcass - 2

Zombie - 3

Group 2 ☒ ?middle of the “donut” room is reached

Cyber Mancubus - 2

Wave 2 ☒ 1 Cyber Mancubus Killed

Cyber Mancubus - 1

Wave 3 ☒ 0.5 seconds, then  $\leq 1$  Cyber Mancubus Alive

Cyber Mancubus - 1

**End Condition** - 0 Cyber Mancubus Alive

## Start Vent 2

Name in File: master\_encounter\_manager\_3

Wave 1

Archvile - 1

Zombie - 2

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when 0 alive
- Stop when 0 Non-Zombies Alive

Carcass - 2 (Delayed 1 second)

Wave 2 ☒ 1 second, then 0 Non-Zombies Alive

Archvile - 1

Carcass - 1 (Delayed 3 seconds)

**End Condition** - 0 Alive

## Start Teleporter

Name in File: master\_encounter\_manager\_4

Group 1

Cueball - 7 (+3 in reserve)

- Start respawning once group 2 starts
- Respawn delay 1 - 2 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when End Condition

Group 2 ☒ ?

Hell Knight - 2 (2nd delayed 0.25 seconds)

Revenant - 4 (3rd & 4th delayed 0.25 seconds)

Zombie - 2 (Delayed 5.25 seconds)

**End Condition** - Start group 2, then 5.25 seconds, then 0 Heavies Alive

## After Teleporter 1

Name in File: master\_encounter\_manager\_5

Wave 1 ☒ 2 seconds after full teleportation  
Soldier - 2  
Zombie - 4  
Mancubus - 3 (Delayed 0.5 seconds)  
**End Condition** - 0 Mancubus & Soldiers Alive

## After Teleporter 2

Name in File: master\_encounter\_manager\_5  
Group 1  
Dread Knight - 1  
Spectre - 3  
Group 2 ☒ picking up yellow keycard collected  
Tyrant - 1  
Zombie - 2  
**End Condition** - 0 Tyrants Alive  
- checkpoint 1 second after

## Gun Deck Entrance Goo

Name in File: master\_encounter\_manager\_31  
Wave 1 ☒ ?  
Hell Knight - 1  
Wave 2 ☒ 2 seconds, then Hell Knight ≤40% health  
Baron of Hell - 1  
**End Condition** - 0 Alive, then 1 second

## Gun Deck 1

Name in File: master\_encounter\_manager\_6  
Wave 1  
Revenant - 4  
Pinky - 8 (+4 in reserve)  
- Spawn & respawn delay 1 - 3 seconds  
- Respawn up to 8 when ≤6 alive  
- Stop when 0 Tyrants, Pain Elementals, & Buff Totems Alive  
Zombie - 2 (Despawn trigger?)  
- Spawn & respawn delay 2 - 4 seconds  
- Respawn up to 2 when ≤1 alive  
- Stop when 0 Tyrants, Pain Elementals, & Buff Totems Alive  
Wave 2 ☒ 0 Pinkies Alive (Test what this means. 0 in reserve?) & ≤2 Revenants Alive  
Security - 4  
- Spawn & respawn delay 8 - 16 seconds  
- Respawn up to 4 when ≤2 alive  
- Stop when 0 Tyrants, Pain Elementals, & Buff Totems Alive  
Soldier / Imp - 4  
- Spawn & respawn delay 1 - 3 seconds  
- Respawn up to 4 when ≤3 alive  
- Stop when 0 Tyrants, Pain Elementals, & Buff Totems Alive  
Wave 3 ☒ 6 Security / Soldiers / Imps Killed & 0 Revenants Alive, then 1 second

Cacodemon - 5 (1st no delay, the rest delayed 0.25 seconds from the previous)

Wave 4 ☒ 1 second, then ≤1 Cacodemon Alive

Buff Totem - 1

Pain Elemental - 2 (2nd delayed 0.25 seconds)

Tyrant - 2 (1st delayed 0.5 seconds, 2nd 0.75 seconds)

**End Condition** - 0.75 seconds, then 0 Tyrants, Pain Elementals, & Buff Totems Alive, then 0 Security / Soldiers / Imps Alive

## Gun Deck 2

Name in File: master\_encounter\_manager\_7

?

## Under Gun Deck 2

Name in File: master\_encounter\_manager\_8

?

## BFG-10000 Ventilation 1

Name in File: master\_encounter\_manager\_9

Wave 1

Doom Hunter - 1

Prowler - 1 (Delayed 0.25 seconds, +3 in reserve)

- Spawn & respawn delay 5 - 8 seconds
- Respawn up to 1 when 0 alive
- Stop when End Condition

Zombie - 2 (Delayed 0.25 seconds)

- Respawn up to 2 when ≤1 alive
- Respawn delay 2 - 4 seconds
- Stop when End Condition

Wave 2 ☒ 0.25 seconds, then 0 Doom Hunters Alive

Doom Hunter - 2 (2nd delayed 0.25 seconds)

**End Condition** - 0.5 seconds, then 0 Doom Hunters Alive

## BFG-10000 Ventilation 2

Name in File: master\_encounter\_manager\_10

Wave 1

Buff Totem - 1

Hell Knight - 1

Imp - 4

- Spawn & respawn delay 1 - 2 seconds
- Respawn up to 4 when ≤3 alive
- Stop when 0 Cyber Mancubus Alive

Wave 2 ☒ 0 Buff Totems Alive

Cyber Mancubus - 1

**End Condition** - 0 Cyber Mancubus Alive, then 0 Alive

## Evacuation Portals

Name in File: master\_encounter\_manager\_11

BFG ammo respawn is independent

#### Wave 1

Cacodemon - 6 (1st no delay, the rest delayed 0.25 seconds from the previous)

#### Wave 2 ☒ 1.25 seconds, then 0 Alive

Zombie - 3

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 3 when  $\leq 2$  alive
- Stop when 0 Tyrants, Doom Hunters, & Cacodemons Alive

Hell Knight - 6 (1st delayed 1 second, the rest delayed 0.25 seconds from the previous)

#### Wave 3 ☒ 2.25 seconds, then 0 Hell Knights Alive

Pain Elemental - 2

Arachnotron - 3 (Delayed 0.5 seconds)

#### Wave 4 ☒ 0.5 seconds, then 0 Pain Elementals & Arachnotrons Alive

Tyrant - 2

Doom Hunter - 1

Cacodemon - 6 (1st delayed 1 second, the rest delayed 0.25 seconds from the previous)

**End Condition** - 0 Tyrants, Doom Hunters, & Cacodemons Alive, then 1 second

## Outpost "2"

Name in File: master\_encounter\_manager\_14

#### Wave 1

Security - 4

- Spawn & respawn delay 8 - 16 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when 0 Barons of Hell & Pain Elementals Alive

Mecha-Zombie - 2

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Barons of Hell & Pain Elementals Alive

Imp - 3

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when 0 Marauder & Cyber Mancubus Alive

#### Wave 2 ☒ 6 Killed

Revenant - 1

Revenant - 1 (Delayed 0.25 seconds)

Revenant - 1 (Delayed 0.5 seconds)

#### Wave 3 ☒ 0.5 seconds, then 2 Revenants Killed

Revenant - 1

Revenant - 1 (Delayed 0.25 seconds)

#### Wave 4 ☒ 0.25 seconds, then $\leq 2$ Revenants Alive

Prowler - 2

#### Wave 5 ☒ 0 Revenants Alive

Baron of Hell - 1

Pain Elemental - 1 (Delayed 0.5 seconds)

#### Wave 6 ☒ Baron of Hell $\leq 25\%$ health / Pain Elemental $\leq 25\%$ health

- Baron of Hell - 1
- Pain Elemental - 1 (Delayed 1 second)
- Wave 7 ☒ 0 Barons of Hell & Pain Elementals Alive, then 0 Mecha-Zombies & Security Alive, then 0.25 seconds
- Security - 4
  - Spawn & respawn delay 5 - 10 seconds
  - Respawn up to 2 when  $\leq 1$  alive
  - Stop when 0 Marauder & Cyber Mancubus Alive
- Cyber Mancubus - 1 (+3 in reserve)
  - Spawn & respawn delay 10 - 15 seconds
  - Respawn up to 1 when 0 alive
  - Stop when 4.5 seconds, then Marauder  $\leq 25\%$  health / 1 Cyber Mancubus Killed
- Marauder - 1 (Delayed 2 seconds)
- Hell Knight - 2 (1st delayed 3 seconds, 2nd delayed 4.5 seconds)
  - Respawning call starts when 2nd spawns
  - Respawn as Hell Knight / Whiplash
  - Respawn delay 8 - 10 seconds
  - Respawn up to 1 when 0 alive
  - Stop when 0 Marauder & Cyber Mancubus Alive
- Wave 8 ☒ 4.5 seconds, then Marauder  $\leq 25\%$  health & 1 Cyber Mancubus Killed
- Marauder - 1
- End Condition** - 0 Marauder & Cyber Mancubus Alive, then 0 Alive, then 2 seconds
  - checkpoint 1 second after

## Martian Chunks 1

Name in File: master\_encounter\_manager\_20

Wave 1

Group 1

Cyber Mancubus - 2 (2nd delayed 0.25 seconds. Auto dies/despawns(?) when ? is reached)

Zombie - 5 (Delayed 0.25 seconds. Auto dies/despawns(?) when ? is reached)

Arachnotron - 5 (1st delayed 0.5 seconds, the rest delayed 0.25 seconds from the previous)

Group 2 ☒ 1.5 seconds, then ? is reached, then ? is reached, then ? is reached, then 1 second

Soldier - 2

- Spawn & respawn delay 5 - 10 seconds
- Respawn up to 2 when  $\leq 1$  alive
- Stop when 0 Doom Hunters & Pain Elementals Alive

Imp - 3

- Spawn & respawn delay 8 - 16 seconds
- Respawn up to 3 when  $\leq 1$  alive
- Stop when 0 Doom Hunters & Pain Elementals Alive

Wave 2 ☒ Start Group 2, then 0 Arachnotrons Alive

Pain Elemental - 2 (2nd delayed 0.25 seconds)

Doom Hunter - 1 (Delayed 0.5 seconds)  
Wave 3 ☒ 0.75 seconds, then 1 Doom Hunter & 2 Pain Elementals Killed  
Pain Elemental - 1  
Doom Hunter - 2 (1st delayed 0.25 seconds, 2nd delayed 0.5 seconds)  
**End Condition** - 0 Doom Hunters & Pain Elementals Alive, then 0 Alive, then 1 second  
- checkpoint 1 second after

## Martian Chunks 2

Name in File: master\_encounter\_manager\_21

?

## UAC Transmission Tower Boost Pad

Name in File: master\_encounter\_manager\_23

Wave 1

Mancubus - 3

Soldier / Imp / Gargoyle - 10

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 10 when  $\leq 9$  alive
- Stop when 0 Pain Elementals, Mancubus, & Buff Totems Alive

Wave 2 ☒  $\leq 1$  Mancubus Alive

Buff Totem - 1

Pain Elemental - 2

**End Condition** - 0 Pain Elementals, Mancubus, & Buff Totems Alive, then 0 Alive

## Delta Labs 1

Name in File: master\_encounter\_manager\_25

Wave 1

Hell Knight - 5

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 5 when  $\leq 4$  Alive
- Stop when 6 seconds, then 5 Hell Knights Killed

Mecha-Zombie / Soldier - 8 (Delayed 5 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 8 when  $\leq 7$  Alive
- Stop when 0 Heavies & Carcasses Alive

Wave 2 ☒ 6 seconds, then 5 Hell Knights Killed, then  $\leq 2$  Hell Knights Alive

Whiplash - 5

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 5 when  $\leq 4$  Alive
- Stop when 5 Whiplashes Killed

Wave 3 ☒ 5 Whiplashes Killed, then  $\leq 2$  Whiplashes Alive

Pinky - 3

Carcass - 1

**End Condition** - 0 Heavies & Carcasses Alive, then 0 Alive

## Delta Labs 2 (Before Life Pods)

Name in File: master\_encounter\_manager\_27

Wave 1

Security - 6 (Delayed 2 seconds)

- Spawn & respawn delay 1 second
- Respawn up to 6 when  $\leq 5$  Alive
- Stop when Wave 3 starts, then 16 Security Killed

Wave 2  $\times$  3 Security Killed

Carcass - 1

Wave 3  $\times$  9 Security Killed

Carcass - 1

**End Condition** - Wave 3 starts, then 16 Security Killed, then 0 Alive

## Temple of Sin 1

Name in File: master\_encounter\_manager\_28

Wave 1  $\times$  2.75 seconds

Tyrant - 2 (2nd delayed 1.25 seconds)

Hell Knight / Prowler - 2 (Delayed 2.25 seconds)

- Spawn & respawn delay 5 - 12 seconds
- Respawn up to 2 when  $\leq 1$  Alive
- Stop when Wave 8 starts & 0 Tyrants Alive
- **Prowlers stop when wave 7? Only Prowlers?**

Security - 2 (Delayed 2.25 seconds)

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  Alive
- Stop when Wave 8 starts & 0 Tyrants Alive

Imp / Gargoyle - 6 (Delayed 2.25 seconds)

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 6 when  $\leq 5$  Alive
- Stop when Wave 8 starts & 0 Tyrants Alive

Dread Knight - 2 (Delayed 3.25 seconds)

Wave 2  $\times$  3.75 seconds, then  $\leq 1$  Tyrant Alive

Cyber Mancubus - 2

Wave 3  $\times$  0 Tyrants, Cyber Mancubus, Mancubus, & Dread Knights Alive, then 1.75 second

Doom Hunter - 2 (2nd delayed 1.25 seconds)

Carcass - 4 (Delayed 2.25 seconds)

Wave 4  $\times$  0 Doom Hunters & Carcasses Alive, then 1 second

Cyber Mancubus - 1

Buff Totem - 1 (Delayed 0.5 seconds)

Mancubus - 1 (1st delayed 1 second, 2nd delayed 1.5)

Wave 5  $\times$  20 seconds / 0 Cyber Mancubus & Mancubus Alive, then 0 Cyber Mancubus, Mancubus, & Buff Totems Alive, then 0.75 seconds

Baron of Hell - 1

Arachnotron - 2 (Delayed 1 second, +2 in reserve)

- Spawn & respawn delay 0 - 2 seconds
- Respawn up to 2 when  $\leq 1$  Alive

Pain Elemental - 2 (Delayed 2 seconds, +2 in reserve)

- Spawn & respawn delay 0 - 1 seconds
- Respawn up to 1 when 0 Alive

Wave 6  $\times$  2 seconds, then 0 Barons of Hell Alive, then 0.75 seconds

Baron of Hell - 1

Wave 7 ☒ 1 second, then 0 Pain Elementals & Arachnotrons in reserve & 0 Barons of Hell, Pain Elementals, & Arachnotrons Alive, then 0.75 seconds

Tyrant - 3 (2nd & 3rd delayed 1.25 seconds)

Cacodemon - 2 (Delayed 2.25 seconds, +4 in reserve)

- Spawn & respawn delay 5 - 8 seconds
- Respawn up to 2 when 0 Alive

Wave 8 ☒ ≤2 Tyrants Alive / 0 Cacodemons in reserve (check?)

Whiplash - 2 (Delayed 2.25 seconds, +2 in reserve)

- Spawn & respawn delay 5 - 8 seconds
- Respawn up to 2 when 0 Alive
- Stop when 0 Tyrants Alive

**End Condition** - 0 Tyrants Alive, then 0 Alive, then 1.25 seconds

- checkpoint 1 second after

## Temple of Sin 2

Name in File: master\_encounter\_manager\_30

Wave 1

Cyber Mancubus - 10 (2nd delayed 0.5 seconds, the rest delayed 0.25 seconds from the previous)

Zombie - 3 (Delayed 0.25 seconds)

Wave 2 ☒ 0 Cyber Mancubus Alive

Tyrant - 2 (2nd delayed 0.25 seconds)

Zombie - 2 (Delayed 1.25 seconds)

**End Condition** - 1.25 seconds, then 0 Tyrants Alive

- checkpoint 1 second after?

# Master Level | Super Gore Nest

# Master Level | Super Gore Nest

## Mixom Square

Name in File: master\_level\_encounter\_manager\_2

## Star Mall

Name in File: master\_level\_encounter\_manager\_5

Wave 1 ☒ "Farmer Don's" sign is reached

Carcass - 4

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 4 when  $\leq 3$  Alive
- Stop when 0 Hell Knights Alive

Zombie - 2

- Auto dies when 0 Hell Knights & Carcasses Alive, then 2 seconds
- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 2 when  $\leq 1$  Alive
- Stop when 0 Hell Knights & Carcasses Alive

Buff Totem - 1

Tentacle - 8

- Auto dies when 0 Buff Totems Alive & 8 Carcasses Killed

Wave 2 ☒ 0 Buff Totems Alive & 8 Carcasses Killed, then 3 seconds

Hell Knight - 4 (Delayed 0.25 seconds from the previous)

**End Condition** - Wave 2 starts, then 0 Hell Knights Alive, then 0 Carcasses Alive, then 0 Alive

- checkpoint 1 second after

## Yellow Key

Name in File: master\_level\_encounter\_manager\_6

Wave 1 ☒ The nearest pillars are reached, then 10 seconds

Mecha-Zombie - 8 (Delayed 0.25 seconds from the previous)

Wave 2 ☒ 2 Mecha-Zombies Alive

Spectre Whiplash - 2 (2nd delayed 0.25 seconds)

Wave 3 ☒ 0 Whiplashes Alive

Mecha-Zombie - 2 (2nd delayed 0.25 seconds)

Marauder - 1 (delayed 0.5 seconds)

Wave 4 ☒ Marauder  $\leq 75\%$  health

Mecha-Zombie - 2 (2nd delayed 0.25 seconds)

Wave 5 ☒ Marauder  $\leq 50\%$  health

Mecha-Zombie - 2 (2nd delayed 0.25 seconds)

Wave 6 ☒ Marauder  $\leq 25\%$  health

Mecha-Zombie - 2 (2nd delayed 0.25 seconds)

**End Condition** - Wave 6 starts, then 0 Alive, then 12 seconds

- checkpoint 1 second after

## Vermilion Canal 1

Name in File: master\_level\_encounter\_manager\_7

Wave 1 ☒ ? is reached

Imp - 5

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 5 when  $\leq 4$  Alive
- Stop when 0 Cacodemons & Barons of Hell Alive
- Soldier - 5
  - Spawn & respawn delay 2 - 4 seconds
  - Respawn up to 5 when  $\leq 4$  Alive
  - Stop when 0 Cacodemons & Barons of Hell Alive
- Cyber Mancubus - 5 (Delayed 0.25 seconds, Delayed 0.25 seconds from the previous)
- Wave 2  $\times$  3 Cyber Mancubi Alive
  - Pain Elemental - 2 (2nd delayed 0.25 seconds)
- Wave 3  $\times$  0 Pain Elementals & Cyber Mancubi Alive
  - Cacodemon - 5 (Delayed 0.25 seconds from the previous)
- Wave 4  $\times$  1 Cacodemon Alive
  - Baron of Hell - 3 (Delayed 0.25 seconds from the previous)
- End Condition** - 0 Barons of Hell & Cacodemons Alive, then 3 seconds, then 0 Alive
  - checkpoint 1 second after

## Before Pumping Station C

- Name in File: master\_level\_encounter\_manager\_8
- Wave 1  $\times$  ? is reached
- Tyrant - 1
  - Zombie - 2
    - Spawn & respawn delay 3 - 5 seconds
    - Respawn up to 2 when  $\leq 1$  Alive
    - Stop when Wave 3 starts, then 0 Superheavies & Carcasses Alive
  - Carcass - 2
    - Spawn & respawn delay 4 - 8 seconds
    - Respawn up to 2 when  $\leq 1$  Alive
    - Stop when Wave 3 starts, then 0 Superheavies Alive
- Wave 2  $\times$  Tyrant  $\leq 50\%$  health
- Tyrant - 1
- Wave 3  $\times$  1 Tyrant Alive
- Doom Hunter - 1
- End Condition** - Wave 3 starts, then 0 Alive, then 1 second

## Pumping Station C

- Name in File: master\_level\_encounter\_manager\_5
- Wave 1  $\times$  Top of left stairs is reached
- Buff Totem - 1
  - Zombie - 12
- Wave 2  $\times$  0 Zombies Alive
- Zombie - 12
- Wave 3  $\times$  0 Zombies Alive
- Imp - 12
- Wave 4  $\times$  0 Imps Alive
- Imp - 12

Wave 5 ☒ 0 Imps Alive

Gargoyle - 10

- Spawn & respawn delay 1 - 2 seconds
- Respawn up to 10 when  $\leq 9$  Alive
- Stop when 5 seconds, then 0 Buff Totems Alive

**End Condition** - Wave 5 starts, then 5 seconds, then 0 Buff Totems Alive, then 0 Alive, then 2 second

## Argent Energy Station

Name in File: master\_level\_encounter\_manager\_10

Wave 1 ☒ ? is reached

Marauder - 1

Zombie - 2

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  Alive
- Stop when 0 Marauders & Arachnotrons Alive

Wave 2 ☒ Marauder  $\leq 15\%$  health

Arachnotron - 2 (2nd delayed 0.25 seconds)

**End Condition** - Wave 2 starts, then 0 Alive

- checkpoint 1 second after

## Toxin Refinery 1

Name in File: master\_level\_encounter\_manager\_11

Wave 1 ☒ ? is reached

Tentacle - 4

- Auto dies when Wave 3 starts, then 0 Heavies Alive

Doom Hunter - 1

Cacodemon - 2 (Delayed 1 second)

Gargoyle - 6 (Delayed 3 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 6 when  $\leq 5$  Alive
- Stop when Wave 3 starts, then 0 Heavies Alive

Wave 2 ☒ 0 Doom Hunters Alive

Dread Knight - 1

Cyber Mancubus - 2 (Delayed 0.25 seconds)

Wave 3 ☒ 1 Cyber Mancubus Alive

Spectre - 4

Wave 4 ☒ Wave 3 starts, then 0 Heavies Alive, then 0 Alive, then ? is reached

Tentacle - 6

- Auto dies when Wave 5 starts, then 0 Tyrants Alive

Tyrant - 1

Mecha-Zombie (Delayed 2 seconds)

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  Alive
- Stop when Wave 5 starts, then 0 Tyrants Alive

Wave 5 ☒ Tyrant  $\leq 15\%$  health

Tyrant - 1

**End Condition** - Wave 5 starts, then 0 Alive

## Toxin Refinery 2

Name in File: master\_level\_encounter\_manager\_12

Group 1 ☒ ? is reached

Pain Elemental - 1

Tentacle - 4

- Auto dies when Group 2 starts spawning, then 0 Heavies Alive

Group 2 ☒ Group 1 starts spawning, then plane goo near the waterfall is reached

Zombie - 2

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 2 when  $\leq 1$  Alive
- Stop when 0 Heavies Alive
- Auto dies when 0 Heavies Alive, then 2 seconds

Cacodemon - 2

Lost Soul - 3

Carcass - 3(Delayed 0.25 seconds, Delayed 0.25 seconds from the previous)

**End Condition** - Group 2 starts spawning, then 0 Heavies Alive, then 2 seconds, then 0 Alive

## Portal to Industrial Zone

Name in File: master\_level\_encounter\_manager\_13

Wave 1 ☒ ? is reached

Group 1

Zombie - 9 (Delayed 2 seconds)

Group 2 ☒ 2 seconds

Zombie - 2 (Delayed 2 seconds)

- Spawn & respawn delay 1 - 3 seconds
- Respawn up to 2 when  $\leq 1$  Alive
- Stop when 0 Mancubi Alive

Spectre - 2

Wave 2 ☒ 0 Group 1 Zombies & Spectres Alive

Cyber Mancubus - 2 (2nd delayed 0.25 seconds)

Wave 3 ☒ 0 Mancubi Alive

Buff Totem - 1

Mecha-Zombie - 3 (Delayed 12 seconds)

- Spawn & respawn delay 1 - 2 seconds
- Respawn up to 3 when  $\leq 2$  Alive
- Stop when 0 Buff Totems Alive

Zombie - 2 (Delayed 12 seconds)

- Spawn & respawn delay 4 - 6 seconds
- Respawn up to 2 when  $\leq 1$  Alive
- Stop when 0 Buff Totems Alive

Wave 4 ☒ 6 Mecha-Zombies Killed

Mancubus - 1

**End Condition** - Wave 4 starts, then 0 Buff Totems Alive, then 0 Alive, then 10 seconds

## Industrial Zone

Name in File: master\_level\_encounter\_manager\_14

Wave 1 ☒ after teleportation

Arachnotron - 2

Pain Elemental - 1

Imp - 5

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 5 when ≤4 Alive
- Stop when Group 3 starts spawning, then 0 Barons of Hell Alive
- Auto dies when Wave 5 Group 3 starts spawning, then 0 Barons of Hell Alive, then 2 seconds

Soldier - 3

- Spawn & respawn delay 2 - 5 seconds
- Respawn up to 3 when ≤2 Alive
- Stop when Group 3 starts spawning, then 0 Barons of Hell Alive
- Auto dies when Wave 5 Group 3 starts spawning, then 0 Barons of Hell Alive, then 2 seconds

Wave 2 ☒ 1 Arachnotron Alive

Mancubus - 2

Wave 3 ☒ 1 Mancubus Killed

Cyber Mancubus - 1

Wave 4 ☒ Any demon ≤50% health (?)

Group 1

Cyber Mancubus - 1

Group 2 ☒ ? is reached

Revenant - 3 (Delayed 0.25 seconds from the previous)

Wave 5 ☒ 0 Heavies Alive

Group 1 ☒ ? is reached

Archvile - 1

Soldier - 2

Group 2 ☒ ? is reached

Revenant - 2

Tentacle - 2

- Auto dies when Group 3 starts spawning, then 0 Barons of Hell Alive

Group 3 ☒ ? is reached, 0 Carcasses, Hell Knights, Cacodemons, Mancubi, Arachnotrons & Archviles Alive

Baron of Hell - 1

**End Condition** - Wave 5 Group 3 starts spawning, then 0 Barons of Hell Alive, then 2 seconds, then 0 Alive

## Before Vorus Medical Plaza

Name in File: master\_level\_encounter\_manager\_21

Tentacle - 4

- Auto dies when ? is reached

**End Condition** - 0 Alive

## Vorus Medical Plaza

Name in File: master\_level\_encounter\_manager\_15

Wave 1 ☒ after tentacle closest to the breakable wall is reached

Buff Totem - 1

Mancubus - 1

Tentacle - 4

- Auto dies when 0 Buff Totems Alive

Mecha-Zombie - 8

- Spawn & respawn delay 1 seconds

- Respawn up to 8 when  $\leq 7$  Alive

- Stop when Wave 3 starts, then 0 Carcasses, Cacodemons & Buff Totems Alive

Wave 2 ☒ 0 Buff Totems Alive

Carcass - 2 (2nd delayed 0.25 seconds)

Cacodemon - 2 (Delayed 1.25 second, 2nd delayed 0.25 seconds)

Wave 3 ☒ 1 Cacodemon Killed

Buff Totem - 1

Cacodemon - 2 (2nd delayed 0.25 seconds)

**End Condition** - Wave 3 starts, then 0 Carcasses, Cacodemons & Buff Totems Alive, then 0 Alive, then 1 second

- Teeth door opens 2.5 seconds after

## Before Blue Key

Name in File: master\_level\_encounter\_manager\_24

Wave 1 ☒ after last cheese grater is reached, then 1 second

Spectre Whiplash - 4 (Delayed 0.25 seconds from the previous)

Zombie - 2 (Delayed 3 seconds)

- Spawn & respawn delay 2 - 4 seconds

- Respawn up to 2 when  $\leq 1$  Alive

- Stop when 0 Spectre Whiplashes Alive

**End Condition** - 0 Alive

## Blue Key

Name in File: master\_level\_encounter\_manager\_16

Wave 1 ☒ after edge of Berserk powerup is reached

Zombie/Mecha-Zombie/Imp/Gargoyle/Prowler/Soldier/Carcass/Hell

Knight - 10 (+5 in reserve)

- Spawn & respawn delay 1 seconds

- Respawn up to 10 when  $\leq 9$  Alive

Wave 2 ☒ 0 Alive, then 10 seconds

Zombie/Mecha-Zombie/Imp/Gargoyle/Prowler/Soldier/Carcass/Hell

Knight - 10 (+5 in reserve)

- Spawn & respawn delay 1 seconds

- Respawn up to 10 when  $\leq 9$  Alive

**End Condition** - Wave 2 starts, then 0 Alive, then 5 seconds

## Bridge Door

Name in File: master\_level\_encounter\_manager\_25

Marauder - 2 (2nd delayed 2 seconds)

Zombie - 3 (Delayed 6 seconds)

- Spawn & respawn delay 2 - 4 seconds

- Respawn up to 3 when  $\leq 2$  Alive
- Stop when 0 Marauders Alive

**End Condition** - 0 Marauders Alive, then 0 Alive

## Vermilion Canal 2

Name in File: master\_level\_encounter\_manager\_17

Wave 1

Group 1

Tyrant - 1

Zombie - 5

- Auto dies when closest monkey bar is reached

Group 2  $\times$  closest monkey bar is reached

Imp - 5

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 5 when  $\leq 4$  Alive
- Stop when Wave 4 starts, then 0 Buff Totems, Heavies & Superheavies Alive

Soldier - 5

- Spawn & respawn delay 2 - 4 seconds
- Respawn up to 5 when  $\leq 4$  Alive
- Stop when 0 Arachnotrons, Revenants & Tyrants Alive
- Auto dies when 0 Arachnotrons, Revenants & Tyrants Alive, then 2 seconds

Arachnotron - 4 (Delayed 0.25 seconds, delayed 0.25 seconds from the previous)

Wave 2  $\times$  1 Arachnotron Alive

Revenant - 3 (Delayed 0.25 seconds from the previous)

Wave 3  $\times$  0 Arachnotrons, Revenants & Tyrants Alive, then 4 seconds

Tyrant - 4 (Delayed 0.25 seconds from the previous)

Buff Totem - 1 (Delayed 3 seconds)

Carcass - 5 (Delayed 3 seconds)

- Spawn & respawn delay 3 - 6 seconds
- Respawn up to 5 when  $\leq 4$  Alive
- Stop when 1 Tyrant Alive
- Auto dies when 1 Tyrant Alive, then 0.75 seconds

Wave 4  $\times$  1 Tyrant Alive

Archvile - 3 (Delayed 0.25 seconds from the previous)

**End Condition** - 0 Buff Totems, Heavies & Superheavies Alive, then 5 seconds