# ENCOUNTER

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## SOULBLIGHT MONSTROSITIES

These hideous feral vampires patrol the skies above Ulfenkarn, their great leathery wings blocking out the moon and the stars above.

LEVEL	Hostile Group
0	1 Vyrkos Blood-born
1	1 Vargheists
2	1 Vargheists
3	2 Vargheists
4	2 Vargheists
5	2 Vargheists, 1 Vyrkos Blood- born

## **GLAIVEWRAITH LANCERS**

Once a victim has been chosen, these deathly specters will never stop the hunt until they have claimed their prize.

LEVEL	HOSTILE GROUP
0	1 Glaivewraith Stalkers
1	2 Glaivewraith Stalkers
2	2 Glaivewraith Stalkers
3	3 Glaivewraith Stalkers
4	3 Glaivewraith Stalkers
5	4 Glaivewraith Stalkers

## THE MOURNFUL PROCESSION

These ravenous banshees wander the city in search of arcane energies to consume, they are drawn to it as carrion to the dead.

LEVEL	HOSTILE GROUP
0	1 Myrmourn Banshees
1	2 Myrmourn Banshees
2	2 Myrmourn Banshees
3	3 Myrmourn Banshees
4	3 Myrmourn Banshees
5	4 Myrmourn Banshees

# **ENCOUNTER**

## THORNS OF THE BRIAR QUEEN

When the Shyish Nadir first opened, swarms of spectral dead flowed forth from Gheistgale, and now roam the city, rattling and howling.

LEVEL	HOSTILE GROUP
0	1 Mirrorghast Banshee
1	1 Mirrorghast Banshee, 1 Chainrasps
2	1 Mirrorghast Banshee, 2 Chainrasps
3	1 Mirrorghast Banshee, 3 Chainrasps
4	1 Mirrorghast Banshee, 4 Chainrasps
5	1 Mirrorghast Banshee, 4 Chainrasps

# **ENCOUNTER**

## **GHASTLY SPIRITS**

These gheists are created from the spirits of the most vicious and irredeemable criminals to have lived in the Mortal Realms.

LEVEL	HOSTILE GROUP
0	2 Chainrasps
1	3 Chainrasps
2	4 Chainrasps
3	4 Chainrasps
4	5 Chainrasps
5	6 Chainrasps

# **ENCOUNTER**

## THE GRYMWATCH

The Grymwatch have come questing from their ruined kingdom to slay the dreadful monsters who threaten the rightful master of Ulfenkarn.

LEVEL	HOSTILE GROUP
0	1 Ghoul Duke
1	1 Ghoul Duke, 1 Fell Bats
2	1 Ghoul Duke, 1 Fell Bats, 2 Crypt Ghouls
3	1 Ghoul Duke, 1 Fell Bats, 3 Crypt Ghouls
4	1 Ghoul Duke, 1 Fell Bats, 4 Crypt Ghouls
5	1 Ghoul Duke, 1 Fell Bats, 5 Crypt Ghouls



# **ENCOUNTER**

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## HORRIFYING MONSTROSITIES

These twisted creatures are mockeries of men, yet believe themselves to be blessed warriors. They are held in awe by lower mordants.

LEVEL	HOSTILE GROUP
0	2 Crypt Ghouls
1	1 Crypt Horrors or Crypt Flayers
2	2 Crypt Horrors or Crypt Flayers
3	2 Crypt Horrors or Crypt Flayers
4	3 Crypt Horrors or Crypt Flayers
5	3 Crypt Horrors or Crypt Flayers

## **GHOUL HUNTING PARTY**

These mad cannibals believe themselves to be nobles arrayed in luxurious finery as they stalk the streets of Ulfenkarn for fresh meat.

LEVEL	HOSTILE GROUP
0	2 Crypt Ghouls
1	3 Crypt Ghouls
2	4 Crypt Ghouls
3	4 Crypt Ghouls
4	5 Crypt Ghouls
5	5 Crypt Ghouls

## WANDERING NECROMANCER

Many fell practitioners of the necromantic arts have been drawn to the city by the Shyish Nadir, hoping to harness its dark powers.

LEVEL	HOSTILE GROUP
0	1 Necromancer
1	1 Necromancer, 2 Deathrattle Skeletons
2	1 Necromancer, 3 Deathrattle Skeletons
3	1 Necromancer, 4 Deathrattle Skeletons
4	1 Necromancer, 5 Deathrattle Skeletons
5	1 Necromancer, 6 Deathrattle Skeletons

# **ENCOUNTER**

#### THE SEPULCHRAL GUARD

These mad cannibals believe themselves to be nobles arrayed in luxurious finery as they stalk the streets of Ulfenkarn for fresh meat.

LEVEL	HOSTILE GROUP
0	1 Sepulchral Warden
1	1 Sepulchral Warden, 2 Deathrattle Skeletons
2	1 Sepulchral Warden, 3 Deathrattle Skeletons
3	1 Sepulchral Warden, 4 Deathrattle Skeletons
4	1 Sepulchral Warden, 5 Deathrattle Skeletons
5	1 Sepulchral Warden, 6 Deathrattle Skeletons

# **ENCOUNTER**

## **DEATHRATTLE LEGION**

These fleshless warriors move in chilling synchronicity and utter silence as the rove the streets, cutting down the living without mercy.

LEVEL	HOSTILE GROUP
0	3 Deathrattle Skeletons
1	4 Deathrattle Skeletons
2	5 Deathrattle Skeletons
3	6 Deathrattle Skeletons
4	7 Deathrattle Skeletons
5	8 Deathrattle Skeletons

# **ENCOUNTER**

## RADUKAR THE WOLF

The tyrannical master of Ulfenkar, Radukar is a vampire of ancient power and cunning, his ambition matched only by his savage cruelty.

LEVEL	HOSTILE GROUP
0	1 Kosargi Nightguard
1	1 Kosargi Nightguard
2	2 Kosargi Nightguard
3	1 Radukar the Wolf
4	1 Radukar the Wolf*, 1 Kosargi Nightguard
5	2 Kosargi Nightguard

\*If **The Final Assault** complete, place 2 Kosargi Nightguard instead of Radukar the Wolf.



## THE NIGHTGUARD

The Kosargi serve Radukar the Wolf as his gaolers, executioners and enforcers, cadaverous brutes ever hungry for flesh.

LEVEL	HOSTILE GROUP
0	2 Deadwalker Zombies
1	1 Kosargi Nightguard
2	1 Kosargi Nightguard, 2 Deadwalker Zombies
3	2 Kosargi Nightguard
4	2 Kosargi Nightguard, 2 Deadwalker Zombies
5	2 Kosargi Nightguard, 4 Deadwalker Zombies

# **ENCOUNTER**

#### **BLOOD-HUNGRY BEASTS**

Not all those bitten by Radukar and his kin become true vampires. Those unable to control the curse rise again as something monstrous.

LEVEL	HOSTILE GROUP
0	1 Vyrkos Blood-born
1	1 Vargskyr
2	1 Vargskyr
3	1 Vargskyr, 1 Vermin hostile
4	1 Vargskyr, 2 Vermin hostiles
5	1 Vargskyr, 3 Vermin hostiles

# **ENCOUNTER**

## THE THIRSTING COURT

Transformed into half-feral vampires, these princelings and duchesses now serve the Wolf's will, assassinating any who question him.

LEVEL	HOSTILE GROUP
0	1 Vyrkos Blood-born
1	2 Vyrkos Blood-born
2	2 Vyrkos Blood-born, 2 Ulfenwatch
3	3 Vyrkos Blood-born
4	3 Vyrkos Blood-born, 2 Ulfenwatch
5	3 Vyrkos Blood-born, 4 Ulfenwatch

# **ENCOUNTER**

## THE CHAMBERLAIN'S MENAGERIE

Torgillius sees and hears all within the walls of the Cursed City, and commands swarms of necrotised vermin and powerful dark magic.

LEVEL	HOSTILE GROUP
0	3 Vermin hostiles
1	4 Vermin hostiles
2	Torgillius, 1 Corpse Rats, 1 Bat Swarm
3	Torgillius*, 2 Corpse Rats, 2 Bat Swarm
4	7 Vermin hostiles
5	8 Vermin hostiles

\*If **Whispers in the Dark** complete, place 2 additional *Vermin* hostiles instead of Torgillius.

# **ENCOUNTER**

## CHITTERING FLOCK

Many citizens of the cursed city have been overwhelmed by a sudden attack from above, and torn to pieces by dozens of tearing fangs.

LEVEL	HOSTILE GROUP
0	3 Bat Swarms
1	3 Bat Swarms
2	4 Bat Swarms
3	5 Bat Swarms
4	6 Bat Swarms
5	6 Bat Swarms

# **ENCOUNTER**

## **SWARM OF HORRORS**

The corpse rats of Ulfenkarn have claimed the city sewers as their own, and seep forth at night by the thousand in search of cadavers.

LEVEL	HOSTILE GROUP
0	3 Corpse Rats
1	3 Corpse Rats
2	4 Corpse Rats
3	5 Corpse Rats
4	6 Corpse Rats
5	6 Corpse Rats



## THE WATCH CAPTAIN

Little more than a rotting automaton, Halgrim feels nothing more than the imperative to carry out the Wolf's every command

LEVEL	HOSTILE GROUP
0	1 Watch Captain Halgrim
1	1 Watch Captain Halgrim, 2 Ulfenwatch
2	1 Watch Captain Halgrim*, 3 Ulfenwatch
3	5 Ulfenwatch
4	6 Ulfenwatch
5	7 Ulfenwatch

\*If Captain of the Damned complete, place 2 additional Ulfenwatch instead of Watch Captain Halgrim.

# **ENCOUNTER**

## **ULFENWATCH PATROL**

Massed ranks of these undead soldiers march along the streets, dispensing brutal justice against the fearful citizenry of the city.

LEVEL	HOSTILE GROUP
0	2 Ulfenwatch
1	3 Ulfenwatch
2	4 Ulfenwatch
3	5 Ulfenwatch
4	6 Ulfenwatch
5	6 Ulfenwatch

# **ENCOUNTER**

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1	3 Ulfenwatch
2	4 Ulfenwatch
3	5 Ulfenwatch
4	6 Ulfenwatch
5	6 Ulfenwatch

# **ENCOUNTER**

## FRUIT OF THE CORPSE-GARDENS

The gaunt and towering creature known as Gorslav has tended the crypts and charnel pits of the city longer than any can remember.

LEVEL	HOSTILE GROUP
0	1 Gorslav the Gravekeeper
1	1 Gorslav the Gravekeeper, 2 Deadwalker Zombies
2	1 Gorslav the Gravekeeper*, 3 Deadwalker Zombies
3	5 Deadwalker Zombies
4	6 Deadwalker Zombies
5	7 Deadwalker Zombies

\*If **Shuffling Horrors** complete, place 2 additional Deadwalker Zombies instead of Gorslav the Gravekeeper.

## **ENCOUNTER**

#### SHAMBLING DEADWALKERS

The living of Ulfenkarn are far outnumbered by the masses of living dead that roam within the city's walls.

LEVEL	HOSTILE GROUP
0	2 Deadwalker Zombies
1	3 Deadwalker Zombies
2	4 Deadwalker Zombies
3	4 Deadwalker Zombies
4	5 Deadwalker Zombies
5	5 Deadwalker Zombies

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## SHAMBLING DEADWALKERS

The living of Ulfenkarn are far outnumbered by the masses of living dead that roam within the city's walls.

LEVEL	HOSTILE GROUP
0	2 Deadwalker Zombies
1	3 Deadwalker Zombies
2	4 Deadwalker Zombies
3	4 Deadwalker Zombies
4	5 Deadwalker Zombies
5	5 Deadwalker Zombies



## CRIMSON COURT

Ever since Radukar came to power, more and more vampire courts have come to the city, hoping for a taste of his power.

LEVEL	HOSTILE GROUP
0	1 Vampire Courtiers
1	1 Vampire Courtiers
2	2 Vampire Courtiers
3	1 Vampire Courtiers, 1 Vampire Prince
4	3 Vampire Courtiers
5	2 Vampire Courtiers, 1 Vampire Prince

