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# TOO HUMAN



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# TOO HUMAN

## PRIMA OFFICIAL GAME GUIDE

WRITTEN BY DAVID KNIGHT



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David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer for SSI's WWII strategy game *Steel Panthers*. As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted *Game Waves*, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late '90s as a technical editor. After co-authoring a couple of guides with his brother Michael, David authored his first solo game guide in 2002 for *Rollercoaster Tycoon 2*. Since then, he's written more than a dozen guides for Prima Games, including books for *Battlefield 1942*, *Star Wars Battlefront*, and *SWAT 4*.

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## Introduction

All modern societies are built upon the myths and legends of the past. Before there was science, it was stories of gods and heroes that explained the often harsh realities of nature. Many of the myths still resonating the strongest within European and North American cultures come from the Norse people—a people who had to learn to live within some of the harshest environments on our planet.

We began this project by asking ourselves, what if the myths were true? What if these gods and heroes and monsters did exist and the folk stories were an attempt by the average citizens to explain extraordinary events and figures beyond their understanding? With these questions as our starting point, we then set out to create entertaining, and yet still plausible, answers. If the Norse myths were all based on truth, then we would have to assume many of the details behind the stories became skewed and confused over time and through thousands of retellings.

In *Profiles of the Future*, Arthur C. Clarke said, “Any sufficiently advanced technology is indistinguishable from magic.” What if the magic spoken of in the legends was simply technology above and beyond the comprehension of normal men of the time? What if the monsters described in the myths were actually complex machines? The story of *Too Human* is essentially a reinterpretation of the myths that are the foundation of our present society. We believe reinterpretations of the past can encourage people to reexamine the present course of their society and perhaps rethink where they wish future paths to lead.

—Silicon Knights, 2008



## Story Setup

Three thousand years of war has ravaged the world and given rise to an ice age, or Fimbulwinter. The shift in climate, in addition to the war, has brought humanity to the brink of extinction. Humanity survives only because of the Aesir: cybernetically enhanced humans. The humans have embraced their protection so wholeheartedly and for so long that the Aesir are regarded as gods to the common people.

The Aesir continuously battle races of machines left over from the catastrophic war that led to the Fimbulwinter. These races are collectively known as the Children of Ymir. The Ymir themselves are long dead, but their technological horrors are still a major threat, constantly replicating, evolving, and challenging everything that both human and Aesir forces can pitch into the battle.

The war has stagnated to distant, bloody battles waged by the Aesir and their allied forces in remote areas of the world unknown to the general populace.

There hasn't been a machine attack on Midgard for hundreds of years. Because of this, the nature of the war has drifted off into legend. To the average human, there are no machines hunting humans in the dark, just tales of monsters and the heroes that fight them.

We see the world through the eyes of the cybernetic god Baldur—one of the Aesir charged with the defense of mankind against the monstrous onslaught of machines. And thus, the story of *Too Human* begins...

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## Aesir Profile: Baldur

Age (chronological): 200+

Age (apparent): 25

Race: Aesir, cybernetic human

Blood Type: Kleneflow immuno-boosted, Synthetic type XNA

Implants: Trace electronics for power-armor use, equipment installation, etc.

### Geneering Profile

- Regenerative Rate: 98%
- Pluripotency Loss: Nil
- Gestating Cell Cultures: Stable
- Immuno-incompatibility: Unbreached
- Directed Differentiation into Immunoglobulin: IgA, IgD, IgE, IgG, IgM (toxins, virus, bio-weapons, broad- and narrow-spectrum radiation)
- Zero rejection of trace implants.

## Background

Baldur is exemplary, even among the Aesir. Currently the least cybernetically enhanced among the gods, Baldur is well liked by the humans. They feel that he is the closest to them, in mind and body. Where the other gods have embraced technology, Baldur is leery of its power. He is open and friendly, commanding great respect and friendship. Although he is the most favored of all ODIN's sons, Baldur's popularity has inspired jealousy.



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## Preferred Weapons

Baldur is assigned the sentient weapon Fenrir. Sentient weapons are intelligent machines that have been imprisoned inside weapons and bonded with their owners. Warrior and machine fight in perfect symbiosis, becoming an unstoppable force of destruction. Having witnessed countless battles and fought for many years against the Aesir, Fenrir is a highly experienced killer who now is forced to fight for the good of its captors.

Baldur's preference for ranged fighting comes in the form of two "glass" guns—electrostatic linear accelerators that fire armor-piercing nanopolymer bullets that are visually similar to glass yet characteristically different. A gift from ODIN, the guns bear the mark of Gungnir, and share technology with ODIN's own weapon. Baldur's glass guns are named Havoc and Malice.

## Battlefield Role

Baldur is a champion to the humans. He courageously leads his troops from the forefront of his battle lines, charging the enemies and laying them low! Those who fight alongside Baldur will find themselves not only upon the winning side, but in great favor with ODIN.

## Gameplay Fundamentals

Baldur's journey isn't an easy one. The Ymir's monsters and Hel's undead hordes are very unforgiving, requiring a great level of competence to escape the battles ahead unscathed. In this section we take an in-depth look at the controls and interface, providing all the basics necessary to begin your journey. For greater detail, read ahead and master the advanced combat techniques and special abilities. Finally, learn more about character customization through the equipment screen options. So set aside your sword for now and read up before charging into battle.

## Controls





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### GAMEPLAY CONTROLS

ACTION	CONTROL	DESCRIPTION
MOVE	LEFT CONTROL STICK	MOVE IN THE DIRECTION YOU WANT BALDUR TO MOVE.
MELEE ATTACK/ AIM/RELOAD	RIGHT CONTROL STICK	MOVE IN THE DIRECTION OF THE ENEMY TO PERFORM A MELEE ATTACK./ WHILE FIRING, MOVE TO SELECT TARGETS./CLICK TO RELOAD.
JUMP	A	MAKES BALDUR JUMP.
DIVE ROLL	B	MAKES BALDUR PERFORM AN EVASIVE DIVE ROLL. ALSO CAN BE USED TO SKIP CINEMATICS.
BATTLE CRY	X	INITIATES A BATTLE CRY (MUST INVEST IN SKILL ON CHARACTER SKILL TREE).
SPIDER ABILITY	Y	DEPLOYS THE SPIDER (MUST INVEST IN SKILL ON CHARACTER SKILL TREE).
PRIMARY FIRE	(RT)	FIRES RANGED WEAPON (SLUG, PLASMA, OR LASER).
SECONDARY FIRE	(LT)	FIRES RANGED WEAPON'S SECONDARY ATTACK (GRENADE, MISSILE, PLASMA CHARGE, OR CHARGED BEAM) OR LEFT PISTOL.
RUINER	(RB)	UNLEASHES A DEVASTATING RUINER ATTACK (MUST ACHIEVE COMBO LEVEL 1 OR HIGHER).
CAMERA RECENTER/LOOK	(LB)	RECENTERS CAMERA BEHIND BALDUR./ WHEN NOT IN COMBAT, HOLD AND MOVE THE RIGHT CONTROL STICK TO LOOK AROUND.
CAMERA ZOOM/ ANGLES		SELECT CAMERA STYLE.
HUD ON/OFF		TOGGLE HUD ON AND OFF.
DAMAGE METER ON/OFF		SEE HOW MUCH DAMAGE EACH ATTACK INFLECTS WITH THE DAMAGE METER.
EQUIPMENT/CO-OP TRADE SCREEN		QUICKLY ACCESS THE EQUIPMENT SCREEN OR PRESS WHEN STANDING NEXT TO A CO-OP TEAMMATE TO ACCESS THE TRADE SCREEN.
PAUSE/RADIAL MENU		PAUSE GAME; ACCESS SKILLS, EQUIPMENT, AND STATS SUB-MENUS.

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## Interface





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**Ammo Bar/Type:** This bar indicates how much ammo remains in your ranged weapon. When the bar is empty, you're out and the weapon is automatically reloaded. The icon at the top of the bar represents the type of ammo (slug, plasma, or laser) your weapon fires.

**Character Level:** This number indicates the current level of your character. As the experience bar fills, new levels are achieved.

**Class Insignia:** Flanked by the health and ammo meters, this blue insignia represents your character's class.

**Combo Meter:** Attacking and killing enemies slowly fills the combo meter. The combo bar fills until it hits the end and a new level begins to fill. Using your combo meter strategically is one of the keys to success. Various attacks and combos fill your combo meter at different rates. Experiment with various combinations and techniques to find more ways to rapidly build your combo meter. There are three other components to the combo meter: the combo level, hit counter, and efficiency rating.

- **Combo Level:** The number in the center of combo meter is your current combo level. You start the game with a maximum of three combo levels, but you may be able to gain more throughout your character's development. Increasing combo levels results in bonus experience (indicated on the HUD), dramatically faster slide speeds, increased slide distance, bonus slide damage, and increased rate of fire for your guns. Combo levels are required to initiate Ruiners and battle cries, each requiring a minimum of combo level 1. At higher combo levels you can unleash more powerful Ruiners and initiate longer-lasting battle cries.
- **Hit Counter:** This number to the right of the combo meter increases every time you hit an enemy with melee or ranged attacks. But you must link your attacks together quickly or else the

meter resets to zero. Each melee strike increases the counter by one. However, you attain only one hit for each enemy struck by ranged attacks no matter how many rounds you fire. But if an enemy is juggled, you can build the counter by shooting the enemy while it's in the air—each bullet fired at a juggled enemy increases the counter by one. Some skills and charms apply bonuses based on the hit count, so string together multiple attacks to maintain a high hit count.

- **Efficiency/Damage Bonus:** For humans, this bonus reduces the cost of anything that uses the combo meter, such as Ruiners and battle cries. So if you have a 25 percent bonus and activate a Ruiner, instead of taking away a full combo level it will only cost 75 percent of a level. This rating increases with the hit counter and resets to zero when combat ceases. When cybernetically aligned, this bonus increases the damage inflicted by any attack.
- **Experience Bonus:** Every combo level achieved up to level 3 provides an experience bonus of 1 percent (meaning at level 3, you'll receive a 3 percent bonus). Operate at high combo levels to boost the experience earned and level up faster.

**Enemy Level:** Like your character, enemies have levels, too, visible as the number on their circular base. Most enemies encountered are close to your experience level. However, elite enemies are usually 10 levels above your character, exhibiting greater durability and more dangerous attacks than their lower-level brethren.

**Enemy Name/Health Bar:** Trolls, elites, leaders, bosses, and necromancers each have a health bar that appears at the bottom of the screen when it's attacked. The bar shows the enemy's unique name as well as its current health status. When the green bar is depleted, the enemy is dead.

**Experience Bar:** This bar measures the progress to your character's next level. Once the meter is completely blue, you gain a new level and the meter resets.

**Health Bar:** This is the most critical bar on the screen, requiring constant monitoring. When the bar is full, it's green. But as you take damage, the bar drops and turns yellow. When the bar turns red, you're almost dead, so find some health orbs to replenish your health.

**Sentient Weapon Indicator:** This wolf icon appears when you invest in the Spirit of Fenrir skill at the bottom of your character's skill tree, allowing you to deploy Baldur's sentient weapon. Click the left and right control sticks simultaneously to unleash Fenrir, causing the weapon to fly off and attack on its own. The wolf icon disappears when Fenrir is deployed and reappears when Fenrir is ready for another round of destruction.

## CLASS SELECTION

Before beginning the campaign or a co-op session, you must select the class of your character. Complete information about each class is available in the "Baldur's Path" chapter. But here's a brief rundown of each:

**Berserker:** Master of melee damage. Can reach an extra combo level and dual-wield melee weapons.

**Commando:** Master of ranged weapons; diminished melee damage. Increased explosive effects and ammo capacity.

**Bio Engineer:** Diminished melee and missile damage but can heal himself and allies.

**Defender:** Increased armor and health. Can use shields and is resistant to knockdown-based attacks. Slower and diminished missile damage/range.

**Champion:** A well-rounded fighter. Best at air attacks and critical strikes. A good choice for beginners.



## Advanced Combat

Surviving the treacherous world of *Too Human* requires a deep and thorough understanding of all available combat tactics and maneuvers. This section covers every basic and advanced technique Baldur can perform.

### Melee Attack

Control: **(R)** (toward enemy)

To perform a basic melee attack, press the right control stick in the direction of a nearby enemy. Continue holding the right control stick in the direction of the enemy to perform a series of melee attacks. This is useful when attacking a single target, but it leaves you vulnerable to flanking maneuvers and attacks if more than one enemy is nearby. During such crowded situations, it's better to stick and move.



### Slide Attack

Control: Hold **(R)** (toward enemy at range)

Sliding can be used in various ways, most often being an easy way to rapidly close the distance on an enemy just out of your melee reach. The circular base beneath an enemy turns green when you can slide to it—press and hold the right control stick in the direction of the enemy you wish to slide to. Sliding from enemy to enemy in succession helps build up your combo meter faster, and it makes it more difficult for enemies to hit you with their basic attacks. While sliding can be extremely beneficial when you're confronted with numerous easy targets (melee goblins, undead regulars), avoid getting into such close range with tougher enemies (dark elf regulars, undead Wolf Troopers). Also avoid sliding into light polarity variations—they explode when killed, releasing some nasty status effects. Slide attacks can be performed in the air, too. Simply jump **(A)** and press the right control stick in the direction of the airborne enemy—this is called an air-slide attack.



### Dive Roll

Control: **(B)**

Press **(B)** to execute an evasive dive roll. Get used to doing this maneuver to avoid all incoming attacks. It's a quick way to evade incoming missiles fired by assault goblins. But it's most effective when engaging melee trolls and dark elf leaders at close range. By dive-rolling, you can evade taking damage (and getting knocked down) by their shockwave radius attacks. Even if you're within the shockwave's radius, a well-timed dive roll prevents you from taking any damage. Dive rolls are also a good way to escape crowds of enemies, allowing you to retreat to a safe distance.



## TIP

DEFENDERS CAN'T BE KNOCKED DOWN BY MISSILES OR SHOCKWAVES, BUT THEY'LL STILL TAKE DAMAGE IF WITHIN THE RADIUS OF THESE POWERFUL ATTACKS, SO BE READY TO DIVE-ROLL.

### Ranged Attacks



Control: **(RT)** (primary fire),  
**(LT)** (secondary fire)

Press **(RT)** to fire your equipped ranged weapon (hold for continuous fire). This initiates the primary fire function of rifles and cannons—if a pistol is equipped, the right pistol is fired. When you're pressing **(RT)**, the nearest enemy is automatically targeted. To select a different target, move the right control stick while firing. Selective targeting is important when engaging enemies with different components, such as trolls, allowing you to focus on individual areas and armor pieces. You can also target missiles fired by assault goblins, detonating them in the air. Each ranged weapon is designed to fire one of three ammo types: slug, plasma, or laser. Slug ammo inflicts moderate damage and has a high rate of fire, making it the most versatile ammo type. Plasma inflicts the least amount of damage, but each hit results in splash damage, useful when engaging large groups. Laser is capable of inflicting the highest damage, but you must keep the laser focused on a single target to reach optimum damage output—this heats up the target, steadily depleting the enemy's health bar.

For more-damaging attacks, press **(LT)** to initiate the secondary fire function. On rifles, this launches a grenade, resulting in explosive damage capable of killing/injuring multiple targets. On cannons **(LT)**

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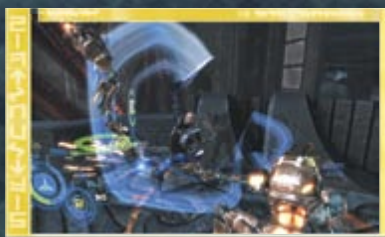
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launches a missile, plasma charge, or charged beam, depending on whether the weapon is slug-, plasma-, or laser-based. You can also hold **(LT)** to select a target, then release to fire. For pistols, **(LT)** fires the left pistol—hold down **(LT)** and **(RT)** simultaneously to fire both pistols for twice the damage output. Employ ranged attacks to inflict damage on distant enemies prior to closing to melee range. The Commando is the most adept with these weapons and is better off keeping enemies at a distance through powerful ranged attacks and stand-off tactics.

## TIP

SHOOT ASSAULT GOBLINS TO PREVENT THEM FROM FIRING MISSILES. AS LONG AS THEY'RE HIT BY A CONTINUOUS VOLLEY OF FIRE, THEY CAN'T LAUNCH MISSILES.

## Juggle Attack



Control: **(R)**, **(R)** (toward enemy)  
Double-tapping the right control stick in the direction of an enemy performs a juggle attack and launches the enemy into the air. Follow up a juggle with a melee attack by pressing **(A)** to jump and then moving the right control stick in the direction of your airborne target—this causes Baldur to perform an air-slide attack, streaking through the air toward the target. Or you can stay on the ground and shoot the target while it's still aloft. You receive large combo meter bonuses for killing enemies in the air, so make these techniques a core tactic of your offensive repertoire. Juggling difficult enemies like goblin leaders, dark elves, and undead Wolf Troopers is highly recommended. Most larger enemies

(trolls, dark elf leaders, and necromancers) are immune to juggle attacks, so don't bother trying to launch these hefty foes. Performing a juggle with a hammer causes Baldur to smash the ground and juggle multiple enemies within a radius. Plasma ammo detonates with radius damage, so you can use it to shoot multiple airborne targets.

## TIP

SHOOTING JUGGLED ENEMIES IS A QUICK WAY TO BOOST YOUR HIT COUNTER.

## Fierce Attack

Control: **(L)** + **(R)** (toward enemy at range)

At medium range, simultaneously push the right and left control sticks in the direction of your enemy to perform a fierce attack. This fires a blast of energy from your melee weapon, damaging and knocking down any hostile units in its path—a great crowd control method. Swords, staves, and hammers produce different fierce attacks, but they all function similarly. Fierce attacks from swords resemble a blue flame that travels in a straight line. A staff's fierce attack looks like a small circle expanding outward as it moves away from the weapon. Hammer fierce attacks fly in an arc-like trajectory, similar to a boomerang, knocking over all enemies in a semicircular flight path. Use fierce attacks to knock enemies down, buying you more time to engage with ranged attacks or to retreat. Fierce attacks are also great for dealing with light polarities, allowing you to strike from a distance to avoid their status effect-laden detonation. Scoring such kills results in a large combo meter bonus.



## Finisher

Control: **(L)** + **(R)**  
(toward enemy in close combat)

Like the fierce attack, Finishers are performed by pushing the right and left control sticks in the direction of your enemy. However, Finishers must be performed at close range, causing Baldur to flip through the air and strike his nearby enemy multiple times for bonus damage. Finishers are useful for inflicting heavy damage on tough enemies like assault goblins, goblin leaders, all dark elves, undead Wolf Troopers, necromancers, and dark polarities. But the attack has a long wind-up time, making you vulnerable to flanking strikes. So avoid using this attack when completely surrounded by enemy units.



## Ruiner

Control: **(RB)** (at combo level 1 or higher)

Ruiners are devastating radius attacks capable of damaging (and often killing) large swaths of enemies. Unleash Ruiners when surrounded by enemies to ensure optimum effectiveness. Before you can unleash a Ruiner, you must first achieve combo level 1 or higher. For maximum damage output, unleash Ruiners at higher combo levels—the higher the level, the more damage dealt. The cost of a Ruiner is the same no matter





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what combo level you initiate it at, consistently decreasing your combo meter by one full level with each use. So triggering a Ruiner at combo level 3 drops you to level 2. Once an alignment is chosen (human or cybernetic), Ruiners initiated at higher levels become spiritual or weapon-based, resulting in greater damage and radius, and sometimes imparting status effects on your enemies. For more information on spiritual and weapon-based Ruiners, flip ahead to the "Alignments" section in the "Baldur's Path" chapter.

### TIP

RUINERS CAN BE USED TO STUN BOSSES.

### Two-in-One Attacks

Two-in-ones are offensive moves that allow you to perform two attacks in rapid succession. To perform a two-in-one, slide toward your enemy. While in mid-slide (after starting the slide and before reaching your enemy), activate an additional attack. This second attack immediately triggers upon contact with your enemy as a two-in-one. Executing two-in-ones not only fills your combo meter faster, but each move type has its own benefits. Here are some examples of moves you can combine, including their benefits.



#### Two-in-One Slide

Control: Slide + hold **R** (toward new target)

Prime your slide attack to a second target while in mid-slide to ping-pong between targets at a fast rate.

#### Two-in-One Juggle

Control: Slide + **R**, **R** (toward target)

Prime your juggle while sliding to launch your enemy much higher into the air.

#### Two-in-One Finisher

Control: Slide + **L** + **R** (toward target)

Prime your Finisher while sliding to inflict additional damage and hits.

#### Two-in-One Ruiner

Control: Slide + **RB**

Prime a Ruiner while sliding. When the Ruiner triggers, it only consumes 50 percent of the normal combo meter amount.

### FILLING THE COMBO METER

Hitting and killing enemies results in small combo growth. You can maximize combo growth by performing the following actions:

- Slide (low bonus)
- Finisher with multiple hits on a single enemy (low bonus)
- Finisher performed on boss (low bonus)
- Kill/hit with hit counter over 50 (low bonus)
- Air combat—hitting/killing in the air (moderate bonus)
- Consecutive slides (moderate bonus)
- Any hit following a two-in-one attack (moderate bonus)
- Fierce kill on a light polarity (high bonus)
- Finisher kill on a dark polarity (high bonus)

These bonuses can be stacked, too. So your best growth would be a few slides in a row, into a two-in-one juggle, then into an air Finisher kill.

### Special Abilities

The following abilities are not readily available at the start of the game. Instead, these abilities are unlocked within your character's skill tree through the investment of skill points. For more information on the skill trees available to each class and the abilities associated with them, flip ahead to the "Baldur's Path" chapter.

#### Spider



Control: **Y**

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When you invest skill points in the class skill tree, a unique spider node becomes available in each path. Investing points in this node allows you to access a spider ability—there are 15 spiders total, 3 per class. Some spiders deploy mines, others generate defensive shields, and some even erect turrets. So choose your spider carefully. Once a spider ability is chosen, the spider abilities in the other branches are locked, blocking access to their adjacent skill nodes. For a fee, you can retrain your skill points, but it's better to study the battle cries and other skills below each spider before making your decision. In combat, activate the spider by pressing **Y**. Unlike Ruiners and battle cries, spiders don't rely on combo levels. Instead, they're equipped with their own energy source, indicated by the circular meter that appears in the screen's bottom-right corner. The spider automatically uses its ability once deployed and stays active until its energy supply is depleted. Once depleted, the spider must recharge over a period of time; when it reappears on Baldur's back, it's ready to be used again. After deployment, some abilities like mines can be used again with an additional press of **Y** as long the spider still has energy. The spider will then run to your new position and automatically activate again.

### Battle Cry



Control: **X**

Battle cries are temporary buffs that enhance your character in various ways. Most battle cries are offense-oriented, boosting the damage output of certain weapons or attacks, useful when facing stiff opposition. As with spiders, you must invest in battle cry skills on your character's skill tree before they're available in combat. Each branch of the tree has its own battle cry. However, you can only invest in the battle cry

associated with the spider ability you already selected. So before choosing a spider ability, make sure you're comfortable with the battle cry node below it. To activate a battle cry in combat (press **X**) you must first reach combo level 1 or higher—activating a battle cry at higher combo levels increases its duration. While a battle cry is active, runic characters appear in a rotating string around Baldur's waist, providing a visual cue when the applied bonuses are active. When these runic characters disappear, the battle cry has expired. But you can initiate another as long as your combo meter is at a minimum of level 1.

### TIP

MOST BATTLE CRIES ARE GROUP SKILLS, ALLOWING YOUR CO-OP COMPANION TO SHARE THE SAME BENEFITS. SO COMMUNICATE AND LET YOUR TEAMMATE KNOW WHICH BATTLE CRY YOU HAVE EQUIPPED SO HE OR SHE CAN TWEAK EQUIPMENT AND/OR TACTICS TO BENEFIT FROM IT.

### Sentient Weapon

Control: **L+R** (click)

All classes have access to the Spirit of Fenrir, the last node in each character's skill tree.

To access this skill, you must first make the minimum investment in all prerequisite skills—it takes at least 30 skill points to fulfill these requirements. Accruing the skill points required to reach this skill can take a while, limiting the ability to characters well above level 10. However, gaining access to Fenrir is worth the wait. Once this skill is available, a wolf icon appears near the top of the ammo bar on the bottom-left side of the screen—this means Fenrir is ready for deployment. Simultaneously click the left and right control sticks to unleash Fenrir on your enemies. The sentient weapon has a mind of its own, flying through the air and attacking your enemies at will, regardless of range. Deploy Fenrir when you need a hand wiping out large numbers of enemies, resulting in huge combo growth as the sentient weapon engages multiple targets. The more skill points you invest in this skill, the longer Fenrir is deployed, so don't hesitate to max out this skill. But use Fenrir sparingly because it takes several minutes for the skill to recharge. Look for the wolf icon to reappear on the HUD to see when Fenrir is ready to fight again.



### Interactive Objects

#### Containers

These breakable objects are usually found along the outer walls of enemy-infested areas. Sometimes they're red and grow in clusters; in other areas, they resemble metal boxes. All break with a simple swipe of your melee weapon. Each container holds either bounty (money) or health orbs (life-giving objects that replenish your health bar), and the lower your health, the more likely you are to receive health orbs rather than bounty. There is no backtracking, so locate each container in a room before moving on. Loot containers strategically during and after fights so you can collect health orbs when you need them.





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### Information Kiosk/Aesir Teleport

These circular consoles are located in Aesir, providing a useful map of the facility. The map shows you your current location and where you need to go, both indicated by red arrows. This is useful for navigating the halls of Aesir on your first visit. While viewing the map, press **X** to access the Aesir Teleport Menu. This menu allows you to jump to specific locations within the levels you've already completed, albeit with different enemies and level setups. Use this option to leave the campaign mode and reenter completed areas to grind for more experience or search for more loot.



### Jump Gate

These jump gates are a unique method of moving between platforms in the Ice Forest level. Simply step on the circular pad between the two columns of purple light to send Baldur flying in the direction of the next platform—no control inputs are required or available while Baldur is in flight. But make sure you're ready to move on before passing through one of these gates. The jumps are one-way only, so there's no way to return to previous platforms to raid forgotten obelisks or smash missed containers.



### Obelisk

Obelisks are like large treasure chests packed with various loot. To retrieve the gifts from an obelisk, approach it and press **A** to initiate a fountain-like burst of items. Obelisks usually contain higher-value items like equipment, blueprints, charms, and runes, but they may also contain bounty and health orbs. Most loot dropped from obelisks is totally random, so it's impossible to predict what you might find. Obelisks are scattered throughout numerous locations, including Cyberspace and Aesir, so keep your eyes peeled for these tall stone structures.

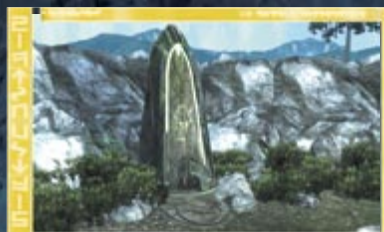


## NOTE

OBELISKS IN AESIR RESEMBLE BLUE HOLOGRAPHIC COLUMNS OF LIGHT. THERE AREN'T MANY, BUT THEY'RE WORTH RAIDING. USE THE AESIR MAP FOUND IN THE WALKTHROUGH SECTION TO FIND THEM ALL.

### Skill Obelisk

Skill obelisks are found only in Cyberspace and give Baldur new abilities. There are four skill obelisks in the whole game, each imparting a special Cyberspace-based skill. To retrieve a skill from one of these rare obelisks, stand on the stone circle at its base and press **A**. Here's a brief list of the skills and where they're acquired.



**Push:** This skill is acquired in the Fissure Room's Well within the Hall of Heroes and allows Baldur to push objects in Cyberspace. Stand on the stone circular seal before the object you wish to push and press **(RT)**.

**Lift:** Baldur can use this skill to lift gates and other objects within Cyberspace—press **(LT)**. It's acquired from the Well on Platform 14 in the Ice Forest.

**Walk on Water:** Once given the ability to walk on water, Baldur can access previously inaccessible areas of Cyberspace by easily stepping over streams, rivers, and ponds. This skill is provided within the Control Room's Well on the World Serpent.

**Fire:** Use this skill to burn away Nidhogg obstacles in Cyberspace. Stand on the stone seal in front of the Nidhogg growth and press **X** to ignite the surrounding environment, killing the Nidhogg. This powerful skill is attained in the Chasm's Well in Helheim.

### Spider Access Switch



These are simple switches found in some levels. Each switch performs a unique task, sometimes opening doorways or summoning lifts. Although the spider is named, a spider ability is not required to interact with these objects—just stand next to one and press **A**. A cutscene accompanies each interaction, showing what the switch opened or activated. These switches sometimes open secret passages leading to Battle Arenas or other off-the-beaten-path areas.

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## Well



Wells are access points to the realm known as Cyberspace or C3. To access a Well, approach it and press **A**. This allows Baldur to move between the real world and Cyberspace. The Cyberspace areas often contain obelisks and minor puzzles you must solve using the Cyberspace skills provided by skill obelisks. Interactions in Cyberspace often impact objects in the real world, sometimes useful for opening new areas or secret passages. To exit Cyberspace, return to the Well where you arrived and press **A**.

## NOTE

WHILE IN CYBERSPACE, YOUR STANDARD EQUIPMENT CANNOT BE USED OR EQUIPPED. SO IF YOU WANT TO TRY ON SOME NEW ARMOR OR EQUIP A NEW WEAPON, CHARM, OR RUINE, YOU MUST EXIT CYBERSPACE FIRST.

## Equipment Management

There are numerous ways to customize your character and the overall gameplay experience, and most of it starts in the equipment screen. Here you can equip new weapons, armor pieces, and charms; insert runes; and craft new items from acquired blueprints. Each item type is

assigned a tab at the top right of this screen—cycle through the tabs with **(LT)** and **(RT)**. The various equipment pieces appear as square icons. The different colors of these icons signify the rarity of the item as follows:

- Gray: Common
- Green: Less common
- Blue: Uncommon
- Purple: Rare
- Orange: Very rare
- Red: Elite/epic (unique)

In general, the rarest items are the most powerful (and valuable), so keep your eyes peeled for dropped purple, orange, and red items.

## Weapons

There are six different weapon classes to choose from: three melee and three ranged. You can have one melee and one ranged weapon equipped at all times. While browsing through the weapons in your inventory, pay close attention to the damage and state values of each weapon. The damage value represents how much damage the weapon does per hit, so strive to pick the weapon with the highest damage value available. State represents how durable the weapon is. Each time you die, the state value decreases. If the state value reaches zero, the weapon is considered broken and is practically worthless. Either replace or repair the weapon once it is broken—weapons can only be repaired at Tyr's Workshop in Aesir. Use the following information to find the best weapon type for your selected class and style of play.

### MELEE WEAPON TYPES

All melee weapons are available in different varieties, each with its own properties. Here's a rundown of each:

- One-Handed:** Increases the chance of scoring critical strikes (double damage).
- Two-Handed:** Inflicts high damage at the price of speed.
- Dual-Wield:** Increased attack speed and chance to hit, exclusive to Berserker.
- Hammer and Shield:** Increased armor bonus, exclusive to Defender.

### Swords

- Inflict slash damage
- Fastest melee weapons
- Focus damage directly ahead
- Concentrate damage in narrow arcs
- Blue flame fierce attack



If speed is your goal, swords are the way to go. These sharp instruments of death may not sport the same high damage values offered by staves and hammers of similar levels, but they make up for it in attack speed and damage concentration. Swords are all swung in narrow arcs, damaging only enemies directly in front of your character. Therefore, keep changing attack directions by moving the right control stick to hit enemies on the periphery. This is particularly important if you're surrounded.



### Staves

- Inflict pierce damage
- Slowest melee weapons
- Wide damage arcs
- Capable of 360-degree attacks
- Circular energy blast fierce attack



The sluggish nature of staves can make them difficult to wield for beginners. But with some practice, these are truly powerful weapons. Unlike swords, staves strike in wide arcs, capable of damaging multiple enemies. Moving the right control stick in a circular motion results in a 360-degree attack, useful for striking all surrounding enemies when in the center of the swarm. But due to their slow speed and wide dispersal of damage, staves are most effective on the ground and not recommended for air combat.

### Hammers

- Inflict blunt damage
- Average speed
- Capable of wide and focused attack arcs
- Radius juggle (multiple targets)
- Wide boomerang-like fierce attack



Hammers bridge the gap between swords and staves, providing moderate speed, versatile attack arcs, and impressive damage output. Mixed overhead and side-to-side swings are possible with the hammer by manipulating the right control stick, allowing you to engage targets in narrow or wide 180-degree arcs. When performing a juggle attack, the hammer is slammed into the ground, creating a small radius effect capable of launching multiple targets into the air—useful when playing as or with a Champion or Berserker.

### AMMO TYPES

Each ranged weapon is available in three ammo configurations:

**Slug:** Moderate damage and high rate of fire.

**Plasma:** Low damage but each shot causes radius (splash) damage.

**Laser:** Highly focused damage; requires time to heat up on target for optimum damage.

### Pistols

- Dual-wield
- Rapid rate of fire
- Quick reload
- Aiming versatility



Don't pay much attention to the seemingly low damage output of pistols. Their high rate of fire and dual-wield capability allow them to approach (and sometimes exceed) the damage output of similar-level rifles and cannons. For maximum damage, fire both pistols at a single target by pressing **(LT)** and **(RT)** simultaneously. Each pistol can also engage separate enemies. While shooting, move the right control stick to select different targets for your pistols. But pistols do have downsides. They're only effective at short range and run out of ammo frequently—but they are quick to reload.

### Rifles



- Concentrated fire
- Medium-range capability
- High ammo capacity
- Grenade launcher (secondary fire)

Rifles are the most versatile of the ranged weapons, allowing you to inflict heavy damage at almost any range while maintaining mobility. Press **(RT)** to fire the rifle's primary slug-, plasma-, or laser-based ammo. All rifles are also equipped with a grenade launcher, fired by pressing **(LT)**. Grenades are a great way to deal heavy damage to large groups of enemies. But a new grenade must be loaded after each shot, so use this secondary fire option sparingly to avoid being overrun during the reload process.

### Cannons



- Require cybernetic alignment
- Long-range capability
- High rate of fire, damage, and ammo capacity
- Varied secondary fire attacks
- Mobility reduced while operating

Only cybernetically aligned characters can access the powerful cannons. These huge weapons are capable of inflicting heavy damage over long periods thanks to their high rate of fire and large ammo magazines. But cannons do run out of ammo eventually, resulting in a long and arduous reload process—if it comes to reloading in the middle of combat, you're better off switching to your melee weapon. The hefty cannons also significantly reduce the mobility of your character when selected, so be prepared for a reduction in movement speed. Instead of grenades, cannons fire missiles, plasma charges, or charged beams as their secondary fire function.

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based on whether they're using slug, plasma, or laser ammo. Since all cannons are cybernetically aligned, they also include their own weapon-based Ruiner.

## Armor



You can equip your character with six different pieces of armor, each with its own armor value. Armor available includes helm, shoulder, torso, gauntlet, leg, and boot pieces. Together these six armor pieces form your Total Armor value, indicating how durable your character is during combat. Like weapons, most armor pieces come equipped with runes that provide additional bonuses. Some armor pieces even have empty rune slots, allowing you to further customize each piece by inserting runes of your own. The most important value to watch on your armor pieces is the state. As with weapons, each time you die, the state of each armor piece is reduced. When the state value reaches zero, the affected pieces flash red on Baldur, indicating the armor no longer provides protection. Broken armor should be replaced or repaired immediately. Armor can only be repaired at the Idunn's

Cyber Lab in Aesir. However, repairing armor is costly, so consider your other options—you can often buy new and better armor (from the Armor Store in the Cyber Lab) at a cheaper price. Be sure to check your inventory and blueprints for looted armor, too.

## TIP

EACH ENEMY RACE INFLECTS A SPECIFIC DAMAGE TYPE THAT YOU CAN BUILD UP RESISTANCE AGAINST THROUGH THE APPLICATION OF RUNES. SOME ARMOR PIECES ALREADY HAVE RESISTANCE BONUSES APPLIED. GOBLINS INFLECT SLASH DAMAGE WHILE DARK ELVES INFLECT PIERCING DAMAGE. TROLLS AND UNDEAD UNITS BOTH INFLECT BLUNT DAMAGE.

## DEATH IN TOO HUMAN

When your health meter is depleted, Baldur falls to the ground and a Valkyrie descends from the sky to retrieve his body in a brief [yet unskippable] cutscene. When the cutscene is over, you respawn at the last auto-save spot, resuming the same battle in progress. While the penalty for death may seem minimal, be aware that the states of all



equipped weapons and armor pieces at the time of your death are reduced by a small amount. Once the state value of an equipment piece reaches zero, the item is broken. So do your best to avoid dying to keep your gear in tip-top shape.

## Charms



Charms are like mini-quests, requiring the completion of a specific task and the fusing of specific runes or completed charms to unlock a reward. To equip a charm, select it in your charm inventory and place it in one of the two available charm slots. Charms must be placed in these slots to complete the requirements, insert the required runes/charms, and partake of the charm's reward bonus upon completion—quest increments and bonuses are not applied when charms are dropped back in your inventory. So once a charm is complete, make sure it's placed in one of the two slots so you can benefit from its bonus. Since only two slots are available, this requires a balance between incrementing charm quests and getting the benefits from completed charms. There are three tiers of charms, each with their own completion requirements. Level 1 charms (gray) are completed

by inserting runes from your inventory. However, Level 2 charms (purple) require the insertion of completed level 1 charms and level 3 charms (red) require the insertion of completed level 2 charms. Search the obelisks of cyberspace to discover new charms. But you can only carry 20 at most, so be ready to salvage older, lower-level charms in exchange for more powerful ones. For more information on the charms available, study the "Charms" table in the appendix at the back of the guide.



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### Runes



Throughout the various levels, runes are either dropped by enemies or retrieved from obelisks. Runes offer a benefit to items you insert them into. Once inserted, runes can not be removed from that item. To insert a rune into a piece of equipment, the equipment must first have an empty rune slot, indicated by a hollow dot next to the equipment icon—the words “Empty Rune Slot” are also listed in the equipment piece’s summary. Press **X** to insert a rune into the selection. This brings up your rune inventory screen, allowing you to choose which rune to apply to the equipment. Bonuses provided by runes vary greatly, so try to apply runes that benefit your character the most and best fit the type of equipment you’re augmenting. For example, if enhancing a sword, insert runes that boost sword-based damage or general melee attacks. Or if inserting runes into armor, select runes that boost your

Total Armor value. All bonuses provided by runes are stackable, so use similar runes to boost one specific stat. This is particularly useful when applying armor-based runes to all six armor pieces—a 5 percent Total Armor bonus applied to each piece results in a 30 percent Total Armor bonus!

Runes are also available in a variety of colors. These colored runes can be used to change the color of your weapons and armor, allowing myriad customization options. Colored runes can be applied to any weapon or armor piece—they don’t require an empty rune slot. Be sure to check the shops in Aesir regularly for color runes.

### TIP

WHEN INSERTING RUNES INTO CHARMS, CHOOSE RUNES YOU MOST LIKELY WON’T EQUIP ON YOUR WEAPONS OR ARMOR. YOU MUST SIMPLY MATCH THE RUNIC CHARACTER ON THE RUNE TO THE REQUIRED CHARACTER ON THE CHARM—IT DOESN’T MATTER WHAT BONUS THE RUNE PROVIDES.

### Blueprints



Weapons and armor can drop as either complete, ready-to-use items, or as blueprints. Rare and special items (weapons and armor colored purple or better) only drop as blueprints and must be manufactured using bounty before they’re available for use. Blueprints appear in two separate tab sections (weapon blueprints and armor blueprints) of the equipment screen. Items can be crafted from blueprints at any time, assuming you’ve got the bounty to pay for it—look at the “Craft” value of an item to see its manufacturing cost. Crafting from blueprints is quite expensive, often more so than buying a new piece from one of the stores in Aesir. But crafting is the only way to gain use of some of the most powerful items in the game, so save your money. When you come across an item you wish to craft in one of the blueprint tabs, press **A** then confirm its creation. Once manufactured, the new item

appears in the standard weapon or armor inventory tab, ready for use. Don’t forget to equip your new item before returning to combat. You can carry up to 60 runes in your inventory, but if you continually insert them into weapons, armor, and charms, you should never need to salvage them.

### Co-op Equipment Swap

During co-op play, you can trade items with your teammate through the equipment trade screen. To access this screen, stand next to your teammate and press **BACK**. In the trade screen, select an empty equipment slot and press **A** to access your inventory. Select the items you want to trade, then press **ENTER** to activate the trade button in the center of the screen—press **A** to accept the trade. Swapping equipment is a great way to bolster your characters, especially if you have a piece of gear you can’t equip that may benefit your teammate.



## TOO HUMAN

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FRIENDS &amp; FOES

The world of *Too Human* is filled with characters, entities, and monsters—most loosely based on Norse mythology. In this chapter we take a close look at all major characters, detailing their roles in the game's story as well as their mythological roots. Included are descriptions and general counter tactics for confronting all of the monsters Baldur faces during his journey.

## ODIN

### (Organic Distributed Intelligence Network)

**Background/Role:** ODIN is the all-seeing, all-powerful leader of the Aesir. He was once a brilliant man, a leader within a long-gone human civilization. The greatest protector of his people, ODIN is thousands of years old and has lived so long that he has become immortal. ODIN sees all of Midgard from his facilities atop an orbital string, through the use of satellites, by direct access to the databases of recorded knowledge in Cyberspace, and through the eyes of two robotic ravens. He has cameras and microphones planted throughout the halls of Asgard, but he prefers to communicate directly to Heimdall and rarely addresses the rest of the Aesir.

**Physical Description and Personality:** He is not seen, only heard. To the Aesir, he is a wise, righteous, fatherly figure, whom they have all come to trust and follow without question—all except Loki.

**Role in Norse Mythology:** Odin was the father of the gods, the preeminent figure within Norse mythology. He was often portrayed as a mysterious, unpredictable figure who would appear in many different guises. He might, for instance, travel Midgard disguised as a poor, older man wearing a wide-brimmed hat. No matter what form he took, Odin always had but one eye, having sacrificed an eye to gain all the knowledge in the nine worlds. His two ravens, Hugin (Thought) and Munin (Memory), traveled the worlds as his eyes and ears. Odin also possessed a spear, Gungnir, which never missed its target, and a horse, Sleipnir, which had eight hooves and was the fastest mount in all nine worlds. Odin is slain by Fenrir, a wolf, during the final battle of Ragnarok.

## The Aesir

The Aesir (or gods) are humans who use technology, cybernetics, and nanotechnology to improve themselves. They are superhumans—faster, stronger, and longer-lived. The Aesir are about six inches taller than the average human and are led by ODIN, a mysterious figure who rarely reveals himself, primarily because he is a computer. The Aesir's purpose is to defend humanity, in any way, from the attacks of the machines. The god vs. monster war has been going on for thousands of years, and it is rumored that this war brought about the current ice age known as Fimbulwinter.

### CAUTION

SPOILER ALERT: SOME OF THE FOLLOWING AESIR BIOS CONTAIN STORY DETAILS THAT AREN'T REVEALED UNTIL THE END OF THE GAME. PROCEED WITH CAUTION.



## Baldur

**Background/Role:** Baldur is the story's main protagonist; up to this point he has been manipulated by the great forces of this world. ODIN's favored son, Baldur has, unbeknownst to him, been murdered and brought back to life. He was murdered by Loki, through Hod, and stolen back from Hel by the Aesir to be reanimated.

**Physical Description and Personality:** Before his death and rebirth, Baldur was the youngest and most beautiful of the Aesir. His body was once pristine, having had the fewest cybernetic upgrades. He was still mostly human—maybe too human, according to many of his fellow Aesir warriors. Baldur is a loyal Aesir, loyal perhaps to the point of naïveté.

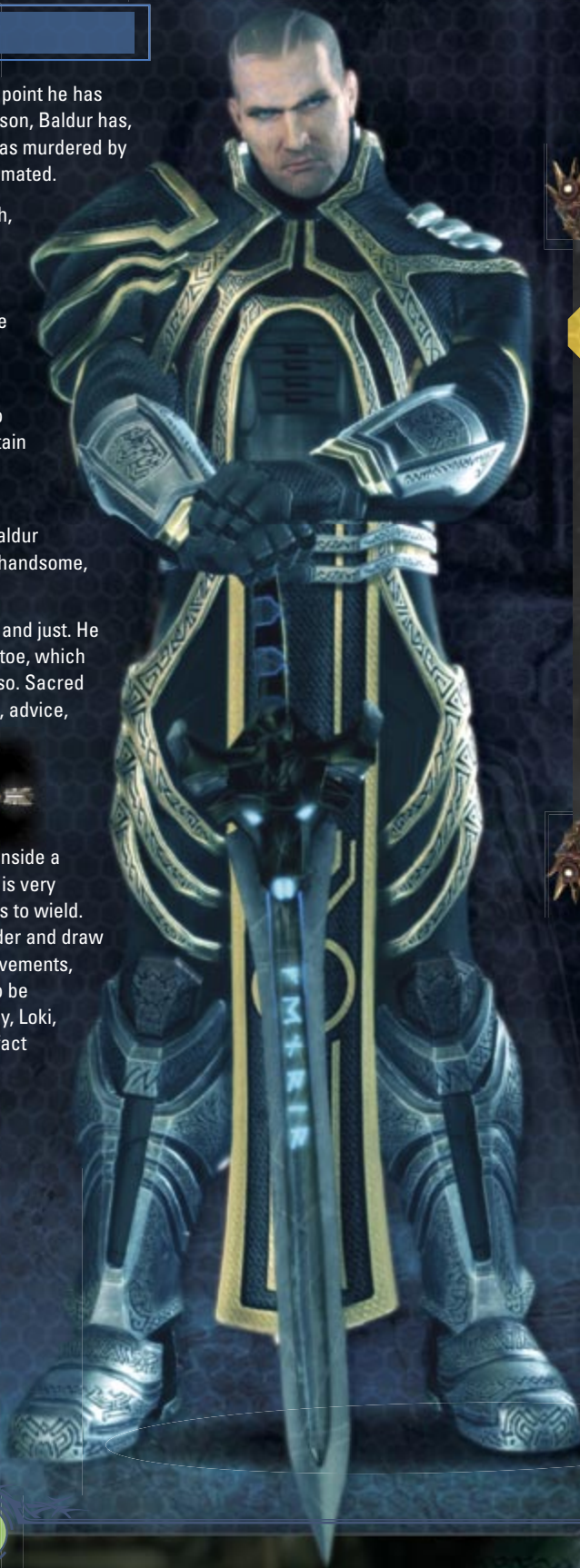
He is still a fundamentally good man, but he now stands at a crossroads. He must decide if he wishes to embrace vengeance, so much so that he will sacrifice his own humanity, or attempt to maintain his morality while he battles for his life and the future of mankind.

All the Aesir are hundreds, if not thousands, of years old, but their appearances are those of men and women of more natural ages. Baldur appears to be a man in his late 20s or early 30s. He is physically fit, handsome, and charismatic.

**Role in Norse Mythology:** Baldur was the god of light—handsome and just. He was loved by all (except Loki) and killed by an arrow made of mistletoe, which was shot by the blind god, Hod, who was tricked by Loki into doing so. Sacred wells sprang from the hoof marks of his horse. He represented light, advice, and reconciliation.

## Fenrir

Fenrir is Baldur's "sentient sword" the spirit of a monster imprisoned and controlled inside a computerized nano-steel weapon. Like all sentient weapons, Fenrir is very aggressive, continually struggling for release, and is very dangerous to wield. The advantage to sentient weapons is that they can assist the wielder and draw upon a thousand years' worth of combat experience, predicting movements, analyzing weak spots, and so on, making the wielder truly a force to be reckoned with. Fenrir was "domesticated" by, or perhaps created by, Loki, but was ultimately imprisoned within the sentient sword by Tyr—a fact that Fenrir will never forget and hopes to take vengeance for.



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## Bragi

**Background/Role:** Husband to Idunn, Bragi is the Aesir's public relations expert. Perhaps more of a propagandist, he is in charge of keeping the mortal population of Midgard content. Bragi has been convincing the mortals that the Aesir protect them from the monsters and the winter, which has been outside their outer walls for generations now. He also is Hel's counterpart and oversees the valiant warriors who die bravely and are taken to Valhalla by the Valkyries.

**Physical Description and Personality:** Bragi is rather arrogant, though he is also witty and charming when he wishes to be. He is an eloquent speaker, but prone to reciting bad poetry when he drinks too much. Bragi enjoys his job, but he has, perhaps, underestimated the discontent that many of the mortals currently feel. It is said that his tongue is inscribed with runes that give him the gift of poetic speech.

**Role in Norse Mythology:** God of poetry, eloquence, and boasting, Bragi was the son of Odin and Gunnlod, and he was married to Idunn. He greeted new arrivals to Valhalla with songs of their deeds. His virtues were wit, cunning, wisdom, music, and writing. He was the patron of minstrels.



## Frey

**Background/Role:** The twin brother to Freya, Frey was once an ambassador and negotiator, back when there were other human settlements to be an ambassador to. Though he has fought for the Aesir in the past, he has always opposed all-out war, even with the machines. He will, however, defend Midgard to the death, if he must.

**Physical Description and Personality:** Frey's major concern is the restoration of the natural world, as well as an improvement in conditions for the mortals. He is the main advocate for the mortals and their rights. Frey dreams of restoring the fertility of the earth, to the point where farming could once again supply a sustainable food source.

**Role in Norse Mythology:** Freya's brother, Frey, or Freyr, was the god of fertility and farming. He had a ship, Skidbladnir, which was capable of carrying all the Aesir, and a sword, Skirnir, which wielded itself. Freyr died by the hand of a fire-giant, Surt, during Ragnarok.



## Freya

**Background/Role:** An adept of the Norns, Freya is the Aesir expert on the virtual world of Cyberspace, C3 (the spirit world to the mortals), and all the powers it contains. She is single and harbors a deep love for Baldur. In the past, they had a brief affair while Baldur was married to Nyanna, which was ended by Baldur out of loyalty to his wife, and Freya has been waiting for him ever since. She is the twin sister of Frey.

**Physical Description and Personality:** Freya is flirtatious, youthful, and energetic, yet beautiful and regal. She follows her feelings and intuition, cares deeply for the mortals, and opposes an all-out war with the machines. Freya is quite sensitive and is attuned to the Wyrð, or fate, of men, often sensing what the future holds in store for a particular person. She doesn't fully believe in the Aesir ideal of war and battle, instead fostering a care for human empathy and emotion.

**Role in Norse Mythology:** Freya was the goddess of witchcraft, as well as fertility. Her chariot was drawn by cats. She was a teacher of witchcraft, and taught magical spells to the Aesir and to humans, especially midwives, so they could aid women in childbirth. She wore a cloak made of falcon feathers and a gold necklace named Brisingamen. Freya also had an insatiable lust for gold.



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## Heimdall

**Background/Role:** Heimdall is the "watchman" of the Aesir. An astute and charismatic man, he oversees the operations of the Aesir, making sure that each of the warrior's missions is planned and supplied for.

**Physical Description and Personality:** He is a slender, stylish man and a smooth, well-mannered communicator. A consummate politician, Heimdall enjoys giving speeches and can be rather verbose at times. He is convincing and quick on his feet, possessing an ability to adjust tactics on the fly and turn a disadvantageous situation to his benefit. Heimdall is able to control his emotions and can easily fake an authoritative, sincere, or earnest temperament. His cybernetics keep him informed of what is going on and in touch with the thousands of information sources at his disposal. Although very approachable and charismatic, he knows his business and isn't afraid to show it. Slick and sophisticated, he is very devious.

**Role in Norse Mythology:** Heimdall was the watchman, or guardian, of Bifrost, the flaming bridge to Asgard. His horn, Gjallarhorn, was used to signal the beginning of Ragnarok (final battle/end of the world). He possessed legendary eyesight, along with a horse named Gold Tuft. His teeth were gold, and his nickname was Gullintani, or Gold Tooth. Heimdall's hall was called the Cliffs of Heaven. During Ragnarok, he died fighting Loki.





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## Hermod

**Background/Role:** Hermod is the squad leader of a Special Forces unit that is made up of Valiant warriors (dead heroes who have been reanimated). He is swift, silent, and deadly, relying more on speed and secrecy than brute force. Hermod takes orders directly from Heimdall and is often sent on clandestine operations by the administrator of Asgard. His tasks usually consist of missions to eliminate thieves, outlaws, and any other dissident mortals. He and his squad are also used to discover fresh bases, or nests, of monsters.

**Physical Description and Personality:** Hermod speaks as softly, and as quietly, as he moves. Once he is directed by Heimdall, he is as unerring as a heat-seeking missile. He is a professional soldier—Special Forces type. He usually dispenses with pleasantries and gets straight down to business. When he does speak, it is with a quiet confidence acquired from the experience of thousands of high-risk missions.

**Role in Norse Mythology:** Hermod, the brave, traveled to Helheim on Odin's steed, Sleipnir, to retrieve Baldur. He was forced to return to Asgard without Baldur when Hel refused to release the dead god.



## Idunn

**Background/Role:** Idunn is the head medical officer of the Aesir, as well as Bragi's wife. She is responsible for performing all upgrades and emergency surgeries for top Aesir operatives, and she commands all medical personnel. Without her expertise, the Aesir would not have life-spans of thousands of years, and most Aesir warriors would not have survived the wounds they sustained in one battle or another.

**Physical Description and Personality:** Idunn is a serious, no-nonsense sort of woman. She is an extraordinary doctor/bio-engineer who puts ODIN's technological advances to good use. Idunn follows orders without hesitation. While her bedside manner isn't sterile, she isn't the life of the party either. She is proud of her medical and cybernetic achievements, but they have become routine for her. She is a good contrast to Hel, who is dead and corrupt within but constantly developing revolutionary new procedures and pushing boundaries. Idunn helped develop the medical marvels of the Aesir and has since ridden the wave. Over the past thousand years, she has perhaps allowed herself and the Aesir to become complacent.

**Role in Norse Mythology:** The goddess of youth and death, Idunn supplied the other gods with her golden apples of immortality. Every year she gave one apple to every Aesir. Without her apples, the Aesir would quickly wither and die from old age.



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## Mimir

**Background/Role:** The oldest Aesir, next to ODIN, Mimir was a contemporary of ODIN's and is the only other member of their civilization to have survived—though he is only a head now. Long ago, he was critically wounded while on a mission, but ODIN valued his wisdom so much that he had his brain revived and kept alive. The Aesir keep him plugged into the C3 network, so that he can search the databanks for knowledge they may use against their enemies.

**Physical Description and Personality:** Mimir is an animated head, undead animated via technology. He has long ago tired of his half-life, but the Aesir refuse to let him die. He is now an embittered, cantankerous, irascible old man who has developed a rather dark, sarcastic wit that few find amusing, especially if they are the target of it.

**Role in Norse Mythology:** Mimir, the wisest of the Aesir, was sent to the Vanir (rival gods) as a hostage. The Vanir cut off his head and sent it back to the Aesir. Odin preserved Mimir's head and bade it to protect one of the Wells under Yggdrasil's (the World Tree's) roots. Mimir became the god of all the waters beneath the earth and the guardian of the Well in Jotunheim (Land of the Giants). He later imparted his vast knowledge to Odin in exchange for one of the god's eyes.

## Nyanna



**Background/Role:** Baldur's wife, Nyanna, committed suicide after his death, though Baldur has been led to believe that she was murdered by Hod. She was Freya's best friend, until Freya betrayed her by having an affair with Baldur.

**Physical Description and Personality:** Nyanna was a gentle, good-natured woman who was completely devoted to Baldur. Once a fair, fragile beauty, she is now an animated corpse in Hel's army of undead. Her perfect white skin is now marred by self-inflicted wounds on her wrists and neck, most of which are still open and weeping.

**Role in Norse Mythology:** Nyanna was Baldur's wife, and she died of grief after he was killed.



## Thor



**Background/Role:** A one-man offensive unit, Thor is often away on missions for weeks on end, even making sorties into Jotunheim, the home of the giants. When monsters roam too close to human settlements, it is usually Thor who hunts them down and exterminates them. The machines fear this Aesir more than any other.

**Physical Description and Personality:** Most of Thor's flesh and bone has been replaced with cybernetic upgrades. He is a moving mass of muscle and steel, a wrecking machine with a right arm that can flatten mountains. Thor is tireless, often reckless, and completely fearless. He is also completely loyal to ODIN. This character can be crude, even rude, but the Aesir forgive his bad manners because he is without doubt their finest warrior. He is boisterous, socially inept, and honest to a fault. Thor speaks with undoubted conviction and does not always choose his battles wisely, especially if given over to emotion.

**Role in Norse Mythology:** The strongest and most popular of all the Norse gods, Thor was the god of weather and courage, amongst other things. He carried the invincible hammer, Mjolnir, and wore a belt of strength. His goats, Tooth-grinder and Gat-tooth, pulled his chariot. He protected Asgard from even the most powerful giants. Thor finally dies from the wounds he receives defeating Jormungand, the World Serpent, during Ragnarok.

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## Tyr

**Background/Role:** The chief weaponsmith of the Aesir, Tyr is also a brilliant engineer. He knows more about ancient technology, much of which has been lost, than any Aesir other than ODIN and perhaps Mimir. He will be the last Aesir to understand the secrets of sentient weaponry.

**Physical Description and Personality:** Tyr is missing his right hand, which was bitten off by the monster Fenrir when he was bound by the Aesir, and he has replaced it with a nano-adaptable prosthetic. His arms are corded with muscle, and his remaining hand is callused and scarred. A man of few words, when he does speak, it is with a voice as rough and unyielding as that callused hand. He is gruff and efficient, and does not believe in wasting motion or words. It has often been said that he prefers the company of his tools to people. The weaponsmith is also brave and willing to sacrifice for the Aesir cause.

Tyr doesn't just make weapons; he knows how to use them, too. This warrior is known to be fearless and the kind of commander every trooper wants to fight under. He inspires soldiers through his actions, rather than his words—a man of few words and great actions. Though he is ethically repulsed by some of his own creations, Tyr remains devoted to ODIN and the Aesir.

**Role in Norse Mythology:** Tyr was the one-handed god of war and justice. He was the bravest of the Aesir and sacrificed his hand to bind the giant wolf, Fenrir. He was also always truthful. Tyr dies killing Garm during Ragnarok.





## Exiled Aesir

Hod and Loki once shared the same status as the other Aesir. But their sudden betrayals have made them hunted renegades. Loki has been captured and currently awaits trial in Asgard's prison. Hod remains at large and is believed to be taking refuge in the Ice Forest of Svartelfheim.

### Hod

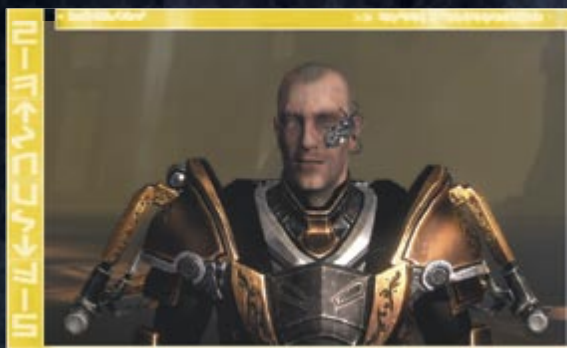
**Background/Role:** Hod is blind in the normal sense, in that he has no eyes. His senses have been re-engineered, and his sight goes beyond what any human could see. However, it is all artificial, so he is metaphorically blind. Hod is a marksman without equal. Having developed several specialized firearms and munitions (with the help of Tyr, once his best, and only, friend), he is both a gunslinger and a sharpshooter. Hod never misses. He has sacrificed much in his long service to the Aesir and has many battle scars, besides his eyes, to show for it.

Hod was manipulated by Loki into killing Baldur. He has fled Asgard and still believes that he has killed Loki, not Baldur.

**Physical Description and Personality:** Hod's eyes are now optical implants, and all his visual information is patched through C3 via an optic uplink. His optic upgrades allow him to see in the dark and in several other spectrums of light. He can also instantly process millions of probabilities and scenarios, therefore predicting the movements of his targets in advance. Basically, if Hod shoots at something, he hits it. Loki has tapped into Hod's optic implants from C3 and is continuously broadcasting a false reality to him. Nothing that Hod now sees is true.

With gruesome holes where he once had eyes, he is not pleasant to look on, and he is an uncomfortable communicator, often predicting and responding to what people will say before they actually do so. Only Tyr was ever comfortable in Hod's company, perhaps because he is not much of a talker himself. Hod was traditionally the butt of most of Loki's jests and practical jokes.

**Role in Norse Mythology:** Hod was the blind god of night and darkness. He was fooled by Loki into slaying Baldur, his brother, with an arrow of mistletoe. In some accounts, Hod vied with Baldur for the affections of Nyanna.



### NOTE

HOD IS THE END BOSS IN THE ICE FOREST LEVEL. TURN TO THE "ICE FOREST" WALKTHROUGH CHAPTER FOR DETAILED TAKEDOWN TACTICS.

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failed experiment, and is jealous of Baldur, ODIN's new favorite experiment. He now harbors a deep hatred for ODIN and his most loyal followers: Heimdall, Thor, and Tyr. Loki has gleaned ODIN's true plans from his observations inside C3 and has spent decades devising and implementing a course of action to ruin them. Baldur's murder was the first step toward this end.

**Physical Description and Personality:**

At over seven feet tall, Loki is the tallest of the Aesir. He is also unnaturally skinny, his skin seemingly stretched over his bones. He has been almost completely upgraded, mentally as well as physically.

## Loki

**Background/Role:** Father of Hel, creator of Fenrir, Loki has always been a trickster, though over the years his jokes, which were once good-natured and witty, have become cruel and destructive. Suspected of having a hand in Baldur's murder, he is now jailed in a maximum security cell. Unbeknownst to the Aesir, Loki's mental upgrades grant him constant access to C3 and all the knowledge and influence within it, even while he's under heavy sedation. Loki was once as loyal to ODIN as any of the Aesir—so much so that he sacrificed his natural body and mind for the cause. He is bitter about being discarded by ODIN after having been deemed a

Loki is the most intelligent and knowledgeable of all the Aesir, aside from ODIN. He is certainly the most clever and devious Aesir. It appears that his humanity and compassion were stripped away, along with his mortality, when he was cybernetically upgraded. He is now arrogant and vicious, and cares nothing for mortals or anyone else who stands in the way of his plans. Loki now lives to sow discord and strife, and would like nothing more than to sabotage all of ODIN's carefully laid plans.

**Role in Norse Mythology:** Loki was a giant who became an Aesir. Called "The Father of Lies," he was the cunning trickster god, a mischief-monger, who constantly caused trouble in Asgard and Midgard. He was also a shape changer and was known to transform into a falcon and a salmon. Loki's eyes would shift colors from brown, to green, to indigo, especially when he was contemplating mischief. He wore sky boots that allowed him to fly over land or water. Loki tricked the blind god, Hod, into killing Baldur, the favorite son of Odin. Loki was finally slain by Heimdall during Ragnarok.

## The Humans

The humans have become very hardy because of the life in the harsh climate that dominates the planet. They live around Asgard Tower, which is an area fenced off by the Midgard Wall, which the gods built to keep the monsters out. Only a few million humans remain, and the future of the race is in question. The humans are largely unaware of the ongoing war with the machines, and most never see a machine during their short life-spans. The majority of humans never venture outside the walls that protect their last settlement. But a few humans serve the Aesir and even join them in combat against the monster hordes.

## Wolf Troopers



A common Aesir foot soldier carries a medium-range assault rifle and wears fatigues, a body suit, Kevlar plate armor, a flak jacket, and webbing. Wolf Troopers are loyal to the Aesir but are far more concerned about everyday needs like food, women, comfort, and survival. The greater objectives that drive the Aesir, namely the war against machines, the survival of mankind, and the reversal of the Fimbulwinter, are of far less concern. These "greater" problems have existed for so many mortal generations that they are completely beyond the awareness of most humans.



## Berserkers

Berserkers are the Aesir's elite close-combat troops. They wear very little or no armor and employ pain-inhibiting shields that blur their appearance. But when the shields are shut off, the pain is dumped back into their bodies. Berserkers are fanatical in battle and are fierce fighters, often rushing into close combat with a zeal not found in the Wolf Troopers. They are equipped with close-combat weapons and shotguns, and wear light fatigues, which consist of webbing and a cybernetic exoskeleton that houses their force field generator.



### **BERSEKER MANTRA** *[shouted with mounting anger and gusto]*

I am the Teeth of the gods.

For agility I am here.

Valor!

I am the Claw that sunders flesh.

For Valor I fight.

Pain!

I am the Bear that stalks the earth.

As ODIN's arms, I am!

For ODIN!

Watch me ODIN,

In ODIN's will, I do!

The Bear fears nothing.

Slay your enemies

By ODIN's grace, I will see Valhalla!

The Bear is fear.

And rest my soul at thy altar.

*[hitting each other]*

The Bear has claws.

For strength I am yours.

Honor!

Its claws are ODIN's.

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## Cybernetically Enhanced Warriors

## Valiants

Also known as Einherjar (the Valiant Dead), Valiants are soldiers who have died valiantly in the name of the Aesir and humanity. Their bodies are restored to life through extensive cybernetics and nanotechnology in Valhalla. Upon resurrection, they become part of the Valiants—ODIN's finest warriors. However, they are beyond humanity, being reanimated corpses with very little in common with living humans. They stand about eight feet tall in their armor and are fully enhanced with radar, tracking/targeting, multiple vision modes, strength-enhancing skeletons, and interlaced force shields. Valiants are primarily masters of ranged combat, dishing out heavy damage with their auto-cannons and grenade launchers.





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## Valkyries

Valkyries are fierce female warriors that gather the greatest warriors slain on the battlefield and carry them to Valhalla, where they are cybernetically augmented and become Valiants. Valkyries are able to fold space and can travel great distances very quickly. They appear to be massively cybernetically enhanced elite warriors who can hold off thousands of machines single-handedly. They are used sparingly and are being reserved by the Aesir for Ragnarok.



## Entities of the World Tree

The World Tree (a.k.a. Cyberspace, C3, the spirit world, and Yggdrasil) is a digital realm that represents every computer in the real world connected together much in the same way as the Internet. The World Tree grew and grew until virtually every part of the real world could be abstracted inside. Eventually, the World Tree became an entity unto itself, apart from the real world. The guardians of the World Tree are the Norns, representing the administrative computer programs. The gods are able to enter the world through Wells, which are like computer terminals. Inside the World Tree, they are represented as spiritual forms. All computer systems (administrative, security, maintenance, search bots, etc.) take the form of animals, such as eagles, squirrels, snakes, fish, and deer. There is an ancient war here as well, paralleling the one in the real world. The Great Dragon, Nidhogg, is constantly fighting with the systems within the World Tree.

## The Norns



**Background/Role:** These supernatural characters (Urd, Verdandi, and Skuld) are three different manifestations of a complex computer program that was created thousands of years ago to manage and maintain the database of all human knowledge and history that is C3. They represent human memory as well as the Norse idea of Wyrd (fate), which loosely means what has become and what will be. The Norns can predict the fate of all living things. They tend to Cyberspace, which they refer to as the World Tree, as librarians watch over a library. They are the opposite of Nidhogg, the program created to clean the giant virtual database of

unused, unwanted, and antiquated files. This janitorial program is represented in C3 by snakes and serpents, which eat the dead, and sometimes the living, whenever they can get away with it. The Norns oppose Nidhogg and prevent the death program from consuming live files or unused files that are still healthy. Hence, the Norns are in constant conflict with Nidhogg. In the affairs of men and machines, however, the Norns remain neutral. They simply observe and record the history of Midgard.

**Physical Description and Personality:** Urd, the Old Hag or Grandmother, is wrinkled and bent-backed. She represents the past and the origin, or creation, of life. She is what was.

Verdandi, the Mother, appears as a stately middle-aged woman, and she is nurturing, protective, and caring. Verdandi has a soft spot for humans, especially women and children. She is the present and represents what is.

Skuld, the Daughter, is impetuous, seductive, and unpredictable. She is inconsistent and quick-tempered. She manifests herself as a fertile young woman and is as uncaring as time. Skuld represents the future, what could be. It does not matter in the least to her who survives, or if anyone survives, as death is as legitimate a future as any.

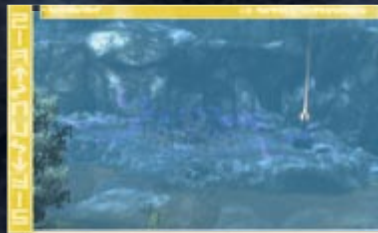
**Role in Norse Mythology:** The Norns, or fates, were also known as the Sisters Wyrd. They knew the Wyrd, or fate, of every man, woman, god, and creature the moment they were born. They were associated with childbirth, and hence Freya, and were also sometimes said to be the mothers of the Valkyries.



## Nidhogg

In mythology, Nidhogg is a dragon that chews on the roots and lower trunk of Yggdrasil, the World Tree. It constantly drains the life and sap from the tree, instilling decay and chaos in the world. It also chews on the corpses that reside in Niflheim and, with the coming of Ragnarok, will vomit up the chewed corpses to fight.

Nidhogg is an allegory of chaos and natural decay, and in the game it represents the viral entities within the World Tree. Derived from a garbage collection program from the distant past, it constantly gnaws at the fabric of the Cyberspace universe, destroying data. The Norns, being the preservers of Cyberspace, try to find ways of slowing or stopping Nidhogg completely, but, locked within the system, they are becoming powerless to do so. The Norns are looking to the gods for help, mainly in the form of Baldur.



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## Modgud

Modgud is a Cyberspace program that processes all those entering Helheim, making sure that only the dead not worthy of Valhalla pass by her. Although Modgud serves Helheim in this capacity, she is aligned to the Norns themselves. She appears as a wraithlike, dead figure of a woman, swathed in dark cloaks and magic.



## The Spider

The spider is a reconnaissance robot able to stick to most flat surfaces. It can track multiple targets at a time, analyze them to reveal weak points, and relay that information to Baldur. The spider is a gift from the Norns. No one knows how or why it exists or has been given to Baldur. The artificial intelligence that controls the spider's body is an entity from Cyberspace. The spider moves very fast and is stored in a receptacle in the back of Baldur's armor.



### NOTE

ONCE SKILL POINTS ARE ALLOCATED ON YOUR CHARACTER'S SKILL TREE, THE SPIDER CAN BE DEPLOYED BY PRESSING **Y**. SPIDER ABILITIES DIFFER DEPENDING ON CLASS AND WHICH BRANCH OF THE SKILL TREE YOU CHOOSE WITHIN THAT CLASS. FOR MORE INFORMATION ON SPIDER ABILITIES, VIEW THE SKILL TREES OF EACH CLASS IN THE "BALDUR'S PATH" CHAPTER.

## The Monsters: Children of Ymir

The "monsters" are races of machines that have been left alone for thousands of years to produce and enhance themselves. Built for warfare by the long extinct Ymir, they are highly organized and deadly combatants with a loose, hive-like society. Although the battles of their creators have been over for thousands of years, the machines continue fighting and rebuilding, waging a perpetual war against the Aesir.



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## Grendel

Grendel represents a brand-new breed of machine designed for the upcoming war. Its primary purpose is to instill fear in humans, by means of physical presence and disturbing behavior—such as eating people. It has been given the designation GRNDL-1. Baldur first encounters Grendel in a Midgard bar frequented by humans. Grendel is seriously damaged by Fenrir in the confrontation, prompting it to retreat, leaving one of its arms behind. Baldur's fight with Grendel prompts him to lead an expeditionary force into the Hall of Heroes in an attempt to track down the monster.

### NOTE

GRENDEL IS THE END BOSS IN THE HALL OF HEROES. SEE THE "HALL OF HEROES" WALKTHROUGH CHAPTER FOR COMPLETE TAKEDOWN TACTICS.

## Goblins (Red Eyes)

Goblins are robotic machines of war that can crawl up and down walls and can fall from great heights without damage, landing like cats. They are called "red eyes" because of the cyclopean optical sensor on their heads, which glows red. Goblins are the most common monster found on the field of battle. These simple, agile hunter/killer machines, although easily dispatched, are almost always encountered in large groups, so do not underestimate them. There are three general types of goblin: melee, assault (artillery), and leader units. In most goblin battle groups there is a large frontline group of melee units with several assault units in the rear accompanied by one leader unit. Melee units attempt to hold back the incoming attackers while the leader unit attempts to "paint" the enemy. Once the leader has obtained a positive lock on a target, the assault units double their volley and gain pinpoint accuracy, making them even more deadly.

### Melee Goblin

These light and highly mobile monsters are specialized in melee combat. They can leap long distances directly into melee with their enemies. Although easily dispatched in single combat, the melee goblin is usually found in large groups that can quickly encircle and overrun any single target they encounter in the battle theater.



#### Characteristics

- Melee attacks only (slash damage type)
- Fast moving
- Fast striking
- Long jump capable
- Offensive/encircling

#### Counter Tactics

- Advance to melee range with guns firing on targets in range.
- Once in melee range slide-attack to the first target.
- While in melee range with other potential targets continue to slide from one to the next.
- Their crouching pounce attack is capable of high damage (and at higher levels can knock you down). Watch for the goblins in the pack that are charging up this attack and try to deal with them first or prepare to evade this attack.

#### MELEE GOBLIN VARIANTS/POLARITIES

TYPE	COLOR
COMBO DRAIN	MAROON
ELITE	SILVER
EXPLODING	ORANGE/RED
ICE	LIGHT BLUE
NAPALM	ORANGE/RED
NITROUS	LIGHT BLUE
SLOW FIRE	PURPLE

### NOTE

THE ICE AND NITROUS MELEE GOBLIN POLARITIES ARE SIMILAR IN APPEARANCE AND FUNCTION BUT HAVE SLIGHTLY DIFFERENT CAPABILITIES. THE ICE POLARITY IS FOUND EARLY IN THE GAME AND EMITS AN ICE BLAST ONLY WHEN IT DIES. THE NITROUS POLARITY ALSO EMITS AN ICE BLAST WHEN IT DIES BUT CAN ALSO FREEZE THE PLAYER WITH ITS MELEE ATTACKS—THIS ENEMY IS FOUND LATER IN THE GAME.



### VARIANT AND POLARITY DEFINITIONS

Most enemy types are augmented by different variants and polarities, quickly distinguishable from standard units by their color. There are two categories of polarity. Light polarities [illuminated by a light color] are highly volatile and explode when defeated, inflicting heavy damage and negative status effects. Use gunfire and fierce attacks against light polarities. Dark polarities are dark-colored, but they begin to illuminate when shot. If you defeat a dark polarity while it's illuminated, it will explode, causing heavy damage and status effects. Avoid triggering this explosion by attacking dark polarities with melee attacks and Finishers while they're not illuminated. These enemies can spawn randomly, and more frequently at higher player levels.

**Combo Drain (maroon):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player loses a large portion of his or her combo meter (combo that has built up).

**Elite (silver/gold):** These enemies are 10 or more levels higher than the highest-level player in game. As a result, they inflict more damage and have more health than standard enemies of the same type. In addition to this normal increase, there is a 5 percent attack-damage penalty to the player and a 5 percent attack-damage bonus to the enemy for each level higher that enemy is compared to the highest-level player. Elite enemies are also 20 percent larger than their standard counterparts, making them easy to spot in crowds.

**Exploding (orange/red):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player is hit with a highly damaging explosion.

**Ice (light blue):** When the enemy explodes upon death and the player is hit by the blast, the player is frozen in place for a short period of time. Being hit again [by a melee or ranged attack] unfreezes the player.

**Ice Beam (light blue):** This enemy fires a locked-on ice beam that temporarily freezes the player upon contact.

**Life Drain (maroon):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player becomes inflicted with the life drain status effect—the percent of damage is converted to health for the enemy damaging the player.

**Lightning (purple):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player becomes inflicted with the lightning status effect—high damage over a short time.

**Napalm (orange/red):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player becomes inflicted with the napalm (fire) status effect—medium damage over a moderate period of time.

**Nitrous (light blue):** When the enemy shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player is frozen in place for a short period of time. Being hit again [by a melee or ranged attack] unfreezes the player.

**Poison/Poison Fire (lime green):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player becomes inflicted with the poison status effect—low damage over a long period of time.

**Pole (default unit color):** Poles are leader-exclusive variations. Light pole leaders knock players down if they attempt to melee attack them. These enemies must be killed with ranged attacks. When facing a dark pole leader, if the player decides to use ballistic attacks, it will charge up not only the leader, but any dark polarity enemy that is near it.

**Slow Fire (purple):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player becomes inflicted with the slow fire status effect, severely reducing rate of fire for a long period of time.

**Snared (purple):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player becomes inflicted with the snared status effect; the player's movement and attack speeds are severely reduced for a period of time.

**Softened (yellow):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player becomes inflicted with the soften status effect—the player takes double the damage during the duration of the status effect.

**Unbalanced (yellow):** When the enemy's shots/attacks hit the player or the enemy explodes upon death and the player is hit by the blast, the player is [or has a chance to be] knocked down.



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### Assault Goblin

These goblins have sacrificed their ability to attack in melee to be highly specialized in ranged combat. They can strike at incoming enemies with powerful long-range missile fire, and when a goblin leader is present and “painting” a target, their potential is devastating, to say the least. They can leap long distances to avoid melee combat, choosing to jump away and fire another salvo at the enemy rather than stand and fight. Although easily dispatched in single combat, the assault goblin is rarely found alone; they generally work in pairs, defended by melee goblins and enhanced by a leader.

#### Characteristics

- Ranged attacks only
- Missile barrage
- Homing missile heavy barrage (when assisted by a goblin leader)
- Long jump capable
- Defensive/distancing

#### Counter Tactics

- In goblin battle groups, always attack the assault units first; ignore melee goblins and goblin leaders.
- Advance to melee range with guns firing on targets in range, being ready to dive-roll to evade incoming missile fire.

#### ASSAULT GOBLIN VARIANTS/POLARITIES

TYPE	COLOR
COMBO DRAIN	MAROON
ELITE	GOLD
NAPALM	ORANGE/RED
NITROUS	LIGHT BLUE
SLOW FIRE	PURPLE



- In melee range, perform a slide-juggle attack to reach the first target.
- Once the target has been launched into the air, follow up with either shooting the target in the air or jumping and doing an air-slide attack on the enemy.
- After you land, if the target is not dead and still in the air, follow up by, again, either shooting the target in the air or jumping and doing an air-slide attack on the target.
- Fierce attacks can knock down enemies from a distance, taking out the assault goblin's ability to fire missiles for a period of time.

### Goblin Leader

The goblin leader is the toughest unit in its race; it's equipped with energy shielding that provides protection from all attacks. It's also fitted with a laser designator to assist assault units with volume and accuracy. Its anti-Aesir halberd is always ready to take it to humanity up close and personal. Goblin leaders can leap long distances to remain in close proximity to the assault units to assist in “painting” enemy targets. If the leader is directly engaged in melee combat or loses all of its available assault units, it will then charge from its position and fight to the death at melee range.

#### Characteristics

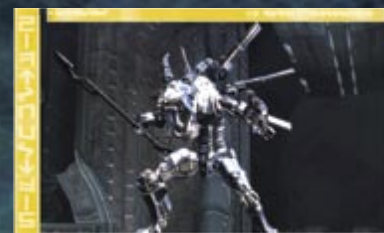
- Melee attacks only (slash damage type)
- Laser designator at range (target paint)
- Fast moving
- Fast striking
- Long jump capable
- Offensive
- Attacks can knock you down

#### Counter Tactics

- Advance to melee range with guns firing on the target.
- At range, use objects or other characters/enemies as a screen to avoid getting targeted by the leader's laser designator.
- In melee range, use the slide-juggle attack.
- The goblin leader can't counterattack while it's in the air, so keep it airborne as long as possible.
- Once the target has been launched into the air, follow up with either shooting the target in the air or jumping and using an air-slide attack on the enemy.

#### GOBLIN LEADER VARIANTS/POLARITIES

TYPE	COLOR
ELITE	GOLD
POLE	DEFAULT COLOR



- After you land, if the target is not dead and still in the air, follow up with either shooting the target in the air or jumping and using an air-slide attack on the target again. Repeat until the big bad goblin leader is dead.
- Fierce attacks can knock down enemies from a distance, taking out the assault goblin's ability to fire missiles for a period of time.



## Trolls

Trolls are uncommon monsters without their own army, found as slaves mixed into other battle groups. These big lumbering war machines can easily be dealt with by themselves, but they become deadly centerpieces when added to any battle group. There are two general types of trolls and one special type: melee trolls, assault trolls, and last and far from least the dreaded half-giant. Trolls are very different compared to other monsters as they have sub-targets built into their structures that are protected by armor. Armor covers the troll's arms, legs, and chest. Once a component's armor has been destroyed the mechanism underneath can be attacked and destroyed. Note that Finishers can destroy all armor pieces. Once the chest component of a troll is exposed, an Aesir operative can easily mount the troll from behind, standing atop the beast to deliver a fatal blow to the machine's fusion core.

### Melee Trolls

These huge, heavy monsters are specialized in melee combat, with all appendages contributing to their close-quarters role through their great variety of attacks. They can quickly charge short distances directly into melee to surprise their enemies with a massive hammer shockwave attack. Generally found alone or in pairs, these mighty beasts seek out battle and let nothing stand in their path, friend or foe alike.

#### Characteristics

- Melee attacks only (blunt damage type)
- Slow moving
- Fast striking
- Fast long charge
- Aggressive!

#### Counter Tactics

- Fire at the troll's chest armor while rushing into melee range. Be careful to avoid incoming hammer, arm swipe, and foot stomp attacks.
- Dive-roll to avoid taking damage from the hammer's shockwave.
- Once in melee range, jump and air-slide toward the troll, executing a Finisher attack on the target just before the first impact—this should destroy the center chest section of armor on the target and induce a brief stun on the monster.
- Upon landing, use the brief remaining stun time on the lumbering troll to run behind it and jump (press **A**), thus mounting the monster.
- While mounted atop the beast, press the left control stick in the opposite direction of the troll's lurching motion to stay balanced on top.
- As the troll stands upright, press down on the right control stick to pierce the troll's fusion core, killing it instantly.
- Alternatively, you can kill a melee troll by destroying all five of its components: chest, arms, and legs.
- If distracted by other units, target the troll's left arm to destroy its hammer, ending the potentially devastating shockwaves.



#### MELEE TROLL VARIANTS/POLARITIES

TYPE	COLOR
ELITE	GOLD
EXPLODING	ORANGE/RED
NITROUS	LIGHT BLUE
SNARED	PURPLE
SOFTENED	YELLOW

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## Assault Troll



Like their melee-focused brothers, these are huge and heavy monsters. However, the assault troll carries a mixed bag of artillery and melee combat to the battlefield. Armed with a medium-range rapid-fire howitzer and a massive back-mounted ammunition drum to feed it, this unit can lay down one bombardment after another. Even at close range, the assault troll is formidable, with a variety of melee attacks at its disposal, including an arm swipe and a foot stomp.

### Characteristics

- Ranged barrage
- Melee attacks (blunt damage type)
- Slow moving
- Fast striking
- Fast short charge
- Aggressive!

### Counter Tactics

- Always target its left arm first to destroy its cannon, preventing it from firing its explosive munitions.
- Advance to melee range with guns firing at the troll's center armor while being careful to avoid incoming artillery barrage and melee attacks.
- Jump and air-slide toward the troll, executing a fierce attack on the target

just before the first impact to destroy the center chest section of armor, temporarily stunning the monster.

- Run behind the troll and attack the ammunition drum on its back—this must be destroyed before you can mount the assault troll. Jump and air-slide toward the ammo drum, executing a fierce attack prior to contact.
- Mount the troll while it's stunned and rupture its fusion core for the quick kill.
- Alternatively, you can pick apart an assault troll by destroying its individual components, or by using a Finisher to speed up the job.

ASSAULT TROLL VARIANTS/POLARITIES	
TYPE	COLOR
ELITE	GOLD
ICE BEAM*	LIGHT BLUE
NAPALM*	ORANGE/RED
NITROUS*	LIGHT BLUE
SOFTENED*	YELLOW

\* Procs status effect on attack and death.

## Half-Giant



Even though it is based on the same core structure as melee and assault trolls, the half-giant is endowed with greater mobility, armor, and offensive capabilities. This troll is a melee-only specialist taken to the extreme. Its dual rapid-shock hammers and the ability to attack directly behind itself make it truly a monster to be reckoned with. Its multiple layered armor sections make it even harder to destroy.

### Characteristics

- Melee attacks only (blunt damage type)
- Fast moving
- Fast striking
- Fast long charge
- Extremely resilient
- Aggressive!

### Counter Tactics

- The half-giant is the end boss in the World Serpent level. Turn to the "World Serpent" walkthrough chapter for detailed takedown tactics.



## Dark Elves

Dark elves are among the toughest races of mechanical monsters to be faced in combat. These are refined hunter/killer machines that are mobile, resilient, and deadly, not to be underestimated even in small groups! Unlike goblins, most dark elves have the ability to attack at range and in melee, which makes them very flexible in combat. There are four general types of dark elves: regular, assault, sniper, and leader units. Compared to goblins, dark elf battle groups are very small in size but still pack a punch; it only takes a small number of regulars and assault units combined to hold ground until reinforcements arrive or an ambush is prepared.

### Dark Elf Regular

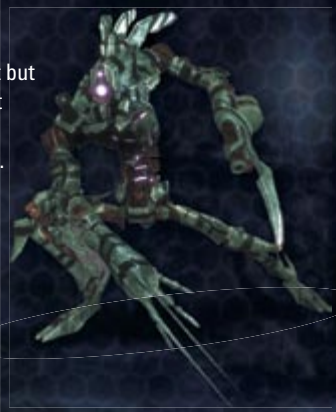
These extremely effective medium-weight and mobile monsters are specialized in melee combat but can choose to attack at range as well. They can stand their ground and shoot at medium to short range before charging in and engaging the enemy in melee combat. Dark elf regulars are often deployed in small groups, but have high hit points and are capable of knock-down melee attacks. These are tough customers, so avoid toe-to-toe melee fights, especially if outnumbered.

#### Characteristics

- Primarily melee (pierce damage type)
- Can make ranged attacks
- Fast moving
- Fast combo striking (multiple chained attacks)
- Medium jump capable
- Offensive

#### Counter Tactics

- Advance to melee range with guns firing on the target, evading incoming enemy fire as necessary.
- Once in melee range, use a slide-juggle attack the target.
- Launch the target into the air and follow up by either shooting the target in the air or jumping and using an air-slide attack.



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- If the target is not dead after you land (and is still in the air), follow up with, again, either shooting the target in the air or jumping and using an air-slide attack on the target. Repeat until the monster is dead.
- In cases where multiple dark elves are engaged at once (almost always), it is important to knock others down or stun them temporarily using fierce and juggle attacks, and then work on a single target to be finished off.
- In extreme cases where Baldur is completely overrun and encircled by dark elves, a Ruiner may be the best course of action to survive the engagement.

#### DARK ELF REGULAR VARIANTS/POLARITIES

TYPE	COLOR
ELITE	SILVER
EXPLODING	ORANGE/RED
LIGHTNING	PURPLE
NITROUS	LIGHT BLUE
POISON	LIME GREEN



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### Dark Elf Assault Unit

Based on a similar chassis as the regular dark elf, the assault unit has sacrificed the agility required for melee combat to carry a long-range rapid-fire plasma cannon. These long-range gunners can stand off and lay down a massive wall of fire, and will continue to fire on targets until they are overrun and engaged in melee.

**Characteristics**

- Primarily ranged attacks
- Can make melee attacks (pierce damage type)
- Fast moving
- Fast striking
- Medium jump capable
- Defensive

**Counter Tactics**

- Advance to melee range while firing. Dive-roll to evade incoming fire.
- Assault units transition to melee attacks when approached at close range. Get in close to stop their plasma volleys.
- Slide-juggle the target when within melee range.

**DARK ELF ASSAULT UNIT VARIANTS/  
POLARITIES**

TYPE	COLOR
ELITE	GOLD
NAPALM*	ORANGE/RED
NITROUS*	LIGHT BLUE
POISON FIRE	LIME GREEN
UNBALANCED*	YELLOW

\* Procs status effect on attack and death.



- Continue hitting the target in the air by shooting it or by jumping and performing air-slide attacks.
- Follow up by shooting the target in the air once you land. Repeat until the monster is dead.
- At range, use fierce attacks to knock over assault units, buying you more time to close in or attack other enemies.
- If attacking multiple assault units, rush them (while dive-rolling) and attack with a Ruiner.

### Dark Elf Sniper

Unlike the regular dark elf and the assault unit, the sniper is the only dark elf that does not have both ranged and melee attack capabilities. Instead it is completely specialized for long-range precision shooting. Armor and melee potential have been sacrificed to gain the ability to jump great distances to get into better firing positions or to fall back.

**Characteristics**

- Ranged attacks only
- Long-range particle beam
- Long jump capable
- Defensive/distancing

**Counter Tactics**

- At effective range begin shooting the sniper immediately and continue to advance toward melee; dive-roll to evade its particle beam attacks.
- If the target leaps away, attempt to track the sniper with guns, and change direction to advance to melee on it.

**DARK ELF SNIPER VARIANTS/POLARITIES**

TYPE	COLOR
ELITE	GOLD
NAPALM	ORANGE/RED
NITROUS	LIGHT BLUE
POISON	LIME GREEN

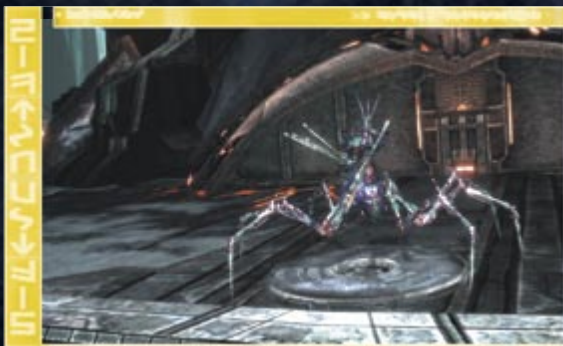


- Once in melee range, use a slide-juggle attack on the target, sending it into the air.
- Follow up by shooting the target in the air or by jumping and using an air-slide attack.
- Continue launching the sniper into the air, and finish it off with ranged attacks or aerial melee strikes.



### Dark Elf Leader

The dark elf leader is without a doubt the king of its race, and is possibly one of the toughest enemies Aesir operatives face in the field. This monster has an onboard enhanced shield generator that not only protects itself from both ranged and melee attacks, but that also extends outward and protects any allies under its veil, requiring you to take him out before any surrounding enemies. The beast is armed with an anti-Aesir bow capable of extremely long-ranged attacks that can knock you down, lashing out even farther than a sniper's particle beam. Closing to melee with this mechanism offers no rest, as its shockwave strike delivers devastating blows to anyone who dares to engage it in close-quarters battle.



#### Characteristics

- Ranged and melee attacks (pierce damage type)
- Fast moving
- Fast striking
- Medium jump capable
- Aggressive
- Arrows knock you down

#### Counter Tactics

- Advance with caution because the dark elf leader will already be directing attacks from extreme range with its bow.
- If the leader has fast escorts like goblins or dark elf regulars, fall back and draw the escorts out of the elf leader's protective veil.
- Destroy enough escort elements to build up the combo level to enable a Ruiner.
- Once the combo level is at least 1, begin to evasively advance on the leader, sidestepping and dive-rolling to dodge incoming arrows.
- Initiate a slide melee strike and execute a Ruiner on impact. If your character's skill tree has several points allocated toward a Ruiner, this attack may kill the leader outright; if not, it will kill the shield and possibly damage/destroy nearby escort elements.
- With the leader's shielding down, conduct a series of melee attacks to deplete its health meter.
- As the leader rears up on its hind legs, dive-roll to avoid taking damage from the incoming shockwave attack; this is the leader's only melee attack.
- Continue striking the leader in between shockwave attacks until it's dead.

#### DARK ELF LEADER VARIANTS/POLARITIES

TYPE	COLOR
ELITE	GOLD
POLE	DEFAULT COLOR

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## Denizens of Helheim

When the Pact of the Fallen was dissolved, the Aesir unleashed a foe more frightening than any mechanical monster; enter the undead. This relentless army has massive troop numbers and soldiers that are resilient damage dealers at range and in close—a brutal combination. No one said Hel is easy. This disturbing race has five general types: undead regulars, undead Wolf Troopers, ghouls, wraiths, and necromancers. Undead battle groups are structured in a very different manner compared to other races, as they do not utilize dedicated artillery units. Instead the majority of the undead army is focused on medium- to close-range fire support with the goal of overrunning the enemy in melee.



## Hel

**Background/Role:** The daughter of Loki, Hel is the ruler of Helheim—the Land of the Dead. It is here where the corpses of mortals who die poorly, or even mundanely, are sent to be processed or recycled. This was agreed upon hundreds of years ago and laid down in the terms of a pact between Hel and the Aesir. In return for disposing of the Aesir's unwanted corpses, Hel was given reign over the area now called Helheim.

**Physical Description and Personality:** Suffering from a chronic wasting disease, Hel's body is always partially beautiful and partially dead. From a certain angle she may look, and sound, like a healthy and desirable young woman, while from another angle, she will appear grotesque and monstrous, the flesh visibly rotting off her bones. In an attempt to cure her condition, Hel has been secretly performing experiments on the corpses in her possession, going so far as to manipulate the power of Nidhogg. It is not enough that she has long ago developed a method of keeping herself alive; life alone is not enough for one as vain as Hel. She craves to be a perfect, blemish-free example of a healthy woman.

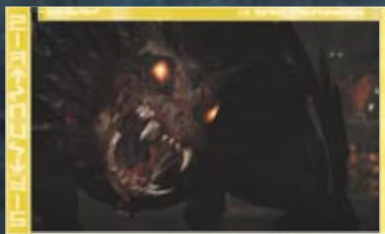
Hel's personality is as fractured as her physical appearance. One moment she is a frightened woman, just struggling to stay alive, and the next she is a selfish monster who will use anyone and anything at her disposal to further her goal of self-preservation. Hel, as her attendants well know, can turn from sadness to anger in the blink of an eye.

**Role in Norse Mythology:** The daughter of Loki and a giantess as well as sister of Fenrir and Jormungand, Hel was the ruler of Helheim, the Land of the Dead. All men who did not die heroically in battle were sent to her realm. She refused to release Baldur after he was killed by Hod.

## NOTE

HEL IS THE END BOSS IN THE HELHEIM LEVEL. TURN TO THE "HELHEIM" CHAPTER IN THE WALKTHROUGH FOR DETAILED TAKEDOWN TACTICS.

## GARM



GARM is the protector of Helheim Citadel and appears as a very large, robotic dog-like construct, made from metallic composites and vat-grown flesh cloned from the cells of the dead. Being cybernetic means that it must feed on organic flesh—hundreds of undead are sacrificed to GARM daily.

## NOTE

GARM IS ENCOUNTERED IN THE HELHEIM LEVEL, BEFORE YOU ENTER THE CITADEL. TURN TO THE "HELHEIM" WALKTHROUGH CHAPTER FOR MORE DETAILS.



## Undead Regular

These were men and women of Midgard who did not die gloriously in combat; their bodies have been delivered to Hel. Resurrected and enhanced by the Nidhogg virus they now live forever in death. Primarily, the regulars are intended to fight in melee, although some specimens have retained enough motor control to wield rifles as well as fight in melee after they have been brought back to life. Although the regulars often appear to be clumsy as their hordes shamble into battle, with their sheer numbers and durability they are a serious threat to the Aesir.

### Characteristics

- Primarily melee (blunt damage type)
- Some equipped for ranged combat
- Fast moving
- Fast combo striking (multiple chained attacks)
- Unyielding

### Counter Tactics

- The undead are tough as individuals yet even stronger in groups, so always try to engage the smaller formations first while evading the larger ones. Being overrun is not a good idea unless you have a Ruiner ready. Also use the choke points or bottlenecks to funnel or control the advance of the undead.
- Soften targets up with ranged weapons as you advance to melee.
- Try to strike first at smaller groups in melee while attempting not to become encircled or overrun by the shamblers.



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UNDEAD REGULAR VARIANTS/POLARITIES	
TYPE	COLOR
ELITE	GOLD
EXPLODING	ORANGE/RED
ICE*	LIGHT BLUE
LIFE DRAIN	MAROON
POISON*	LIME GREEN
SNARED	PURPLE

\* Ice/Poison damage is spread through attacks and the unit's death (explosion).

### MYTH OF THE DRAUGR

A *draugr* is a corporeal undead from Norse mythology. They were believed to live in the graves of dead Vikings, being the actual bodies of the dead. Views differed on whether the personality and soul of the dead person lingered in the *draugr*. As the graves of important men often contained a good amount of wealth, the *draugr* jealously guarded his treasures, even after death. All possessed superhuman strength, and some were immune to common weapons. They were said to be either *hel-blár* ("as black as death") or, conversely, *na-falr* ("corpse-pale").



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**Characteristics**

- Ranged and melee (blunt damage type)
- Fast moving
- Fast combo striking (multiple chained attacks)
- Unyielding
- Extremely high health

**UNDEAD WOLF TROOPER VARIANTS/POLARITIES**

TYPE	COLOR
ELITE	DEFAULT COLOR

**Undead Wolf Trooper**

These were once members of a Wolf Pack who failed to find glory in the heat of battle, who died as cowards, were killed in training accidents, or were ambushed without firing a shot. As dishonored dead they are sent to Hel with any cursed gear they died with, including rifles and armor. These cursed gifts of ODIN are of great value to Hel's army, with Nidhogg melding damaged synthetic armor with dead flesh to toughen them even further. Similar to regulars, undead Wolves appear on the battlefield in numbers and are of course even harder than their civilian counterparts.

**Counter Tactics**

- Although undead Wolves are deployed in much smaller groups as compared to undead regulars, this has no bearing on their effectiveness on the battlefield, and in fact they should never be underestimated.
- Soften the undead Wolves with ranged fire as you advance to melee.
- Strike first at smaller groups in melee while attempting not to become encircled or overrun.
- Slide-attack in and out of melee, moving between large and small groups.
- To avoid getting encircled, juggle-attack individual units, taking the fight into the air. This allows you to focus on one enemy at a time.
- Always be ready to unleash a Ruiner. Even small groups of undead Wolf Troopers can dish out a tremendous amount of damage in a short period of time, so don't hold back if you're surrounded.
- Use fierce attacks to knock back swarms of undead Wolf Troopers, then engage them with ranged attacks as they fly back and shakily return to their feet.

**GHOUL VARIANTS/POLARITIES**

TYPE	COLOR
ELITE	GOLD
ICE	LIGHT BLUE
LIFE DRAIN	MAROON
POISON	LIME GREEN
SNARED	PURPLE

**Ghoul**

Although the occurrence is rare, some humans sent to the afterlife are of great stature and value to Hel and her minions. These specimens are enhanced by Hel for speed and strength to become bipedal disposable delivery systems for Nidhogg bombs. A large mechanized proximity-triggered Nidhogg container is grafted onto the back of the resurrected subject. In combat these bombers charge into the heart of the enemy, with hopes of infecting as many targets as possible with a deadly Nidhogg explosion. Ghouls are rarely seen in numbers but may be deployed in successive waves at the enemy.

**Characteristics**

- Explosive (proximity-based)
- Fast moving
- Unyielding

**Counter Tactics**

- When a ghoul is spotted charging, take up a defensive posture and begin to fall back from it immediately!
- As it continues to charge, attempt to get a ranged lock and shoot the target—it won't require much damage to destroy it.
- If it looks like the ghoul is going to be killed close by, be ready to execute an evasive dive-roll as it dies to avoid being hit with the explosion.
- Large groups of ghouls at close range are best dealt with using a Ruiner or fierce attack.



## Wraith

Not all corpses sent to Hel are complete; thanks to industrial accidents or other mishaps, sometimes only torsos or dismembered parts can be found as remains. As these assets are not mobile, Hel, in an endeavor to waste nothing, endows them with a form of locomotion. These torsos are permanently joined with an unstable repulsion device that allows movement through levitation. Once in range the wraith overloads the coils of the levitator, destroying it and sending a massive electromagnetic pulse at its enemies.

### Characteristics

- Primarily ranged
- Limited melee
- Fast moving
- Unyielding
- Constant life-drain ability
- Absorbs ranged attack energies

### Counter Tactics

- As soon as a wraith is spotted in an engagement, do not use ranged attacks. Ranged attacks directed at this creature only make it stronger!
- Dive-roll to avoid taking damage from electromagnetic pulse attacks.

### WRAITH VARIANTS/POLARITIES

TYPE	COLOR
COMBO DRAIN	MAROON
ELITE	GOLD
POISON	LIME GREEN
SLOW FIRE	PURPLE
SNARED	PURPLE



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- Instead, charge the abomination with melee weapons at the ready and put it to the sword.
- A juggled wraith can be shot without explosive consequences.
- When juggled, wraiths descend in a spiral fashion, making them difficult to hit with airborne-based melee strikes. Direct your attacks in the proper direction as the wraith spirals downward around Baldur.
- If engaging multiple wraiths, consider using Ruiners to take them out quickly. Facing overlapping electromagnetic pulses is extremely dangerous.



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**Characteristics**

- Ranged only
- Slow moving
- Unyielding

**Counter Tactics**

- The necromancer is rarely found alone and is almost always accompanied by groups of undead regulars and undead Wolves, compounding an already difficult encounter. Concentrating too much on either the necromancer or its troops may result in the surviving element crushing the operative. Balance or brute force is effective here.
- When the necromancer is first spotted, try to evaluate the situation—see where it is, if it is moving, and what kinds of troops it has for support.
- The general tactic is to destroy enough troops so that a window of opportunity is opened to strike on the necromancer before or while it is resurrecting or summoning more troops.
- However, while the operative is dismantling troop formations it is important to remember that the necromancer can and will resurrect fallen friends, and it has the ability to deliver devastating radius attacks.
- Strike and fall back as necessary using a combination of ranged and melee attacks to whittle down the troops in a controlled manner.
- When the numbers of undead troops look manageable (this may only be for a short time), strike at the necromancer with ranged and melee attacks.
- Fire upon the necromancer as you advance and then jump into an air-slide attack, executing a fierce attack on impact.
- If enough damage has been done, go ahead and execute several more melee strikes to finish the necromancer off. However, if it still has enough health remaining or if the undead are rising too quickly, begin to shoot and fall back in preparation for dispatching another wave.
- Continue to gauge the situation and direct your attacks accordingly.
- If you become encircled by hordes of the undead that guard a necromancer, pray to ODIN that you have a Ruiner or two ready.
- Try to eliminate the necromancer's escorts outside its resurrection range. The bodies of enemies (and allies) killed outside the necromancer's resurrection radius disappear, preventing them from being brought back to attack you.
- The necromancer has no melee counter, so don't be afraid to take the fight to close range. Jump and air-slide to close distance, then hang in the air and hack away at it, or use an air Finisher. The sooner you take out the necromancer, the better chance you have at surviving the fight.
- Note that necromancers telegraph their blast radius with both a visual flash and an audio cue that can be used to better time your dive-rolls.

**NECROMANCER VARIANTS/POLARITIES**

TYPE	COLOR
ELITE	GOLD
POLE	DEFAULT COLOR



By now, you know all about Baldur's background. But what can he do in combat? That's entirely up to you. Before starting the campaign you must choose one of five classes: the Berserker, the Bio Engineer, the Champion, the Commando, or the Defender. Each class has its own stats, attributes, abilities, weapon proficiency, and skills. Study this chapter for in-depth details on each class, including a full tour of their skill trees, preferred combat tactics, alignment considerations, and co-op pairing tips. So before selecting Baldur's path, browse through this chapter and find the class that best suits your interests and style of play.

### BALANCE VS. SPECIALIZATION

Each time your character levels up, you're awarded skill points. These points can be invested in your character's skill or alignment tree to give Baldur access to new skills and capabilities. You get three skill points each level until level 9. Between levels 10 and 39 you get 2 skill points, and between levels 40 and 50 you earn one skill point for every level up. From the pause menu, select "Skills" from the radial menu to access these trees. Each skill tree has three branches, while the alignment trees (human and cybernetic) have two. The skill nodes in each branch are usually related in some way, often providing a boost in either melee or ranged attacks. This gives you the opportunity to invest in any area that your character isn't initially proficient in. This is a good way to achieve balance, making your character an effective melee and ranged combatant.



However, it's usually best to play to your character's strengths, particularly when playing the campaign on your own. For example, the Berserker is terrible at ranged combat but is an amazing melee fighter. While it's possible to boost the Berserker's ranged combat skills, your points are better spent making him a better melee fighter. So if you keep dying, consider re-specing your skill and alignment trees to boost your character's strengths instead of trying to compensate for weaknesses.



## Berserker



### BERSERKER

#### Hit Points



#### Melee



#### Ballistic



#### Armor



#### Skills

Damage Dealing  
Dual Wield Weapons

### Attributes

- Offensive melee specialist
- Spirit: The bear
- Proficient with dual-wield swords/staves (exclusive)
- High damage output in melee
- Highest potential combo meter and growth
- Capable of four air attacks
- Low hit points
- Low damage and distance output at range
- Co-op group benefit: Combo growth

## Class Overview

The Berserker delights in the fury of close combat, forgoing defensive strategy in order to adopt all-out offense. Adopting a twin-blade fighting style and infused with the spirit of the bear, a Berserker will wade into battle for the glory of ODIN.

**Melee Tactics:** The Berserker is all about being in close, striking first and fast. Once in melee range, the Berserker needs to continue to keep moving/sliding/attacking so as not to present a static target for the enemy.

**Ranged Tactics:** The Berserker has limited combat abilities at range, so closing the distance to melee is the goal. Using ballistic-resistant armor modules and moving evasively (dive-rolling) are important.

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## NOTE

ON THE SKILL TREE DIAGRAM, THE NUMBER(S) TO THE RIGHT OF EACH SKILL REPRESENT THE MAX LEVEL OF EACH SKILL/THE MINIMUM LEVEL REQUIRED TO INVEST IN NEXT SKILL(S).

## NOTE

THE MAXIMUM LEVEL OF A SKILL CAN BE INCREASED BY EQUIPPING MASTERY RUNES. SO IF YOU'VE MAXED OUT A SKILL AT LEVEL 10, A MASTERY RUNE ASSOCIATED WITH THAT SKILL ALLOWS YOU TO OVERCAP, TAKING IT TO LEVEL 11 OR HIGHER. OVERCAPPED LEVELS AND THEIR ASSOCIATED BONUSES ARE NOT COVERED IN THIS CHAPTER. HOWEVER, THE BASE INCREMENT VALUE OF THE SKILL IS APPLIED WHEN OVERCAPPING.

## Skill Point Allocation

As with any of the classes, the way you allocate skill points to the Berserker largely depends on your style of play—there is no correct or best path. So browse through the following skills and search for the set that you feel most comfortable with. First of all, remember that the first nodes on the left, center, and right branches can be upgraded regardless of which path you choose. This allows you to allocate skill points to The Bear's Boiling Blood, Onslaught of Claws, and Brutality. All three of these skills are beneficial to your character, so consider making an investment to each. It's not until you get down to the spider level that you need to make your branching decision. For beginners, the left or right branch makes the most sense, boosting your character's speed or damage capabilities, respectively. The center branch is great if you're playing a supporting role in co-op battles, but it doesn't offer the power of the other branches, putting your Berserker at a slight disadvantage when playing through the campaign on your own.

## Berserker Skill Tree



## Root Skills

## A Capacity for Rage



- Requirement: None
- Group skill
- Level 1–9: Increases combo meter growth rate.
- Level 10: Increases maximum combo level.
- Minimum Advancement Level: 6

**Skill Notes:** This is a worthwhile (and requisite) skill for the Berserker, especially if you take it all the way to level 10. Boosting the combo growth rate is always welcome, allowing you to quickly fill your combo meter—and because this is a group skill, during co-op play your friend benefits from this too. Increasing the maximum combo level (by reaching level 10) gives the Berserker a tremendous advantage, particularly when it comes to unleashing strings of Ruiners or

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	11%
2	22%
3	33%
4	44%
5	55%
6	66%
7	77%
8	88%
9	99%
10	110%



initiating back-to-back battle cries. While operating at combo level 4, the Berserker also does more damage with Ruiners. At the very least, you must invest six skill points here before you can access the left, center, or right branch. But even as you move on to other skills, make an effort to max out this skill as you level up.

### Hunger of the Bear



- Requirement: None
- Exclusive to human alignment
- Ruiner: Press (RB) to activate.
- At combo levels 2-5, Baldur summons the Berserker's bear spirit, shredding all enemies in its range.
- Ruiners require one combo level to activate.
- Higher levels activate more powerful Ruiners.
- Level Bonus: Increases radius.

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%

**Skill Notes:** This skill appears on the skill tree when you align your Berserker as human—the skill is not available if the cybernetic alignment is chosen. Due to the Berserker's low hit points, Ruiners are an absolute lifesaver when you're surrounded by hordes of unrelenting enemies. But this skill doesn't increase the damage

of a Ruiner, nor does it decrease its cost. It only increases the radius of the attack, expanding the attack to more distant enemies with each increased level. Investing in this skill is useful if you're constantly using Ruiners to wipe out large swaths of enemies. But if you're successful with your melee attacks, stay on the move, and avoid getting surrounded, you might be better off saving your skill points for something else farther down the skill tree.

### Left Branch: Speed

#### The Bear's Boiling Blood



- Requirement: A Capacity for Rage level 6
- Increases attack speed as your combo hit counter grows.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** Regardless of which branch you wish to ultimately take, always invest some skill points here. The Berserker is all about speed, so take advantage of any opportunity you have to increase attack speed. But you must maintain a high hit count to take full advantage of this skill. String together as many attacks as possible (preferably through slides) and stay in contact with the enemy to prevent the hit counter from resetting to zero. The higher the hit counter climbs, the faster the Berserker's attack speed becomes. If you wish to continue along the left branch

of the skill tree, you must invest a minimum of six skill points here before moving on to Loki's Kiss.

### Loki's Kiss



- Requirement: The Bear's Boiling Blood level 6
- Spider Ability: Press Y to activate.
- Searches out nearby enemies to stick a bomb onto; the bomb then detonates.
- Level Bonus: Increases damage.
- Minimum Advancement Level: 4

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This spider skill is extremely effective when it comes to clearing out large clusters of enemies, useful when you're overwhelmed or surrounded. Once activated, the spider attaches itself to a nearby enemy and explodes—the effect is similar to a low-level Ruiner. At higher levels, the spider inflicts more damage. Just be careful when you deploy this spider—if it's activated too far away from enemies, it may not reach them in time to attach itself and detonate, self-destructing once its energy meter is depleted. Therefore, consider setting it free when you're in close combat or when you need to create some breathing room and don't have the combo level necessary to initiate a Ruiner.

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### Swift of Claw

- Requirement: Loki's Kiss level 4
- Battle Cry: Press **X** to activate.
- Group Skill: Increases melee attack speed while activated.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases speed and duration.
- Minimum Advancement Level: 6



#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** Along with Shield Biter, this is one of the Berserker's most effective battle cries, increasing attack speed for the Berserker and a co-op companion. When this battle cry is used in conjunction with The Bear's Boiling Blood (higher up on this branch) and dual-wield swords or staves, your Berserker becomes a blindingly fast whirlwind of death. This is useful when engaging large swarms of melee goblins or undead regulars, allowing you to slide around from target to target, preventing the enemies from congregating around you. It's also useful when making airborne-based attacks against juggled enemies, maximizing the amount of hits you can score before you return to the ground. For best results, activate this battle cry at combo level 3 or 4 (if you maxed out A Capacity for Rage) to extend the duration of the effect.

### Unrelenting Blades



- Requirement: Swift of Claw level 6
- Increases dual-wield weapon attack speed
- Minimum Advancement Level: 8

**Skill Notes:** The Berserker is most effective with dual-wield swords or staves, so increasing the attack speed of these weapons is always an attractive option. Plus, this skill builds on the two requisite attack speed-based nodes (The Bear's Boiling Blood and Swift of Claw) in this branch, allowing you to further crank up the Berserker's already impressive attack speed. If you choose the left branch, make a concerted effort to max out this skill as quickly as possible. However, it only benefits your character if dual-wield weapons are equipped. So stock up on dual-wield swords and staves, otherwise this skill is worthless.

#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

### Center Branch: Advanced Combat Tactics

#### Onslaught of Claws



- Requirement: A Capacity for Rage level 6
- Increases fierce attack speed.
- Minimum Advancement Level: 6

#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Since the Berserker isn't particularly skilled with ballistic weaponry, fierce attacks are a great alternative when it comes to ranged combat. This skill increases the speed at which a fierce attack is launched, allowing the Berserker to quickly engage targets at range then return to melee combat. Use these quick fierce attacks against polarities during chaotic fights. For the Berserker, launching a fierce attack is often faster than drawing a pistol or rifle to engage these volatile enemies. Fierce attacks are also effective against the more durable enemies like dark elves and

undead Wolf Troopers, knocking them down on contact. This is a good way to control crowds, ensuring they don't surround you all at once.

#### Ankle Biter



- Requirement: Onslaught of Claws level 6.
- Spider Ability: Press **Y** to activate.
- Deploys a turret that slows enemies hit by its fire.
- Level Bonus: Increases damage and snare duration.
- Minimum Advancement Level: 4



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** When deployed, this turret holds the position where you activated it and opens fire on all enemy units within range. Targets hit by the spider's turret are slightly damaged and afflicted by a snared status effect, temporarily slowing their movement and attack speeds for several seconds. This is one of the most effective spider abilities available to the Berserker, ideal for controlling large crowds of enemies. It can also be a lifesaver if you're surrounded, slowing the hostiles around you while you retreat to a safe distance. The spider causes more damage and is deployed

for longer durations with each skill point invested here, so consider maxing this skill out if this sort of tactic matches your style of play.

## Engulfing Rage



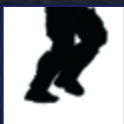
- Requirement: Ankle Biter level 4
- Battle Cry: Press **X** to activate.
- Group Skill: Increases movement speed and adds knockback to all attacks while activated.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases speed and duration.
- Minimum Advancement Level: 6

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** In addition to increasing the Berserker's general movement speed, this skill also knocks down enemy units hit by melee or ranged attacks. It's a group skill, so the same characteristics are imparted on your teammate during co-op play. The knockback capability of this battle cry is another crowd-control tool, perfect for quickly knocking large swarms of enemies off their feet, buying you time to get away or slide to the next target. This is particularly useful when engaging large groups of dark elf regulars or undead Wolf Troopers. But take notice; knockback merely causes enemy units to fall backward, prompting them to stand back up. It does not launch them into the air in the way a juggle attack does.

## Weapon Recovery



- Requirement: Engulfing Rage level 6
- Increases slide attack speed.
- Minimum Advancement Level: 8

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** Slide attacks are the mainstay of the Berserker's offense, making this skill a no-brainer when it comes time to invest your skill points in the center branch. However, it takes some heavy investment in this skill before you'll notice much of a difference in your character's slide speed. This shouldn't pose too much of a problem if you're going after the Spirit of Fenrir at the bottom of the tree, as you'll need to attain level 8 before you can move on to the last skill. Consider augmenting this skill by equipping runes that also improve slide-attack speed.

## Right Branch: Damage

## Brutality

- Requirement: A Capacity of Rage level 6
- Increases bonus damage on the next attack.
- Minimum Advancement Level: 6



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%



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**Skill Notes:** This is a crafty little skill worth investing in regardless of which path you ultimately choose. Each level increases the chance of channeling incoming damage back out to your next target as bonus damage—the bonus damage is added to the damage caused by your equipped weapon. At lower levels, the chance of redirecting damage is minimal. But if you max out this skill, you have a 50 percent chance of redirecting the damage of every hit you take. Not only does this help you survive crowded melee fights, but it's also a good way to dish out some extra damage.

### Sleep-Storm of Steel

- Requirement: Brutality level 6
- Spider Ability: Press **Y** to activate.
- Deploys a mine that explodes upon contact.
- Level Bonus: Increases damage and radius.
- Minimum Advancement Level: 4



SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Unlike the spider provided by Loki's Kiss, this one is more passive, acting as a proximity mine that explodes whenever an enemy unit gets near it. However, this mine causes much more damage, especially at higher levels. Pay close attention to where you deploy this spider, as it's dropped wherever you're currently standing and will remain there until it explodes or until its energy meter is depleted. Consider dropping it in the path of an advancing troll or a dark elf leader. But it's most useful to clear away

large groups of enemies when you're surrounded—drop the spider and retreat as your enemies fly in all directions.

### Shield Biter



- Requirement: Sleep-Storm of Steel level 4
- Battle Cry: Press **X** to activate.
- Group Skill: Increases melee attack damage while activated.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases damage and duration.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This is the most devastating battle cry available to the Berserker, which makes a strong case for choosing the right branch of the skill tree. Not only does this increase your melee weapon's damage, but as a group skill, it enhances your buddy's weapon during co-op play. If you choose the right path, max this skill out to attain a 50 percent damage bonus while the battle cry is active. This battle cry is invaluable in numerous situations, particularly when engaging durable enemies like dark elf leaders, necromancers, and bosses. For

best results, deploy it when your combo meter is full to optimize the battle cry's duration. With damage this devastating, who needs Ruiners?

### Warrior of the Twinned-Claw



- Requirement: Shield Biter level 6
- Increases dual-wield weapon damage.
- Minimum Advancement Level: 8

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** Not to be confused with the Unrelenting Blades skill on the left branch, this skill augments the damage caused by dual-wield swords and staves. Once again, if damage is your goal, this is another awesome reason to choose the right branch. But you'll want to max out this skill to get the most out of it—level 10 provides a permanent 30 percent damage modifier to your dual-wield melee weapons. As with the Unrelenting Blades, this skill only benefits your character if dual-wield weapons are equipped. So toss aside those two-handed swords, staves, and, hammers. With the 30

percent damage modifier and the Berserker's natural speed, you can usually outperform those heavier weapons.



## Skill Tree Terminus

### Spirit of Fenrir



- Requirement: Unrelenting Blades, Weapon Recovery, or Warrior of the Twinned-Claw level 8
- Sentient Power: Click left and right control sticks simultaneously.
- Gain massive amounts of combo meter by unleashing the power of Fenrir to attack all nearby enemies.
- Level Bonus: Increases duration.

### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Deploying Fenrir is like conjuring a second Berserker. The sentient sword attacks on its own, choosing its own targets. Reserve this ability for when crowds get too big to control on your own—but don't wait until you're completely overwhelmed. For the Berserker, Fenrir can also serve as a ranged weapon, ideal for countering polarities or enemies with long-range attacks. Send it after distant dark elf snipers, dark elf leaders, or wraiths.

## Alignment Considerations

### NOTE

FOR COMPLETE DIAGRAMS AND INFO ON THE HUMAN AND CYBERNETIC ALIGNMENT TREES, FLIP AHEAD TO THE "ALIGNMENT" SECTION OF THIS CHAPTER.

### Human



Human alignment is strongly advised for the Berserker because it allows you to build attack speed and increase the maximum combo level. Invest heavily in Hero's Heart to increase the Berserker's attack speed. When combined with The Bear's Boiling Blood and/or Swift of Claw, this skill turns the Berserker into a blur of whirling swords and slide attacks. Work your way down the right path of this tree to max out Quick to Anger. This gives the Berserker another combo level, bringing the total to 5 if you maxed out A Capacity for Rage. At combo level 5, the Berserker can unleash some absolutely brutal Ruiners as well as initiate some long-lasting battle cries.

### Cybernetic



Although not quite as effective as human alignment, the cybernetic tree offers plenty of damage-based incentives for the Berserker. Augmented Musculature and Enhanced Mobility Actuators play well to the Berserker's strengths in high hit count and fast-paced melee combat. Beyond those root skills, lightly invest in the right branch to boost melee-based skills. Hardened Carbotanium Chassis at the bottom of the tree is another beneficial skill, increasing the armor rating of each equipped piece. It's expensive to reach this skill, but it's well worth it, especially if you've already maxed out other core skills on the skill tree.

## Anti-Monster Tactics

### Goblins

**Melee Goblins:** Line them up and slide through them like a hot knife through butter.

**Assault Goblins/Goblin Leaders:** Evasively advance, then slide-juggle to commence air combat attacks.

### Trolls

**Melee Trolls:** Advance evasively, then jump and air-slide with a Finisher attack on impact, destroying chest armor. Fierce strike its legs to reduce mobility, then run behind and mount and kill the troll.

**Assault Trolls:** Use the same tactics as for the melee troll, but destroy its back-mounted ammunition drum before attempting the mount.

### Dark Elves

**Dark Elf Regulars/Assault Units:** Evasively advance, then slide-juggle to commence air combat attacks; execute aFinishers on landing.

**Dark Elf Snipers:** Evasively advance, then slide-juggle to commence air combat attacks.

**Dark Elf Leaders:** Evasively advance, then slide and initiate a Ruiner on contact. Circle-strafe while slashing and dive-rolling to evade shockwave attacks.

### Undead

**Undead Regulars/Wolf Troopers:** Advance to melee while shooting, then begin juggling the undead. To gain room to maneuver, use a fierce attack to knock down enemies and soften their assault. Continue launching enemies into the air, where you can take them one on one. When there are just too many of them, use a Ruiner.

**Ghouls:** Advance to ballistic range and lock on to the priority target, then commence a fighting withdrawal with guns blazing. If it looks like the target is

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going to explode within range, execute a well-timed dive roll upon detonation or set off a Ruiner.

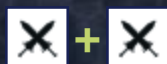
**Wraiths:** Hold your fire! Charge the enemy to melee and then slide-juggle to commence air combat on the creature until it is dead. A juggled wraith can not be shot without explosive consequences.

**Necromancer:** Advance on the necromancer and its support elements and engage the troops at range while continuing to melee range in an attempt to open a hole in the defensive line to strike at the necromancer itself. When a clear line of sight to the necromancer opens up, begin hitting it with pistol attacks and continue to close in, then execute an air-slide attack on the target, hitting it with a Finisher on impact—pay close attention to incoming enemy reinforcements and the recently resurrected corpses. Also, be prepared to dive-roll to avoid taking damage from the necromancer's radius attack. If overrun by undead units, begin to juggle and shoot them in the air while falling back. If there are too many or if your health is diminishing fast, then execute a Ruiner and resume the ranged attacks on the necromancer until it is vanquished. Be sure to dive-roll away from a dying necromancer as it unleashes a massive burst of Nidhogg.

## Berserker Co-op Comrades

If you want to play co-op as the Berserker, here's some pairing advice to help make the most of your online battles.

### Berserker



Tackling the game with another Berserker can be

fun, but you'll want to coordinate your skill tree upgrades to provide a greater balance. Consider focusing your skill upgrades on the left branch for greater speed enhancements while your friend upgrades with damage-based skills on the right branch. Instead of wasting your combo meters on Ruiners, utilize battle cries to take advantage of the group skills. Simultaneous Swift of Claw and Shield Biter battle cries are absolutely devastating.

### Bio Engineer



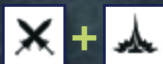
The Bio Engineer is always a good companion to have, regardless of class. But as the Berserker in this pair, you have your work cut out for you. The Bio Engineer isn't proficient in melee or ranged combat, so expect to handle most of the heavy lifting, sliding to engage targets at the front line while your health-regenerating friend holds back and provides support. After each engagement take a time-out to completely heal before proceeding.

### Champion



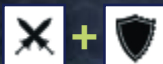
Given the Champion's unparalleled versatility, you can approach this pairing in several different ways. One of the most satisfying methods is to attack the hordes of monsters on two levels with the Berserker clearing the floor and juggling enemies while the Champion takes to the sky. The Champion has amazing hang time, so continually hit enemies with juggle attacks to serve them up to your airborne friend. Don't forget to initiate your battle cries to give the Champion a tactical edge.

### Commando



This is the most natural pairing for the Berserker, allowing both classes to compensate for the other's weaknesses. The Commando is abysmal when it comes to melee combat, so it's up to you to cover your partner and prevent him or her from being overrun by swarms of enemy units. Try to maintain a frontline/rear support battle plan, taking the fight to close range while your friend rains down grenades and ranged fire from a distance. Of all the group skills, the Commando benefits most from the Berserker's Engulfing Rage battle cry, which allows the Commando to move quickly and knock back enemies—even with ranged attacks.

### Defender



While the Defender isn't the strongest melee fighter, the ability to withstand heavy damage makes him a good companion for the Berserker. Use the Defender to tank on large swarms of enemies while you work the periphery as a skirmisher, sliding from one target to the next. But this pairing's weakness is ranged combat. So compensate by boosting your fierce attack abilities either through the skill tree or by equipping runes. Alternating the deployment of Fenrir is another solution to taking out enemies at long range.





## Bio Engineer



### BIO ENGINEER

#### Hit Points



#### Melee



#### Ballistic



#### Armor



#### Skills

Regeneration  
Healing

### Attributes

- Survival specialist (the healer)
- Spirit: The Valkyrie
- Proficient with two-handed melee weapons
- High hit points
- Low damage output at range
- Low damage output in melee
- Typical combo meter
- Capable of two air attacks
- Co-op group benefit: Health regeneration



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## Class Overview

A master of cybernetics as well as mundane combat, the Bio Engineer repairs damage sustained on the battlefield by increasing the health bonuses of himself and his allies, enabling them to take the fight into the heart of the enemy.

**Melee Tactics:** Although the Bio Engineer constantly regenerates personal health in combat, the rate at which it is recovered does not give him the luxury of standing fast against a horde of monsters in melee. Instead the Bio Engineer needs to gauge each encounter wisely, knowing when to make a tactical withdrawal. When the Bio Engineer is overrun and overwhelmed in melee, put the hammer to good use and juggle multiple enemies at a time into the air to facilitate escape, and when all else fails, a well-executed Ruiner not only wipes out the enemies but replenishes lost health at the same time!

**Ranged Tactics:** The Bio Engineer operative is a rare class choice among the Aesir, with select skills, implants, and technology that allow him to instantly heal his battle brothers in the heat of combat where that benefit is needed most. Keeping this in mind, the Bio Engineer needs to engage enemies quickly as they come into effective range and then continue to deliver damage and fall back as much as possible.



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## NOTE

ON THE SKILL TREE DIAGRAM, THE NUMBER(S) TO THE RIGHT OF EACH SKILL REPRESENT THE MAX LEVEL OF EACH SKILL/ THE MINIMUM LEVEL REQUIRED TO INVEST IN NEXT SKILL(S).

## Skill Point Allocation

The extreme challenge of playing through the campaign with the Bio Engineer is due to the class's mediocre melee and ballistic capabilities. Therefore you must pay close attention to allocating your skill points. First and foremost, max out the first skill on the tree: Idunn's Touch is the Bio Engineer's key skill; it's capable of slowly regenerating health, something no other class can do. Next, select a branch of the tree based on what kind of role you wish to perform. The left branch is mostly filled with support-based skills, useful during co-op play but less significant during the solo campaign. The center branch's skills are focused mostly on health and defensive bonuses—a great choice in any situation. Finally, the right branch's skills are useful for bulking up the Bio Engineer's melee skills while retaining some health-based bonuses.

The most comprehensive of these branches is the center one, thanks in large part to powerful skills like the Ward of the Norns and Cellular Rebonding. Plus, Warrior of the Battle-Oar addresses the Bio Engineer's weak melee capabilities by boosting the damage of two-handed weapons—a weapon type the class is already proficient in. So if you're in doubt, drop your skill points down the center line.

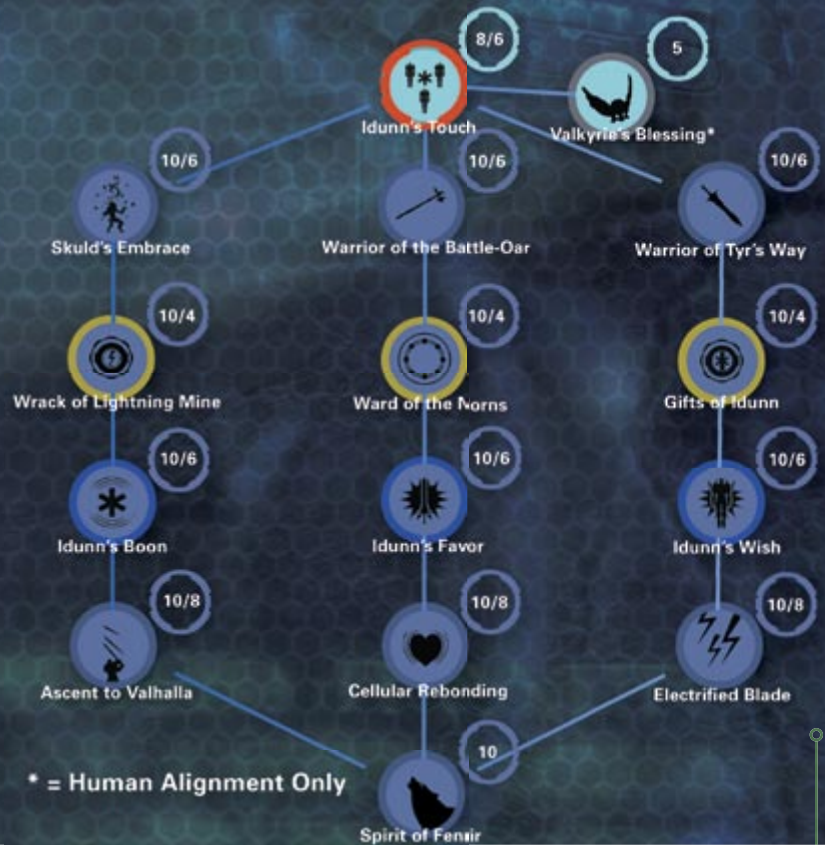
## Root Skills

## Idunn's Touch

- Requirement: None
- Group Skill:  
Increases health regeneration over time.
- Minimum Advancement Level: 6



## Bio Engineer Skill Tree



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	.1%
2	.2%
3	.3%
4	.4%
5	.5%
6	.6%
7	.7%
8	.8%

**Skill Notes:** Health regeneration is the Bio Engineer's marquee skill, slowly replenishing his health (and the health of a co-op partner) over time, visually represented by shimmering icons flowing up from the character. Even at higher levels, health regeneration is slow, so don't wade into battle expecting invincibility. The rate at which enemies dish out damage far exceeds the skill's ability to keep up. During melee combat keep an eye on your health meter

and withdraw if necessary to heal, using ranged attacks to keep your enemies at bay. Healing automatically begins as soon as the Bio Engineer is injured—you don't have to do anything. This skill is extremely beneficial during co-op play because it's shared with your comrade. So whether you're playing on your own or with a friend, max out this skill as quickly as possible to get the most out of it.



### Valkyrie's Blessing



- Requirement: None
- Exclusive to human alignment
- Ruiner: Press (RB) to activate.
- At higher combo levels (2+), Baldur summons a Valkyrie to his side and unleashes her vengeful spirit to siphon his enemies' health to restore his own.
- Ruiners require one combo level to activate.
- Higher levels activate more powerful Ruiners.
- Level Bonus: Increases radius.

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%

**Skill Notes:** If the human alignment is chosen, this skill appears on the skill tree next to Idunn's Touch. Adding points to this skill gives you the ability to unleash a unique Ruiner that not only wipes out large groups of enemies but also replenishes your health. The Valkyrie spirit only appears when the Ruiner is triggered at combo level 3 or

higher, so stock up your combo meter to take advantage of this skill. Drop at least one skill point here to gain access to this powerful Ruiner. Upgrading the skill beyond level 1 increases the radius of the Ruiner, which can be helpful but isn't critical.

### Left Branch: Support

#### Skuld's Embrace



- Requirement: Idunn's Touch level 6
- Increases the chance that enemies hit by your attacks will turn on their allies.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** Although the chance of charming an enemy is quite small, this is still a very effective skill when engaging large swarms of hostile units. Even getting one enemy to turn on its comrades is enough to turn the chaos of a battle in your favor, drawing enemies away from you and toward the charmed unit. Given the low probability of implementing this effect, it's nearly impossible to target specific enemies you want to turn. But the effect is well worth it, especially if you manage to charm an assault goblin or dark elf sniper. Don't worry about accidentally killing a charmed enemy.

While charmed, an enemy can't be targeted with ranged or melee weapons. But the effect will eventually wear off, so keep an eye on these units and be ready to take them down when they come to their senses.

### Wrack of Lightning Mine



- Requirement: Skuld's Embrace level 6
- Spider Ability: Press (Y) to activate.
- Deploys an EMP mine capable of disabling machine foes for a period of time.
- Level Bonus: Increases damage and radius.
- Minimum Advancement Level: 4

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This is the only offensively oriented spider capability available to the Bio Engineer, useful for damaging and disabling enemies (including undead) within a radius. As with all mines, this one is dropped wherever you deploy the spider and is detonated by the first enemy that gets near it. For best results, deploy this spider in crowds during melee combat, causing the mine to detonate immediately and temporarily disable the surrounding enemies. This is a good method for escaping a dangerous situation, allowing you to back off, heal, and engage at range before resuming melee combat.

#### Idunn's Boon



- Requirement: Wrack of Lightning Mine level 4
- Battle Cry: Press (X) to activate.
- Group Skill: Immediately performs a minor heal and clears negative effects.
- Requires combo meter to activate.
- Level Bonus: Increases heal amount.
- Minimum Advancement Level: 6

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BALDUR'S PATH: THE CLASSES

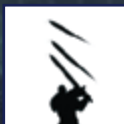
**SKILL LEVELS AND BONUSES**

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** If you or a co-op buddy needs an instant health boost, this battle cry is an absolute lifesaver. While it doesn't result in complete recovery, the health provided is usually enough for you to stay alive until you can retreat and begin healing on your own—invest more skill points into this skill to increase the amount of health provided. This skill also clears negative effects inflicted by polarities, instantly stopping the lingering damage caused by poison, lightning, fire, etc. If you choose the left branch, max out this skill, as it's one of the most useful to you and your friend. During co-op play, make sure your comrade knows you have this skill so you can offer immediate medical assistance upon request.

**Ascent to Valhalla**

- Requirement: Idunn's Boon level 6
- Increases juggle attack launch height.
- Minimum Advancement Level: 8

**SKILL LEVELS AND BONUSES**

LEVEL	BONUS
1	2%
2	4%
3	6%
4	8%
5	10%
6	12%
7	14%
8	16%
9	18%
10	20%

**Skill Notes:** The Bio Engineer is far from being a master of aerial combat. However, you can use this skill to serve targets to your more adept airborne friends. This is particularly useful when playing co-op with a Champion or Berserker, as they have the hang time necessary to score multiple melee hits on airborne targets. If playing on your own, juggle your target, jump up to score a couple of melee hits, then when you land, attack with a rifle, cannon, or pistols to keep the enemy unit in the air to extend your hit counter streak. However, solo players may find Cellular Rebonding (center branch) or Electrified Blade (right branch) to be better alternatives.

**Center Branch: Healer****Warrior of the Battle-Oar**

- Requirement: Idunn's Touch level 6
- Increases two-handed weapon damage.
- Minimum Advancement Level: 6

**SKILL LEVELS AND BONUSES**

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** Since the Bio Engineer is proficient with all two-handed weapons, this skill is an easy sell, regardless of which branch you choose. By maxing out this skill you can boost the damage caused by your two-handed weapons by 30 percent. Further augment this bonus by equipping damage-based runes to your weapons or armor. On their own, two-handed weapons are the most powerful implements available. Adding damage modifiers like this makes them even more devastating, allowing the Bio Engineer to dish out some serious damage in melee combat.

**Ward of the Norns**

- Requirement: Warrior of the Battle-Oar level 6
- Spider Ability: Press Y to activate.
- Deploys a protective shield that absorbs damage.
- Level Bonus: Increases deployment duration.
- Minimum Advancement Level: 4

**SKILL LEVELS AND BONUSES**

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This is one of the best spider abilities available to any class, effectively making Baldur invincible for a few seconds. The shield deployed by the spider completely envelops the Bio Engineer, absorbing all incoming attacks. The shield also prevents you from getting knocked down by the blasts of incoming missiles or the shockwaves of melee trolls and dark elf leaders. However, the shield drains the spider quickly (even at level 10), so put some thought into what you want to do before activating it. On offense it's great for charging range-based units like dark elf assault units and snipers. Defensively, deploy it when surrounded by enemies during melee combat to avoid getting pummeled to



death. Overall, this is an excellent skill, which makes a very strong case for choosing the center branch.

### Idunn's Favor



- Requirement: Ward of the Norns level 4
- Battle Cry: Press **X** to activate.
- Group Skill: Performs a large delayed heal and clears negative effects.
- Requires combo meter to activate.
- Level Bonus: Increases heal amount.
- Minimum Advancement Level: 4

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This skill is similar to Idunn's Boon on the left branch, but delivers a larger health boost. However, the health is delivered at a slower speed, incrementally building up within the health meter. This requires greater monitoring of the health meter on your part so you can initiate this battle cry before it's too late. The slow build-up is a small price to pay for the amount of health gained by this battle cry—max out the skill for an even larger health boost. Because it's a group skill, the health boost and clearing of negative effects are also

granted to your co-op companion. So stay in touch and make sure your buddy knows when to ask for help.

### Cellular Rebonding



- Requirement: Idunn's Favor level 6
- Group Skill: Increases maximum hit points.
- Minimum Advancement Level: 8

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** This is another skill worthy of your hard-earned skill points. Each level attained in this skill increases your hit point total by 1 percent—take it all the way to level 10 for a 10 percent increase. While it may not seem like much, these hit point bonuses make a big difference as you reach higher levels and your maximum hit point threshold increases. This means the Bio Engineer can withstand more damage before dying. Use this bonus to stay in contact with the enemy longer before withdrawing to heal. Plus, this is another group skill, automatically extending

its benefits to your co-op comrade—the low hit point Berserker and Commando are particularly grateful for this gift.

### Right Branch: Combat Medic

#### Warrior of Tyr's Way

- Requirement: Idunn's Touch level 6
- Increases one-handed weapon damage.
- Minimum Advancement Level: 6



SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** Similar to the Warrior of the Battle-Oar skill in the center branch, this skill augments the damage value of your one-handed weapons. Before investing in either of these skills, first determine which branch you wish to take. There's no point investing skill points in both—although it is possible. If you choose the right path, dump your skill points in Warrior of Tyr's Way and limit yourself to equipping one-handed weapons. In general, one-handed weapons cause less damage than those of the two-handed variety; however, they have a greater attack speed, allowing you to score more hits in the same span of time. Experiment with both weapon types before settling on one of these two similar skills.

#### Gifts of Idunn

- Requirement: Warrior of Tyr's Way level 6
- Spider Ability: Press **Y** to activate.
- Deploys a mine that heals any allies within detonation range.
- Level Bonus: Increases heal amount.
- Minimum Advancement Level: 4



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## TOO HUMAN

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## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Here's yet another way to get a quick boost of health. Deploy this mine when close to an enemy. The blast not only damages the enemy but immediately boosts your health meter, potentially saving you from watching a Valkyrie retrieve your body. Although this spider ability isn't an official group skill, it can still benefit your partner during co-op play. Just make sure your comrade is nearby when the mine is detonated—as long as you're both within the mine's blast radius, you'll both be healed. So if your teammate is getting hammered in melee combat and you have no other way to help, run up nearby and drop this mine.

## Idunn's Wish

- Requirement: Gifts of Idunn level 4
- Battle Cry: Press **X** to activate.
- Group Skill: Enhances resistance, clears negative effects, and enhances offensive stats.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases bonus and duration.
- Minimum Advancement Level: 6



**Skill Notes:** If you're looking for an offensive boost through a battle cry, this is as good as it gets for the Bio Engineer. Idunn's Wish is a general buff that enhances several stats, including all resistances and offensive-based values. It also clears negative effects dealt by polarities. The general purpose-nature of this skill makes it useful in numerous offensive situations, boosting your attack capabilities while enhancing your ability to sustain various types of damage. It's a group skill, so the same bonuses are granted to your teammate during co-op play.

## Electrified Blade



- Requirement: Idunn's Wish level 6
- Increases the chance of inflicting lightning damage during melee attacks.
- Minimum Advancement Level: 8

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** Rounding out this melee-based branch is this skill, which gives you the chance of causing lightning damage. As with Skuld's Embrace on the left branch, the probability of inflicting lightning damage is slight, even at the highest levels. But it's better than nothing. You'll know when lightning damage takes root by the blue bolts surrounding your target. Just as when you're struck by a lightning-based polarity, the lightning damage drains the target's health meter for several seconds. This often proves fatal to weak enemies like melee goblins and undead regulars.

## Skill Tree Terminus

## Spirit of Fenrir



- Requirement: Ascent to Valhalla, Cellular Rebonding, or Electrified Blade level 8
- Sentient Power: Click left and right control sticks simultaneously.
- Gain massive amounts of combo meter by unleashing the power of Fenrir to attack all nearby enemies.
- Level Bonus: Increases duration.



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## BALDUR'S PATH: THE CLASSES

**Skill Notes:** If you're playing solo or serving as your team's primary melee combatant, Fenrir is always a great help in any combat situation. For the Bio Engineer, the sentient weapon can occupy enemies during close-quarter scrums, allowing you to escape and heal whenever your health meter gets too low. Fenrir is also a good way to enhance your ranged combat options—open fire from long range while Fenrir charges in and takes the fight to close range. No matter how you deploy Fenrir, this skill is integral to boosting the Bio Engineer's somewhat weak combat capabilities. Spare no skill points to max it out, increasing the duration of Fenrir's deployment.

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

hitting it with a fierce attack on impact. Reduce the troll's mobility by destroying its leg armor with ranged or fierce attacks, then run behind and mount it for the quick kill.

**Assault Trolls:** The tactics are the same as for the melee troll, but destroy the troll's back-mounted ammunition drum before attempting the mount.

### Dark Elves

**Dark Elf Regulars:** Advance to effective range and begin firing guns and falling back evasively as the dark elves advance to melee. Slide-juggle to launch targets, then shoot them while they're in the air. Fall back and repeat as necessary. Dark elves are extremely resilient and very dangerous in melee; the Bio Engineer cannot dispatch them as quickly as other Aesir operatives can, so expect skirmishes to be long and drawn out. When needed, execute a Ruiner to deliver some heavy damage and recover personal health to survive the battle.

**Dark Elf Assault Units:** Advance while evading incoming fire (dive-roll as necessary) and open fire on the units. Continue shooting until the distance is closed to melee, then slide-juggle to launch the enemy. Shoot or jump and use an air-slide attack while your foe is in the air; continue until the support squad is destroyed. Dark elf assault units are durable and strong even in melee, so if dispatching them takes longer then anticipated and the Bio Engineer is suddenly overrun by a horde of dark elves, execute a Ruiner to clear out the wounded and revitalize the Aesir.

**Dark Elf Snipers:** Evade and return fire while advancing, then slide-juggle to send the sniper flying into the air. Finish it off with aerial melee strikes or remain on the ground and light it up with ranged fire while it dances in the air.

**Dark Elf Leaders:** Open fire while advancing to melee range, sidestepping to avoid incoming arrows. At close range, dive-roll to evade the leader's shockwave attacks while countering with ranged or melee weapons.

## Alignment Considerations

### Human



A human Bio Engineer can be molded into an effective melee or ranged-based warrior largely depending on what role you're filling. If playing on your own, focus on boosting your melee skills by maxing out Hero's Heart and dropping a few more points in the skills of the right branch. But if playing a supporting role during co-op, consider boosting your ranged combat skills by investing in the left branch. Whatever branch you take, take advantage of Quick to Anger at the bottom of the tree to boost your combo meter.

### Cybernetic



Cybernetic alignment is well-suited to a Bio Engineer who's playing a supporting role during co-op play. Not only does it give you access to cannons, but you can greatly augment their effectiveness with skills like Retooled Munitions Dispenser, Ballistic Telemetry Feedback, and Terminal Ballistics Analysis. If you invest in these skills, your cannon or rifle is far more effective, allowing you to lay down heavy fire from the rear while your teammate conducts melee.

## Anti-Monster Tactics

### Goblins

**Melee Goblins:** Advance while firing on targets and then slide-attack into melee range. Use a combination of juggle and ranged attacks to shoot targets in the air. Standard slide attacks are also sufficient to destroy these machines.

**Assault Goblins:** Evasively advance to melee, firing on the nearest assault goblin, then slide-juggle to shoot it in the air or jump and use an air-slide attack.

**Goblin Leaders:** Advance while firing on the leader until in melee range, then use a slide-juggle attack. Shoot the leader while it's in the air or jump and do an air-slide attack. Fall back if necessary to gain space and then repeat.

### Trolls

**Melee Trolls:** Shoot at the troll while advancing, dive-rolling as necessary to evade hammer shockwaves. When within range, jump and air-slide into the troll's chest armor,



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## Undead

**Undead Regulars/Wolf Troopers:** Hold your ground and open fire. As soon as the horde is in range, hit them with laser fire and continue to fall back while shooting. When overrun by undead, juggle and shoot them in the air while falling back. If there are too many enemy units or if your health is disappearing, execute a Ruiner to destroy/clear out the enemy, buying you time to escape and heal.

**Ghouls:** Hold your ground, but begin to fall back as soon as the ghoul is in

ballistic range. Hit it with gunfire and continue to fall back while shooting. If it looks like the target is going to explode, execute a well-timed dive roll to avoid taking damage.

**Wraiths:** Hold your fire! Charge the enemy to melee and then slide-juggle to launch it. A juggled wraith can not be shot without explosive consequences.

**Necromancer:** Advance on the necromancer and its support elements and engage the troops at range while continuing to melee range in an attempt to open a hole in the defensive line to strike at the necromancer itself. When a clear line of sight to the necromancer opens up, begin hitting it with ranged attacks. You may be able to stay outside the range of the necromancer's radius attack, but be ready to dive-roll anyway. Keep firing but pay close attention to incoming enemy reinforcements and the recently resurrected corpses. If overrun by undead units, begin to juggle and shoot them in the air while falling back. If there are too many or if your health is diminishing fast, then execute a Ruiner and resume the ranged attacks on the necromancer until it is vanquished.

## Bio Engineer Co-op Comrades

If you want to play co-op as the Bio Engineer, here's some pairing advice to help make the most of your online battles.

### Berserker



The Bio Engineer clearly takes a backseat to the

Berserker when it comes to melee combat. So take a supportive role and operate in the background, healing and providing a base of fire. Bulk up your ranged combat capabilities in an effort to balance out the team, and consider going cybernetic to gain access to the cannons. Max out Idunn's Touch on the skill tree to boost health regeneration, and consider taking the center branch—the Berserker can definitely benefit from Idunn's Favor and Cellular Rebonding.

### Bio Engineer



Fighting off the machines and undead hordes with

two Bio Engineers isn't advisable unless you're looking for a challenge. However, there is one bright spot to this pairing. Thanks to the Idunn's Touch group skill, the Bio Engineers can regenerate each other's health at twice the normal rate. This by no means makes them invincible, but the increased regeneration rate is very noticeable. Both Bio Engineers should max out this root skill to optimize this capability, then choose divergent paths on their respective skill trees to balance out their abilities.

### Champion



In this pairing, the Champion is the most effective melee combatant, so focus on skills that benefit your teammate's melee capabilities while concentrating on ranged attacks for yourself. But make sure your teammate is in on the game plan and invests in melee-based skills on the Champion's skill tree. Given the Champion's unparalleled aerial skills, consider taking the left branch on the skill tree to access Ascent to Valhalla. This allows you to juggle enemies higher into the air, so the Champion can execute air-slide attacks above. But your primary task is healing the Champion, making Idunn's Boon and Idunn's Favor attractive options.

### Commando



The Commando has low hit points and terrible melee skills, so customize your Bio Engineer to address these weaknesses.

Consider taking the right branch on the skill tree to enhance your character's melee capabilities. However, the Commando could use the hit point-enhancing benefits of Cellular Rebonding on the center branch, too, which would also allow you to benefit from the shield provided by the Ward of the Norns. In any case, it's up to you to handle the melee combat in this pairing, so pick a path (and alignment) that best suits this role and your style of play.

### Defender



The Defender and Bio Engineer have similar melee, ballistic, and aerial capabilities. They even have similar hit point stats. However, the Defender is capable of donning heavier armor, which is more effective (and durable) in melee combat. As with the Berserker and Champion, the Bio Engineer is better off staying in the background or on the periphery, firing at enemies with ranged weapons. Use a cannon to soften up hordes of enemies while the Defender charges in to finish them off. Idunn's Favor (on the center branch) is the preferred battle cry for this pairing, allowing you keep the Defender in business at close range while you provide support from the rear.





## Champion



### CHAMPION

#### Hit Points



#### Melee



#### Ballistic



#### Armor



#### Skills

Air Combat  
Critical Strikes

### Attributes

- Air combat specialist (the balanced warrior)
- Spirit: The raven
- Proficient with one-handed weapons/pistols
- Medium hit points
- Medium damage output at range
- Medium damage output in melee
- Typical combo meter
- Capable of eight air attacks!
- Co-op group benefit: Critical strike



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## Class Overview

The Champion represents ODIN's divine force of retribution: a strong warrior able to deal out a wide variety of caustic force field and anti-gravity-based effects, increasing the combat effectiveness of his allies. One-handed weapons are the Champion's chosen tools of combat.

**Melee Tactics:** The Champion is skilled in the use of one-handed weapons and aerial combat, giving this operative great flexibility and the potential to be devastating in melee. Use juggling, air strikes, and air slides to deliver damage while evading danger. The ability to deal damage while on the move makes the Champion nearly unstoppable in close-quarter battles.

**Ranged Tactics:** Focusing on balanced combat, the Champion is specialized in pistols, making him adept at close-range shooting, engaging monsters while juggling, and advancing or falling back when necessary. Whether the Champion is firing to soften targets up before engaging them in melee or emptying magazines during a tactical withdrawal, the pistols are valuable tools.

## TIP

BECAUSE OF THE CHAMPION'S BALANCE, IT'S THE EASIEST CLASS TO PLAY AS FOR BEGINNERS. SO IF YOU'RE NEW TO THIS GAME, SELECT THE CHAMPION TO GET A FEEL FOR BOTH MELEE AND RANGED COMBAT. ONCE YOU'VE PLAYED AS THE CHAMPION, IT'S EASIER TO RECOGNIZE THE STRENGTHS AND WEAKNESSES OF THE OTHER CLASSES.





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BALDUR'S PATH: THE CLASSES

## NOTE

ON THE SKILL TREE DIAGRAM, THE NUMBER(S) TO THE RIGHT OF EACH SKILL REPRESENT THE MAX LEVEL OF EACH SKILL/THE MINIMUM LEVEL REQUIRED TO INVEST IN THE NEXT SKILL(S).

## Skill Point Allocation

The Champion's unique core skill is aerial combat, so it's best to specialize in this area, especially when playing through the campaign on your own. For the most part, this means taking the center branch, investing heavily in Asgard's Fury, Valiant's Might, and Ascent to Valhalla. However, it's also possible to build a strong aerial combatant by investing in the left branch. The One Will Rise Above battle cry and Warrior of the Blood-Eel skill are both compatible with air combat-based tactics. So the real clincher is the spider ability, a choice between the Thermal Induction Mine and Feeder of Ravens. Both are capable of clearing out large swarms of enemies, so choose the gateway skill that best suits your style of play. If you prefer ranged combat over aerial and melee, invest in the right branch to take advantage of the awesome Tree of Raining-Iron and the damage modifiers offered by Kinship of Gungnir and Stopping Power. Thanks to the Champion's strong baseline skills, it's easy to mold him into a melee or ranged specialist.

## Root Skills

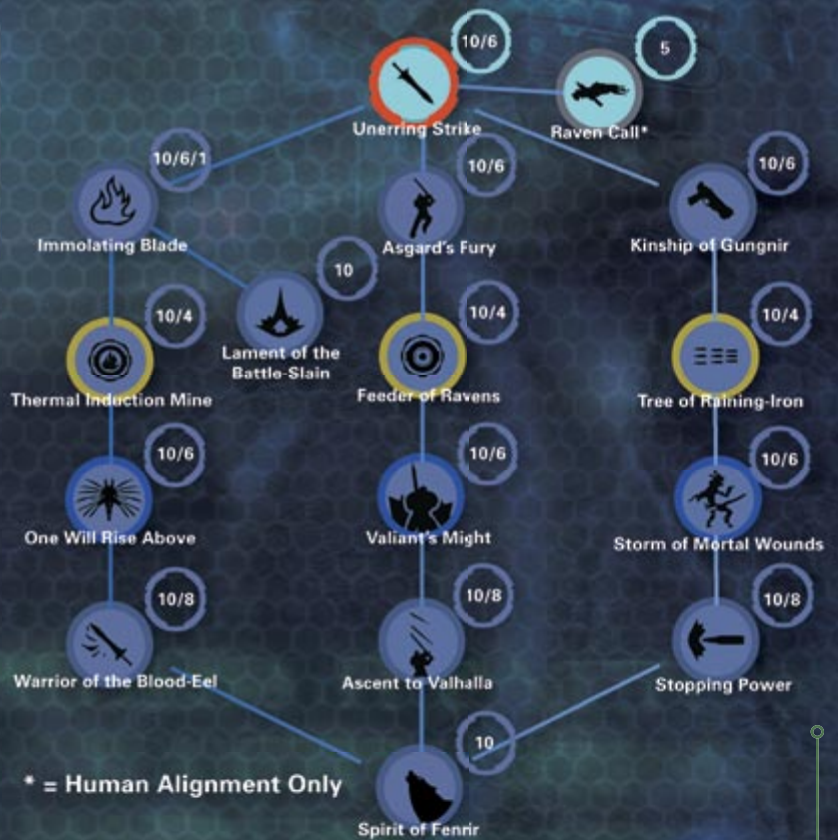
## Unerring Strike

- Requirement: None
- Group Skill: Increases the chance to inflict bonus damage through critical strikes.

- Minimum Advancement Level: 6



## Champion Skill Tree



## SKILL LEVELS AND BONUSES

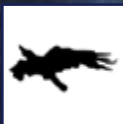
LEVEL	BONUS
1	0.5%
2	1.0%
3	1.5%
4	2.0%
5	2.5%
6	3.0%
7	3.5%
8	4.0%
9	4.5%
10	5.0%

**Skill Notes:** Critical strikes are rare-but-damaging melee attacks with the potential to kill lower-level enemies (like melee goblins) with a single hit. When a critical strike is applied, the damage of your melee weapon is doubled, making this a worthwhile skill to invest in. Dropping skill points in Unerring Strike increases the chance of scoring critical strikes during melee combat. Take it all the way to level 10 to gain a 5 percent chance of doubling your damage with each hit. Those may not seem like great odds, but at the rate the Champion

attacks you'll score enough critical strikes to make a noticeable difference. It's a group skill, so your teammate benefits from your investment during co-op play.



## Raven Call



- Requirement: None
- Exclusive to human alignment
- Ruiner: Press (RB) to activate.
- At higher combo levels (2+), Baldur's enemies are buffeted by the wings of ravens, knocking them into the air.
- Ruiners require one combo level to activate.
- Higher levels activate more powerful Ruiners.
- Level Bonus: Increases radius.

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%

of the Ruiner—damage is affected only by your character's current combo level. While increasing the radius of a Ruiner is helpful, don't worry about maxing out this skill unless Ruiners become a constant part of your close-combat repertoire. Instead, use your points to bulk up more useful skills. However, consider revisiting this skill later on as you encounter larger groups consisting of dark elves, undead Wolf Troopers, and necromancers.

## Left Branch: Melee Combat

## Immolating Blade



- Requirement: Unerring Strike level 6
- Increases the chance of inflicting fire damage during melee attacks.
- Minimum Advancement Level: 6 for Thermal Induction Mine, 1 for Lament for the Battle-Slain

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** Similar to the Bio Engineer's Electrified Blade, this skill gives your Champion the chance to inflict fire damage on enemies. Fire is a temporary status effect, slowly burning (and damaging) your target even after you've stopped engaging it. At the skill's top level, you have a 10 percent chance of inflicting fire damage with each melee strike. Because it's an upper-level node, you can invest in this skill regardless of which path you ultimately choose. So seriously consider dropping a few points here to add fire damage to the Champion's arsenal.

## Lament for the Battle-Slain



- Requirement: Immolating Blade level 1
- Increases Finisher move damage.

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** Located on a side branch off Immolating Blade, this skill significantly increases the damage caused by Finishers—you must reach level 1 of Immolating Blade before you can invest in it. The Finisher should be used frequently by the Champion during melee combat, so this skill is a no-brainer. When attacking large groups, the Champion is best off using Finishers as the last move in a two-in-one attack. Initiate a slide toward an enemy, then prime the Finisher before making contact. So build up this skill to augment the amount of damage you can do with the already-devastating two-in-one attacks.

## Thermal Induction Mine

- Requirement: Immolating Blade level 6
- Spider Ability: Press Y to activate.
- Deploys a mine that explodes upon contact, inflicting fire damage.
- Level Bonus: Increases damage and radius.
- Minimum Advancement Level: 4



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

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**Skill Notes:** This is a truly devastating spider ability, particularly at higher levels. If you choose this branch, max out this skill and deploy it frequently during close-quarter melee fights. Not only does this mine explode, but it inflicts fire damage on all targets within its blast radius. Reserve it for situations when you're surrounded by tough enemies like dark elf regulars or undead Wolf Troopers. While the blast may not be enough to kill these durable units, the residual fire damage softens them up, making them easier to dispatch with melee or ranged attacks. Setting off this mine is also a great way to disperse enemies, allowing you to retreat to a safer distance and resume slide attacks.

### One Will Rise Above

- Requirement: Thermal Induction Mine level 4
- Battle Cry: Press  to activate.
- Group Skill: All air-based melee attack damage increases while this is activated.
- Requires combo meter to activate; higher levels extend duration.
- Level Bonus: Increases damage and duration.
- Minimum Advancement Level: 6



SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This battle cry greatly enhances the Champion's ability to score heavy damage during aerial combat. If aerial combat is your thing (and it should be if you're playing as the Champion), max out this skill to increase your air melee damage by as much as 50 percent. Initiate this battle cry when facing tough

enemies that require multiple melee strikes to take down. Juggle enemies like goblin leaders, dark elf regulars, and undead Wolf Troopers, then jump up and use this battle cry to quickly finish them off in the air. Like all battle cries, this is a group skill, giving your co-op teammate the same damage bonus. This is very useful when playing with another Champion or a Berserker—just make sure your partner knows about it.

### Warrior of the Blood-Eel



- Requirement: One Will Rise Above level 6
- Increases sword weapon damage.
- Minimum Advancement Level: 8

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** This basic (but useful) skill applies a damage modifier to all swords. If you've chosen the left branch, don't hesitate to level up this skill all the way to level 10 to take advantage of the 30 percent damage modifier. This is extremely beneficial whether you're using one-handed or two-handed swords. But make sure you always are using a sword, otherwise this skill is worthless. The Champion is most proficient with one-handed swords, so use this modifier to increase damage. By maxing out this skill, the damage caused by a one-handed sword can approach (and even

exceed) the damage caused by its larger two-handed counterparts.

### Center Branch: Air Combat

#### Asgard's Fury



- Requirement: Unerring Strike level 6
- Increases air melee attack damage.
- Minimum Advancement Level: 6

**Skill Notes:** Like the One Will Rise Above battle cry on the left branch, this skill increases the amount of damage caused during aerial melee combat. Since this is an upper-tier skill, you can invest in it even if you choose the left path. Therefore, you can use Asgard's Fury in conjunction with the One Will Rise Above battle cry to stack the modifiers and boost your aerial melee damage to incredible levels. So if you're a huge fan of aerial combat, this is the way to go. Max out this skill, then choose the left path to take advantage of its aerial-based battle cry.

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%



## Feeder of Ravens



- Requirement: Asgard's Fury level 6
- Spider Ability: Press **Y** to activate.
- Deploys a concussion mine that explodes upon contact, launching victims into the air.
- Level Bonus: Increases launch height.
- Minimum Advancement Level: 4

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This mine has a huge blast radius, practically launching all visible enemies into the air. Deploy this mine when within close contact of multiple enemies. Upon detonation, chase the enemies into the sky and conduct a series of air-slide attacks before they descend. If numerous enemies have been launched, there's no way the Champion can attack them all before they slam into the ground, so focus on engaging the more durable enemies. At advanced levels, this skill launches enemies higher into the air, ensuring that more damage is

dealt when they hit the ground. Overall, this is a great way to soften up large groups of enemies or to escape a deadly swarm.

## Valiant's Might



- Requirement: Feeder of Ravens level 4
- Battle Cry: Press **X** to activate.
- Group Skill: All melee attacks cause enemies to be juggled into the air while this is activated.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases duration.
- Minimum Advancement Level: 6

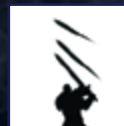
## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This battle cry is very useful when dealing with large groups of enemies, allowing you to juggle them with any melee strike. Activate this battle cry when engaging hordes, then use simple slide attacks to send enemies flying in all directions—this is a great way to serve enemies to your friend during co-op play. But it's also useful for clearing out large swaths of monsters (particularly dark elves), preventing them from crowding around you. During co-op play, your partner is also granted this skill, so consider taking to the

sky and performing aerial combat as targets are served up to you. Or simply slide around the floor and watch the enemies fill the sky like bottle rockets.

## Ascent to Valhalla



- Requirement: Valiant's Might level 6
- Increases juggle attack launch height.
- Minimum Advancement Level: 8

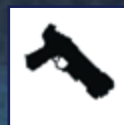
## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	2%
2	4%
3	6%
4	8%
5	10%
6	12%
7	14%
8	16%
9	18%
10	20%

**Skill Notes:** If this skill looks familiar, it's because it's identical to the one offered in the Bio Engineer's left branch. However, the Champion can make much better use of this skill due to his expert aerial capabilities. This skill also augments the Valiant's Might battle cry, sending juggled enemies higher into the air. The increased height gives the Champion more time to hit multiple targets while performing air-slide attacks. It also increases the amount of damage inflicted on each unit as it smashes into the ground—the higher they fly, the harder they fall! At the very least, take this skill to level 8 so you can proceed to the Spirit of Fenrir.

Right Branch:  
Ballistic Combat

## Kinship of Gungnir



- Requirement: Unerring Strike level 6
- Increases pistol weapon damage.
- Minimum Advancement Level: 6

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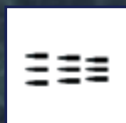
## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** The Champion's proficiency with pistols isn't readily apparent until you begin investing in this branch and subsequent skills. This skill applies a simple damage modifier to all pistols. But before investing, make sure you're comfortable with pistols. Although pistols have shorter range, cause less damage, and hold less ammo than rifles and cannons, Baldur can fire two at once, simultaneously engaging two separate targets. Plus, when centered on a single target, the pistols can quickly deplete an enemy's health meter with their rapid rate of fire. So if you prefer pistols over rifles and cannons, spare no expense while maxing out this skill.

## Tree of Raining-Iron

- Requirement: Kinship of Gungnir level 6
- Spider Ability: Press **Y** to activate.
- Deploys a chain turret capable of rapid-fire damage.
- Level Bonus: Increases damage.
- Minimum Advancement Level: 4



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** While the left and center branches offer very powerful skills for the Champion, this awesome spider ability is a tempting reason to choose the right path. Once deployed, the spider begins firing at all enemies within range, striking them with a relentless stream of slugs—stand behind the spider and assist with your pistols. Leveling up this skill increases the damage caused by each slug, making this spider an absolute killing machine, especially when deployed in front of swarms of melee goblins and undead regulars. So if you like what this spider has to offer, max out this skill and equip runes that extend the spider's duration and recharge rate.

## Storm of Mortal Wounds



- Requirement: Tree of Raining-Iron level 4
- Battle Cry: Press **X** to activate.
- Group Skill: All enemies struck are softened and exposed to critical strikes.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases duration.
- Minimum Advancement Level: 6

**Skill Notes:** This is another very powerful battle cry. It allows you to perform critical strikes with every hit, effectively doubling the damage inflicted. Use this battle cry when taking on durable enemies like dark elf leaders and necromancers. As a group skill, this is an incredibly powerful battle cry during co-op play, temporarily making your team an absolute wrecking crew. So max out this skill to extend the duration of the battle cry, and keep your combo meter full so you can activate it frequently.

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

## Stopping Power



- Requirement: Storm of Mortal Wounds level 6
- Increases slug ammunition damage.
- Minimum Advancement Level: 8

**Skill Notes:** Here's another opportunity to boost your ballistic damage. But to take advantage of this skill you must have a slug-based weapon equipped—the damage modifier is not applied to plasma- or laser-based weapons. Use this skill in conjunction with Kinship of Gungnir to boost the damage of your pistols. If you max out both of these skills, your pistols can easily exceed the damage caused by most rifles and cannons, making your Champion an extremely efficient killer at close range. Even if you're not using pistols, Stopping Power is still a worthwhile skill for any slug-based rifle or cannon.

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%



## Skill Tree Terminus

### Spirit of Fenrir



- Requirement: Warrior of the Blood-Eel, Ascent to Valhalla, or Stopping Power level 8.
- Sentient Power: Click left and right control sticks simultaneously.
- Gain massive amounts of combo meter by unleashing the power of Fenrir to attack all nearby enemies.
- Level Bonus: Increases duration.

### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** The Champion is even more devastating once Fenrir is unleashed. If using pistols, consider having Fenrir engage targets that are beyond your weapons' range. This is particularly helpful when engaging stand-off units like assault goblins and dark elves. While Fenrir is actively slashing away at enemies, your combo meter continuously grows. Once the meter reaches level 3, start spending by using battle cries or Ruiners. Don't worry; Fenrir will most likely replenish anything used. Just don't let Fenrir's combo-giving attacks go to

waste by letting your combo meter sit in a maxed-out state.

## Alignment Considerations

### Human



The balance of the Champion makes him well suited for either human or cybernetic alignment. On the human side, the attack speed bonus offered by Hero's Heart is a great assist during aerial combat. Beyond that, both branches have beneficial skills. If you want to boost your pistol skills, choose the left branch—increasing reload speed with Calm Under Fire is very helpful. On the right branch, Desire to Overcome and Call of Ruin are great for enhancing fierce attacks and Ruiners, respectively. And since the Champion has no problem maxing out his combo meter, make a beeline for Quick to Anger and max it out to gain an extra combo level.

### Cybernetic



The two root skills in the cybernetic path give the Champion the ability to deal more damage, so consider maxing out both Augmented Musculature and Enhanced Mobility Actuators. The latter boosts slide damage, a mainstay of the Champion's melee repertoire. Then invest in what remaining skills you wish to take advantage of. The three skills of the left branch are great for enhancing the Champion's pistols, while the skills on the right branch are more of a grab bag, augmenting Ruiners, bonus attacks, and spider deployment duration. The bottom skill (Hardened Carbotanium Chassis) isn't critical for the Champion, but it's worth it if you have some points to spare.

## Anti-Monster Tactics

### Goblins

**Melee Goblins:** Advance to melee range with pistols firing, then slide-juggle and jump to begin aerial combat. If there are several goblins on the bounce, try to air-slide them before you land. Regular melee slide attacks are also adequate to dispatch the fodder.

**Assault Goblins:** Advance with guns firing, attacking the nearest assault unit in range, then slide-juggle and jump to begin aerial combat. If enemy salvos are incoming in the target zone, juggle and shoot your target in the air while evading incoming artillery fire with dive rolls.

**Goblin Leaders:** Fire at the leader until you're in melee range, then slide-juggle to launch it. Jump and use an air-slide attack on the leader in the air, then while falling to land, switch and fire pistols on the target to finish it off before it hits the ground.

### Trolls

**Melee Trolls:** Advance to melee range, then jump and air-slide toward the troll's chest armor, performing a Finisher on impact. Follow up with a fierce strike on its legs to reduce mobility, then run behind and mount the troll for the quick kill.

**Assault Trolls:** Use the same tactics as on the melee troll, but destroy the ammunition drum on the assault troll's back before attempting a mount maneuver. Consider destroying its left arm to halt its artillery attacks.

### Dark Elves

**Dark Elf Regulars:** Charge the enemies with pistols firing. Once in melee range, slide-juggle and jump to begin air combat, hitting the target with melee strikes while descending. Upon landing, switch to ranged and fire pistols at the target as it falls; continue to shoot it as it lies helpless on the ground. The Champion needs to stay airborne as

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much as possible to avoid taking serious retaliatory strikes from any other dark elf regulars that have advanced to melee. If you're surrounded, executing a Ruiner is perfect to gain some breathing room.

**Dark Elf Assault Units:** Quickly and evasively advance on the fire support squad laying down pistol fire. Once in range, slide-juggle the nearest assault unit, then jump up to enter aerial combat. Hit the target with melee strikes while in the air, then while descending switch to pistols and shoot the target as it falls. Continue blasting it as it lies helpless on the ground. It is to the Champion's advantage to stay in the air; however, juggling from the same area or on the same target repeatedly can lead to being hit by a hail of plasma fire as the other assault units take up firing positions. So be sure to switch targets often to force the enemy to set up new firing arcs. Dark elf assault units pack a punch at range and are hard to kill with melee. Plus, they're almost never alone on the battlefield. So if more damage is being taken than delivered, unleash a Ruiner and regroup.

**Dark Elf Snipers:** Perform a fast and evasive advance while shooting. At melee range, slide-juggle the sniper and perform a series of melee strikes in the air. Snipers are the weakest of the dark elf units and fall quickly. But prioritize these targets and hunt them down before they can inflict heavy damage.

**Dark Elf Leaders:** Shoot the leader while advancing to melee range—sidestep and dive-roll as necessary to avoid its incoming arrows. At melee range, perform a slide attack and execute a Ruiner on impact to damage the leader's shield. Then circle-strafe while shooting and dive-rolling to evade the leader's shockwave attacks.

## Undead

**Undead Regulars/Wolf Troopers:** Advance to melee range while shooting, then juggle the undead and take the fight to the air, hitting the launched unit(s) with a flurry of melee strikes. To gain room to maneuver use fierce attacks to knock down and soften enemies. Continue launching enemies into the air, where you can take them one on one. If you find yourself surrounded with no escape, execute a Ruiner, backpedal, and finish off any survivors with pistol fire.

**Ghouls:** Advance to pistol range to achieve a lock on the priority target. Once within range, open fire on the ghoul and backpedal. If it looks like the ghoul is going to explode within close range, execute a well-timed dive roll upon detonation to escape injury.

**Wraiths:** Hold your fire! Instead, charge the enemy with a slide-juggle attack. Jump up and strike the wraith in the air with your melee weapon. Keep hitting it as it spirals downward; repeat the process. A juggled wraith can not be shot without explosive consequences, so consider remaining on the ground and shooting the wraith with your pistols as it descends. But melee attacks kill it more quickly.

**Necromancer:** Advance on the necromancer and its support elements. Engage the troops at range while moving to melee range in an attempt to open a hole in the defensive line to strike at the necromancer itself. When a clear line of sight to the necromancer opens up, begin hitting it with pistol attacks while advancing to melee range. Execute an air-slide attack on the target, hitting it with a Finisher on impact. While at close range, be ready to dive-roll to evade the beast's radius attack. But pay close attention to incoming enemy reinforcements and the recently resurrected corpses. If overrun by undead troops, begin juggling and shooting them in the air while falling back. If you're overwhelmed, unleash a Ruiner then resume the ranged attacks on the necromancer until it is dead. But make sure you're a safe distance away from the necromancer as it falls to avoid getting injured by its final blast of Nidhogg.



## Champion Co-op Comrades

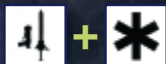
If you want to play co-op as the Champion, here's some pairing advice to help make the most of your online battles.

### Berserker



This is a fun high-damage and melee-heavy combination. Both the Berserker and Champion excel in melee combat, allowing for some intense close-quarter fights. Plus the Berserker's A Capacity for Rage root skill enhances the Champion's ability to boost his combo meter, allowing for more Ruiners and battle cries. In an attempt to make up for the Berserker's poor ballistic skill, consider investing in the right branch on the skill tree to bulk up your ranged attack capabilities.

### Bio Engineer



The Bio Engineer's health regeneration-based skills make the Champion more durable and thus an even more capable melee fighter. In this pairing, it's best to use the Champion as the tank while the Bio Engineer (preferably in cybernetic form) provides fire support from the rear. For this reason it's best to stick to the left or center branch on the skill tree while the Bio Engineer focuses on boosting ballistic skills. In addition to your root group skill, the Valiant's Might and Storm of Mortal Wounds battle cries are the most helpful to the Bio Engineer.

### Champion



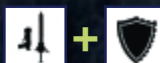
A pair of Champions are a force to be reckoned with no matter what skills they choose to invest in. However, it's best to diversify the skill sets of this team. Have one Champion align as human and focus on the melee- or air-based combat skills found in the left or center branch. The other Champion should align cybernetically and focus on the ballistic-based skills of the right branch. Even when specialized in this manner, both Champions are still more than capable of conducting proficient melee and ranged attacks. This versatility makes the dual Champion team one of the easiest to play as during co-op. So if you're new to co-op, consider using this pairing until you're more comfortable with the game mechanics.

### Commando



The Commando is the weakest link in this pairing, often requiring the Champion to play baby-sitter. While the Commando is an awesome ballistic-based character, he's often overrun by enemies during melee combat. So it's up to you to continually swat enemies away from your gun-toting comrade in an effort to keep him firing. Maintain a frontline presence and try to prevent enemies from advancing beyond your position to attack the Commando. If your Commando companion is in a pinch and you can't get to him, activate the Valiant's Might or Storm of Mortal Wounds battle cry to lend a hand. At higher levels the Commando is capable of attaining greater self-sufficiency. But until then, you'll need to be the bodyguard.

### Defender



Since the Defender is a very capable tank, consider taking on a supporting or skirmisher role in this pairing. This is one of the few times you may want to take the cybernetic path as the Champion to gain access to cannons. Invest heavily in the right branch, maxing out Stopping Power, and make sure you have a slug-based weapon equipped at all times. Then bulk up the remaining ballistic-based skills in your chosen alignment tree. This makes your Champion a serious threat at range while retaining versatile melee and air-combat capabilities, allowing you to assist the Defender in any situation.



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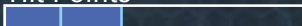


## Commando



## COMMANDO

## Hit Points



## Melee



## Ballistic



## Armor



## Skills

Explosives Master  
Spider Master

## Attributes

- Offensive ranged specialist (the archer)
- Spirit: The wolf
- Exclusive damage bonus with rifle/grenade launcher
- Low hit points
- High damage output at range
- Low damage and speed in melee
- Typical combo meter with special ranged growth
- Capable of one air attack
- Co-op group benefit: Explosive radius

## Class Overview

Favoring technological gadgetry and stand-off methods of warfare, the Commando specializes in the use of mines, countermeasures, demolitions, and rifles. Able to support his allies through long-range harrying tactics, the Commando is truly a force to be reckoned with.

**Melee Tactics:** Although the Commando can wield many types of melee weapons, none compensate for his weakness in a close-quarters battle. If the Commando is overrun by a horde of hostile targets he must destroy them quickly with a Ruiner or find himself brutally savaged in the melee that ensues. The juggle radius offered by a 2-handed hammer can also be a life saver when surrounded.

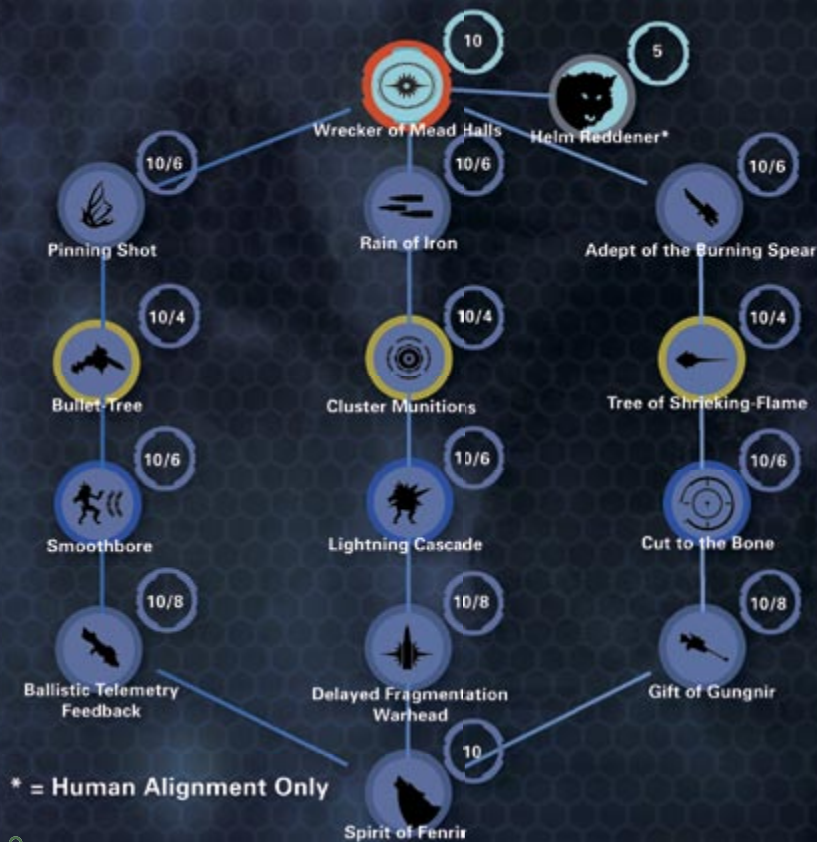
**Ranged Tactics:** The Commando is adept at ranged combat, laying down a hail of gunfire and grenades, destroying most enemies before they can even reach melee! Surveying, identifying, and prioritizing the targets as they come into effective range are the keys to victory for this offensive ranged specialist.

## CAUTION

THE COMMANDO'S LACK OF MELEE PROFICIENCY MAKES IT THE TOUGHEST CLASS TO PLAY AS, ESPECIALLY IF YOU'RE GOING THROUGH THE CAMPAIGN ON YOUR OWN. IT'S BEST RESERVED FOR SUPPORTING ROLES DURING CO-OP PLAY AND FOR EXPERIENCED PLAYERS. YOU'VE BEEN WARNED!



## Commando Skill Tree



## NOTE

ON THE SKILL TREE DIAGRAM, THE NUMBER(S) TO THE RIGHT OF EACH SKILL REPRESENT THE MAX LEVEL OF EACH SKILL/THE MINIMUM LEVEL REQUIRED TO INVEST IN THE NEXT SKILL(S).

## Root Skills

### Wrecker of Mead Halls

- Requirement: None
- Group Skill:  
Increases damage and radius of grenades and cannon secondary fire.
- Minimum Advancement Level: 6



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	2.5%
2	5.0%
3	7.5%
4	10.0%
5	12.5%
6	15.0%
7	17.5%
8	20.0%
9	22.5%
10	25.0%

**Skill Notes:** Like most root skills, this one builds on the Commando's specialty: explosive munitions. This damage modifier is applied to the grenade launchers found on all rifles and the secondary fire functions of the slug, laser, and plasma cannons. Not only does this skill increase the damage of these attacks, but it also increases the blast radius of each explosion, ensuring multiple targets are hit by splash damage. This is particularly helpful when targeting cramped choke points. So max out this skill to get the most out of these vital attack capabilities. As a group skill, this modifier is shared during co-op play, automatically giving your teammate the same benefit.

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### Helm Reddener

- Requirement: None
- Exclusive to human alignment
- Ruiner: Press **(RB)** to activate.
- At higher combo levels (2+), the Wolf's aggression takes hold, dealing damage to Baldur's enemies, preventing them from moving for a time.
- Ruiners require one combo level to activate.
- Higher levels activate more powerful Ruiners.
- Level Bonus: Increases radius.



#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%

**Skill Notes:** This skill is only available once the human alignment is chosen. It allows the Commando to unleash the spirit of the wolf when initiating high-level Ruiners. Compared to the other classes, the Commando has a tough time maxing out the combo meter, making it difficult to take advantage of this skill on a frequent basis. But when unleashed, it is very helpful. Not only does it waste weaker enemies, but any survivors are temporarily stunned, making them easy to hit with ranged or melee attacks. When dealing with large crowds of durable enemies, this skill allows the Commando to retreat to a safer distance and pound the stunned targets with rifle and grenade fire.

### Left Branch: Long-Range Combat

#### Pinning Shot

- Requirement: Wrecker of Mead Halls level 6
- Increases the chance that



ballistic shots will temporarily root any targets hit.

- Minimum Advancement Level: 6

#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

the massive volume of fire the Commando can dish out, especially with a cannon.

#### Bullet-Tree



- Requirement: Pinning Shot level 6
- Spider Ability: Press **(Y)** to activate.
- Deploys point defense turret capable of shooting down incoming missiles.
- Level Bonus: Increases damage and duration.
- Minimum Advancement Level: 4

#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** One of the biggest threats to the Commando (and his allies) is missile fire from assault goblins. So if you're tired of dodging missiles, toss this spider down and watch it go to work. Instead of targeting the assault goblins, the spider's turret shoots down the missiles with a blue energy beam—even at extreme ranges. Use the covering fire of the turret to chase down and destroy the assault goblins before the spider runs out of energy. While this turret is quite effective, it can get overwhelmed if there are too many missiles in the air at one

#### Smoothbore



- Requirement: Bullet-Tree level 4
- Battle Cry: Press **(X)** to activate.
- Group Skill: All ballistic shots knock enemies back while this is activated.
- Requires combo meter to activate; higher levels extend duration.
- Level Bonus: Increases duration.
- Minimum Advancement Level: 6



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This is one of the more effective battle cries available to the Commando, allowing him to knock down enemies with each ballistic hit. Activate this battle cry when large swarms of enemies are charging you, and open fire on the group. Instead of engaging one specific target, hose down the whole swarm to stop them in their tracks. Each time an enemy is hit, it's knocked down, requiring it to get back to its feet before resuming the advance. This is a wonderful delaying tactic, buying the Commando more time to wipe out large groups before they close to melee

range. It can also be a lifesaver in co-op battles if your teammate is surrounded. Simply spray the swarm of enemies around your buddy to knock them down, giving your friend the chance to retreat. The skill is also granted to teammates during co-op play.

## Ballistic Telemetry Feedback



- Requirement: Smoothbore level 6
- Increases the range of ballistic weapons.
- Minimum Advancement Level: 8

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** Keeping in the theme of this branch, Ballistic Telemetry Feedback applies a basic range modifier to all equipped rifles, pistols, and cannons. For the most part this skill is a requisite bridge between Smoothbore and Spirit of Fenrir. However, it's still worth maxing out, as every bit of increased range greatly enhances the Commando's survivability, particularly when playing through the campaign on your own. To get the most out of this skill, eschew pistols in favor of longer range rifles and cannons. When Ballistic Telemetry Feedback is combined with Pinning Shot

and the Smoothbore battle cry, your Commando is a very efficient stand-off warrior.

## Center Branch: Damage and Explosives

## Rain of Iron



- Requirement: Wrecker of Mead Halls level 6
- Increases slug ammunition rate of fire.
- Minimum Advancement Level: 6

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** Regardless of which branch you ultimately decide on, this is a great skill to invest in, enhancing the rate of fire of all slug-based weapons. This indirectly allows the Commando to dish out more damage over a shorter span of time. So if you spend the skill points to max out this skill, make a concerted effort to equip a slug-based weapon at all times—the rates of fire for laser- and plasma-based weapons are not affected by this skill. For best results, equip a slug-based cannon and send a wall of lead toward your enemies.

## Cluster Munitions



- Requirement: Rain of Iron level 6
- Spider Ability: Press **Y** to activate.
- Deploys a cluster mine that explodes upon contact.
- Level Bonus: Increases radius and duration.
- Minimum Advancement Level: 4

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Unlike the mine-based spiders available to the other classes,



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this one continually deploys explosives as long as the spider has energy. This allows you to use it as a defensive barrier, putting a wall of explosives between you and your enemies. Drop it and back away while firing at incoming swarms. The mine is also useful as a method of escape when you're surrounded. Due to the Commando's focus on ranged combat, it's somewhat tough to build up the combo meter, making it difficult to deploy Ruiners with regularity. This mine is a great alternative to a Ruiner, allowing you to clear out large groups of enemies. So consider reserving it for emergency situations.

**Lightning Cascade**

- Requirement: Cluster Munitions level 4
- Battle Cry: Press **X** to activate.
- Group Skill:  
All attacks include delayed-detonation explosive damage while this is activated.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases damage and duration.
- Minimum Advancement Level: 6



SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** This is a very cool and unique battle cry that gives each attack an explosive component. While this is active, every hit scored on an enemy (melee or ballistic) results in the deployment of a small mine at the location of the hit—each mine makes a beeping sound when activated. After

the mine appears it takes approximately 1.5 seconds for it to explode. Individually these mines don't cause a ton of damage, but in great numbers they can make a big difference, resulting in a chain of tiny explosives resembling a string of firecrackers. Therefore, stow your melee weapon while this battle cry is active and strictly open fire on enemies to maximize the deployment of these tiny mines—this skill benefits from Rain of Iron. At higher levels the damage caused by the mines increases, making the battle cry even more powerful. The skill is also granted to your teammate during co-op play, giving you the potential to set off a huge fireworks show.

**Delayed Fragmentation Warheads**

- Requirement: Lightning Cascade level 6
- Increases the chance that ballistic shots will do explosive damage.
- Minimum Advancement Level: 8

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** The explosive theme continues with this skill, giving each shot fired the chance of detonating upon contact, increasing damage output. This is the least effective skill on this branch but is required to access the Spirit of Fenrir. Still, at the higher levels required, this skill can make an impact, particularly at the high rate of fire the Commando is capable of. When firing a cannon with the benefit of the Rain of Iron skill, there's a strong chance you'll see more than one explosive hit per engagement. Any extra damage helps keep the enemy hordes from overrunning the Commando.

**Right Branch: Plasma/Hybrid Specialization****Adept of the Burning Spear**

- Requirement: Wrecker of Mead Halls level 6
- Increases plasma ammunition damage.
- Minimum Advancement Level: 6

**Skill Notes:** This skill applies a basic damage modifier to all plasma-based weapons. Before investing skill points, determine what kind of weapons you wish to use. Plasma causes less damage than slug- and laser-based weapons but inflicts radius damage with each hit, useful when engaging crowds. When you max out this skill, plasma damage increases significantly, potentially outperforming laser- and slug-based weapons. Whatever your decision, try to focus on this skill or the slug-enhancing Rain of Iron skill on the center branch.

Investing in both is a waste of skill points as you can only benefit from one ammo type.

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%



## Tree of Shrieking-Flame



- Requirement: Adept of the Burning Spear level 6
- Spider Ability: Press **Y** to activate.
- Deploys a plasma turret capable of delivering plasma damage.
- Level Bonus: Increases damage.
- Minimum Advancement Level: 4

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Unlike the Bullet-Tree turret on the left branch, this turret attacks enemies directly, spitting out a steady stream of plasma fire. Dropping this turret is like deploying a second teammate, effectively doubling the Commando's firepower. For best results, drop this spider as swarms of distant enemies head your way, then step behind the turret and assist with your rifle or cannon. If you choose the right branch, max out this skill as soon as possible to increase the amount of damage each plasma blast inflicts. Also, equip runes that extend the

spider's duration to keep it on the battlefield for longer stretches. This spider is extremely effective, so use it as often as possible, particularly in Arenas or areas where there are clusters of enemies.

## Cut to the Bone



- Requirement: Tree of the Shrieking-Flame level 4
- Battle Cry: Press **X** to activate.
- Group Skill: All ballistic shots do additional damage while activated.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases damage and duration.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Although simple, this battle cry is very powerful. At each level, a different damage modifier is applied to the Commando's ranged weapon, increasing damage output by as much as 50 percent. This can often mean the difference between life and death, so keep your combo meter stocked and activate this battle cry when facing overwhelming odds. A group skill is shared during co-op, so make sure your teammate knows the benefit being received and prompt your partner to engage with guns to make the most of it. Even the

Berserker is an effective marksman when given the maximum damage boost.

## Gift of Gungnir



- Requirement: Cut to the Bone level 6
- Increases rifle damage.
- Minimum Advancement Level: 8

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** Here's another damage-boosting skill, this time for rifles. This skill is the perfect companion to Adept of the Burning Spear, greatly increasing the damage caused by plasma rifles—maxing out both skills provides a 60 percent damage modifier! At this rate, plasma rifles easily outperform laser- and slug-based rifles and cannons of similar levels. So if you've invested heavily in the right path, make sure you have a plasma rifle equipped at all times to take advantage of this impressive bonus. To send damage rates through the roof, activate the Cut to the Bone battle cry and watch your enemies crumble.

## Skill Tree Terminus

## Spirit of Fenrir



- Requirement: Ballistic Telemetry Feedback, Delayed Fragmentation Warheads, or Gift of Gungnir level 8
- Sentient Power: Click left and right control sticks simultaneously.
- Gain massive amounts of combo meter by unleashing the power of Fenrir to attack all nearby enemies.
- Level Bonus: Increases duration.

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SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Fenrir benefits the Commando more than any other class, making this a critical skill to invest in. Like the plasma turret, Fenrir is a force multiplier, boosting the Commando's offensive output and helping dispatch enemies before they pose a threat at melee range. This allows the Commando to hang back and assist while Fenrir does the dirty work. Not only does Fenrir attack enemies at will, but while doing so it also boosts the Commando's combo meter, allowing for the deployment of Ruiners and battle cries. So try to invest at least one skill point here with each level-up until it's maxed out.

## Alignment Considerations

### Human



Because he's a ballistic specialist, the first two skills in this tree aren't very beneficial to the Commando—though the melee attack speed offered by Hero's Heart is helpful. So make the minimum investment in these root skills and proceed to the left branch, dumping as many points as possible in Calm Under Fire, A Need to Survive, and Daring Shot. The Commando can also greatly benefit from Quick to Anger at the bottom of the tree, since the building of his combo meter can be difficult.

### Cybernetic



The Commando is most effective when wielding a huge cannon, providing more than enough reason to choose cybernetic alignment. But the Commando is equally

competent with the rifle, and greatly benefits from its grenade launcher. The following anti-monster tactics are based on having a rifle equipped. Similar tactics are possible with a cannon, using its secondary fire function instead of the grenade launcher. Juggle and shoot enemies to take advantage of the hit-counter-centric Augmented Musculature root skill. Then make the minimum investment in Enhanced Mobility Actuators so you can access the ballistic-based skills on the left branch. Fill these skills on the left with as many points as you can afford, then make gradual investments in Hardened Carbotanium Chassis at the bottom of the tree to boost your armor level.

## Anti-Monster Tactics

### Goblins

**Melee Goblins:** Advance while firing on targets, then strike the center of the formation with a grenade. Mop up the wounded with rifle fire.

**Assault Goblins:** Strike the nearest assault unit in the formation with grenades while moving to melee range. Slide-juggle the assault goblin and shoot it in the air while falling back. Juggle and shoot the target again if necessary.

**Goblin Leaders:** Open fire while advancing on the leader. Once the target is locked, launch a grenade at it and continue to advance and fire until in melee range. Slide-juggle the leader and shoot in the air. Repeat until the leader is destroyed.

### Trolls

**Melee Trolls:** Press and hold the right control stick to the right to target the troll's hammer on its left arm. Keep hitting this arm until it explodes—this prevents the troll from performing hammer shockwave attacks. Next target the troll's chest armor with grenades and rifle fire. For a quick kill, run behind the troll and mount it to strike its fusion core. Otherwise, destroy the troll's other components with grenades and rifle fire, using the right control stick to target its right arm and legs. If the troll is still standing, move the right control stick through all the potential specific targets on the monster to see what is still active; apply some damage to finish it off.

**Assault Trolls:** The assault troll can be dispatched in a manner similar to the way you destroyed its melee brother, starting by targeting and destroying the left arm's cannon. Continue destroying each specific target on the troll to kill it. If a quick kill is desired, be sure to eliminate the chest armor and the back-mounted ammunition drum. When these two components are destroyed the troll can be mounted.

### Dark Elves

**Dark Elf Regulars:** Advance to ballistic range while shooting. Once in range, launch grenades into the group and continue pumping rifle fire into the targets while falling back. If overrun by dark elf regulars, either juggle and shoot them in the air while falling back or execute a Ruiner.

**Dark Elf Assault Units:** Fire grenades and rifle shots into the group while strafing and dive-rolling laterally to avoid incoming fire. At close range, juggle and shoot the assault units while moving to evade the melee attacks of other dark elves.

**Dark Elf Snipers:** Sidestep and dive-roll to evade the sniper's particle beam shots while advancing to ballistic range. Once in range, kill the sniper with rifle fire and grenades.

**Dark Elf Leaders:** Evade the leader's arrows by moving and dive-rolling laterally while advancing to ballistic range. Once in range, continue moving laterally while continually firing at the leader. If the enemy moves to close range, circle-strafe the leader while pounding it with grenades and rifle fire. Be ready to evade the leader's shockwave attacks with a well-timed dive roll.



## Undead

**Undead Regulars/Wolf Troopers:** Hold your ground and begin to fall back as soon as the horde is in range. Hit them with nonstop volleys of grenades and rifle fire while backpedaling—prioritize ranged-capable enemies first. If overrun by undead units, start juggling and shooting individual targets while falling back. If there are too many or if your health is draining fast, set off a Ruiner.

**Ghouls:** Hold your ground and begin to fall back as soon as the ghoul is in ballistic range. Hit it with rifle fire and continue to fall back while shooting. If it looks like the ghoul is going to explode next to you, dive-roll out of the way to avoid taking damage.

**Wraiths:** Hold your fire! Charge the enemy and slide-juggle it, launching it into the air. Jump up and strike it with your melee weapon, or open fire on it as it descends. A juggled wraith can not be shot without explosive consequences.

**Necromancer:** Advance on the beast and begin bombarding support elements with grenades in an attempt to open a hole in the defensive line to strike at the necromancer itself. When there is a clear line of sight to the necromancer, lock it up and begin firing everything you have into the fiend, paying close attention to incoming enemy reinforcements and the recently resurrected corpses. Try to stay outside the range of the necromancer's radius attack by backpedaling and dive rolling. If the necromancer and its troops advance, fall back while shooting the support units. Focus your fire back on their master when the opportunity presents itself. Keep it up until the beast is down for the count.

## Commando Co-op Comrades

If you want to play co-op as the Commando, here's some pairing advice to help make the most of your online battles.

### Berserker



The Berserker and Commando complement each other well, providing expert melee and ranged capabilities. While playing as the Commando use the cybernetic alignment to gain access to cannons and support the Berserker from a distance. As a melee specialist, the Berserker isn't helped by most of the Commando's ballistic-based group skills. The Lightning Cascade battle cry makes the most sense as it allows the Berserker to deploy small mines with each melee or ballistic attack. However, the Commando greatly benefits from the Berserker's A Capacity for Rage (combo growth) and Engulfing Rage (movement speed and knockback) group skills.

### Bio Engineer



This is a tough combination to play as because of the lack of melee proficiency on behalf of both parties. These are primarily support classes so it's difficult to truly dominate. But if you want a challenge, give this team a shot. The Bio Engineer's mediocre melee skills are still better than the Commando's, so hold back and provide supporting fire while your friend takes the fight to close range. Any of the Commando's battle cries can help the Bio Engineer, but if using Smoothbore or Cut to the Bone, make sure your friend switches to ranged combat while the effect is active. But for the most part, you'll be the one relying on the Bio Engineer, so don't hesitate to ask for help, especially if your health is low.

### Champion



This is another strong pairing, taking advantage of the Champion's amazing aerial skills and the Commando's awesome firepower. As usual, the Commando maintains a rear support role, so hold

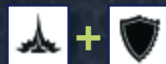
back and help soften up targets for the Champion. The Champion can also help you bulk up your combo meter by juggling targets and allowing you finish them off in the air with rifle or cannon fire. The Champion is the second-most proficient class in ranged combat, so the Commando's group skills are all beneficial. The Smoothbore and Cut to the Bone battle cries are particularly effective, allowing the Champion to dish out some serious damage with pistols. As long as both parties play to their strengths, this combination is tough to top.

### Commando



Don't do it. Seriously, this is by far the toughest combination to tackle the hordes of machines and undead with. But if you must, don't bother attempting to balance out this team with melee and ranged capabilities. Instead, focus solely on strong ballistic skills. In fact, consider investing your skill points in the right branch of your respective skill trees so you can take advantage of the plasma and rifle damage modifiers offered by Adept of the Burning Spear and Gift of Gungnir. This branch also gives you access to the awesome plasma turret spider ability of Tree of Shrieking-Flame. Alternate spider deployment to constantly take advantage of this amazing turret. But to make this pairing work, you'll need to enter the battle with some experience and the skill points that come with it. So don't attempt this pairing until both Commandos are at level 10 or higher.

### Defender



This is another straightforward pairing similar to ganging up with the Berserker or Champion. Once again, your role is to hang back and provide fire support while the Defender tanks on the front line. Assist with the Lightning Cascade or Cut to the Bone battle cries. While the Smoothbore capability may help the Defender in a pinch, it can also be annoying, knocking down enemies just as your friend is about to smite them with a mighty blow. So don't worry about stand-off tactics as much as you would in the solo campaign. Instead, focus on damage-based skills to help eliminate enemies quicker.

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## Defender



## DEFENDER

## Hit Points



## Melee



## Ballistic



## Armor



## Skills

Defensive Toughness  
Hammer & Shield

## Attributes

- Defensive specialist (the tank)
- Spirit: The Valiant
- Proficient with lasers as well as hammer and shield (exclusive bonus)
- High hit points
- Low damage output at range
- Low damage output in melee
- Typical combo meter
- Capable of one air attack
- Co-op group benefit: Defensive bonus

## Class Overview

With the blessing of ODIN and runes of protection, the Defender is the backbone of the Aesir's defense. Heavy armor enables the Defender to absorb a tremendous amount of damage, leaving his allies to take the battle to the enemy unharried.

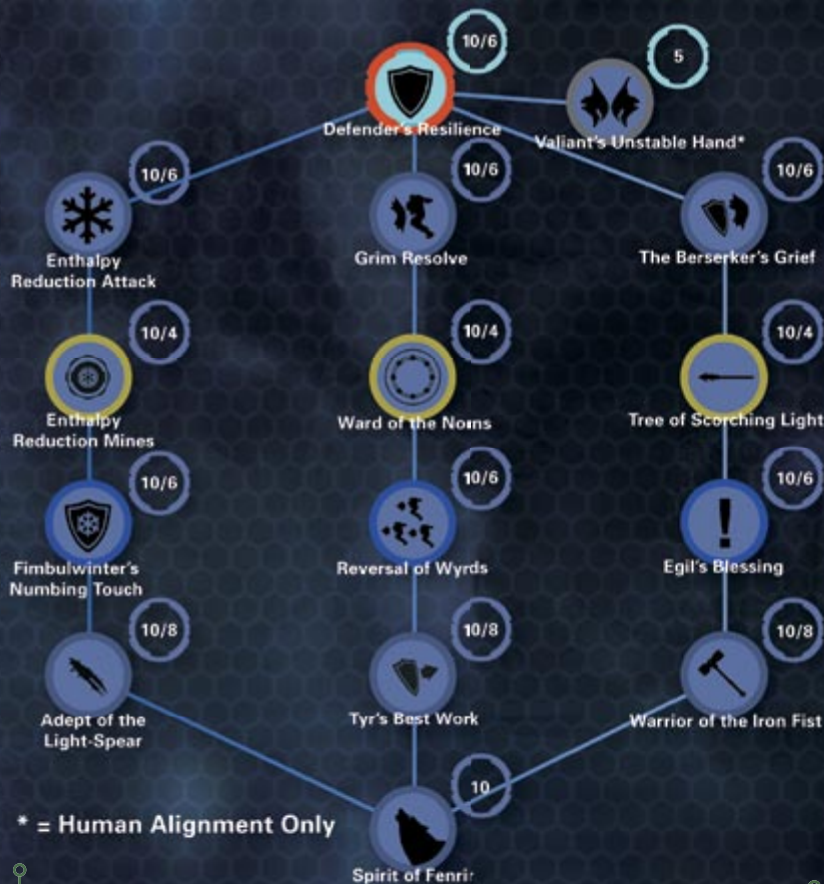
**Melee Tactics:** The Defender is among the few Aesir who can stand surrounded by hordes of enemies in close quarters and live to tell the tale. Exclusive training allowing the Defender to wield both a hammer and shield in melee gives the operative extra durability and the ability to quickly juggle several enemies into the air. Thus the Defender can escape tricky situations where the enemy may be gaining the upper hand.

**Ranged Tactics:** Although the Defender has sacrificed offensive potential to become the most durable of all Aesir operatives, this does not exclude him from being able to deal damage at range. Specializing in laser-based ranged weaponry allows the Defender to get the first long-range shots in on advancing enemies, softening them up before they close into melee.





## Defender Skill Tree



## Skill Point Allocation

Many powerful opportunities are open to the Defender on this skill tree, sometimes making it difficult to decide where to drop your skill points. The left branch offers a mix of offensive and defensive skills, centered mostly around inflicting ice damage. These skills are fun to experiment with but lack the versatility found in the other two branches. The Defender's primary role as a tank makes a strong case for choosing the center branch, filled with defense-based skills. The Ward of the Norns and Reversal of Wyrds are particularly effective at nullifying powerful attacks. Plus, Tyr's Best Work greatly enhances the Defender's total armor value.

If it's damage you seek, consider investing in the right branch. While the Tree of Scorching Light and Warrior of the Iron Fist skills are a great way to boost your offense, the taunt ability provided by the Egil's Blessing battle cry is practically worthless while playing through the campaign by yourself. So avoid this branch unless you're playing co-op—in which case it's an awesome choice. Overall, the center branch offers the most well-rounded approach for the Defender. So load up this branch with skill points and take the fight to the enemy at close range.

## NOTE

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## Root Skills

## Defender's Resilience

- Requirement: None
- Group Skill:  
Decreases the amount of damage taken.
- Minimum Advancement Level: 6



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	0.5%
2	1.0%
3	1.5%
4	2.0%
5	2.5%
6	3.0%
7	3.5%
8	4.0%
9	4.5%
10	5.0%

**Skill Notes:** Just by leveling up this requisite root skill, you can decrease the amount of damage inflicted on the Defender and his teammate, reducing incoming damage by up to 5 percent. This makes the Defender an extremely efficient melee fighter, capable of taking heavy damage while dishing it out at close range. The group skill bonus is very helpful during co-op play, instantly boosting the durability of your friend's character. So if you're playing as a low-hit-point class such as the Berserker or Commando, consider bringing along a Defender for this bonus.

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### Valiant's Unstable Hand

- Requirement: None
- Exclusive to human alignment
- Ruiner: Press **(RB)** to activate.
- At higher combo levels (3+), a Valiant's battle rage is harnessed, causing all enemies nearby to be stunned and take damage during its assault.
- Ruiners require one combo level to activate.
- Higher levels activate more powerful Ruiners.
- Level Bonus: Increases radius.



#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%

**Skill Notes:** Choose the human alignment to access this Ruiner skill. Upgrade it to trigger powerful Ruiners at high combo levels. This causes the appearance of the Defender's spirit, a giant Valiant warrior capable of causing heavy radius damage. As with the other Ruiner-based skills, leveling up this skill simply increases the radius of the Ruiner. Since the Defender is primarily a melee warrior, you're likely to be in close combat when you need to call upon a Ruiner, so radius isn't that big of a factor—you'll always be surrounded. So drop a couple of skill points here, but save the rest for filling out the rest of the skill tree.

### Left Branch: Fire & Ice

#### Enthalpy Reduction Attack

- Requirement: Defender's Resilience level 6
- Increases the chance of inflicting ice damage during melee attacks.
- Minimum Advancement Level: 6



#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

once all other enemies have been dispatched. Upgrade this skill to level 6 so you can continue investing in this branch. The payoff of maxing out this skill isn't very great, so keep it at level 6.

#### Enthalpy Reduction Mines



- Requirement: Enthalpy Reduction Attack level 6
- Spider Ability: Press **(Y)** to activate.
- Deploys an ice mine that explodes upon contact, freezing all in its radius.
- Level Bonus: Increases radius and duration.
- Minimum Advancement Level: 4

#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Like most mines, this one is dropped at the Defender's feet when deployed. It doesn't detonate until an enemy moves close; then it unleashes a blast of ice, freezing all enemies within the blast radius. This is a good crowd-control method, allowing you to freeze large groups of enemies. Instead of hacking on the newly ice-encased machines, ignore them and prioritize the active threats. This is a good way to avoid being overrun. But the mine can also be a lifesaver if you find yourself surrounded. Simply set it off to freeze your

nearby attackers, then run or dive-roll away to establish a new zone of control.

#### Fimbulwinter's Numbing Touch



- Requirement: Enthalpy Reduction Mines level 4
- Battle Cry: Press **(X)** to activate.
- Group Skill: Produces a shield that freezes enemies upon contact.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases duration.
- Minimum Advancement Level: 6



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

hitting you just so you can freeze them—the damage you take in the process of getting hit isn't worth the sight of your enemy encased in ice. As this is a group skill, the same frosty defense is granted to your co-op companion.

## Adept of the Light-Spear



- Requirement: Fimbulwinter's Numbing Touch level 6
- Increases damage when using laser weaponry.
- Minimum Advancement Level: 8

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

**Skill Notes:** Unlike the shield deployed by Ward of the Norns on the center branch, this one doesn't prevent you from taking damage. However, it does ensure that any enemy that hits you with a melee strike is frozen instantly. Still, this consequence won't stop machines and undead from taking swipes at you, making melee combat just as deadly as ever. While using this battle cry, keep from touching the frozen enemies that just hit you—focus your offense on the unfrozen enemies. Most importantly, don't try to coax enemies into

**Skill Notes:** This is the fire component of this otherwise icy branch. This skill is custom-made for the Defender, a proficient marksman with laser-based weapons. The damage modifier is applied to all laser-based pistols, rifles, and cannons, increasing damage output by as much as 30 percent. So if you invest in this skill, make sure you have a laser weapon equipped—the damage modifier is worthless on slug- and plasma-based weapons. By equipping laser-based runes you can further increase the base damage of your selected weapon.

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** If you're really low on health, this skill gives you the chance to survive a fatal blow, nullifying all damage from the

strike. This is particularly helpful in rough melee situations when you're surrounded and have no means of escape. Getting a second chance at life gives your Defender the opportunity to retreat or strike back at the threat and eliminate it. At higher levels, this skill is very effective. Upgrade it to level 10 to get a 50 percent chance of surviving fatal hits. Since the Defender is a close-combat specialist, this skill is worth investing in regardless of which branch you ultimately decide on.

## Ward of the Norns

- Requirement: Grim Resolve level 6
- Spider Ability: Press **Y** to activate.
- Deploys a protective shield that absorbs damage.
- Level Bonus: Increases deployment duration.
- Minimum Advancement Level: 6



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** The same shield-based spider ability found in the Bio Engineer's center branch is also available to the Defender—and the Defender has a good use for it. While the Defender has the ability to absorb lots of damage, there are times when it's helpful to be invincible. This is exactly what the shield does, canceling the damage of all attacks for a brief period of time. But keep an eye on the spider's energy level—when the spider's out of juice, the shield is gone. Deploy this shield in tough close-combat fights against dangerous enemies like dark elf regulars and undead Wolf Troopers. It's also useful for absorbing the damage from ranged shots fired by assault units, dark elf snipers, and dark elf leaders.

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## Center Branch: Tank


## Grim Resolve

- Requirement: Defender's Resilience level 6
- Increases the chance that damage from a killing blow will be completely deflected.
- Minimum Advancement Level: 6





### Reversal of Wyrds

- Requirement: Ward of the Norns level 4
- Battle Cry: Press  to activate.
- Group Skill: Enemy status effects are reflected back while this is activated.
- Requires combo meter to activate; higher combo levels extend duration.
- Level Bonus: Increases duration.
- Minimum Advancement Level: 6



#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** When engaging polarities, there's no better skill than this one. While active, this battle cry nullifies all status effects, preventing your Defender from taking damage from fire, ice, lightning, poison, and all other nasty effects inflicted by polarities. Not only does it nullify the damage, but it reflects the status effect back on the attacker, effectively allowing you to cause damage without swinging your weapon or firing a shot. So while you'd normally back away from polarities and engage with guns, this allows the Defender (and his co-op ally) to wade into close-quarter battle with these dangerous foes, quickly wiping them out with melee attacks and making the battlefield a safer place.

### Tyr's Best Work

- Requirement: Reversal of Wyrds level 6
- Increases the defensive bonus of equipped armor pieces.
- Minimum Advancement Level: 8



**Skill Notes:** The Defender is capable of wearing the most durable armor available to any class. This skill only increases the Defender's durability by applying an armor bonus modifier to every equipped piece. This means the Defender's helm, shoulder armor, gauntlets, torso armor, leg armor, and boots get a boost by as much as 10 percent each. So max out this skill to gain a net 60 percent increase in your total armor value. Some armor pieces include their own bonuses too, so when this skill is applied at its fullest it's not uncommon to boost your base armor value by over 100 percent. Obviously, this greatly enhances your ability to take heavy damage, making your Defender the ultimate tank.

#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

### Right Branch: Combat/Damage

#### The Berserker's Grief




- Requirement: Defender's Resilience level 6
- Increases the chance that 100 percent of melee damage taken is reflected back at the attacker.
- Minimum Advancement Level: 6

#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

right branch, upgrade this skill to level 6 and move on to some of the more valuable options available.

### Tree of Scorching Light

- Requirement: The Berserker's Grief level 6
- Spider Ability: Press  to activate.
- Deploys a laser turret capable of delivering concentrated laser damage.
- Level Bonus: Increases damage.
- Minimum Advancement Level: 4



#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%



**Skill Notes:** If you're unsure of where to spend your skill points, give this spider ability a chance—you won't be disappointed. This spider deploys a laser turret capable of inflicting high damage on multiple targets in a short time. Simply drop it within range of several targets and watch it go to work—it's an absolute killer when dropped in the center of battle arenas. When the skill is maxed out, this turret is capable of dispatching entire swarms of melee goblins on its own, instantly boosting the Defender's combat efficiency and combo meter. It's also very useful against tough enemies like trolls, dark elf leaders, and necromancers, firing a constant laser beam at the enemy, resulting in a quick drain of shields, armor, and health meters. Overall, the turret is a very versatile force multiplier, so drop this spider whenever you need an offensive boost—and don't hesitate to max out this skill to increase the damage of the laser.

### Egil's Blessing



- Requirement: Tree of Scorching Light level 4
- Battle Cry: Press **X** to activate.
- Taunts all nearby enemies to focus their attacks on you.
- Requires combo meter to activate.
- Level Bonus: Increases effectiveness.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** Unless you want to protect the expendable Wolf Troopers and Berserkers under your command, this skill is practically worthless (and potentially dangerous) when playing the campaign on your own. But it's extremely useful when playing co-op, allowing you to draw enemies away from your teammate. When this is activated, all enemies will attack you, disregarding all other units. This is a great way to keep enemies away from the more fragile classes, like the Commando. It can also be a lifesaver if your friend's in danger—simply

trigger this battle cry and all attacks on your friend cease. But always prepare for the onslaught of enemies surrounding you. Consider dropping the Tree of Scorching Light laser turret to help clear out the hordes, or stand by with a Ruiner at the ready. Although this is a battle cry, it is not a group skill—that would totally defeat the purpose.

### Warrior of the Iron Fist



- Requirement: Egil's Blessing level 6
- Increases hammer weapon damage.
- Minimum Advancement Level: 8

**Skill Notes:** Given the Defender's proficiency with hammers, this is another worthwhile skill. It applies a damage modifier to all one-handed and two-handed hammers, increasing damage output by as much as 30 percent. The hammer-and-shield combination favored by the Defender usually has a smaller damage value than two-handed hammers of a similar level. This modifier boosts

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	3%
2	6%
3	9%
4	12%
5	15%
6	18%
7	21%
8	24%
9	27%
10	30%

the damage of the hammer-and-shield combination too, allowing it to reach (and sometimes exceed) the damage caused by two-handed hammers. If you invest in this skill, make sure you have a hammer of some sort equipped at all times to take advantage of this modifier.

### Skill Tree Terminus

#### Spirit of Fenrir



- Requirement: Adept of the Light-Spear, Tyr's Best Work, or Warrior of the Iron Fist level 8
- Sentient Power: Click the left and right control sticks simultaneously.
- Gain massive amounts of combo meter by unleashing the power of Fenrir to attack all nearby enemies.
- Level Bonus: Increases duration.

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** When things get really crazy for the Defender (and they will), unleash Fenrir to lend a hand. Given the Defender's focus on close-quarter melee combat, Fenrir is a powerful and versatile ally capable of thinning out nearby crowds or going after more distant threats shooting at you from long range. In truly overwhelming situations, deploy Fenrir and the Tree of Scorching Light laser turret to temporarily triple your offensive capability. But the Defender is less dependent on Fenrir than other classes, so don't rush to max out this skill. Drop three or four points here then invest in more beneficial skills on the skill or alignment tree.



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BALDUR'S PATH: THE CLASSES

## Alignment Considerations

## Human



Both root skills on the human alignment tree are mildly helpful to the Defender, decreasing combo costs and increasing attack speed. Beyond that, the skills on the right branch make the most sense, particularly Call of Ruin (increases the damage of Ruiners) and Spirit Renewal (decreases spider recharge time). Of course, make a move for Quick to Anger at the bottom of the tree and max it out to gain an extra combo level. While operating at combo level 4, the Defender gains more experience, inflicts more damage with Ruiners, and can initiate longer-lasting battle cries.

## Cybernetic



Initially, cybernetic alignment is the most beneficial to the Defender. Augmented Musculature and Enhanced Mobility Actuators are both damage-based skills well worth maxing out. These enhance the Defender's somewhat mediocre damage output in melee combat. However, the skills in the middle of the tree aren't very helpful, so you may want to consider investing the rest of your points in the nodes on your skill tree. If you want to reach Hardened Carbotanium Chassis at the bottom, choose the right branch. On this branch, Everflowing Source is the most useful, increasing spider deployment duration. Max out this skill if using either Ward of the Norns or Tree of Scorching Light.

## Anti-Monster Tactics

## Goblins

**Melee Goblins:** Open fire on the goblins while advancing to melee range. Slide-juggle the closest target and shoot it

while it's in the air. Standard slide attacks are also more than adequate to dispose of these toothless machines.

**Assault Goblins:** Sidestep and dive-roll while advancing on these missile-firing enemies. Open fire when within range, then slide-juggle the first target, hitting it with rifle fire while it's airborne. Continue juggling and shooting the assault goblin until it's dead.

**Goblin Leaders:** Hit the leader with ranged fire while rushing to melee range. Juggle the leader then shoot while it's in the air, falling back if necessary to gain space; repeat as necessary.

## Trolls

**Melee Trolls:** Destroy the troll's chest armor with ranged attacks. Consider destroying the troll's leg armor, too, to decrease its mobility. Rush behind the troll, dive-rolling to avoid its hammer attacks—the Defender can't be knocked down by the shockwave or stomp attacks, but can still take damage if within range. While behind the troll, mount it and smash its fusion core for the quick kill.

**Assault Trolls:** Follow the same steps used on the melee troll, but destroy the ammunition drum on its back before attempting a mounting maneuver.

## Dark Elves

**Dark Elf Regulars/Assault Units:** Shoot the dark elf while rushing to melee range, strafing and dive-rolling as necessary to evade incoming fire. Slide-juggle the target and shoot it while it's in the air. Utilize juggle attacks with your hammer to juggle multiple enemies at once. This is the best way to shake off large crowds surrounding you. Dark elves are very tough, and the Defender is not an excessive damage dealer, so expect engagements with dark elves to be long and relentless. Don't be afraid to execute a Ruiner once the combo meter is maxed out to speed up the process.

**Dark Elf Snipers:** Dive-roll and sidestep to evade the sniper's particle blasts while advancing on it. Open fire until in melee range, then juggle and shoot the sniper to finish it off.

**Dark Elf Leaders:** Avoid the leader's incoming arrows with lateral movement, zigzagging your way to melee range while shooting. Slide toward the leader and execute a Ruiner on contact to damage its shield. Then circle-strafe around the leader while firing, dive-rolling as necessary to avoid its shockwave attacks.

## Undead

**Undead Regulars/Wolf Troopers:** Hold your ground and begin to fall back as soon as the horde is in range. Hit them with laser fire and continue to fall back while shooting. If overrun by undead units, commence juggle attacks with your hammer to send large groups flying into the air. Pick an airborne target and shoot it until it lands, then repeat the same process over and over until all hostiles are eliminated.

**Ghouls:** Hold your ground and begin to fall back as soon as the ghoul is in range. Hit it with laser fire and continue to fall back while shooting. If it looks like the target is going to explode nearby, execute a well-timed dive-roll on detonation.

**Wraiths:** Hold your fire! Instead, charge the wraith with a slide attack and juggle it into the air. Either shoot the airborne wraith or jump up and hit it with melee strikes—though the Defender is weak at air attacks. If facing large groups of wraiths, wipe them out quickly with a Ruiner.

**Necromancer:** Advance on the necromancer and its support elements and engage the troops at range with laser fire in an attempt to open a hole in the defensive line to strike at the necromancer itself. When there is a clear line of sight to the necromancer, lock it up and begin hitting it with laser fire; attempt to hold that distance from the target



to avoid falling victim to the radius attack. But pay close attention to incoming enemy reinforcements and the recently resurrected corpses, and disengage the necromancer if necessary to deal with these threats. Attack the necromancer at every opportunity, hitting it with the laser fire. Continually change fire positions to “clothesline” any advancing undead troops with the laser beam in hopes of destroying reinforcements and resurrected kills while still chipping away at their master. If overrun by undead troops, juggle and shoot them in the air while falling back. Continue hammering the necromancer with laser fire until it drops.

## Defender Co-op Comrades

If you want to play co-op as the Defender, here's some pairing advice to help make the most of your online battles.

### Berserker



Despite the Defender's awesome tanking ability, the class is still inferior to the Berserker when it comes to dealing heavy damage in melee combat. But that doesn't mean your Defender should back off.

Quite the opposite in fact. Maintain a frontline position and hammer away at foes in close range while the Berserker streaks around the periphery, scoring quick slide-attack hits and performing aerial combat on your juggled targets—use a hammer to give your friend a variety of airborne targets to choose from. The Berserker has low hit points, so max out the Defender's Resilience group skill to help reduce the amount of damage inflicted. Egil's Blessing is another effective skill to invest in, too, allowing you to draw enemies away from your Berserker ally when he's in trouble.

### Bio Engineer



The Bio Engineer and Defender are the most resilient classes available, making this an extremely durable team. The Bio Engineer's health regeneration skills allow the Defender to remain in close

contact with the enemy for longer durations, while the Defender's defense-based group skills bolster the Bio Engineer's ability to take damage. Invest in the center or right branch of the skill tree to bulk up your tanking/damage capabilities while the Bio Engineer focuses on ballistic-based skills—don't double up on Ward of the Norns. By balancing out the team you can take care of the melee combat while the Bio Engineer hangs back and provides support with rifle or cannon fire. If your friend is constantly being overrun, use Egil's Blessing to draw enemies toward you or deploy the Tree of Scorching Light laser turret to boost the team's offense.

### Champion



The Champion's ability to serve as a competent melee or ranged fighter is a welcome boon to this team. But this pairing is equally effective as a melee-based wrecking crew. Approach this

partnership in a similar fashion to the one with the Berserker. Equip a shield-and-hammer combo, then use it to juggle multiple enemies in the air, continually serving airborne targets up to the Champion. By working together, you can keep your combo meters well-stocked, allowing for the frequent deployment of Ruiners and battle cries. To keep this steamroller of melee combat moving, invest in the Reversal of Wyrds battle cry to quickly neutralize and negate the status effects of polarities—this is particularly important in the later levels. Whether you attempt to specialize in melee combat or balance out your team's capabilities, this is easily one of the most effective and satisfying pairings available.

### Commando



Expect little help from the Commando when it comes

to melee combat, so strive for self-sufficiency first. Seriously consider taking the fast track down the right branch so you can gain access to Tree of Scorching Light and Egil's Blessing. Taunting enemies with Egil's Blessing is extremely important to making this partnership work as it allows you to draw all enemies away from the Commando. While this makes it tougher on you, it also draws the enemies to one concentrated point, allowing your friend to pound the high concentration of enemies with grenades and other explosive attacks. The Commando's attacks don't hurt you, so keep hacking and slashing your way through enemies as the explosions surround you. If you need more firepower, both classes are capable of deploying turret-based spiders. When dropped simultaneously, your laser turret and the Commando's plasma turret (Tree of Shrieking-Flame) can light up scores of enemies, giving you the chance to catch your breath.

### Defender



While there are far more effective pairings, taking

two Defenders into combat can work as long as you strive for balance. The range-based Defender should choose the left or right branch to gain access to Adept of the Light-Spear or Tree of Scorching Light, then invest heavily in the left branch of the human or cybernetic alignment tree. The melee fighter in this team should drop skill points down the center branch to improve tanking capabilities, then focus on the right branch of the human or cybernetic alignment tree. By having one Defender specialize in ranged combat and the other in melee, this team can become quite effective. But it takes some heavy investment in the skill and alignment trees to reach an acceptable level of proficiency. So only attempt this pairing with high-level (20+) Defenders.

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BALDUR'S PATH: ALIGNMENTS

In addition to choosing Baldur's class, at an early stage in the game you must also choose whether he'll remain human or upgrade with cybernetic implants. Most of the other Aesir operatives (including Thor) have taken advantage of the cybernetic implants, gaining great power from the technology. But at this particular point in the game, Baldur has refrained from implementing such enhancements. So it's up to you to make this critical decision for Baldur—and you only have one chance to get it right. This choice is presented after completing the Hall of Heroes, during your first visit to Idunn's Cyber Lab in Aesir. Following a brief conversation with Idunn, you're prompted to choose human or cybernetic alignment. Instead of using the limited information available on the screen, preview each path by studying their attributes and the skill trees provided in this section. Making an informed decision now will definitely pay off later.

## CAUTION

## CHOOSE ALIGNMENT

Battle with Aesir will give you a choice with the Cybernetic gifts of Idunn. Or with your natural Human gifts of courage and will?



**CYBERNETIC PATH**  
Specifications:  
Damage Mastery path  
Access to cannons  
Applies bonus health  
Cybernetic Items  
Weapon-based Ruiners  
Damage focused



**HUMAN PATH**  
Specifications:  
Combo Mastery path  
Combo-driven Spiritual Ruiners  
Access to additional combo level  
Human Items  
Highly customizable Items  
Combo efficiency focused

WHEN YOU SEE THIS SCREEN, DROP YOUR CONTROLLER AND READ THROUGH THIS SECTION. YOUR ALIGNMENT CHOICE IS PERMANENT, SO MAKE SURE YOU CHOOSE THE PATH THAT COMPLEMENTS THE STRENGTHS OF YOUR CLASS AND BEST FITS YOUR STYLE OF PLAY.



## Human Alignment

## Specifications

- Combo mastery
- Combo-driven spiritual Ruiners
- Access to additional combo level

The human path is geared to players who prefer heavy action and twitch-based gameplay, with a heavy emphasis on combo-based skills. So if you like filling your combo meter by juggling enemies and performing aerial combat, this path is worth taking a serious look at. Berserkers and Champions are particularly effective when taking the human path, but all classes can benefit from this alignment. The skills offered in the alignment tree provide a mix of melee- and range-based bonuses, ensuring each class and play style is well represented. The final skill in the tree (Quick to Anger) increases combo growth efficiency and boosts the combo meter's capacity by one full level when maxed out. The combo-centric emphasis of this path can make it a little challenging for beginners to master, but once you get a firm grip on all the attacks and understand the economy of the combo meter, being a human is extremely powerful.

## Human Items

- Highly customizable
- Focused on combo efficiency

## SPIRITUAL RUINERS



*When your combo meter is at level 2 (or higher), initiate a ruiner to summon your spirit entity and inflict some epic damage. Each class has a unique spirit capable of inflicting different status effects.*

Choosing the human alignment automatically adds an additional node at the top of your character's skill tree. Investing in this new skill allows your character to summon his spirit entity when initiating a high-level (2+) ruiner, resulting in heavy damage and status effects unique to each class. In addition to looking cool, the new ruiner-based skill allows you to increase the radius of the attack, ensuring more enemies are affected by your spirit's unleashed wrath. Use the Call of Ruin skill on the right branch of the alignment tree to further increase the damage caused by ruiners.



## Human Alignment Tree



## NOTE

ON THE ALIGNMENT TREE DIAGRAM, THE NUMBER(S) TO THE RIGHT OF EACH SKILL REPRESENT THE MAX LEVEL OF EACH SKILL/THE MINIMUM LEVEL REQUIRED TO INVEST IN NEXT SKILL(S).

## Root Skills

## The Everburning Heart



- Requirement: None
- Decreases the cost of all combo use based on the current in-game hit counter value.
- Bonuses are applied at hit counter levels 25, 50, 75, 100, and 150.
- Minimum Advancement Level: 2

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	2%
2	4%
3	6%
4	8%
5	10%

**Skill Notes:** If you're frequently using Ruiners and battle cries, this is an excellent skill to invest in, as it decreases the combo cost of each by as much as 10 percent. For even greater savings, build up your hit counter before initiating a Ruiner or battle cry. Bonus savings are triggered at 25-hit intervals up to 100, with an additional bonus at 150 hits—the higher the hit counter, the greater the savings bonus. Obviously, this skill benefits classes capable of stringing together multiple hits in combat, making it ideal for melee specialists like the Berserker and Champion. But the other classes can benefit from it too, even if they activate their battle cries and Ruiners when the hit counter is at zero. If you're not a fan of this skill, don't worry. You only need to upgrade it to level 2 before you can move down to the next skill.

## Hero's Heart

- Requirement: The Everburning Heart level 2
- Increases melee attack speed.
- Minimum Advancement Level: 6



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	2%
2	4%
3	6%
4	8%
5	10%
6	12%
7	14%
8	16%
9	18%
10	20%

**Skill Notes:** Melee attack speed benefits every single class, allowing you to dish out more damage in a short span of time. So dump as many skill points here as

AESIR PRIMER

FRIENDS &amp; FOES

BALDUR'S  
PATH:

ALIGNMENTS

BERSERKER

BIO ENGINEER

CHAMPION

COMMANDO

DEFENDER

ALIGNMENTS

PROLOGUE

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## TOO HUMAN

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BALDUR'S PATH: ALIGNMENTS

you can to improve your melee game. This is great for boosting the Commando's initially sluggish melee skill, making him slightly more competent at close combat. But the Berserker benefits most from this skill, improving his already lightning-fast attack speed. This is particularly effective if you invested points in the left branch of the Berserker's skill tree, allowing you to stack multiple attack speed bonuses to create an incredible speed demon.

## TIP

YOU CAN TOGGLE BETWEEN YOUR SKILL AND ALIGNMENT TREES BY PRESSING **(LT)** AND **(RT)** IN THE "SKILLS" MENU. IF YOU CHOOSE TO RE-SPEC A TREE (PRESS **(Y)**), THE SKILL POINTS APPLIED TO THE SELECTED TREE ARE STRIPPED, ALLOWING YOU TO REALLOCATE THEM ANYWHERE YOU SEE FIT. IF YOU WANT TO RE-SPEC BOTH TREES YOU MUST DO IT INDIVIDUALLY. BUT BEWARE; EACH TIME YOU RE-SPEC A TREE IT COSTS YOU MORE AND MORE BOUNTY. THE FIRST RE-SPEC COSTS 1,000 BOUNTY. THE SECOND COSTS 2,000. THE THIRD, 4,000. THE AMOUNT KEEPS DOUBLING WITH EACH RE-SPEC, SO LIMIT THIS ACTION TO AVOID DRAINING YOUR FUNDS.

### Left Branch: Ranged Combat

#### Calm Under Fire

- Requirement: Hero's Heart level 6
- Increases reload speed.
- Minimum Advancement Level: 6



SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	2.5%
2	5.0%
3	7.5%
4	10.0%
5	12.5%
6	15.0%
7	17.5%
8	20.0%
9	22.5%
10	25.0%

**Skill Notes:** Running out of ammo in the middle of combat is a frequent (and potentially dangerous) problem, especially if using pistols. While this skill doesn't increase the ammo count of your weapon, it does decrease the amount of time it takes to reload. On rifles, secondary fire reload times decrease too, allowing you to quickly load and fire grenades. This is extremely useful if you're building a ranged combat or stand-off specialist. The Champion and Commando are the most obvious beneficiaries of this skill, given their proficiency with ballistic weapons and initially quick reload times. But all classes improve with each point invested, so don't rule out dropping points here if playing as a Bio Engineer or Defender. Berserkers are best skipping this entire branch.

#### A Need to Survive

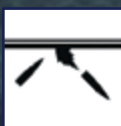


- Requirement: Calm Under Fire level 6
- Increases ballistic rate of fire.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	2%
2	4%
3	6%
4	8%
5	10%
6	12%
7	14%
8	16%
9	18%
10	20%

**Skill Notes:** This rate-of-fire-based skill plays well off the previous node. If you're firing more rounds, it means you'll need to reload more often. But you're covered on that front since you must first reach level 6 of Calm Under Fire before you can invest in this skill, helping nullify the only negative impact of a higher rate of fire. If ranged combat is your preference, this is a very effective way to boost your damage output, particularly if combined with other skills or runes affecting rate of fire. Use this in conjunction with the Commando's Rain of Iron skill to fire devastating streams of slug ammo at your unfortunate enemies.

#### Daring Shot



- Requirement: A Need to Survive level 6
- Ricocheting shots increase chance of hitting additional enemies.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** When maxed out, this skill gives each shot fired a 10 percent chance of ricocheting and striking nearby enemies, allowing one round to damage multiple targets—sort of like radius damage. Since level 6 of A Need to Survive is the prerequisite skill, the increased rate of fire practically ensures you'll see damage caused by multiple ricochet shots per engagement. Due to the limited range a ricocheted shot can travel, the bonus damage caused by this skill is most evident when you're engaging large swarms of melee goblins, undead regulars, or other tight clusters of hostile units.



### Right Branch: Combat Specialization

#### Desire to Overcome



- Requirement: Hero's Heart level 6
- Increases fierce attack range.
- Minimum Advancement Level: 6

**Skill Notes:** Bowling over tight groups of enemies with fierce attacks is a great way to maintain control over large swarms, but it takes some practice to master. This skill increases the range of all fierce attacks, allowing you to reach out and knock over more distant enemies. For melee specialists like the Berserker and Champion, fierce attacks are often quicker to initiate in close combat than drawing your ranged weapon, providing a great alternative when engaging targets that are just outside the range of a slide attack. As you become more proficient (and accurate) with fierce attacks, dump a few points in this skill to increase the attack's effective range.

#### Call of Ruin



- Requirement: Desire to Overcome level 6
- Increases Ruiner attack damage.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	2%
2	4%
3	6%
4	8%
5	10%
6	12%
7	14%
8	16%
9	18%
10	20%

**Skill Notes:** Finally, here's a skill that increases the damage of Ruiner attacks. The root Ruiner skills that appear on your skill tree after selecting the human alignment allow for the appearance of your spirit entity, but each level merely increases the radius of the Ruiner. This skill boosts the damage output of every Ruiner, no matter what combo level you initiate it at. However, it's still best to initiate Ruiners at high combo levels (2+) to optimize damage output. So whether you specialize in close combat or not, this is a very worthwhile skill to invest in. Because no matter how careful you are,

there are times when you'll be overrun and need a powerful Ruiner to save your bacon.

#### Spirit Renewal



- Requirement: Call of Ruin level 6
- Decreases spider recharge time.
- Minimum Advancement Level: 6

#### SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** The degree to which you invest in this skill largely depends on how attached you are to your spider ability. Spirit Renewal reduces the recharge time of your spider by as much as 50 percent, allowing for more frequent deployments. If using a powerful and versatile spider ability such as a shield or turret, this is a very powerful skill worth of maxing out. But if you're not itching to use your spider every few seconds, make the minimum investment (level 6) to move on to the final skill on the tree.

#### Alignment Tree Terminus

##### Quick to Anger

- Requirement: Daring Shot or Spirit Renewal level 6
- Level 1–9: Increases combo meter growth rate.
- Level 10: Increases your maximum combo level.

+1

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	11%
2	22%
3	33%
4	44%
5	55%
6	66%
7	77%
8	88%
9	99%
10	110%

**Skill Notes:** If this skill looks familiar, it's because it's identical to the Berserker's A Capacity for Rage root skill, greatly enhancing combo meter growth and

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BALDUR'S  
PATH:  
ALIGNMENTS  
BERSERKER  
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COMMANDO  
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## TOO HUMAN

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BALDUR'S PATH: ALIGNMENTS

ultimately boosting your combo meter capacity by one full level. Needless to say, this skill is worth maxing out, especially if you're a heavy user of battle cries and Ruiners. The skill has an added bonus for the Berserker and his co-op ally: Maxing out A Capacity for Rage and this skill boosts your combo meter by two full levels, taking it to level 5—more than any other class! When operating at combo level 5, the Berserker attacks faster, has longer-lasting battle cries, and causes unparalleled damage with Ruiners—especially if you've maxed out Call of Ruin. So make a concerted effort to fill out the prerequisite levels of the upper-level skills so you can begin dropping skill points in this powerful node.



## Cybernetic Alignment

Specifications

- Damage mastery path
- Access to cannons
- Applies bonus health

Enhancing Baldur with cybernetic implants used by other Aesir operatives opens up an entirely new skill tree. Unlike the human path, this one is more damage-based and RPG-focused with a slightly greater emphasis on loot gathering. So if you're not all that keen on the heavy action and twitch gameplay required to optimize the human-based skills, the cybernetic path is the choice for you. The skill tree offers a mix of damage-heavy and armor-based skills, providing plenty of opportunities to boost your character's offensive and defensive stats. In addition to opening a new set of skills, the cybernetic path also allows you to equip cannons—cannons remain locked to human and nonaligned characters. These massive ranged weapons are capable of dishing out some serious damage with both their primary and secondary fire modes—slug, plasma, and laser cannons all fire different secondary attacks. However, your character's mobility is significantly decreased while firing the cannon. But this is primarily a stand-off weapon, so you shouldn't operate it in large crowds or situations when you're surrounded. Instead, hold back and pump a few hundred rounds into a crowd of distant enemies, keeping them in front of you at all times.

Cybernetic Items

- Weapon-based Ruiners
- Damage based

**WEAPON-BASED RUINERS**

*All cybernetically aligned weapons have unique ruiners associated with them. Build your combo meter to level 2 or higher to initiate these powerful attacks.*

Each cybernetically aligned weapon (both melee and ranged) comes with its own specific ruiner and associated status effects. These attacks differ wildly based on the weapon type, but all perform similarly to a standard or spiritual ruiner, inflicting heavy damage on all enemies within a wide radius. To activate a weapon-based ruiner you must initiate it at combo level 2 or higher and have the weapon whose ruiner you wish to use deployed. For example, if you want to use your sword's ruiner, make sure you're holding the sword at the time you trigger the ruiner. If you want to use the cannon's ruiner, make sure you're holding the cannon. Since you can have a melee and ranged weapon equipped simultaneously, you can choose from two ruiner types at any given time, which offers greater tactical flexibility—though in the heat of battle, any ruiner is a lifesaver. To access more powerful ruiners, keep swapping out your older lower-level weapons for new high-level weapons: Weapons with no alignments have no ruiner capability, so make sure you have at least one cybernetically aligned weapon equipped at all times.



## Cybernetic Alignment Tree



## NOTE

ON THE ALIGNMENT TREE DIAGRAM, THE NUMBER(S) TO THE RIGHT OF EACH SKILL REPRESENT THE MAX LEVEL OF EACH SKILL/THE MINIMUM LEVEL REQUIRED TO INVEST IN NEXT SKILL(S).

## Root Skills

## Augmented Musculature

- Requirement: None
- Increases attack damage based on the current in-game hit counter value.
- Bonuses are applied at hit counter levels 25, 50, 75, 100, and 150.
- Minimum Advancement Level: 2



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%

**Skill Notes:** At its base implementation, this skill is a simple damage modifier, boosting damage output of melee and ballistic attacks by as much as 5 percent. However, the real power of this skill is gained by maintaining a high hit

counter—the higher the hit counter, the greater the damage output. Bonuses are applied at 25-hit intervals up to 100, then an additional bonus level is available at 150 hits. This skill comes in handy when taking on large swarms of enemies, such as melee goblins or undead regulars. Remain in constant contact through melee or ranged attacks to link together your hits and prevent the hit counter from resetting to zero. When dealing with smaller crowds, boost your hit counter by juggling and shooting enemies in the air—each shot fired at a juggled enemy counts as a hit. Entire volleys of ranged fire shot at unjuggled enemies only count as one hit.

## Enhanced Mobility Actuators

- Requirement: Augmented Musculature level 2
- Increases slide attack damage.
- Minimum Advancement Level: 6



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** The slide attack is such a core maneuver in melee combat that all classes greatly benefit from this damage modifier. When this skill is maxed out, slide-attack damage is increased by 10 percent. It may not seem like much, but when you consider how often you utilize slide attacks, this skill really makes a difference. If you aren't using slide attacks, start. Whether you're engaging huge swarms or small groups, the slide attack is the best way to stay on the move, allowing you to evade attacks while rapidly dishing out damage to multiple targets. No matter what class you're playing as, consider taking this skill all the way to level 10—this is

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ALIGNMENTS

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BALDUR'S PATH: ALIGNMENTS

particularly important if playing as a Berserker or Champion, as this skill benefits air-slide attacks, too.

### Left Branch: Ranged Combat

#### Retooled Munitions Dispenser

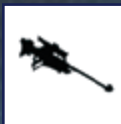
- Requirement: Enhanced Mobility Actuators level 6
- Increases ammunition capacity for all guns.
- Minimum Advancement Level: 6



SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

**Skill Notes:** No matter what gun you have equipped, this skill boosts the ammo capacity, allowing you to fire continuously for longer before you have to reload. This is extremely helpful when using the low-ammo-capacity pistols or the slow-to-reload cannons, increasing their ammo capacity by as much as 50 percent. Chances are, if you chose the cybernetic path, you'll be taking advantage of the cannon. So consider upgrading this skill all the way to level 10. Reloading the cannon in the middle of a big fight is not only annoying, but quite dangerous. By boosting this skill you have a greater chance of wiping out the majority of enemies before a reload is necessary. Obviously, this skill is tailor-made for the cannon-toting Commando.

#### Ballistic Telemetry Feedback



- Requirement: Retooled Munitions Dispenser level 6
- Increases the range of ballistic weapons.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** This skill is identical to the one found in the Commando's skill tree on the left branch, increasing the range of all guns. As a result, the Commando has the unique opportunity to stack these identical skills, maximizing range by as much as 20 percent (assuming both skills are maxed out). With such a range bonus, the Commando is even more effective as a stand-off tactician, capable of engaging and eliminating enemies before they can move to melee range. But all the other classes benefit from this skill too, making each more proficient with ranged weapons. The short-range pistols are significantly improved by this skill, so consider dropping some points here if you're wielding handguns as a Champion or any other class.

#### Terminal Ballistic Analysis



- Requirement: Ballistic Telemetry Feedback level 6
- Increases the chance that shots will penetrate the target and hit additional enemies.
- Minimum Advancement Level: 6

SKILL LEVELS AND BONUSES	
LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** Similar to the Daring Shot skill on the human alignment tree, this skill increases the chance of damaging multiple targets with each shot fired. But instead of making the shot ricochet, the skill improves the penetration power, allowing it to pass through multiple targets. When the skill is maxed out, each round (or laser) fired has a one-in-ten chance of penetrating in this fashion. This is great when engaging large swarms of enemies, allowing you to inflict damage on the front line and on rear units too. When augmented by the rate of fire and damage of a cannon, this skill is even more of a no-brainer. So if the cannon (or any firearm) is your primary weapon, seriously consider maxing out this skill.

### Right Branch: Combat Specialization

#### Spreader of Ruin



- Requirement: Enhanced Mobility Actuators level 6
- Increases the radius of Ruiner attacks.
- Minimum Advancement Level: 6



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

set off a Ruiner to damage nearly every target in sight. Don't worry about maxing out this skill, as the difference between level 6 and level 10 is rather negligible. So take it to level 6 and move on down the alignment tree.

## Submunition Distributor



- Requirement: Spreader of Ruin level 6
- Increases the rate at which bonus effects occur on attacks.
- Minimum Advancement Level: 6

**Skill Notes:** This skill can be either very helpful or a complete waste of points. It all depends on what skills you've previously invested in and what kind of status effects are applied to your equipped weapons and charms. The skill supplements these status effect-based attacks, increasing the chance of inflicting a certain type of damage (ice, fire, explosive, etc.) on an enemy. For example, if I'm a Champion who invested in the Immolating Blade skill, Submunition Distributor increases the chance of scoring fire damage. What's powerful about this skill is that it applies this bonus across the board to every status effect-based attack in your arsenal. So if you have different skills, charms, and weapons capable of delivering status effect damage, this skill enhances them all, boosting the probability of landing such attacks by as much as 5 percent.

## Everflowing Source

- Requirement: Submunition Distributor level 6
- Increases the spider's maximum deployment time.
- Minimum Advancement Level: 6



**Skill Notes:** Similar to the Spirit Renewal skill on the human alignment tree, this skill boosts the deployment duration of your spider. So instead of recharging faster, the spider remains on the battlefield longer, indicated

**Skill Notes:** With cybernetic alignment, all high-level Ruiners (2+) are weapon-based and differ greatly depending on the cybernetically aligned weapons you have equipped. This skill applies a radius bonus to each Ruiner, further enhancing the effective range of these devastating attacks. At their default setting, weapon-based Ruiners have a very wide radius—much wider than the spiritual Ruiners of the human alignment. So increasing the radius with each level makes them even more dangerous to your enemies. You don't need to necessarily wait until a large crowd of enemies is around you. Just

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	.5%
2	1.0%
3	1.5%
4	2.0%
5	2.5%
6	3.0%
7	3.5%
8	4.0%
9	4.9%
10	5.0%

## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%

by the slower drain of its energy meter. Once again, investing in this skill largely depends on how dependent you are on your chosen spider ability. If you're using your spider often, max out this skill as quickly as possible to take full advantage of the 50 percent increase in deployment time. This makes most sense when using a turret- or shield-based spider ability, as those skills never seem to last long enough. Otherwise make the minimum investment (level 6) if you're itching to get down to the Hardened Carbotanium Chassis skill at the bottom of the tree.

## Alignment Tree Terminus

## Hardened Carbotanium Chassis

- Requirement: Terminal Ballistic Analysis or Everflowing Source level 6
- Increases the defensive bonus of equipped armor pieces.



## SKILL LEVELS AND BONUSES

LEVEL	BONUS
1	1%
2	2%
3	3%
4	4%
5	5%
6	6%
7	7%
8	8%
9	9%
10	10%

**Skill Notes:** All classes can benefit from this boost in armor value. What's great about it is the bonus is applied to each piece of armor equipped—including the helm, shoulder armor, torso armor, gauntlets, leg armor, and boots. So at each level, you're boosting your character's armor value by 6 percent. Max out the skill for a whopping 60 percent increase in your base armor value. But it's the Defender who gets the most out of this skill, especially if Tyr's Best Work has been maxed out. By stacking and maxing out these two identical skills your Defender can gain a 120 percent increase in the base armor value, making him the ultimate tank.

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BALDUR'S  
PATH:  
ALIGNMENTS  
BERSERKER  
BIO ENGINEER  
CHAMPION  
COMMANDO  
DEFENDER  
ALIGNMENTS

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## TOO HUMAN

4

PROLOGUE

The World of *Too Human*

The world is in a state of perpetual winter—the Fimbulwinter. It has lasted for centuries, perhaps even thousands of years. Fossil energy sources have dwindled to nothing, fog and harshly cold winds have decimated solar and wind energy collection. Most power is provided by harnessing geothermal vents.

The oceans of the world have frozen. Pack ice up to a few miles thick has formed on the surface. Glaciers carve their way across the landscape, radically altering the geology.

The human population has diminished to perhaps 30–50 million people living on a frozen plain called Vigard. Vigard covers perhaps 200–300 square miles of terrain.

The humans live under the rule of a technologically advanced benevolent corporation named Aesir Industries. This corporation is the last vestige of an all-but-forgotten older civilization.

Humans aren't the only entities living in this world. Products of technology that predates the Fimbulwinter, races of sentient machines have adapted and prospered under the ice: the dark and light elves, goblins, trolls, and the giants. No one knows where these races came from—who built them, why, or what happened to drive them away from humanity. Indeed, 99 percent of humanity isn't even aware that they exist, and after what sightings there have been, the creatures are quickly dismissed as monsters, hidden by the dark fog of the Fimbulwinter.

Although Aesir has access to airplanes, spacecraft, and satellite imaging, it is unable to observe large portions of the planet. Cloud cover obscures the view of satellites, and cold weather grounds long-distance airplane flight. The world has truly shrunk in the eyes of the humans.

## Prelude: Feast of Flesh

Violating the Pact of the Fallen, Hermod and a small expeditionary force of Wolf Troopers enter Helheim on a critical recovery mission. But the Aesir intrusion has not gone unnoticed by Hel, the cybernetic administrator of the facility. She watches Hermod's advance with great interest, eventually dispatching one of her creatures to prevent the Aesir and humans from escaping.



Following a short and uneventful journey through the hazy necropolis, Hermod approaches an unconscious figure suspended by a series of wires and cables. Moving with haste and determination, Hermod releases the shadowy figure from its restraints and throws the motionless body over his shoulder.



But soon after recovering the body, the expeditionary force is attacked by Hel's creature, GARM. Dutifully, the humans immediately open fire on the massive beast, distracting it while Hermod makes his escape. However, the humans are no match for the cybernetically enhanced creature and quickly succumb to its devastating attacks. Enraged by Hermod's escape, Hel vows to wage war on the Aesir for their treacherous assault on her domain.





## Grendel Meets Gungnir and the Sentient Sword

Nine months after the events in Helheim, Midgard is abuzz with rumors of humans being slaughtered by mysterious beasts. Two patrons at a bar wonder aloud why the Aesir fail to protect them from this horrific scourge. Their paranoia leads them to question the identity of a cloaked figure entering the bar.



But the humans are both fearful and embarrassed when they discover the individual beneath the cloak is Baldur, of the Aesir. Some humans fall to their knees in a sign of respect, while others simply raise their hands, hoping not to antagonize the god in their midst. But Baldur is more concerned about something else, aiming his pistol as if tracking an invisible target.

Suddenly a huge mechanical creature crashes through the bar's outer wall, causing Baldur to open fire with his dual pistols. But the alloy monstrosity is impervious to his weapons, and instead turns its attention to the humans, effortlessly picking one up and biting it like some carnivorous beast. Later the creature unleashes a series of buzzsaw-equipped drones that fly through the bar and cut through the flesh of several bar patrons. Baldur focuses on the drones, quickly downing them with a few flawlessly aimed rounds from his pistols.



But the beast is undeterred until Baldur attacks with Fenrir, his sentient sword. Following a series of acrobatic leaps, Baldur brings the sword down on the mechanical monster, slicing through its right arm. The beast responds with a piercing scream and quickly retreats, leaving its severed arm behind.



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## TOO HUMAN

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PROLOGUE

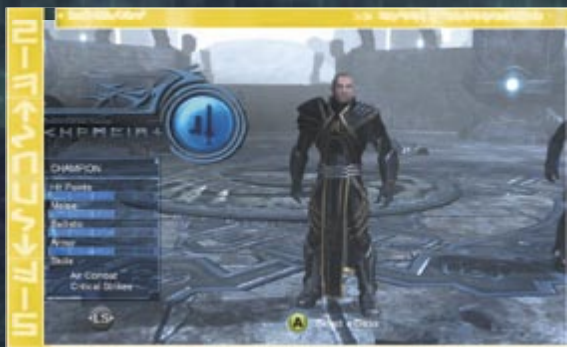
## How to Use the Walkthrough

The following walkthrough is a step-by-step guide, helping you make the most out of your first journey into the world of *Too Human*. Included are maps revealing the locations of containers, obelisks, Wells, secret passages, and optional Arenas. These maps appear at the beginning of each chapter, providing a complete layout of each level. Before beginning a new mission, browse the provided map carefully and make mental notes of areas containing secret passages and treasures. While playing, use the map to reveal the locations of containers and obelisks before moving on to the next room. There is no immediate backtracking allowed in the game, so complete your sweeps for loot one room at a time as you move through the levels.

The walkthrough also provides critical tactics for every enemy encounter. Regardless of which class you choose, combat in *Too Human* often comes down to target prioritization, requiring you to sort through scores of enemies and eliminate those that pose the biggest threat first. Each major encounter and boss fight is detailed at length, ensuring your Valkyrie-assisted flights to Valhalla are kept to a minimum. For more information on how to defeat each individual enemy unit, see the “Friends & Foes” chapter for general tactics or the “Baldur’s Path” chapter for class-specific tactics. Experiment with different tactics based on which class you’re playing; each has a preferred way of dispatching every enemy. Don’t be afraid to use combinations of slides, two-in-ones, Ruiners, and Finishers to create your own custom takedowns. The fluidity of the game allows for great improvisation.

If you choose to replay levels using the Aesir Teleport Menu, or during co-op, expect minor modifications to the layout of the levels and composition of the enemy encounters. To enhance replayability, the game responds to your experience level by inserting more challenging enemies into the same levels, making each subsequent round a unique experience. For example, if you encountered only goblins in one area on the initial play-through, during the second time the goblins may be accompanied by a melee troll, significantly ramping up the difficulty. While the walkthrough does not cover the composition of these new enemy groups, you should be well-prepared to deal with any threats after using this guide to complete the game.

### CLASS SELECTION



*The Champion is the most balanced of the five character classes, making it a wise choice for beginners or those who love aerial combat.*

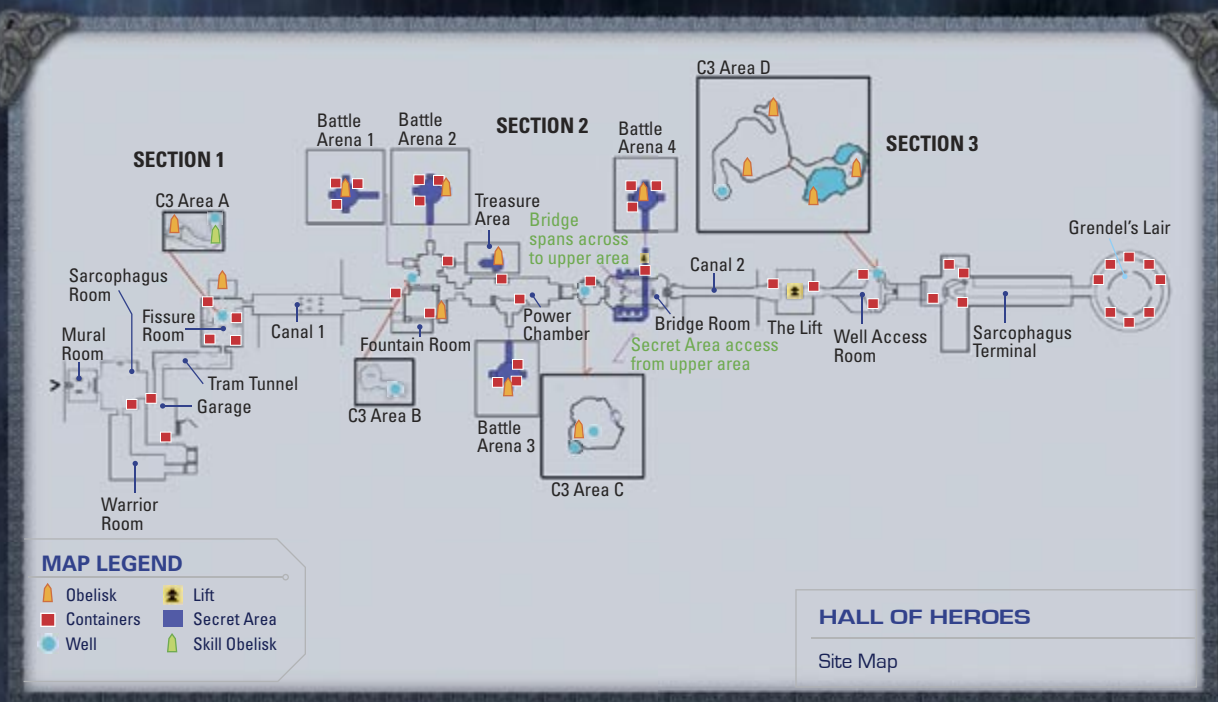
For the purpose of this walkthrough, we have chosen the Champion class. While the Champion lacks some abilities offered by the more specialized classes, its balanced melee and ballistic skills are best suited for demonstrating the various combat techniques possible in the battles ahead. But even if this is your first time through the game, feel free to choose any class that best suits your style of play. Review the classes in the “Baldur’s Path” chapter to study their strengths, weaknesses, capabilities, and unique skill trees.





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## Arrival



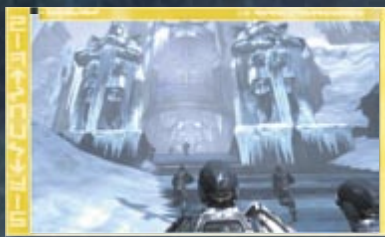
An enormous dropship descends from the clouds, fighting through the violent blizzard-like conditions while rapidly approaching the drop-off point near the Hall of Heroes. Aboard the dropship's APC (armored personnel carrier) are Baldur and an expeditionary force of Wolf Troopers.



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The APC is soon released from the dropship, crunching down onto the frozen terrain, rolling toward the Hall of Heroes' entrance. As the ramp of the APC lowers, the Wolf Troopers race ahead, securing the area around the Hall of Heroes' massive doors.

## NOTE

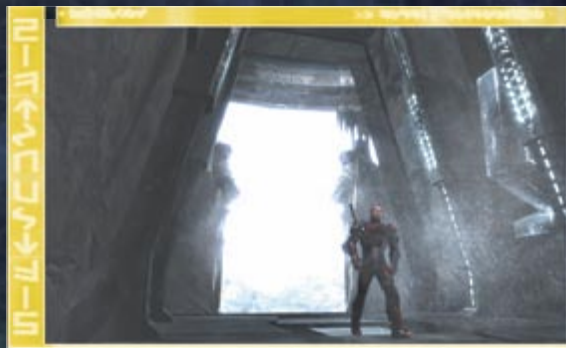
NOTE THAT THROUGHOUT THE GAME SOME ENEMIES MAY RANDOMLY SPAWN AS DIFFERENT VARIANTS. THE STRATEGIES PRESENTED IN THIS WALKTHROUGH ARE BASED UPON THE ENEMIES THE AUTHOR ENCOUNTERED WHILE PLAYING THE GAME, AND THE STRATEGIES DISCUSSED ARE APPLICABLE TO THESE TYPES OF ENEMIES WHEREVER ENCOUNTERED.

## Mural Room

Following the introductory cinematic, you gain control of Baldur as he stands at the entrance of the Hall of Heroes. Push up on the left control stick to walk forward. Slightly nudging the control stick upward causes Baldur to walk, while pushing it all the way up makes him run.



As Baldur moves forward, the camera angle changes and is situated behind him in a more standard third-person perspective. This is the Mural Room, named for the massive piece of artwork adorning the floor near the entrance. There are no threats or loot in this room (in single-player mode), so simply move forward, crossing the mural on the floor.



## Sarcophagus Room



A huge sarcophagus dominates the center of the next room. Once again, there are no threats in this room, so take the opportunity to familiarize yourself with movement and the view controls. While not in combat, hold down (LB) while moving the right control stick to look around. In most situations the camera is always behind Baldur, so this is a good way to glance to the left and right, without moving in those particular directions. Tap (LB) to center the camera behind Baldur. When attempting to look around, be mindful of your button presses, using (LB) every time. If you accidentally press (RB) you may set off a Ruiner attack, which will deplete your combo meter.



At the sarcophagus, turn right and advance toward the closed door where several Wolf Troopers are gathered. To the left of the door are a couple of containers. Think of these objects as small treasure chests, containing various forms of loot. Use the right control stick to perform a melee attack on the containers to obtain the loot inside. Simply stand next to the containers and hold the right control stick in their direction—one well-placed swing destroys both containers. Containers hold either bounty (a form of currency among the Aesir) or health orbs (red-colored pickups that boost your health meter). So make an effort to hunt down all containers and retrieve the loot inside. Once you've gathered the loot, move toward the door—it automatically opens as you approach.

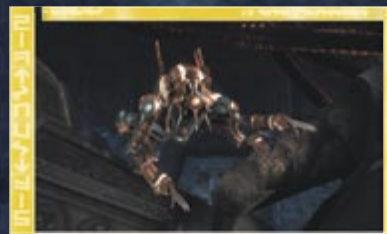


## NOTE

Bounty can be spent to buy new equipment or repair damaged weapons and armor. Such purchases can only be made at the Armory and Cyber Lab of Aesir. But don't let that discourage you from raiding containers for bounty. When you get to Aesir, you'll need as much bounty as possible to afford the best gear for the next mission. Bounty can also be spent on crafting new equipment, or to re-spec your character's skill tree, allowing you to reallocate all of your skill points.

## Warrior Room

As you enter the next room, the camera moves to an overhead view, revealing a goblin looking down on Baldur and the humans. You can't engage this goblin, so continue moving straight ahead, crossing the bridge-like walkway. You maintain control of Baldur during this sequence, so keep moving forward while the goblin watches.



After crossing the bridge, turn left to trigger another short cutscene. This time the goblin reveals itself, alerting others to attack your unit. Get ready for your first fight!

## TIP



THIS TIME YOU CAN ENGAGE THE GOBLIN DURING THE CUTSCENE. AS THE CAMERA SWITCHES TO THE GOBLIN'S PERSPECTIVE, AS SEEN THROUGH ITS RED EYE, RUSH FORWARD AND OPEN FIRE WITH YOUR RIFLE OR PISTOLS. IF YOU'RE WITHIN RANGE, BALDUR WILL AUTOMATICALLY TARGET THE GOBLIN, SCORING SEVERAL HITS DURING THE CUTSCENE, MAKING THE ENSUING FIGHT A BIT EASIER.



Once the camera resets to its standard position, rush forward and attack the large group of incoming goblins. If playing as anything other than Commando, Baldur is best off serving as the tank in this battle, taking the fight to close range with melee attacks while the Wolf Troopers hold back and provide fire support. Start off with a series of slide attacks to close the distance, then start swinging away as the goblins approach. Swing in all directions to avoid getting surrounded, but make an effort to stay in contact with enemies to build up your combo meter, using ranged attacks if necessary.



If you get the hang of it, your first fight should last no longer than a minute. Be sure to gather any loot left behind by the goblins, including health orbs. There are no containers or other collectibles in this room, so proceed through this doorway.

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## Garage



A massive warrior statue stands at attention in the passage ahead. There are no threats in this area, so turn left at the statue and proceed to the neighboring chamber, where a fresh wave of goblins awaits.

## TIP



A PAIR OF CONTAINERS ARE NEAR THE TOP OF THE STEPS IN THE NEXT ROOM. TO FIND THEM, TURN LEFT AT THE WARRIOR STATUE, THEN MAKE ANOTHER IMMEDIATE LEFT TO SPOT THE CONTAINERS AT THIS DEAD-END ON THE STAIRWAY'S LEFT FLANK.



Rush down the steps or drop from the upper level (near the containers) to engage the latest round of goblins. But be careful not to stand in one place too long. An assault goblin accompanies this wave

of enemies, and it attacks from long range with explosive missiles. So stay on the move while attempting to track down the assault goblin—follow the smoke trail of launched missiles to spot its location. Be prepared to dive-roll if an incoming missile gets too close for comfort. Missiles deal large amounts of damage and have wide blast radii, so be sure you're not around when one impacts.



Slice your way through any melee goblins that get in your way while you chase down the assault goblin. Since the assault goblin is weak at melee attacks, it will try to evade you, running and jumping away from you. Use ranged attacks while chasing it down, then

when you're within melee range, knock it up into the air. While the assault goblin is airborne, jump up and attack or juggle it with your ranged weapon. Assault goblins are significantly stronger than their melee goblin counterparts, so it will take several strong hits to bring it down. Keep up the attack until it's destroyed. Eliminating assault goblins (or any ranged threats) should always be a priority in any fight.

Once the assault goblin is destroyed, finish off the remaining melee goblins. Don't be surprised if you level up during this fight, indicated by a large blue circle of light emanating from Baldur. Leveling up instantly replenishes all your health and rewards you with skill points. But don't worry about allocating skill points just yet.



Keep slicing and dicing goblins until a cutscene is triggered, showing a Valkyrie descending to retrieve the body of a fallen Wolf Trooper. Shaken by the sight of a fallen comrade, the remaining Wolf Troopers begin to question why they're here.

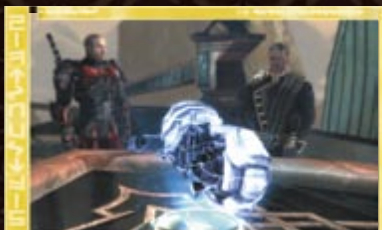




## FLASHBACK



along this passageway, toward the moving platform at the opposite end—notice how the human guards kneel as you pass.



The concerns of the Wolf Troopers cause Baldur to reflect on the purpose of the mission at hand. The resulting flashback takes Baldur back to Aesir, where he approaches the entrance of Heimdall's Office. As you gain control of Baldur, move forward

Ride the hovering platform to Heimdall's Office, then move toward his desk. In the ensuing cutscene, Baldur inquires about the origins of the arm he severed from the monster in the bar. Heimdall's analysis of the object is inconclusive—a full specimen is required to unlock the secrets of this technology. But Heimdall

has more pressing concerns given Hel's dissolution of the Pact of the Fallen. Still, Baldur insists on tracking down the beast, citing the Aesir's duty to protect the humans. Heimdall reluctantly agrees to give Baldur command of a small expeditionary force to investigate.



Suddenly, Baldur's attention is brought back the present as a goblin blossom crashes through a nearby wall and begins pouring goblins into the chamber. Goblin blossoms are transports that resemble red flowers when they open and dispense their lethal cargo. More goblins attack through a nearby hole in the wall. Quickly move into action, using slide attacks to engage both sets of enemies simultaneously. This is the best way to avoid getting surrounded. Finish off the goblins, then slash the two containers below the blossom before proceeding through the next doorway.

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## NOTE



IF YOU HAVEN'T ALREADY, TAKE THE TIME TO ALLOCATE YOUR SKILL POINTS ON YOUR CHARACTER'S SKILL TREE. NEW SKILL POINTS ARE AWARDED EVERY TIME YOU LEVEL UP (+3 UP TO LEVEL 9, +2 FOR LEVELS 10-39, AND +1 FOR LEVELS 40-50), SO REMEMBER

TO UPDATE YOUR SKILL TREE AFTER EACH PROMOTION—A TEXT REMINDER IS VISIBLE ON THE RIGHT SIDE OF THE SCREEN WHEN YOU HAVE SKILL POINTS TO INVEST.



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## Tram Tunnel



A large group of goblins awaits your advance in the Tram Tunnel, including a goblin leader (The Red Eye) and two assault goblins at the far end. Cautiously enter this passage and wait for the first group of goblins to charge. Hold your ground and wipe them out with your ranged weapon—if you're quick enough, you can eliminate all of them before they reach melee range. Once the first wave is destroyed, creep forward and wait for the second wave of goblins to charge. Stay put and down them with another ranged attack. The second wave is reinforced by more goblins jumping off a rocky ledge on the right. Resist the urge to advance; let them come to you while you engage from a distance.

## CAUTION

IN THE TRAM TUNNEL, AVOID RACING TOWARD THE GOBLIN LEADER UNTIL THE FIRST TWO WAVES OF GOBLINS ARE ELIMINATED. THE GOBLIN LEADER AND THE GOBLINS AROUND IT WON'T ATTACK AS LONG AS YOU KEEP YOUR DISTANCE, SO KEEP AWAY FROM THEM UNTIL YOU'RE READY TO COMMENCE THE ATTACK. ELIMINATING EACH WAVE, ONE AT A TIME, IS THE BEST WAY TO AVOID BEING OVERWHELMED IN THIS CRAMPED PASSAGE.



After eliminating the first two sets of goblins, make your move on the goblin leader and its brood. As you advance, the melee goblins charge toward you, and the goblin leader attempts to paint you (or one of the Wolf Troopers) with its targeting laser. This laser allows it to relay

targeting information to the two assault goblins, greatly enhancing the accuracy and size of their explosive missile volley. If you're targeted, just keep pressing forward, slicing at melee goblins as you advance.

Go after the two assault goblins first, as they pose the greatest threat to you and your Wolf Troopers. Open fire as you close range, then finish them off with melee attacks. But be careful as you attack, as melee goblins may encircle you. So be prepared to lash out in all directions.



Next, go after the goblin leader. It's protected by an energy shield that you must destroy before you can deal damage directly. Start by knocking the leader into the air, then jump up and perform aerial melee attacks. While in the air, the leader is defenseless, allowing you to inflict heavy damage on its energy shield without facing retaliation. As the leader lands, repeat the process, throwing it up into the air and attacking with your melee or ranged weapons. Keep up the attack until the goblin leader is destroyed. Finish off any survivors and gather up their loot. There are no containers in this passage, so proceed through the next doorway.

## TIP



A QUICK WAY TO ELIMINATE (OR HEAVILY DAMAGE) THE GOBLIN LEADER AND THE ASSAULT GOBLINS IS TO UNLEASH A RUINER WHILE WITHIN CLOSE PROXIMITY—ASSUMING YOUR COMBO METER IS AT LEAST ONE LEVEL FULL. RUSH THE GOBLIN LEADER AND WAIT FOR A FEW MORE GOBLINS TO GATHER AROUND BEFORE PRESSING **(RB)** TO TRIGGER THE RUINER.



## Fissure Room

Upon entering the Fissure Room, waste no time rushing toward the two sets of steps straight ahead—an assault goblin guards each set. Target one of the two assault goblins and charge straight ahead, firing your ranged weapon as you move into melee range.

As you cross the room, scores of melee goblins descend from the tops of the pillars, potentially blocking your path to the assault goblins on the steps. Stay focused and keep pushing ahead, plowing through any melee goblins that get in your way. When within range, pound the targeted assault goblin with punishing melee attacks until it's down for good. Once you've destroyed one, rush to the other set of steps to take down the other.

The melee goblins are your next targets. Hold near the base of the steps and finish them off. This is a good opportunity to practice some aerial combat. Start by knocking a few goblins into the air, then jump up and perform air slide attacks. Such attacks are useful if you find yourself surrounded—the aerial maneuvers provide a quick escape. Once the melee goblins are eliminated, destroy the two container clusters on the room's flanks before ascending the stairs.

Pick a staircase and climb it—both lead to the same place. As you near the top landing, a short cutscene shows a melee troll (Skullhammer) breaking out of a stack of rubble. Be ready to move as the troll attacks, most likely with its hammer. To avoid taking damage, dive-roll just as it drops its hammer.

While trolls may look intimidating, they're relatively easy to dispatch if you know what to do. Start by jumping directly into the troll and swinging away at the center of its torso with your melee weapon. It only takes a few solid hits to destroy the piece of armor protecting the machine's fusion core. But to destroy this vital organ, you must first mount the troll. At higher levels, trolls are more heavily

armored, and may require several hits to destroy their chest armor.

## TIP



If you're getting annoyed by the troll's constant hammer attacks, back off and target its left arm with your ranged weapon, standing just outside the damage radius of the hammer. While firing, use the right control stick to target the troll's limbs—the troll's arms, legs, and torso can all be targeted. First you must destroy the armor covering the left arm, indicated as yellow on the damage meter. Once the armor is destroyed, you'll start dealing damage to the arm itself, eventually destroying the hammer and greatly reducing the troll's offensive capabilities. But even with its hammer destroyed, the troll can still swipe at you with its residual arms and stomp on you with its feet, so stay on guard.

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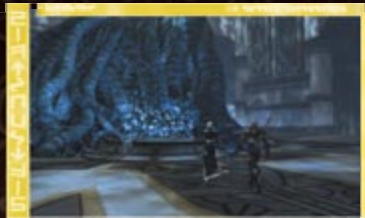
machine—it will keep turning with you to avoid exposing its back.



Now comes the troll ride. After you successfully mount the troll, it will do everything possible to shake Baldur off its back. Using the left control stick, lean in the proper directions to maintain your balance. As the troll lurches right, press the left control stick to the left. As it leans to the left, move the control stick to the right. Following two abrupt tilts, the troll stands upright, giving you the chance to perform the coup de grace—if you miss this opportunity, the troll resumes leaning. While the troll is standing upright, quickly push down on the right control stick to slam your melee weapon into the troll's fusion core, instantly destroying it.

## FLASHBACK

Soon after the death of the melee troll,



a cutscene is triggered as Baldur spots a Well at the top of the steps. In the cutscene Baldur is reminded of an encounter with Freya before setting off on this expedition. In an effort to uncover more information about the beast's severed arm, Heimdall suggests asking the Norns for assistance. Freya agrees and escorts Baldur to the World Tree, Aesir's access portal to Cyberspace.

## CYBERSPACE FLASHBACK



Baldur dips his hands into the Well at the base of the World Tree and soon finds himself within a lush wooded area—perhaps a simulated approximation of the world before the onset of Fimbulwinter. Freya is through the open gate just ahead, but don't rush toward her just yet.

Instead, turn back from the Well and scour this small pocket of forest for obelisks. There are five obelisks scattered throughout this area—consult the map for their locations. These objects are like large treasure chests, bearing gifts from the Norns. Simply stand next to an obelisk and press **A** to retrieve its gifts—an **A** icon appears in the top right corner of the screen when you're within interactive range of an obelisk. Although this is a flashback sequence, all equipment you retrieve from the obelisks will appear in your inventory in the present. But you must wait until you leave Cyberspace to equip new items.



## NOTE

TRIGGERING THE CUTSCENE WITH FREYA ENDS YOUR ABILITY TO EXPLORE THIS AREA, PREVENTING YOU FROM ACCESSING THE OBELISKS. IF YOU FAIL TO RETRIEVE THE GIFTS FROM THESE OBELISKS NOW, YOU CAN ALWAYS GET THEM LATER WHEN YOU RETURN TO THE WORLD TREE IN AESIR.



Once you've retrieved the items from all five obelisks, return to the Well and pass through the open gate. Freya waits in a small clearing, next to a second Well. Move toward her to trigger another cutscene.

The Norns are pleased to see Freya and her visitor. They're also eager to share their knowledge with Baldur. While they offer no insight on the mechanical beast that attacked the humans in the bar, they provide Baldur with blueprints for a mechanical spider-like device, claiming it will allow him to enter Cyberspace on his own.





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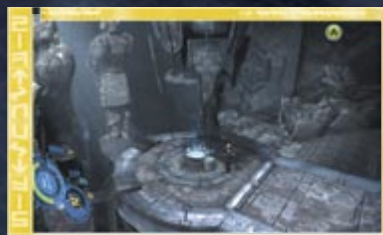
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Back in the present, the Wolf Troopers have discovered the Well at the top of the steps. Recognizing the significance of the discovery, Baldur immediately activates his spider. The mechanical arachnid leaps off Baldur's back and crawls toward the Well, establishing a link to Cyberspace.



### MAP LEGEND

- ▲ Skill Obelisk
- ▲ Obelisk
- Well



Move toward the active Well and press **A** to enter Cyberspace—an **A** icon appears in the top right corner of the screen when you're within interactive range of an active Well. From this point on, all Wells you encounter are active and you won't need to deploy the spider to interact with them.

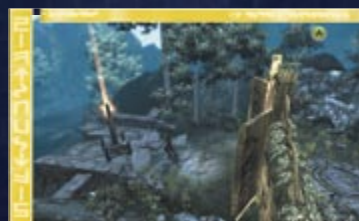
### CYBERSPACE



In Cyberspace, move toward this obelisk adorned by the symbol of the World Tree. Obelisks of this type provide new skills that can only be used within Cyberspace. This particular obelisk gives Baldur the ability to push objects. To retrieve this skill, approach the obelisk and press **A**.



Follow the adjoining path to this closed wooden gate. Stand on the stone seal before the gate and press **(RT)** to push it open. As the gate opens, a parallel cutscene shows a door in the Fissure Room unlocking. Such symbolic actions in Cyberspace are sometimes necessary to gain access to new and secret areas in the world of the living.



On the other side of the gate is an obelisk. Pass through the gate and activate the obelisk to retrieve its gifts. Obelisks are scattered throughout the world of Cyberspace, so take the time to search for them before leaving. Once you've gathered all the loot, return to the Well and press **A** to resume activities in the Fissure Room.



Turn away from the Well and enter the hole in the wall straight ahead—the chamber ahead contains an obelisk. Raid the obelisk, then smash the two container clusters outside the room to load up on more loot. When you're ready to move on, pass through the newly unlocked door.

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## Canal 1



As you move onto this exterior bridge, several goblins appear on the rubble ahead. During a brief cutscene, the camera zooms in on an orange goblin you haven't seen before—this is a polarity. Polarities are volatile enemies, distinguishable by their color, that inflict harmful status effects. This one (and other enemies of the same color) causes explosive damage when destroyed, so avoid conducting melee attacks against these polarities. Instead, open fire with your ranged weapon and keep your distance as the explosive goblin charges toward you; you can also kill this enemy with a fierce attack, which will result in huge combo growth. Try to destroy this foe while it's surrounded by other melee goblins to inflict collateral damage. Just make sure you're outside the explosive goblin's blast radius when it's destroyed. Mop up the rest of the melee goblins and advance toward the center of the bridge.



More melee goblins advance as you near the rubble in the center of the bridge. Hold at this position and wait for them to come to you, using your ranged weapon to damage them until they're within melee range. A goblin leader (Gut Rip) and assault goblin wait

on the far side of the bridge, so keep your distance while you dispatch this wave of attackers. Keep one of the stone blocks between you and the goblin leader to prevent it from attaining a lock-on with its targeting laser.

Now charge forward and deal with the assault goblin and goblin leader. The assault goblin is positioned on the right side of the bridge. Rush it while opening fire with your ranged weapon, then finish it off with a few strong melee attacks. As soon as the assault goblin is destroyed, the goblin leader approaches. Juggle the leader and try to finish it off in the air to boost your combo meter.



Killing the goblin leader triggers the arrival of more melee goblins, spawning near the doorway ahead. Hit them with ranged attacks as they charge forward, then go to work with your melee weapon. As you near the doorway, a second wave drops in. Waste them and grab any loot they drop before passing through the door at the end of the bridge.

## Fountain Room



Enter the next dark passage slowly, inching your way forward. When two explosive goblins drop from the ceiling, stop and open fire, backpedaling if necessary. If you're using a rifle, immediately launch a grenade toward one of the goblins—one solid hit will kill both goblins. But slug, plasma, or laser fire is more than adequate too. The explosive goblins attempt to close distance and strike with melee attacks. Target and destroy one explosive goblin before it gets too close for comfort—the resulting explosion kills the second goblin. Just make sure you're outside their blast radius as they cook off.



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At the end of the passage, make an immediate left to spot a container cluster. Smack the containers with your melee weapon to grab the loot within. While you could hit this container cluster later, it's just as easy to destroy it now, before moving deeper

into the Fountain Room. But watch out for incoming missiles fired by assault goblins positioned in the room's lower level.

Follow the adjoining ramp and steps down into the arena-like floor of the Fountain Room. Two assault goblins wait at the bottom of these steps. Rush them with guns blazing, then finish them off with melee attacks.



A third assault goblin waits on the opposite side of the room, backed up by a small squad of melee goblins. Ignore the melee goblins for now and focus on destroying the last assault goblin. Target the assault goblin and open fire while rushing toward it. The melee goblins attempt to defend their

missile-firing comrade by charging you, but keep up the attack on the assault goblin until it's down for good. Finally, turn your attention to the melee goblins, slicing and smashing them with melee strikes. Once the floor is clear, hit the container cluster near the steps you descended earlier.

Move toward the Well on the opposite side of the room, next to the blue-lit warrior statue. But as you approach the Well, immediately turn right to spot another wave of enemies led by an explosive goblin. Quickly target and open fire on the explosive goblin, destroying it before it gets too close. The exploding goblin damages the melee goblins following close behind, making them easy to dispatch with ranged or melee attacks. Once the goblins are all destroyed, it's safe to access the Well.



## MAP LEGEND

Well



## CYBERSPACE



Move to the Well and press **A** to enter Cyberspace. Here you'll find a large rock surrounded by three floating gates. Each gate represents three locked doors in the real world. Stand on the seal before large stone and press **(RT)** to push it. The stone rotates, pointing toward the gate on the left, causing it to open. Meanwhile, in a brief cutscene, the door leading to Battle Arena 1 is shown unlocked. Return to the Well and exit Cyberspace.



Back in the world of the living, enter the dark chamber near the Well and turn left to spot the unlocked door. Pass through the doorway and approach the foggy passage—press **A** to enter Battle Arena 1.

## NOTE

THE BATTLE ARENAS ARE PURELY OPTIONAL. BUT FIGHTING IN THEM IS A GREAT WAY TO ATTAIN LOOT AND EXPERIENCE. IF YOU DON'T WANT TO FIGHT THESE BATTLES, AT THE VERY LEAST GAIN ACCESS TO THE TREASURE AREA. PUSH THE ROCK THREE TIMES SO THE GATE ON THE FAR RIGHT IS OPENED. THIS UNLOCKS THE DOOR TO THE TREASURE AREA, GIVING YOU ACCESS TO A CONTAINER CLUSTER AND AN OBELISK. NOTE THAT IF YOU DIE IN AN ARENA, YOU'RE REMOVED FROM IT, AND CAN'T TRY AGAIN UNTIL THE WORLD'S COMPLETED.

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## Battle Arena 1



Your first foe in this battle arena is an elite goblin leader (Red Claw). Casually walk forward, but don't enter the arena floor. Let the goblin leader come to you. As it rushes forward, juggle the leader into the air and either follow up with aerial melee attacks or stay on the ground and shoot. Shooting an airborne target is a great way to boost your combo meter. Keep up the attacks until the goblin leader is down for the count.



As soon as the goblin leader is dead, tons of melee goblins appear on the arena floor. Rush into the fray and start swinging away. Make heavy use of slide attacks during this battle to stay on the move and avoid getting swarmed from all directions. If surrounded, start launching enemies into the air, then jump up to conduct aerial melee attacks. If you're in deep trouble, unleash a Ruiner to clear out a wide swath of enemies. But it's best to save Ruiners for the next battle arena.



Once all the goblins are destroyed, gather up the loot. Hit the three container

clusters surrounding the arena floor, then interact with the obelisk in the center. Among the loot collected from the obelisk is a blueprint for a piece of Dragon armor. All blueprints can be crafted immediately if you have the bounty to pay for it. Once you've collected all the loot, move back through the foggy passage to return to the Fountain Room.

## CYBERSPACE

Return to the Well in the Fountain Room and enter Cyberspace. Push the large stone again to open the middle wooden gate. This unlocks the door to Battle Arena 2. Move back to the Well and return to the Fountain Room.



## Battle Arena 2



Enter Battle Arena 2 through the middle door in the dark chamber beyond the Well. Unlike the previous battle, this one is timed, giving you 40 seconds to clear out scores of melee goblins. To expedite the process, stay on the ground and utilize quick melee and slide attacks. The goblins aren't tough, so it doesn't take much to take one out. But you will need to make contact with all of them.

Keep an eye on the timer at the top of the screen. If you're still fighting with less than 10 seconds remaining, resort to Ruiners to finish off the remaining goblins. For best results, wait until several crowd around you before triggering the devastating attack. If your combo meter allows, trigger at least a couple of Ruiners throughout the fight to eliminate large groups of goblins. If available, mine- and turret-based spiders are even more effective during this fight. Deploy them early and let them work for you.





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Following the fight, circle round the room slicing open containers—three container clusters are scattered around the arena floor's perimeter. Next, locate the activated obelisk. If you killed all enemies within 40 seconds, you'll be rewarded with a large obelisk containing more loot, including a Dragon armor blueprint. If you took longer than the allotted 40 seconds, a small obelisk is activated, providing lesser items. Now you can exit the arena and return to the Fountain Room.



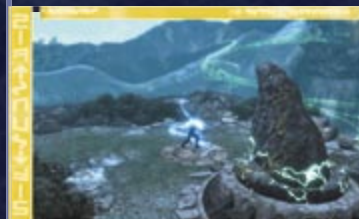
### Treasure Area



Retrace your steps through the dark chamber and move through the unlocked door on the right. Just inside the passage (before reaching the fog) turn left to spot a container cluster. Smack the containers with your melee weapon to grab some loot before moving into the Treasure Area.

There are no hostiles in the Treasure Area—just a lone obelisk in the room's center. Interact with the obelisk to receive some gifts, including another Dragon armor blueprint. More Dragon armor blueprints await you in the areas ahead. There are no containers in the Treasure Area, so once you've grabbed the obelisk's loot, head back out to the Fountain Room.

### CYBERSPACE



Move to the Well one more time and enter Cyberspace. Push the large stone again to open the third and final gate. This unlocks the door to a Treasure Area. Move back to the Well and return to the Fountain Room.



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### EQUIPMENT CHECK



If you haven't already, now's a good time to sort through some of your loot. Start by checking out the weapons in your inventory and equipping ones with high damage values. Next, check out your assortment of armor and equip pieces with the highest armor value. Periodic equipment checks are important to keep your character performing at optimal levels. After all, lugging around powerful weapons and armor does you no good if they're not equipped. As a rule, assess your equipment after every level-up or whenever you score a large amount of loot.

Don't forget to equip charms too. All charms have

different quest requirements, and the sooner you begin fulfilling these quests the better. Equip charms with easy quests first, such as those requiring you to find secret areas or kill a certain amount of enemies. But remember, once the quest is fulfilled, you must insert the appropriate runes into the charm before it is active.





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Upon exiting the Treasure Area, turn left and approach this obelisk near the locked door. Approach the obelisk and retrieve its loot, but stay on guard—interacting with the obelisk also triggers the arrival of several goblins, including a goblin leader, via a goblin blossom crashing through the nearby wall.



Turn away from the obelisk and watch as the goblins emerge from the blossom above. Waste no time going after the goblin leader (Groin Ripper), juggling it into the air and attacking with melee or ranged attacks while it's airborne. Once you've dispatched the goblin leader, assist the Wolf Troopers in defeating the rest of the melee goblins. When it's all over, be sure to gather any loot left behind near the obelisk. The door to the next room is now unlocked.



## Power Chamber



Enter the next room and immediately charge past the slumbering melee troll (Grinding Beast) in the center. As you approach, the troll comes to life and attacks. Ignore the troll for now and focus on one of the two pesky assault goblins. Go after the assault goblin

on the left steps first. When you're within range, open fire with your ranged weapon to prevent it from firing any missiles. Then smack it with a flurry of melee strikes to put it out of commission.

Behind the goblin's position is a small platform holding a pair of containers and a console with a switch. Destroy the containers to obtain some loot, then move to the console—press **A** to activate the switch. The switch opens a secret doorway on the opposite platform, on the right side of the room. This doorway leads to another battle arena.



But forget about the battle arena now, and go after the second assault goblin on the steps to the right. Once again, use ranged attacks to damage the goblin while rushing it, then assault at close range with melee attacks. Forget the battle arena doorway

(and nearby containers) and leap down to the floor to battle the melee troll.

Jump into the troll and attack its torso armor to expose the fusion core. Once you've knocked out the troll's torso armor, circle around behind it and mount it. Carefully ride the troll, leaning in the proper directions until you get the opportunity to strike the fusion core. But don't stand around and celebrate—plenty of targets remain in this vast chamber.





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At the far end of the chamber are two assault goblins and a goblin leader (Ankle Cutter). Charge the assault goblins first. As you move ahead, two blossoms open on the room's perimeter, spilling melee goblins into the chamber. Stay focused on the two assault goblins for now, destroying them one by one.



Next, go after the goblin leader. Launch the leader into the air, then jump up and swing away with your melee weapon. You're better off attacking in the air where the leader can't retaliate and the melee goblins can't reach you. Continue juggling the leader until it shatters.

Now start whaling away on the melee goblins. At this point they're most likely swarming you, so consider knocking a few into the air to create some breathing space. If you get in trouble, don't be afraid to unleash a Ruiner. Then start in with a series of rapid slide attacks to finish them off.



## TIP



WHILE IN THE MIST OF MELEE COMBAT, DON'T FORGET TO UTILIZE YOUR PISTOLS OR RIFLE IF TARGETS MOVE OUT OF REACH. THIS WILL HELP KEEP YOUR HIT COUNTER FROM RESETTING TO ZERO. BUT AS TARGETS BEGIN CLOSING AROUND YOU, EQUIP YOUR MELEE WEAPON AND RESUME SWINGING AWAY, PREFERABLY USING SLIDE ATTACKS.



When all the hostiles are eliminated, backtrack to the stairs and platform on the right side of this room. Before entering the passage leading to Battle Arena 3, hit the containers near the open doorway. Gather the loot from the containers, then move into the passage, pressing **A** at the fog to access the battle arena.

## Battle Arena 3



This is another timed battle, giving you 40 seconds to wipe out a large contingent of melee goblins. Rush to the center of the arena floor and start in with a series of slide attacks. But look for good opportunities to use Ruiners, too, waiting until you're completely surrounded by goblins. With the use of Ruiners and quick melee attacks, you'll have no problem beating the timer in this battle.



After the fight, round up the loot by knocking out the three container clusters and interacting with the obelisk. If you beat the timer, you'll be rewarded with yet another piece of the Dragon

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armor set. Pick up all the dropped loot and return to your men waiting in the previous chamber.



Exit the passage leading out of the battle arena and leap to the floor. Turn right, passing the open blossoms lining the walls while moving to the door at the far end of the chamber.

## TIP

BEFORE LEAVING ANY ROOM, SCOUR IT FOR CONTAINERS OR OBELISKS YOU MAY HAVE MISSED. ONCE YOU'VE LEFT A ROOM, NO BACKTRACKING IS ALLOWED. SO MAKE SURE YOU'VE EXPLORED EVERY NOOK AND CRANNY BEFORE MOVING ON.

## Bridge Room

As you enter the next room, immediately jump down to the lower level next to the Well. Several melee goblins leap through the hole in the wall to the left. Hold firm near the Well and take on all comers with a series of melee attacks. As long as you take them out quickly (as they leap into range) you can avoid being overwhelmed. Once the goblins are down, be sure to whack the containers near the Well. Alternatively, you can enter the room and go up the steps, using the vantage point to defeat the enemies in the room below.



## MAP LEGEND

-  Obelisk
-  Well

## CYBERSPACE



Before exiting Cyberspace, don't forget to raid the obelisk on the raised stone ledge above the Well. If you're in a rush it can be easy to miss. Advance along the stone ramp near the Well to access it. Once you've grabbed the obelisk's gifts, access the Well and return to the Bridge Room.

Before moving deeper into the room, access the Well to enter Cyberspace. Move toward the seal near this wooden wall. While standing on the seal, push the nearby rock into the wall, creating a large hole. This triggers a brief cutscene showing a secret passage opening in the Bridge Room—this passage leads to Battle Arena 4.





Don't move into the secret passage just yet. It's best to clear the room of threats first. Turn away from the Well and advance toward the elevated bridge spanning the sides of the room—a goblin leader (Throat Slicer) stands on top. As you advance, several melee goblins leap from cracks in the walls. Immediately go to work on them, hitting them with slide attacks and fast melee strikes.



Even while slicing your way through melee goblins, keep pressing forward toward the bridge. Two assault goblins are positioned on the ground just below the bridge's left and right flanks—be ready to dodge their missiles, especially if the goblin leader targets you with its laser. When within range, open fire on the assault goblins while closing to melee range for the final blow.

While chasing down the assault goblins, be aware of the melee goblins following you and jump or dive-roll as necessary to evade their attacks.

As soon as both assault goblins are eliminated, the goblin leader (Throat Slicer) drops from the bridge and charges you—don't let it catch you off guard. Instead, greet Throat Slicer head-on, juggling it into the air and following through with aerial melee attacks. After destroying the goblin leader, clear out any surviving melee goblins.



Retrace your steps to the Well and turn to the wall on the left to locate the opening to the secret passage you opened earlier. Follow the passage up to the bridge the goblin leader was standing on and cross it to the opposite side of the room.

Before entering the passage on the opposite side of the bridge, scour the nearby ledge for a few containers.



Once you've gathered some loot, move through the passage and step onto a lift. It carries you up a shaft, to the entrance of Battle Arena 4. Step into the foggy passage to trigger the fight.

## Battle Arena 4



Unlike the previous battle, this one isn't timed. However, you're faced with a larger number of melee goblins. Charge onto the floor and open up with a series of ground-based melee attacks. Slide attacks are the best way to keep the large gathering of goblins spread out at the beginning. This is also the best way to keep in constant contact with enemies, helping fill your combo meter.



Despite your efforts to keep the goblins spread out, you'll probably be overwhelmed at some point during the fight as enemies crowd around you. Use this opportunity to set off a devastating Ruiner attack, sending goblins flying in all directions.

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After defeating all the goblins, circle around the arena floor and slash the three container clusters, then move to the center and interact with the obelisk. In addition to a few random drops, the obelisk releases blueprints for another piece of the Dragon armor set. Once you've gathered your gear, return to the Bridge Room and proceed to the next doorway.

## Canal 2



Move through the doorway and step out onto another long exterior bridge. As you move forward, a brief cutscene shows a horde of melee goblins and two ice goblin polarities positioned on the opposite side.



But don't worry about the distant group of goblins just yet. A platoon of melee goblins suddenly drops from the sky, practically landing on top of you and the Wolf Troopers. Waste no time drawing your melee weapon and hacking away at these uninvited guests. They're no match for your devastating melee attacks.



Now cautiously approach the center of the bridge. As you draw close, the melee goblins and ice goblins charge forward. Hold your ground at the bridge's center and open fire with your ranged weapon; fierce attacks are also effective and result in a large

combo boost if successful. Try to target the ice goblins first, hitting them with grenades. If necessary, backpedal to keep your distance until the ice goblins are destroyed.

## CAUTION



SIMILAR TO EXPLOSIVE GOBLINS, ICE GOBLINS EMIT A BLAST RADIUS OF ICE WHENEVER THEY'RE DESTROYED, TEMPORARILY FREEZING ALL CHARACTERS AND MOBS WITHIN RANGE. AT HIGHER LEVELS, SOME ALSO FREEZE YOU UPON ATTACK. WHILE ICE CAUSES NO DAMAGE, IT LEAVES YOU VULNERABLE TO ATTACK FOR SEVERAL SECONDS—THOUGH THE FIRST HIT BREAKS THE ICE. BEING FROZEN FOR A FEW SECONDS

CAN ALSO CAUSE YOUR HIT COUNTER TO RESET. FOR BEST RESULTS, TAKE ICE GOBLINS OUT AT LONG RANGE, PREFERABLY WITH GRENADES OR FIERCE ATTACKS.



After eliminating the ice goblins with ranged attacks, go after the remaining melee goblins. Melee attacks are the quickest way to dispatch these nuisances and clear the bridge. Gather any loot dropped by your vanquished foes and proceed to (but not through) the next door. If you haven't already, equip a rifle (of any kind) before reaching the door.



## The Lift



Inch toward the door at the end of the bridge until it opens, then stop—a swarm of explosive goblins appears on the lift ahead and begins charging toward you. Immediately open fire on the cluster of goblins, hitting them with grenades. One grenade fired into the group sets off a chain reaction of explosions, killing most of the goblins. But you may need to fire a few more to wipe them all out. So keep your distance and backpedal if necessary while lobbing grenades in their direction. Once they're all down, step into the next room with the lift and make an immediate left to smash a couple of containers.

Step onto the lift and ride it to the bottom of the shaft. Soon after the lift

stops, several goblins descend from the ceiling, including an explosive goblin. At this range, the explosive goblin is extremely dangerous, so try to avoid hitting it with melee attacks, especially if you're low on health. But if you have health to spare, go after the explosive goblin first. You'll probably score at least one health orb after the fight to replenish your health meter. After clearing out the lift, move to the doorway ahead and destroy the two containers on the left before passing through the door.



## Well Access Room



Yet more goblins await in the next room. Step inside and stop, waiting for the first wave to charge. Hold your ground and open fire as the goblins (accompanied by an explosive goblin) race toward you. Kill the explosive goblin with a grenade and clear out a

large swath of enemies. Once the explosive goblin is history, race in and finish off the rest of the goblins with melee strikes.

Two assault goblins and a goblin leader (Wound Licker) wait at the opposite side of the room. Race forward and start firing at one of the two assault goblins. The goblin leader will probably target you with its laser, so be ready to dodge a barrage of incoming missiles while advancing. As you approach, the goblin leader is reinforced by a fresh wave of melee goblins. Focus on the assault goblins first, even as the melee goblins charge directly at you.



Take out both assault goblins, then attack Wound Licker. To avoid the swarms of melee goblins on the ground, juggle the goblin leader into the air, then take the fight to the sky. Score as many hits as possible while airborne—if playing as Champion, you'll have no problem taking out Wound Licker with one set of aerial melee strikes. Upon returning to the ground, mop up the remaining melee goblins to clear out this chamber. Be sure to smash the two container clusters tucked away in the corners of this side of the room.



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## MAP LEGEND

- Obelisk
- Well
- Nidhogg

## CYBERSPACE

Once you've cleared the room of threats and loot, move to the Well and enter Cyberspace. Move to the seal next to a large rock resting at the crest of a hill. Stand on the seal and push the rock down the hill, smashing into a closed wooden gate below—this unlocks the door leading to the Sarcophagus Terminal in the real world, as shown by a brief cutscene.



Follow the path ahead to the two inaccessible obelisks—one is blocked by a body of water and the other is ensnared in Nidhogg, a native program of Cyberspace that terminates useless programs and processes. Nidhogg appears as a purplish fog that often blocks access to certain areas and obelisks. At this point, there's no way to gain access to these two obelisks. But later on, you'll gain skills that allow you to walk across water and burn away Nidhogg.



Listen to the Norns' voice-over explanation of Nidhogg, then return to the top of the hill. Before returning to the Well, interact with the two obelisks on top of the hill to retrieve their gifts. The obelisk near the Well contains the blueprints for the sixth and final piece of the Dragon armor set. Finally, move back to the Well and reenter the world of the living, passing through the newly unlocked door.

## Sarcophagus Terminal



Upon entering the Sarcophagus Terminal you can see an assault goblin standing on the steps of the platform straight ahead. But the assault goblin isn't alone—it's soon reinforced by several melee goblins racing directly at you. Meet the wave of incoming melee goblins head on, clearing a path with your melee weapon. But don't stop. Keep pressing forward to the platform, using your rifle to engage the assault goblin until you're within melee range. Finish off the assault goblin, then help your men clear out any surviving melee goblins.



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The platform in the center of the Sarcophagus Terminal is surrounded by several container clusters. Take a moment to locate and smash these containers to stock up on loot.

Return to the central platform and interact with one of the two consoles next to the track by pressing **A**. This triggers a cutscene showing a sarcophagus approaching on a nearby track, stopping just below the platform. Step onto the platform and wait for the sarcophagus to begin moving.



While riding the sarcophagus down the track, turn to the left wall and watch for a few assault goblins appearing in two alcoves. Open fire as soon as they're within range, hitting them with rapid fire and grenades. But be sure to target their missiles too, otherwise you may have a tough time avoiding them. Keep firing away until the sarcophagus enters the crematorium, prompting Baldur to leap away, landing in Grendel's Lair.

### TIP



IF YOU'RE HAVING TROUBLE TARGETING THE INCOMING MISSILES DURING THE SARCOPHAGUS RIDE, YOU CAN AVOID TAKING DAMAGE BY PERFORMING A DIVE ROLL JUST BEFORE THE MISSILE'S IMPACT. DON'T WORRY; YOU WON'T FALL OFF THE SARCOPHAGUS.

## Grendel's Lair



The mechanical monster that stormed the bar is not far away. But don't charge into the center of the circular room just yet. Instead, move around the room's perimeter and locate the various container clusters to retrieve some bounty—you won't have time to raid the containers after the boss fight.

When you're ready to take on Grendel, walk into the center of the room. The creature arises from a hatch in the center of the room and immediately charges Baldur. Grendel is



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fastest when moving on all fours, but this is also the best time to land some heavy strikes. Move into close range and swing away with your melee weapon. Grendel attempts to retaliate by swiping at you with its front legs. These attacks are easily avoided with a well-timed dive roll. Keep up the relentless melee strikes and dive rolls until Grendel backs off.



After taking some damage, Grendel temporarily retreats and launches a salvo of drones. The buzzsaw-equipped drones are straightforward to eliminate, but it's best to deal with them in quick order before Grendel moves in for another round of attacks. Target the drones with your rifle—it only takes a few hits to take one out (and increase your combo meter). If one of the drones attaches itself to you, quickly dive-roll to shake it off. Any drones that remain attached continuously drain your health meter and disable air combat and jumping, so do your best to keep them at a distance.



Grendel eventually returns, attacking at close range. Keep performing melee attacks and evasive dive rolls as long as Grendel remains on all fours. But when it rises up on its hind legs, back away and open fire with your rifle while backpedaling in a circular pattern. While the rifle does far less damage than melee strikes, it's best to keep your distance when Grendel is in this upright stance—if you get too close, it'll grab you and rub you against its chest-mounted grinders, dealing heavy damage. Just be patient

and keep circle-strafing while firing. As long as you keep moving away, Grendel won't be able to reach you.

## TIP



GRENDEL CONTINUALLY LAUNCHES DRONES WHILE IN ITS UPRIGHT STANCE. WHEN YOU SEE A FRESH BATCH OF DRONES BEING LAUNCHED, FIRE A GRENADE AT GRENDEL'S HEAD. THE BLAST RADIUS OF THE GRENADE IS WIDE ENOUGH TO ELIMINATE MOST OF THE DRONES WHILE THEY'RE TIGHTLY CLUSTERED. THIS IS THE BEST WAY TO DEAL WITH THE PERSISTENT DRONE THREAT.

Your best opportunity at heavily damaging Grendel is when it returns to all fours. This allows you to close in and perform more melee attacks. But don't forget to dive-roll when it swipes out with its front feet. Setting off a Ruiner at this range is a great way to stun Grendel too—there's no reason to save them beyond this point.



slumps to the ground in a charred heap of metal. At last, the beast is silenced.

But as Grendel's health meter dwindles, it returns to its upright stance. Once again, backpedal and open fire with your rifle, using occasional grenades to destroy freshly launched drones. Patiently keep up the attack until Grendel is rocked by a massive explosion and

## NOTE

BY THE END OF THE HALL OF HEROES LEVEL, WITH THE DESTRUCTION OF GRENDEL, YOUR CHARACTER SHOULD BE A HIGH LEVEL 9 OR A 10.

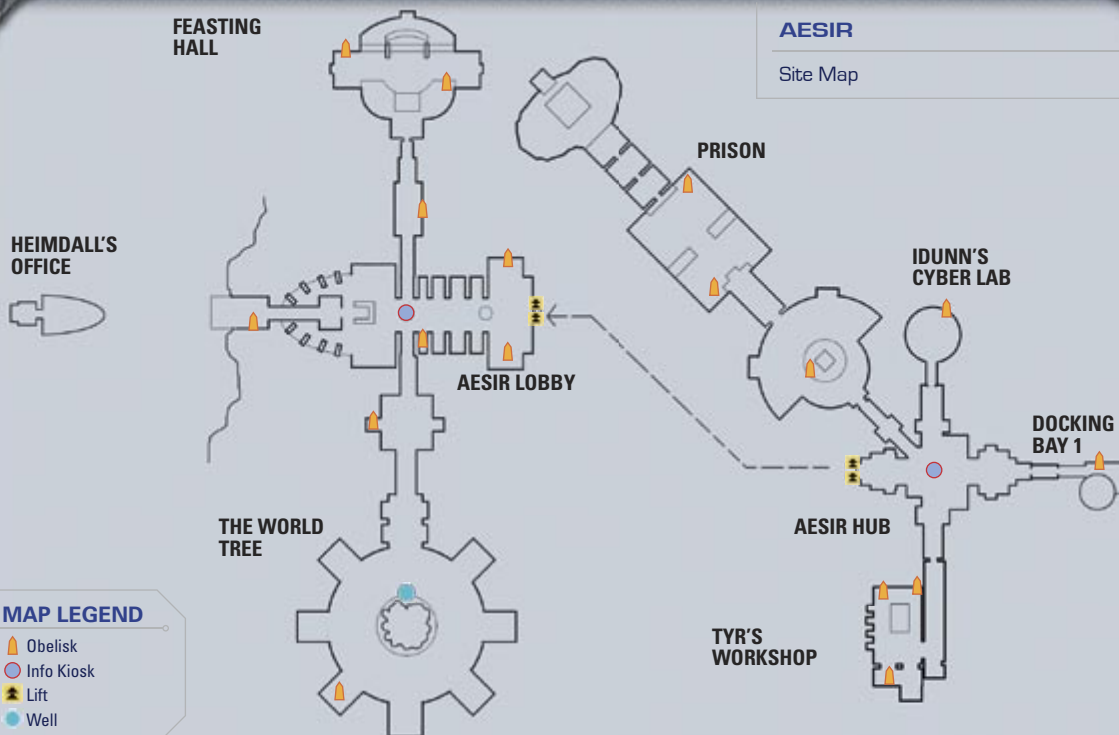


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## AESIR

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## Docking Bay 1



Immediately after you defeat Grendel, a cutscene is triggered showing Baldur's dropship returning to Aesir's Docking Bay—this is why it's so important to raid the containers before fighting Grendel. At the end of each level, Baldur always returns to Aesir, which allows him to check in with the other gods as well as visit Idunn's Cyber Lab, Tyr's Workshop, and the World Tree.

## NOTE

NOW THAT YOU'RE AT AESIR, YOU CAN RETURN HERE AT ANY TIME DURING FUTURE BATTLES. ACCESS THE RADIAL MENU BY PRESSING . SELECT "GO TO AESIR" FROM THIS MENU TO AUTOMATICALLY TRANSPORT BACK TO AESIR.

There isn't much to do at the airport other than raid the nearby blue holograph-like obelisk for some loot. The obelisks in Aesir all look the same, so keep your eyes peeled. Once you've gathered the loot, press forward, moving through the two sets of sliding doors to enter the Hub area.





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## Aesir Hub



Upon entering the Hub, Baldur is approached by two hovering drones. After the drones confirm his identity, a loudspeaker instructs Baldur to report to the cybernetics laboratory. The drones then fly off in the direction of the Cyber Lab, showing you where to go next.



Move toward the circular kiosk in the center of the room and turn right to enter the Cyber Lab's corridor—it's marked by the crest dominated by a syringe icon. Pass through the auto-door and proceed to the end of the hall where Idunn is waiting. As the head medical officer of the Aesir, Idunn is responsible for keeping operatives like Baldur in top shape.

Move toward the circular kiosk in the center of the room and turn right to enter the Cyber Lab's corridor—it's marked by the crest dominated by a syringe icon. Pass through the auto-door and proceed

## Idunn's Cyber Lab



Move toward Idunn to activate a short cutscene. Idunn is happy to hear Baldur is recovering from his wounds. Following a brief conversation, Idunn offers her services to Baldur, suggesting he take cybernetic implants into careful consideration.

It's time to make a very big decision. Now is when you choose your character's alignment. Do you want to maintain the attributes of a human? Or do you want to take advantage of cybernetic implants? For more information on alignment, see "Character Alignment" in the "Baldur's Path" chapter and review the different alignment trees. Find a path that best suits your class and style of play. You won't have a chance to change your alignment later in the game, so make your decision carefully. When you come to this screen, press **A** for the cybernetic path or **Y** for the human path. For the purpose of this walkthrough, we've chosen the human path.

Once you've chosen an alignment path, move to the center of the lab and press **A**. Depending on your alignment, one of two different cutscenes plays showing Baldur getting prepped for upgrades.







A modified version of the equipment screen is automatically launched, allowing you to sort through, salvage, and even buy armor or runes. If you haven't already, start by salvaging some of your obsolete pieces of armor. Each piece is worth a different amount of bounty,

allowing you to quickly accumulate some wealth—your current bounty is listed in the bottom-left corner of the screen. Cycle through the different Cyber Lab options (shown as tabs at the top of the screen) by pressing **(LT)** and **(RT)**. The Armor and Rune Store options allow you to buy new pieces of equipment. Take some time sorting through the various options and upgrading your character's gear.

Although you can do this at any time, if you attained the blueprints for any of the Dragon armor pieces in the Hall of Heroes, now's a good time to access the Armor Blueprints section and begin crafting them—select a blueprint and press **(A)** to craft it. At this point in the game, the Dragon



armor is most likely the best you can buy or equip, so spare no expense at crafting each piece, even if it means salvaging all other pieces of armor and most of your weapons. Each Dragon armor piece has a +7 percent Total Armor modifier. If all six pieces are crafted and equipped, you'll gain +42 percent Total Armor. So when equipping armor or runes, always pay close attention to their modifiers. Stacking modifiers from different pieces of equipment is a great way to boost your character's stats and capabilities.

## NOTE

At both Idunn's Cyber Lab and Tyr's Workshop you can purchase runes to enhance your weapons. Colored runes cost less than other runes, and can be used to change the color of your armor and weapons. You don't need an empty rune slot to apply them, nor do they take up a slot when applied, but don't expect any bonuses for them either.

## NOTE



IT WILL HAVE ADAPTED TO YOUR CURRENT EXPERIENCE LEVEL; EXPECT TO SEE SOME DIFFERENCES!



Once you're satisfied with your character's equipment, exit the Cyber Lab screen by pressing **(B)**. Before leaving the Cyber Lab, raid the lone obelisk at the back of the room. Next, retrace your steps to the Hub.



Baldur is approached by two more drones after exiting the Cyber Lab—they report that Baldur's presence is requested in the Feasting Hall. After issuing their report, the drones hover above the information kiosk in the center of the room, hinting where to move next. Move to the kiosk and press **(A)** to access its map of Aesir. The map shows your current position as well as where you need to go—in this case, the Feasting Hall on the upper level. Another kiosk located in the Lobby is also useful for getting your bearings.

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AESIR: RETURN FROM THE HALL OF HEROES



Time to head to the Feasting Hall. But first you need to reach the Lobby area. Enter one of the two lifts at the end of this corridor and ride it to the next level.

## Aesir Lobby



Exit the lift at the Lobby and move through this wide corridor. Look for the blue crest sporting a goblet—this marks the passage leading to the Feasting Hall. The Lobby is filled with humans, who are commenting on a variety of topics. Walk by slowly to hear their conversations.

## TIP



UPON EXITING THE LIFT, TURN LEFT AND RIGHT TO SPOT TWO OBELISKS ON THE LOBBY'S PERIMETER. THEY'RE LOCATED IN THESE DEAD-END PASSAGES, EACH FLANKED BY DUAL WATERFALLS.

## Feasting Hall



Turn down the Feasting Hall's main corridor. When you reach the wide area of the hall (with the waterfalls), turn into the alcove on the right to find another obelisk. Retrieve its loot, then resume your advance to the Feasting Hall.



Realizing something is troubling Baldur, Freya joins him in the Lobby after the feast. She tries to comfort him over the loss of Nyanna, Baldur's wife. But Baldur senses Freya knows more of Nyanna's death than she's letting on. When confronted, Freya suggests he take up the matter with Heimdall.

Entering the Feasting Hall triggers a lengthy cutscene. Baldur is cheerfully welcomed back from his successful mission by the other gods. But as the feast continues (and Thor makes his entrance) Baldur is bothered by strange flashbacks.





## Heimdall's Office



At Heimdall's desk, another cutscene is triggered. Baldur demands the truth regarding his wife's death. Heimdall reluctantly admits Hod is responsible. Apparently Hod has sided with the machines for some unknown reason. But Heimdall assures Baldur that Hod will be dealt with for his treachery, as Tyr is prepping a mission into the Ice Forest to seek

As soon as you resume control, move to the far end of the Lobby and enter the passage to Heimdall's Office, marked by the dragon-adorned crest. Ride the lift to the upper level of the Office and raid the obelisk on the left before riding the hovering platform to Heimdall's desk.



revenge. But Baldur demands he be given command of the mission. Heimdall initially denies permission but eventually relents upon Baldur's insistence.

### NOTE

AFTER THE CUTSCENE IN HEIMDALL'S OFFICE, YOU CAN PROCEED DIRECTLY TO DOCKING BAY 1 TO BEGIN THE NEXT MISSION, BUT THERE ARE SOME OTHER AREAS IN AESIR YOU MAY WANT TO VISIT BEFORE SETTING OUT.



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## The World Tree



After exiting Heimdall's Office, move to the World Tree's passage on the right, marked by the crest with a tree on it. Freya can be found near the World Tree's Well. Move toward her to strike up a brief conversation. She's curious about your Well discoveries in the Hall of Heroes.



### CYBERSPACE

It's not necessary to enter Cyberspace, but there is a new area you can explore now. Remember, charms, runes, and other item drops are most abundant in Cyberspace. Upon entering, move to the Well where you encountered the Norns earlier. Surrounding the Well are four gates. Approach the second gate from the left—it's the only one that will open for you at this point. Walk through the lengthy passage beyond the gate until you spot a Well and obelisk at a dead end. Raid the obelisk and interact with the Well to access a new area.



Three obelisks can be accessed in this area at this time. Others are blocked by Nidhogg and a door you can't lift at this time, due to not having gained the necessary skill yet. Raid the three accessible obelisks, then return to the World Tree shrine.





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## TIP



A SINGLE OBELISK IS NEAR THE WORLD TREE SHRINE. FROM THE WELL, TURN RIGHT AND MOVE TO THE THIRD OUTER ALCOVE ON THE RIGHT TO SPOT IT. MIMIR (IN THE ADJOINING ALCOVE) CAN ALSO BE APPROACHED, BUT HE ISN'T UP FOR A CONVERSATION AT THIS TIME.



Exit back out to the Lobby and return to the Hub via the lift. As the lift's doors close, a new cutscene plays showing Thor and Heimdall paying Loki a visit in Aesir's prison. Heimdall informs Loki that he will be tried for treason within a week's time.

## NOTE

SOME WEAPONS IN THE WEAPON STORE OR YOUR INVENTORY MAY BE LOCKED OR IMPOSSIBLE TO EQUIP BECAUSE OF YOUR CHARACTER'S LEVEL, CLASS, OR ALIGNMENT. EQUIPMENT DESIGNED FOR A DIFFERENT CLASS OR ALIGNMENT THAN YOUR CHARACTER'S CAN NEVER BE USED, SO FEEL FREE TO SALVAGE ANY SUCH ITEMS IN YOUR INVENTORY, NO MATTER HOW POWERFUL. BUT THINK TWICE BEFORE DISCARDING (OR IGNORING) HIGHER LEVEL WEAPONS—YOU MAY WANT TO USE THEM IN THE FUTURE. SO IF YOU'RE CLOSE TO ACHIEVING LEVEL 11 OR 12, CONSIDER BUYING SOME LEVEL 11 OR 12 WEAPONS FOR FUTURE USE.

## Tyr's Workshop

Before heading to the docking bay, stop by Tyr's Workshop. From the lifts, enter the center of the Hub and turn right, passing beneath the crest adorned by the image of a shield and two crossed swords.



Move to the end of the hall and approach Tyr at the far end. Tyr is curious about Fenrir, Baldur's sentient melee weapon. Listen to Tyr's story of Fenrir while he inspects Baldur's weapon. He also has some information on the dark elves found in the Ice Forest.

Once Tyr has finished speaking, press **A** to access the Workshop's equipment menu. As with the Cyber Lab's equipment screen, you can use this interface to salvage, equip, and purchase new weapons and runes. Now is also a convenient time to craft new weapons from blueprints you've recovered. Compare the weapons in the Weapon Store to those already in your inventory and upgrade your gear as necessary.



After equipping your character with the best weapons you can buy, move into the adjoining training facility. Here you can access a few different objects to get some tips on ranged and melee combat. The far corners of the room hold a couple of obelisks.

Exit the Workshop and return to the Aesir Hub. Turn right at the kiosk and pass through the two sliding doors to access Docking Bay 1. Before moving to the end of the dock, make sure you've accomplished everything you want to do in Aesir. When you're ready, move toward the dropship to begin the next mission.





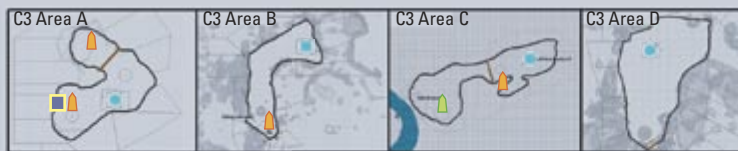
# 6

## ICE FOREST

### MAP LEGEND

- Obelisk
- Containers
- Well
- Lift
- Secret Area
- Arena Teleport
- Jump Gate Start
- Jump Gate End
- Jump Direction
- Generator
- Nidhogg
- Skill Obelisk

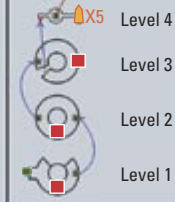
C3 Maps (not to scale)



Arenas 1 & 2

Arena floor becomes lift after Arena completion

PLAYER LEVEL START DROP ZONE



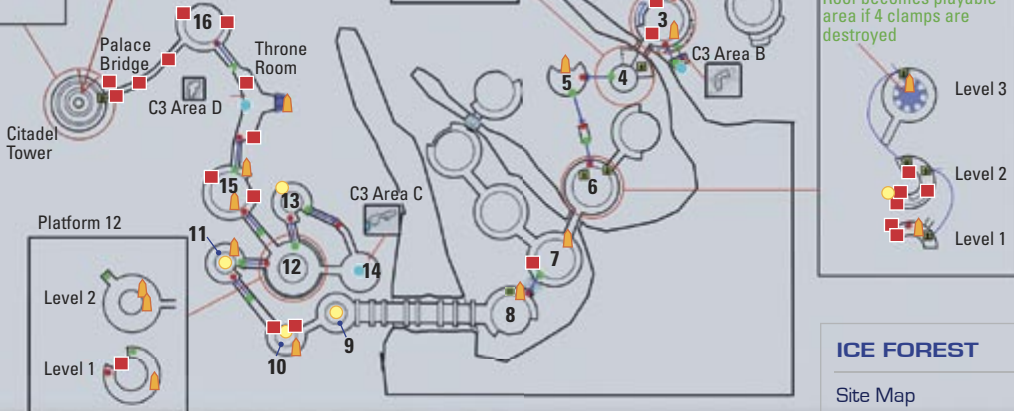
Ramp between upper and lower platforms



Tower



PLAYER LEVEL END



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Site Map

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## Drop Zone



As the APC nears the drop zone outside the Ice Forest, Baldur briefs the Wolf Troopers under his command, informing them of Hod's treachery. The mission will take them deep into the remnants of a glacier where Red Eye activity is thought to be heavy. It is believed Hod is hiding out here, surrounded by the enemy machines.



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Baldur's assault on the glacier-bound facility has not gone unnoticed by the enemy. The convoy of heavy transports and APCs quickly comes under attack by scores of goblins and assault trolls. But the convoy is undeterred, pressing toward the facility's entrance, blasting it open with heavy artillery. Now it's time to fight!



You gain control of Baldur soon after the lead APC bumps into the snowbank and lowers its ramp—get ready to move out. Several waves of goblins guard the entrance. Greet the first wave head-on, quickly eliminating the two charging ice goblins with ranged fire before closing in on the melee and assault goblins with melee attacks. As you advance, watch out for more ice goblins appearing at random and do your best to keep your distance.



A second set of assault goblins is positioned near the cave entrance. Swiftly fight your way past the next wave of melee and ice goblins to reach them. Use slide attacks to stay on the move, and dive-roll as necessary to avoid incoming missiles. Be very careful not to hit ice goblins with melee attacks as you'll be an easy target for the assault goblins if frozen. If you're too close to an ice goblin,

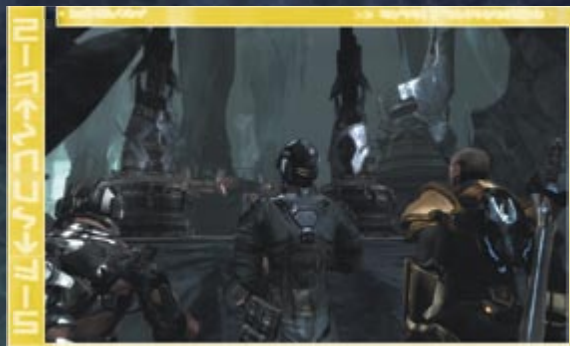
jump, dive-roll, or backpedal to gain some distance before opening fire. If available, use Ruiners to knock away large groups of goblins. Continue pressing forward until you can silence the assault goblins, preferably by juggling them skyward.

A lone melee troll is the last major obstacle blocking the ice cavern's entrance. Watch for another set of melee goblins spawning behind it and hold back—the troll's melee attacks damage the nearby goblins and, in some cases, destroy them. Help the troll out by opening fire on the goblins, but be sure to stay outside the troll's attack radius.

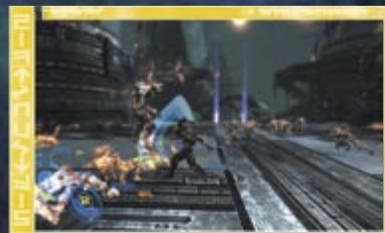


Once the goblins near the troll are destroyed, rush in and attack, using dive rolls to evade its thunderous hammer strikes. Jump into the troll's chest and slice open its torso armor. Finally, circle around behind and mount it to pierce its fusion core.

After you drop the troll, a cutscene shows Baldur and the Wolf Troopers entering the ice cavern—a few dark elves can be seen clawing along the cave's walls, silently observing the Aesir and humans. The narrow, icy passage opens into a huge cavern filled with numerous platforms.



Soon after you resume control, a large group of melee goblins appears in front of you. They don't leave you much room to maneuver, so meet them head-on with a slide attack—if you have a rifle equipped, launch a grenade or two into the oncoming cluster before conducting melee attacks. This fight isn't particularly challenging, but there are a lot of goblins to deal with, so keep moving to ensure you're not surrounded.



As the enemy numbers dwindle, a short cinematic shows one goblin escaping using the jump gate—marked by two vertical purple beams. There are no containers or obelisks here, so follow the goblin's lead and move between the beams to use the jump gate. As soon as you pass through the gate, Baldur is launched through the air toward a distant circular platform.





## Platform 1



As soon as you land on the platform, turn left to spot a horde of explosive goblins rushing toward you. Immediately open fire (preferably with grenades) while backpedaling. Try to eliminate this group while the goblins are tightly clustered. The

explosion caused by one's death can set off a chain reaction, causing the other explosive goblins to detonate like a string of firecrackers. Keep an eye on the incoming missiles fired by distant assault goblins. If the assault goblins are charmed, their missiles might detonate the explosive goblins too.

Finish off the explosive goblins, then go after the two assault goblins and goblin leader (Bloodspit) farther down the platform. Chase down and eliminate the assault goblins first, then juggle Bloodspit into the air to prevent it from attacking. Finish off the goblin leader while it's floating in the air, either with melee or ranged attacks.



As you attack the goblin leader, watch for more melee goblins emerging from the nearby passage. Hold your ground at this point, opening fire on the goblins as they rush through this narrow point. Using grenades on this choke point is

an excellent way to deal extra damage. Then engage the dark polarities with melee attacks. Setting off a Ruiner near this spot is another excellent way to deal some heavy damage to all enemies.

Instead of proceeding through the narrow passage, backtrack to the arrival point on the platform—where you landed after using the jump gate. Slash through this wall to reveal a secret area containing a Well and several melee goblins.



Waste no time slashing through the opposition. Watch for more goblins and a goblin leader (Throat Bite) appearing near the Well. As soon as Throat Bite appears, rush into melee range and juggle the goblin leader into the air. Keep up the aerial attacks until Throat Bite is down for the count. Mop up the remaining melee goblins, then use the Well.



## MAP LEGEND

- Obelisk
- Well
- Nidhogg



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## CYBERSPACE



This small Cyberspace area contains two obelisks, but only one is accessible at this time—the other is ensnared in Nidhogg. Push open the wooden gate and raid this obelisk to retrieve its loot. Move back to the Well and return to Platform 1. Retrace your steps to the narrow passage and prepare for another fight.



A fresh wave of melee goblins awaits beyond the narrow passage, accompanied by another goblin leader (Flesh Rip). Don't let the silver color of these melee goblins fool you—they're not ice goblins, they're dark polarity ice goblins. But focus on the goblin leader first, as its melee strike poses the greatest threat. Launch Flesh Rip into the air and jump up to land some devastating aerial melee strikes. Follow up by helping the Wolf Troopers mop up the remaining enemies. After the fight, move to the obelisk ahead and grab its loot. This triggers several melee goblins to emerge from the nearby ramp. Be ready to take them on.



Move up the ramp near the obelisk and turn left to spot another jump gate. As you move toward it, two dark elves materialize directly in front of you. Dark elves are fierce melee opponents, with offensive characteristics similar to those of goblin leaders. They're susceptible to ranged attacks, but you don't have much distance in this encounter. So launch one into the air and take the fight to the sky, leaving the second dark elf on the ground. This is the best way to isolate dark elves, eliminating them one by one. Fighting more than one dark elf on the ground is extremely dangerous, as their strong melee strikes quickly take their toll on your health meter; unless you're playing Defender class, these will easily knock you down. Once both dark elves are down, proceed through the jump gate to Platform 2.

## Platform 2



A fresh batch of melee goblins awaits your arrival on Platform 2. Jump into action using slide attacks to ping-pong back and forth among the hostiles to prevent them from gathering around you. Once they're all eliminated, slash the two containers in the nearby corner to grab some loot.

Follow Platform 2 to the left and prepare for another wave of attackers, including an electrical dark elf, and a dark elf sniper. Try to target the polarity enemies first, hitting them at long range with grenades while dive-rolling to avoid the incoming sniper fire.

Snipers will always hit unless you're in a dive-roll. If the electrical dark elf (purple in color) makes contact with you, or you're within its explosive radius when it dies, you'll be hit with an electrical charge that will slowly sap your health meter for a few seconds. If the enemies get too close for comfort, unleash a Ruiner to buy some breathing space. Stay on the move while advancing on the dark elf sniper, performing dive rolls to evade incoming fire until you're within melee range.



## TIP

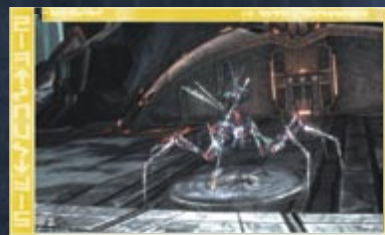
THE STATIONARY ENERGY SHIELDS LINING THIS PATH ARE DESTRUCTIBLE. SO IF ENEMIES ARE HIDING BEHIND THEM, SIMPLY TAKE OUT THE SHIELDS TO REMOVE THEIR COVER. OR, USE THESE SHIELDS TO TAKE COVER YOURSELF.



After taking out the sniper, get ready to take on four dark elves. Hold your ground and open fire with grenades as they rush toward you, then when they're within range start tossing them in the air with juggling attacks in an attempt to isolate them. Follow them into the air and perform a few melee attacks while airborne. Keep juggling them one at a time until all four are destroyed.



Several melee goblins, two assault goblins, and one goblin leader (Wolf Bite) guard the area around the next jump gate and nearby obelisk. Use the curvature of the platform to stay out of the goblin leader's line of sight to avoid getting targeted by its laser. Instead, hold back and wait for the goblins to rush forward while dodging incoming missiles. Once you've thinned out the ranks, rush the assault goblins and finish them off before taking on Wolf Bite. As usual, send Wolf Bite flying then take the goblin leader out in the air, either with melee or ranged attacks. When all hostiles are down, interact with the obelisk to grab its loot.



As you near the next jump gate, a short cinematic shows a dark elf leader (The Glory of Manslaughter) on the next platform, firing arrows in your direction—one arrow strikes a Wolf Trooper, killing him instantly. Rush through the jump gate and attack the dark elf leader at close range to avoid taking a hit yourself—you can't hit it at this range anyway.

## Platform 3



shockwave attack. This is the dark elf leader's only melee attack and is easy to evade if you pay close attention.

In between the shockwave attacks, hack away at this imposing beast. The dark elf leader employs a strong energy shield that protects any nearby enemies, so it must be destroyed before you can deal direct damage—a successful Ruiner will instantly destroy the shield. Keep up the melee attacks,



dive-rolling as necessary to evade the frequent shockwaves. Once the shield is down, the dark elf leader falls quickly to your relentless blows. But don't take a breather just yet—a large group of melee goblins attacks as soon as the dark elf leader is killed.

## Battle Arena 1



After clearing out the melee goblins, turn to the door where the dark elf leader was positioned. Blast it open and step through to enter the Ice Forest's first Battle Arena. But proceed with caution as this is the most challenging Battle Arena you've encountered yet. Try to enter with full health, even if it means scouring the rest of the platform for health orbs.



This arena has four levels, filled with challenging enemies. On the first level you must eliminate scores of melee goblins, including two elites. After clearing them out, follow the path to a lift and ride it to Level 2. Here you encounter more melee goblins, including a few elites and an elite goblin leader. The lift at the end is guarded by two ice assault goblins and an elite poison sniper (or two assault goblins and an elite ice sniper if you go right). Take these enemies out at long range. More elite melee goblins, assault goblins, and an elite goblin leader defend the third level. Use the jump gate at the end of Level 3 to access Level 4.

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A dark elf leader appears on Level 4, surrounded by several melee goblins, including a couple of dark polarities. Stick to melee combat and Ruiners to finish off these threats, using Finishers to quickly whittle away at the dark elf leader's health meter. When all enemies are down, several explosive goblins appear near the obelisks on the opposite side of the platform. Use grenades or fierce attacks to detonate these enemies, then raid the five obelisks for a massive intake of loot, including several powerful weapons and rare armor blueprints. Return to the central platform and ride it down to the first level. Exit the arena and rejoin your troops on Platform 3.



As you advance along the platform be prepared to engage several waves of enemies, including melee goblins and possibly a few polarities. Fight your way through each wave, gathering loot from the nearby obelisk and containers along the way. The bridge leading to Platform 4 is not extended—you must find a way to open this path.



Pass the bridge and follow the ramp leading to the platform's lower level. Another dark elf leader (Swift Flight to

Valhalla) blocks your way here, accompanied by several melee goblins and two dark elf assault units. If your combo meter is full, rush the dark elf leader and unleash at least a couple of Ruiners, clearing out some of the lesser units. The enemy clearly has you outgunned, so you're better off taking the fight to close range as quickly as possible. Mop up the surviving goblins and dark elves, then focus on the dark elf leader, dive-rolling to evade its shockwave attacks.

A goblin leader, two assault goblins, and one dark elf assault unit are up next. Dive-roll toward the assault units to evade their incoming blasts and missiles. There's little cover, so don't be surprised if the goblin leader managed to target you with its laser—just keep moving! Finish off the assault goblins and dark elf assault unit, then go after the goblin leader.



## TIP

DON'T FORGET TO RAID THE OBELISK BETWEEN THE DARK ELF LEADER AND THE GOBLIN LEADER. IF NECESSARY, BACKTRACK AFTER CLEARING THE ENTIRE PLATFORM.



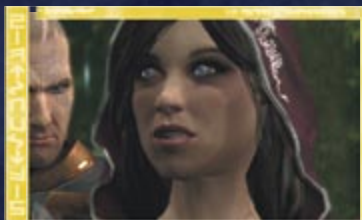
Once its first escorts are destroyed, the goblin leader is reinforced by two more waves of foes: light polarity explosive goblins and dark polarity ice goblins. Juggle the goblin leader and finish it off in the air. Upon landing, dive-roll, jump, and run

to keep your distance from the explosive goblins scurrying about the floor. Once you're a safe distance away, open fire. If you can't get away, unleash a Ruiner to clear a radius. This is a tough and frantic fight, so keep grabbing any health orbs that appear to keep your health meter replenished. Once the path is clear approach the next jump gate—a container is nearby.



## Platform 3 Hub

## CYBERSPACE



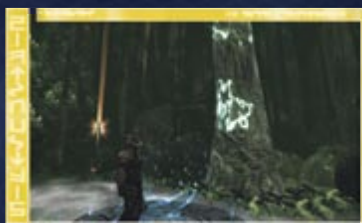
Use the jump gate to access a small rectangular platform. Interact with the Well to enter Cyberspace. In a cinematic, Skuld (the youngest of the Norns) greets Baldur. Her monologue triggers a flashback, showing the Aesir gathered in Idunn's Cyber Lab when Loki was granted his cybernetic implants. The significance of these memories is unclear to Baldur, and Skuld's riddle-like explanations do little to help.



## MAP LEGEND

- Obelisk
- Well

Following the cutscene, move to this tree and push it over. This action extends the bridge to the next platform. Gather loot from the nearby obelisk, then return to the Well to exit Cyberspace. Pass through the next jump gate to return to the upper level of Platform 3.



Turn left and approach the now extended bridge leading to Platform 4. Five dark elves rush across the bridge and move toward you. Hold your ground and launch grenades at the incoming hostiles. By the time they reach you they'll be weakened, making them easy to finish off with a few modest melee strikes.

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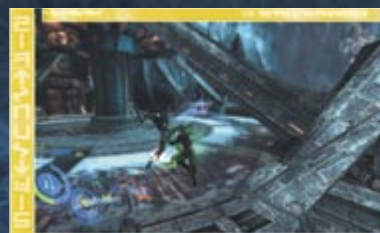
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## Platform 4



between them until they're all destroyed. Slash the two containers in the nearby corner, then board the lift, riding it to the next level.

Cautiously cross the bridge into the lower level of Platform 4. You'll come under attack by three dark elf assault units inside this small chamber. Dive-roll toward the hostiles to evade their incoming fire, then attack at close range—they'll stop firing when you're within melee range. Use slide attacks on all three assault units, bouncing back and forth



The top level of Platform 4 is occupied by several dark elves, a melee troll, and a dark



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elf leader. Don't worry about the distant troll and dark elf leader yet—focus on the dark elves gathering around the lift. But stay on the move while engaging these melee threats. The dark elf leader's incoming arrows are a constant threat, even at this range.



Once the dark elves are dispatched, coax the dark elf leader (The Cruel Death from

the Dark) into close range. Jump and dive-roll toward the leader to draw it out of ranged attack mode. Once in melee mode, the leader follows you at a quick pace—much faster than the melee troll can move. Guide the dark elf leader as far away from the melee troll as possible and begin your attack, dive-rolling to evade its predictable shockwave strikes. Keep an eye on the melee troll and relocate if it gets too close—you don't want to fight both enemies at the same time.

Finish off the dark elf leader, then go after the melee troll. Dive-roll into range to evade its hammer attacks, then leap into its chest to destroy the torso armor. Perform the quick kill by mounting the troll and driving your melee weapon into its fusion core. There are no opportunities for loot here, so proceed through the next jump gate to Platform 5. Be sure to grab every available health orb before making the jump—you'll want a full health meter for the next fight.



## Platform 5



Platform 5 is occupied by a melee troll (Waster of Skulls) and an assault troll (Rending Fire). To make matters worse, several dark elves and dark elf assault units appear as you touch down. Mobility is the key to surviving this fight. Start by attacking the nearby dark elves, but use slide attacks to avoid presenting your projectile-firing enemies with a static target.



Stay as far away from the trolls as possible, particularly the assault troll and its explosive munitions. Move around the

perimeter of the platform while firing on the dark elves and dark elf assault units—they'll gladly follow you. Once you're a safe distance from the trolls, lay into the dark elves with some heavy melee attacks and Ruiners. Keeping the elves spread out allows you to employ quick slide attacks, making you less vulnerable to their strong melee strikes. Keep moving and attacking until all the dark elves are destroyed.

Now go after the trolls. Because of their slow (and similar) speeds, they're most likely close together. If this is the case, avoid attacking at close range. Instead, hold back and use ranged attacks, targeting critical points.

For starters, destroy the melee troll's torso armor and hammer. Then focus your fire on the assault troll's cannon, located on its left arm—destroying this cannon practically disables its offensive capability. Pick apart the two trolls piece by piece until they're both heaps of rubble.



## TIP

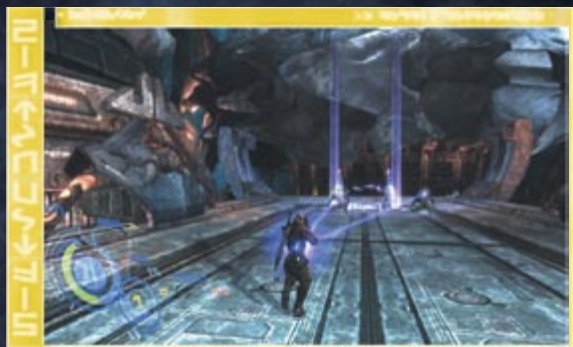
IF YOU WANT TO MOUNT THE ASSAULT TROLL, YOU MUST FIRST DESTROY THE LARGE AMMO DRUM ON ITS BACK.

Following the chaotic battle on Platform 5, a brief cinematic shows a Valkyrie descending and retrieving a fallen Wolf Trooper. Before moving on, raid the obelisk in the center of the platform, then move through the next jump gate to access the jump gate hub between Platforms 5 and 6.





## Jump Gate Hub



Two dark elf snipers greet you on this small platform, flanking the next jump gate ahead. Don't initiate a duel with these guys. Instead, rush them, using dive rolls to evade their particle beams. A few quick swipes with your melee weapon is enough to silence their weapons

for good. Gather any loot left behind and pass through the next jump gate to reach Platform 6.

## Platform 6: Troll Bay

### Level 1

Upon landing at Platform 6 you'll immediately come under attack by an assault troll (Razor Sky) and several dark elf assault units. Turn left and focus your fire on the troll's cannon first. Given the close quarters of this fight, destroying the cannon is critical. Once the cannon is destroyed, the assault troll poses a minimal threat, allowing you to focus on the dark elves.



Dark elf regulars and dark elf assault units are undoubtedly attacking you at this point. Jump, dive-roll, and run toward the assault units and wait for multiple enemies to gather around before setting off a Ruiner. This gives you some breathing room to initiate several one-on-one melee attacks. For best results, launch your targets into the air and finish them off while airborne. Slide attacks

are also a good way to keep the enemies spread out. If they bunch up around you, use another Ruiner or retreat while firing grenades.



Eliminate all the dark elves before refocusing your attention on the lumbering assault troll. If you're low on health after your fight with the dark elves, don't risk mounting the troll—one swipe or stomp could call in a Valkyrie for a trip to Valhalla. Instead, hold back and finish off the troll with ranged attacks, picking apart its hard points one by one. Afterward, raid the nearby containers and obelisk for loot before boarding the lift.

### Level 2



When the lift comes to a stop, you immediately come under attack by four dark elf assault units. Take cover along the side of the lift to avoid their incoming fire. Since the enemies are clustered close together, a Ruiner is the best way to inflict some heavy damage on each—plus they'll stop firing once you're within melee range. But be careful not to move too deeply into the passage ahead as more dark elf assault units are waiting. Finish off these four enemies before advancing any farther.



Cautiously move down the passage and engage any dark elf assault units

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that come into view. There are two napalm variants guarding the generator at the dead-end. You must destroy this generator to activate the lift on the opposite end of the passage. Hit these napalm dark elf assault units with grenades. But be careful not to get struck by their projectiles—a hit will result in fire damage, slowly eating away at your health for a few seconds. Likewise, make sure you're outside the blast radius when these two dark elves finally explode.



The final guardian of the generator is a melee troll (Death-Blow). Rush in and destroy the troll's torso armor, then perform a mounting maneuver to pierce its fusion core. Once the troll is down, open fire on the generator. Destroying it causes the lift at the far end of the passage to lower. Before leaving this area, smash the nearby containers to secure some loot.



Retrace your steps to the lift you entered this passage on. As you near the lift, several dark elf regulars materialize in front of you while an assault troll (Bringer of Hard Death) looms in the distance. Deal with the dark elves first, backpedaling down the passage to the generator if necessary to keep your distance from the assault troll and its cannon. Isolate the dark elves by launching them into the air and taking the fight skyward. Make sure they're all down before going after the assault troll.



On its own, the assault troll isn't much of a threat—especially once you take out its cannon. Circle-strafe around the assault troll destroying it piece by piece with your ranged weapon. Afterward, raid the containers by the newly activated lift, then step aboard and ride it to Level 3.

## Level 3



Get ready to move out as soon as the lift stops. An impossible assortment of enemies awaits you on the next level, including an assault troll, a melee troll, and a dark elf leader, as well as several dark elf regulars and dark elf assault units. Don't panic! There's an easy way to eliminate all of them. Start by running left or right along the platform's perimeter and don't stop.

The roof above the platform is locked into place by eight cylindrical docking clamps positioned around the platform's perimeter. While running along the perimeter, target these docking clamps with your ranged weapon—it won't take many hits to destroy them, making them easy to knock out while on the run. You only need to destroy four of the docking clamps to cause the roof to collapse, killing all the enemies on the platform, even those who aren't directly under the roof. Don't worry; you gain experience for each enemy killed by the roof collapse.



The rooftop is now accessible. Walk across the collapsed roof to raid the obelisk at the center. As you walk over the roof, you'll also draw in loot dropped by your crushed enemies below. These dropped items aren't visible, but they're automatically drawn toward you as you move across the roof.





## Platform 7

Cross this bridge between Platforms 6 and 7. As you near the end of the bridge, three dark elf regulars appear on the next platform. Hold your ground on the bridge and pelt them with grenades and ranged fire. Finish off the survivors with melee attacks, then move onto Platform 7 and raid the nearby obelisk.



You can choose to follow the left or right path around Platform 7. They both lead to the same place, but you'll encounter different enemies depending on which path you choose. Be prepared to get jumped by a swarm of goblins, including a couple of distant assault goblins, if you choose the path to the right. If you choose the path to the left, you'll encounter three dark elves. Use this opportunity to feed your combo meter.



The next jump gate is guarded by a dark elf leader (The Haunter of the Dark) and several melee goblins. Clear out the goblins first, but be prepared to dive-roll to evade the dark elf leader's shockwave attacks. If your combo meter is full, use a Ruiner to clear out several goblins and destroy the dark elf leader's shield. Once the goblins are all destroyed, hack away at the dark elf leader.

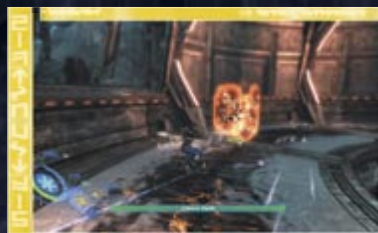
Be sure to slash the nearby container before passing through the jump gate.

## Platform 8



As soon as you land on Platform 8, a goblin leader (Gutted Heart), two assault goblins, and two dark elves materialize around the obelisk straight ahead. Rush the assault goblins first, launching them skyward and finishing them off with a flurry of aerial melee strikes. Next, deal with the dark elves and goblin leader in any order using similar airborne tactics. When it's clear, raid the obelisk and follow the path to the right.

## Battle Arena 2



The entrance to the Battle Arena 2 is located along the wall to your left. Look for a rectangular hatch and blast it open to access the arena. The layout of this arena is identical to the previous one, but is filled with even more challenging enemies. On Level 1 you must defeat two elite goblin leaders, several melee goblins (including an explosive polarity), and a couple of dark elf assault units (one poison). The Level 1 lift is guarded by more melee goblins, including a dark polarity. Level 2 is infested with more melee goblins, an elite dark elf regular, a couple of elite goblin leaders, and two dark elf assault units. Focus on the elite units first, then deal with the others.



An ice dark elf regular leads the charge on Level 3, followed by scores of melee goblins and supported by two elite dark elf assault units. A few melee goblins, dark elf regulars, and two more elite dark elf assault units guard the center of Level 3. The jump gate at the end is blocked by a goblin leader and two elite assault goblins. This is a tough level, so take each battle one at a time. Fight your way to the elite ranged units and take them out to halt their firing, then deal with the melee-based threats. Use Ruiners and Finishers to heavily damage the elite units.

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A few dark elf regulars (including a dark polarity) occupy Level 4 along with a dark elf leader. Charge the dark elf leader to halt its arrow attacks, then hit it with a Ruiner to drop its shield. Follow up with a series of Finishers to eliminate the leader, then mop up its escorts. When the dark elf regulars are dead, several melee goblins spawn in the center platform. Slide attack these enemies, then watch out for several explosive melee goblins spawning near the five obelisks. Drop them with grenades or fierce attacks, then grab the loot from the obelisks. The loot includes blueprints for the entire Wailing armor set. Ride the central lift down to Level 1, then exit the arena and continue advancing along Platform 8.

A fresh wave of goblins blocks your path to the bridge ahead. Quickly hack your way through this group, but stay on the move. A dark elf leader (The Long Arm) is positioned near the bridge and will continually fire arrows at you while you attack this group. The leader is also accompanied by a couple of assault goblins, including a dark polarity ice assault goblin. Use slide attacks to keep moving while engaging these goblins.

If the incoming ranged attacks become too much of a nuisance, charge the dark elf leader and assault goblins while the other enemies trail behind you. Stop the dark elf leader's arrow attacks by rushing into close range. If possible, set off a Ruiner or two to damage the dark elf leader and clear out some of the goblins. Finish off all the goblins and assault goblins before resuming your assault against the dark elf leader. But be prepared to dive-roll to evade the leader's shockwave attacks.



## Glacier Bridge



This long bridge traverses a tunnel carved through the wall of the glacier. As you move forward, numerous melee goblins drop from the ceiling. Hold your ground and smash them to bits. A second group of melee goblins approaches from the opposite end of the bridge. Lob grenades at the incoming horde, then smack them around with your melee weapon when they move within range.



Another wave of goblins waits at the top of this ramp. Approach the bottom of the ramp and watch as they come rushing down to greet you. Once again, let them come to you, using ranged attacks (preferably grenades) to damage them as they rush down the ramp. As the enemy assault dwindles, climb the ramp and get ready to fight off another swarm of melee goblins joined by a few dark elf regulars. Use this opportunity to build up your combo meter.

## NOTE

YOU WILL ENCOUNTER A VARIETY OF DIFFERENT COLORED ENEMY TYPES DURING YOUR JOURNEY. THESE ENEMIES ARE POLARITY VARIATIONS AND FEATURE UNIQUE SPECIAL ABILITIES OF THEIR OWN. LIGHT POLARITIES ARE ILLUMINATED AND HIGHLY VOLATILE. UPON DEFEAT THEY EXPLODE, INFLECTING HEAVY DAMAGE AND NEGATIVE STATUS EFFECTS. GUNFIRE AND FIERCE ATTACKS ARE EFFECTIVE AGAINST LIGHT POLARITIES. DARK POLARITIES ARE DARK IN COLOR. IF THESE ENEMIES ARE SHOT, THEY WILL BEGIN TO ILLUMINATE FOR A PERIOD OF TIME. IF DEFEATED WHILE ILLUMINATED, THEY EXPLODE, UNLEASHING EXTREME DAMAGE AND STATUS EFFECTS. USE MELEE ATTACKS AND FINISHERS WHEN THE DARK POLARITY IS NOT ILLUMINATED TO AVOID TRIGGERING THIS EXPLOSION.





Climb the bridge's last ramp to trigger the arrival of even more enemies. You might encounter a large group of light polarity electrical dark elves, or a group of dark polarity exploding and ice melee goblins. If your combo meter is full, rush into the fray and

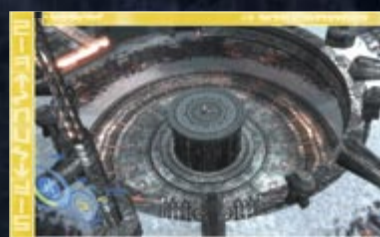
let the enemies gather around you before setting off a Ruiner attack—this is the best way to deal with the ice goblins and electrical dark elves.



As you near the end of the bridge, the orange shield barrier ahead drops and four dark elves rush toward you. Hit them with a few grenades before they reach melee range, then juggle them and attack in the air to finish them off.

## Platform 9

Step onto Platform 9 and take note of the large generator rising up from the center. A series of generators must be destroyed to gain access to Hod's Fortress. But before destroying this one, focus on eliminating the scores of goblins protecting it. As the goblin numbers dwindle, fire at the generator.



Once the generator is destroyed, a brief cinematic shows a large column on Platform 14 lowering a few feet. Atop this column is a Well. You must destroy all the generators on the neighboring platforms to completely lower this column so you can access the Well. Clear out the remaining goblins and cross the bridge leading to Platform 10.

## Platform 10



Before you reach Platform 10, a cinematic shows an upper-level door opening on the tower just ahead—watch as several goblins pour out. Hold your ground on this bridge and continually lob grenades at the incoming swarms of goblins, backpedaling as necessary. The goblins are joined by a few dark elf regulars, so try to focus your

fire on them. As the enemies draw near, resort to melee attacks and Ruiners to finish them off.



Step onto Platform 10 and turn to the left to spot another stampede of goblins

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and dark elves heading your way. Use the distance to your advantage by using ranged attacks to soften up the enemies before they close within melee range. After clearing the area, raid the nearby containers and obelisk for loot.



Continue along the path and locate the second generator on the right, positioned at the base of the platform's central tower. Blast it with your rifle to cause the column on Platform 14 to lower another notch. Destroying the generator triggers the arrival of more melee goblins and dark elves approaching from the left. Wipe them out, then proceed to the bridge attached to the end of the platform—slash the containers in the corner before stepping onto the bridge.



Defeating the dark elf regulars and assault units causes a fresh wave of melee goblins to spawn, reinforcing the dark elf leader. Slice your way through the goblins and rush the dark elf leader to prevent it from using its deadly bow and arrows. As the leader transitions to melee strikes, remember to dive-roll out of the way to evade the shockwaves while sweeping up the remaining goblins. If your combo meter allows, unleash a Ruiner or two to expedite the process. Destroy all the goblins, then finally hack away at the dark elf leader to clear a path to the jump gate.

Your path to the jump gate at the end of this bridge is blocked by four dark elf regulars, two dark elf assault units, and one dark elf leader (The Rain of Ice Death). Attack the nearby dark elf regulars first while evading the incoming projectiles of the more distant leader and assault units. Once the regulars are down, go after the assault units.



## Platform 11



As soon as you land on Platform 11 you come under attack by several assault goblins and dark elf assault units. Move out immediately to avoid getting peppered by all the incoming projectiles. Open fire as you rush toward your first target. Fortunately, most of the enemies are dispersed across the platform, making slide attacks the best method of attack once you're within melee range. The dark elf assault units will resort to melee strikes when you get close, and may attack en masse. So be ready to unleash a Ruiner if they gather around.



Another generator is located at the platform's midpoint, next to the central tower. Blast it and prepare for another wave of assault goblins and dark elf assault units. Once again, stay on the move with slide attacks.

Watch out for these two dark elf units at the back of the fray. Both are capable of inflicting heavy damage, so dive-roll and side-strafe as you close in. Hit them from long range with grenades to clear this platform of hostiles. Afterward, raid the nearby obelisk and proceed through the next jump gate.





## Platform 12: Level 1

As you sail through the air to the lower level of Platform 12, a greeting party of melee goblins is already visible on the ground. The goblins are backed up by two dark elf assault units. Slice through the front line of goblins in an effort to get to the assault units in the rear of this formation—halting



their projectile attacks is the priority. Once the dark elves are silenced, mop up the remaining goblins and smash the nearby containers in the corner.



The next wave of goblins materializes near the obelisk on the path ahead, led by a goblin leader (Spite Finger). Meet the goblin leader head-on with a juggle attack, then take to the air to finish it off. Upon landing, clear out the melee goblins then raid the nearby obelisk.



Beyond the obelisk you'll encounter seemingly endless hordes of stampeding melee goblins mixed in with a few dark elves. There's nothing remarkably difficult about this fight, but it does allow you to bulk up your combo meter. You'll have no problem stringing together a 100-plus hit combo. Remember; use ranged weapons as necessary to keep your streak going. A couple of dark elf regulars are the last obstacle before the jump gate on this level of the platform.

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## Platform 13

Various dark elf and goblin polarities await on the next platform, attacking as soon as you land. Rush into the center of the four electrical dark elves and set off a Ruiner to send them flying in all directions. Follow that attack up by blasting the rushing explosive goblins with your ranged weapon. They're followed by a large group of dark polarity ice goblins that are easily dispatched with melee combat.



As you near the final generator, another wave of explosive goblins emerges around the corner. Hit the herd with a grenade to wipe them out, then blast the generator. This completely lowers the column on Platform 14, finally putting the Well within reach.



A jump gate and obelisk are located at the end of the platform, but you'll need to wipe out another wave of dark polarity Napalm goblins before reaching them. Since the goblins practically spawn on top of you, don't bother firing. Simply start off with a series of slide attacks to clear out a few, then start launching them into the air for some airborne combat. Once the area is clear of hostiles, raid the nearby obelisk and pass through the jump gate.



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## Platform 14



You land on a narrow bridge connected to Platform 14. But you must clear a path before you can reach the Well. Your first obstacles are a few dark elf regulars and a dark elf leader (Herald of the Long-Handed Doom). Fight through the dark elves, then close in on the dark elf leader with melee attacks.



A second dark elf leader (Hunter of the Dark) is positioned farther down this bridge. Sidestep its incoming arrows while returning fire, taking the fight to close range. As usual, hack at the leader in between its shockwave attacks to weaken its shield. But don't get greedy. Continue dive-rolling to evade its strikes, then resume your attack.



The Well is finally within sight—but so are a ton of enemies. Hold at the bridge and let the hostiles come to you, including this goblin leader (Spine Cut). Most of the incoming enemies are melee goblins, easy to take out. But there's also another

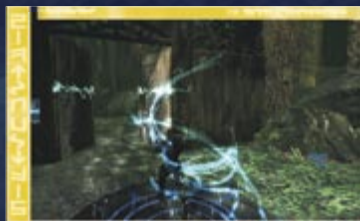
goblin leader (Throat Stab) and four elite melee goblins thrown in the mix. The elite melee goblins are simply higher level melee goblins. Attack them the same way you would a goblin leader. Also, watch for an incoming goblin toward the end of the wave. When the hostiles are all wiped out, move to the center of the platform and activate the Well.

## MAP LEGEND

- Obelisk
- Skill Obelisk
- Well



## CYBERSPACE



Pass through the gate and approach this skill obelisk to attain the ability to lift objects within Cyberspace.



In Cyberspace, move to the nearby alcove and raid the obelisk before opening this large wooden gate.

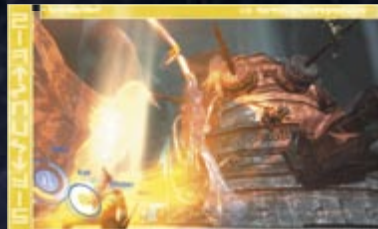


Move to the nearby stone seal on the ground and press **(LT)** to lift the tree stump on the opposite side of the stream. Once lifted, the log falls forward, creating a bridge across the stream. This action lowers the energy field around the upper level of Platform 12, opening a path to Hod's Fortress. Return to the Well and cross the now-open bridge to Platform 12.



## Platform 12: Level 2

Dark elf regulars and dark elf assault units greet you as you cross the bridge and step onto the upper level of Platform 12. Draw the regulars toward the bridge and fight them here. This allows you to use the wall-like structure on the right of the bridge as a shield, protecting you from the incoming fire of the assault units.



After defeating the regulars at the bridge, rush the assault units and take them out with a Ruiner. You can now safely raid the two obelisks across from the bridge. The next jump gate can be reached by moving around the left or right passage—there are no more enemies on this platform. Pass through the jump gate to reach Platform 15.

## Platform 15



The welcoming committee at Platform 15 consists of an elite dark elf regular and three dark elf assault units. Charge the elite first, knocking it into the air and following up with aerial melee attacks. This enemy is really tough, so it may take several juggle sessions to take it down. If available, use Ruiners to weaken it and the surrounding dark elves. Expect more dark elf regulars to join the fight later on. Ruiners, slide attacks, and aerial combat are your best options in this fight. Once you have matters under control, raid the nearby containers and obelisk for loot.

A few more dark elf assault units are found along the adjoining path to the left. Among them is a polarity. Keep your distance from the polarity, firing grenades to take it out while sidestepping to avoid incoming fire.



A swarm of dark elves and a dark elf leader await beyond this metal archway. Hold to the right of the arch to avoid giving the dark elf leader a clear shot with its arrows. Meanwhile, continually fire grenades into the arch while the dark elves attempt to advance through—the arch is a perfect choke point!

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## TIP



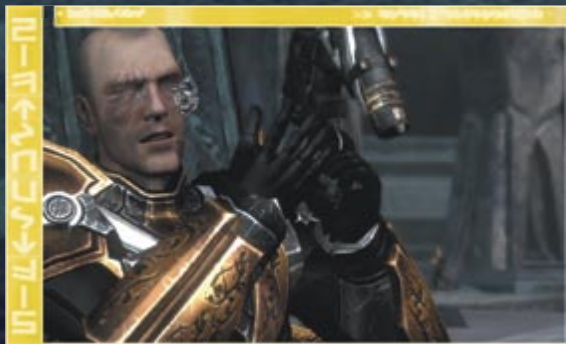
IF THE ARCHWAY GETS CLOGGED WITH ENEMIES AND YOU HAVE A FULL COMBO METER, RUSH INTO THE CONGESTION AND SET OFF A RUINER TO CLEAR A PATH.



Once the dark elves are eliminated, go after the dark elf leader (The Mist-Wreathed Barb of Snow). This is the toughest dark elf leader you've faced yet, exceeding your character's level by 10 points. This makes its attacks more damaging and its shield and health harder to deplete. However, the same tried and true tactics still apply. Dive-roll to avoid its shockwaves, then strike back with melee attacks. It may take a while, but the beast will finally fall. Raid the nearby containers and obelisk before passing through the nearby jump gate leading to Hod's Palace.

## Hod's Palace

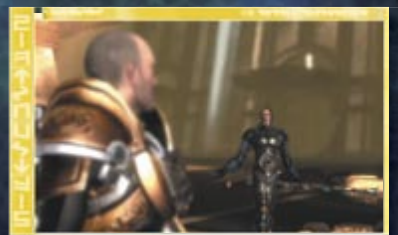
## Throne Room



Hod retreats, passing through the jump gate at the far end of the room.

After making the jump, take a couple of steps forward to trigger a cutscene. Hod makes his presence known by firing a fatal shot at one of the Wolf Troopers. Baldur tells his men to retreat while he proceeds to search the hall for Hod. But Hod remains hidden while talking to Baldur.

However, when Hod looks at Baldur, he sees Loki. This confuses Hod, as he remembers killing Loki in Asgard, illustrated in a brief flashback sequence. Following the cutscene,



Five dark elves spawn near the jump gate once Hod makes his exit. Use juggle attacks to knock them skyward, then jump up and take them on one by one in the air. Remember, you're on your own for the rest of the level, so all hostile forces will focus on you. Take steps to isolate and disperse threats to prevent them from bunching up around you.

## MAP LEGEND

Well

## C3 Area D





## CYBERSPACE



Don't move through the jump gate just yet. Instead, move toward the center of the Throne Room and access the Well. Inside Cyberspace, lift this gate (press **LT**) to open a secret area in the Throne Room—only an earthen wall is located behind the wooden gate. There are no obelisks in this area of Cyberspace, so move back to the Well and return to the Throne Room.

Next, move toward the throne, directly across from the Well. Just behind the throne is the hidden chamber, which contains an obelisk. Grab its loot, then find the containers in the Throne Room before passing through the jump gate—they may contain health orbs you can use later.



## Platform 16



Dark elf regulars and dark elf assault units swarm you on the next platform. They're later joined by a polarity. Start in with a series of slide attacks, bouncing back and forth between multiple targets in an effort to keep the group spread out. Don't follow the juggled targets into

the air until you've managed to disperse the crowd. If necessary, utilize Ruiners or your battle cry and spider options to gain a tactical edge.

Farther down the platform, a dark elf leader (The Silent Assassin Born of the Mirk) fires arrows at you. Sidestep and dive-roll to evade the incoming arrows while launching a few grenades at the leader. But don't get in a duel. Take the fight to melee range as soon as possible and be prepared to dive-roll to evade the leader's shockwaves. This is another strong dark elf leader, so it'll take a while to whittle down its shield and health meter; remain vigilant while keeping up the attack. When the leader is down, locate and smash the containers on the far edges of this platform.



## Palace Bridge



At the end of the platform, turn left to spot Hod racing across this bridge. Chase after him, but be careful. Hod turns around periodically and fires his pistols at you. When he turns around, sidestep and/or dive-roll to dodge his incoming rounds.



Hod's escape is covered by several dark elves, including these four assault units near the bridge's midpoint. Don't worry about going after Hod—you'll catch up with him soon enough. Instead, focus on the threats in front of you. Try using slide attacks to send them flying off the side of the bridge.



As you approach this set of dark elf assault units, Hod stops in the distance and opens fire, using the dark elves as a barricade. Keep moving and finish off these hostiles quickly—the longer the fight lasts, the longer Hod keeps taking potshots at you. If your combo meter allows, this is a good opportunity to set

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off a Ruiner. Once this group is down, chase after Hod, destroying any dark elves that get in your way.



A lone dark elf sniper covers Hod as he steps into the lift at the end of the bridge and is whisked away. Dive-roll forward to evade the incoming sniper blasts while firing grenades. By the time you reach the sniper it should only take a few quick melee hits to destroy it. While waiting for the lift to return, take a few moments to smash open the nearby containers. The lift won't return for another 30 seconds, so you have plenty of time to kill. When the lift finally descends, step on board and ride it to the next level.

## Tower: Level 1



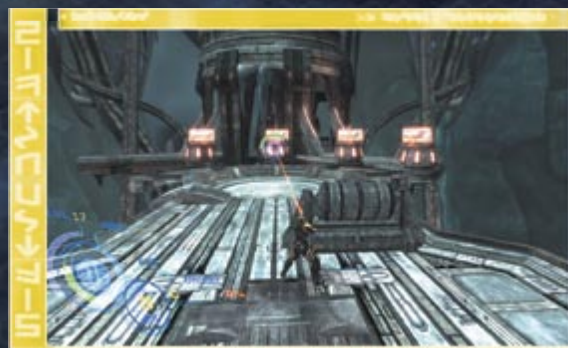
Hod has retreated to the top of this massive tower, surrounded by rotating discs. There are no hostiles here on Level 1, so proceed to the lift at the base of the tower. But before entering the lift, slice open the various containers positioned around the room's perimeter. This is the best time to raid these containers as you'll be preoccupied with Hod when you return to this level—and once he's dealt with there's no time to gather loot.

## Tower: Level 5

Upon exiting the lift at Level 5, be ready to dodge Hod's projectile attacks. Immediately sidestep left and right while advancing onto this platform. Hod is positioned at the far end of the platform, jumping between five cylinders while firing at you. Before reaching Hod, you must destroy the orange force field by targeting one of the two generators on the left or right—only one of the generators needs to be taken out to deactivate the shield.



Now move forward along the platform until you're within range of the five cylinders Hod jumps between. Don't bother targeting the cylinder Hod is currently standing on—he'll simply jump to another if it's destroyed. Instead, target any of the five cylinders with your rifle



or pistols—slug-based weapons are most effective against these objects. While firing, try to use the various pieces of equipment for cover, at least while they last. When there's no more cover, continuously sidestep left and right to evade Hod's projectile attacks.

## TIP

STUDY HOD'S ATTACK PATTERN TO PREDICT HIS NEXT MOVE. HE STARTS BY FIRING FOUR PISTOL SLUGS IN QUICK SUCCESSION. THESE ARE FOLLOWED BY TWO EXPLOSIVE ROUNDS, AFTER WHICH HE JUMPS TO A NEW CYLINDER AND REPEATS THE SAME PATTERN.

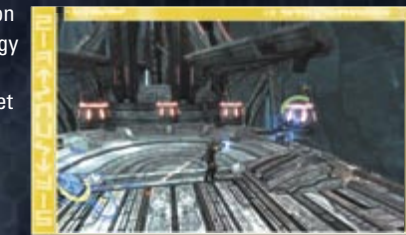


Once all five platforms are destroyed, Hod has nowhere left to jump. So he falls down to Level 4, landing on another set of cylinders. Turn back to the lift and engage a lone dark elf regular charging toward you. Finish it off, then enter the lift, riding it down to Level 4.



## Tower: Level 4

The setup on Level 4 is identical to the one on Level 5. Start by destroying the orange energy shield, then move toward the far end of the platform to engage the cylinders. Don't forget to sidestep—otherwise you'll be a sitting duck for Hod's pistols.



As before, at least one dark elf regular wanders out of the lift after you've destroyed all five cylinders. Finish it off then raid the containers near the lift before riding it down to Level 3.

## Tower: Level 3



This time there are two orange energy shields blocking your path to the cylinders. Blast their generators then rush toward the cylinders while dodging Hod's attacks. By now you should be an expert at taking out the cylinders while sidestepping. Keep up the attack until Hod falls down to Level 2.



In another slight change-up, two dark elf regulars charge out of the lift soon after Hod falls. Greet the lead dark elf head-on with a slide attack, then jump up to finish the fight in the air. Hit the second dark elf with a similar attack, then proceed to the lift, riding it down to Level 2—there are no containers on this level.

## Tower: Level 2



The layout here is identical to Level 3. Destroy the two energy shields, then rush the cylinders while evading Hod's pistol rounds. Destroying these cylinders drops Hod down to Level 1, where you can finally take him on face-to-face.



Three dark elf regulars emerge from the lift after you destroy the five cylinders. As you did on the level above, isolate them in the air with juggle attacks, and finish them off one-by-one. Be sure to smash the containers near the lift before heading back down to Level 1.

## Tower: Level 1 Showdown



Quickly rush out of the lift when it comes to a stop; attack the nearby dark elf regulars. Hod has surrounded himself with several dark elves, including a few assault units. Don't bother going after Hod until all the dark elves are eliminated. While you attack these threats, Hod continually fires at you, so stay on the move to prevent giving him a static target. Slide attacks are the best way to deal some damage while evading incoming fire.



Once the dark elves are destroyed, go after Hod with guns blazing. Ranged attacks (even grenades) do very little damage to Hod, but firing at him causes him to jump, dive, and roll. While

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performing these evasive maneuvers, Hod can't fire at you, making this a good opportunity to close in for some melee strikes.

## TIP

BEFORE ATTACKING HOD, ACCESS YOUR EQUIPMENT SCREEN AND EQUIP THE MOST DAMAGING MELEE WEAPON IN YOUR INVENTORY. HOD IS MOST VULNERABLE TO MELEE ATTACKS, SO MAKE SURE EACH HIT YOU SCORE CAUSES OPTIMAL DAMAGE.



Melee attacks are the best way to drain Hod's health meter. But this requires discipline and patience. Hod won't just stand there and let you hack away at him. He'll eventually throw some melee attacks at you. To avoid getting hit by these heavy strikes, rely on hit-and-run tactics. Spend no more than a couple of seconds attacking Hod, then dive-roll away to evade his inevitable counterattack.

## CAUTION

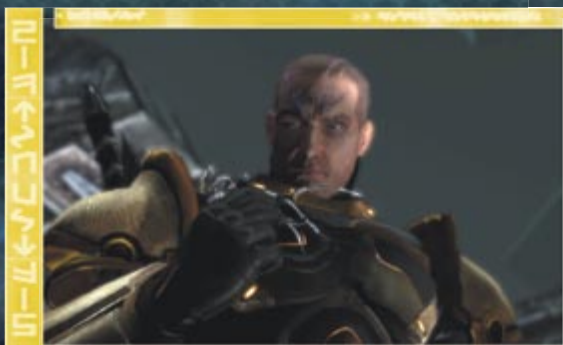


WHILE FIGHTING HOD AT CLOSE RANGE, WATCH HIS BODY MOVEMENTS CAREFULLY. IF HE DROPS TO A KNEE AND CROSSES HIS ARMS, IMMEDIATELY DIVE-ROLL AWAY, BECAUSE HE'S ABOUT TO UNLEASH A DEVASTATING RUINER ATTACK. NEEDLESS TO SAY, YOU DON'T WANT TO BE NEARBY WHEN HE INITIATES ONE OF THESE.



If your combo meter is full, don't forget to set off a few Ruiners of your own. This is particularly important if your health meter is low—if you die, your combo meter is reset to zero. Ruiners cause Hod to freeze momentarily, allowing you to score some quick melee strikes.

Continue chasing Hod around this level, constantly firing at him until you're within melee range. Hit and move, then repeat until he's down for good. It will take a while to make a significant dent in Hod's health meter, but as long as you play it safe and avoid his attacks, you'll have no problem finishing him off.



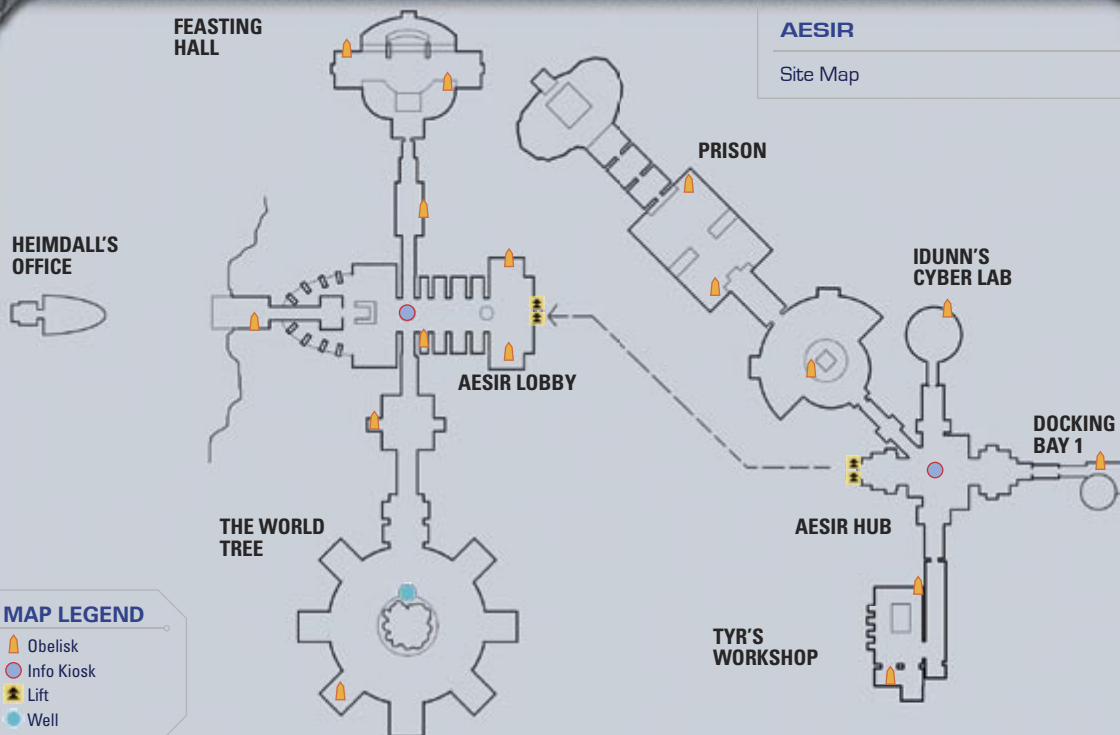
As Hod lies on the ground defeated, he finally sees the truth—it is Baldur who stands before him, not Loki. But Baldur's rage is not softened by Hod's sudden escape from a fantasy world. He punishes Hod for Nyanna's death with a single shot from

his pistol. Going against Heimdall's instructions, Baldur decides to hold on to Hod's cybernetic eyepiece. Perhaps it holds some critical information...



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## The World Tree

## CYBERSPACE

Upon arriving at Aesir, Baldur immediately consults with the Norns about Hod's eye implant. The Norns confirm the eye contains multiple signals, explaining Hod's false reality. But the Norns can't decrypt the data in the device without Baldur's help. You must recover a number of blueprints from Cyberspace that will allow Aesir engineers to construct a device capable of decrypting the eye implant.



After the cutscene, Baldur automatically exits Cyberspace. Freya stands near the World Tree's Well. Move next to her to strike up a conversation about Baldur's last mission. Despite avenging Nyanna's death by killing Hod, Baldur is still unsatisfied.

From the Well, turn right and locate this nook on the outer wall where Heimdall, Thor, and Tyr are gathered around Mimir. Mimir has requested the presence of the gods to report on his discovery of a devastator-class war machine, code-named Jormungand—also known as the World Serpent. These massive machines of the Ymir were thought to have been destroyed, but Mimir has located one. Heimdall recognizes how such a destructive technology could aid the Aesir and orders Thor and Baldur to board the machine. Mimir is to join them on this next adventure.





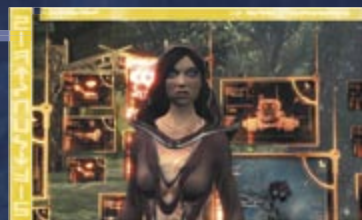
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AESIR: RETURN FROM THE ICE FOREST

## CYBERSPACE

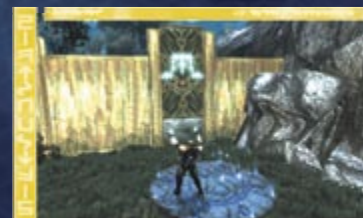
When the conversation with Mimir ends, return to the World Tree's Well and enter Cyberspace. Skuld greets Baldur and reveals more information about Jormungand and the Ymir. Although the nation of Ymir is extinct, the machines they created continue to wage a never-ending war, resulting in the onset and persistence of Fimbulwinter.



Baldur automatically exits Cyberspace after the conversation with Skuld. But jump back in to explore a new area. The gate on the far left opens for you now. Pass through the gate and follow the grassy path to reach an obelisk and another Well. Raid the obelisk, then interact with the Well to enter a new area.



Lift the nearby door to access another obelisk in a small gated area. Explore the path winding through the nearby woods to find one more obelisk and two areas covered by Nidhogg. Once you've gathered all the loot you can access, retrace your steps to the Well and return to the central path by the Norns' Well.



With your new Cyberspace lift ability, you can now open the gate in the area you explored earlier, after the Hall of Heroes mission. Move through the still-open gate (the second from the left) and proceed to the Well at the end of the passage. Return to this area and lift the sliding door to access a new area containing two obelisks. Grab their loot and retrace your steps to the World Tree Cyberspace room.

## Aesir Lobby



Exit the World Tree and move out to the Aesir Lobby. Check the nearby Information Kiosk for an objective update. If you want, you can begin the next mission by proceeding straight to Docking Bay 1. But you may want to stop by the Cyber Lab and Workshop before heading out. Move to the end of the passage and ride one of the lifts down to the Aesir Hub.

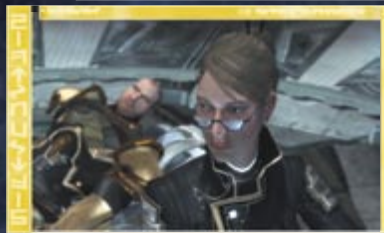
## Aesir Hub



When you reach the hub, a cutscene plays showing Hel sorting through specimens for a donor. Her persistent deteriorating state requires her to harvest organs, bones, marrow, and tissue from the corpses in Helheim. She pays no heed to her assistant's concerns and proceeds with the gruesome procedure. In all, the operation is a success, buying Hel at least six more months.



## Idunn's Cyber Lab



When the cinematic is over, report to Idunn's Cyber Lab. She's happy to see Baldur's scars are healing but insists on conducting a memory scan in an effort to uncover combat trauma—this helps determine whether Baldur is fit for another mission. While the scan is conducted, images from Baldur's recent actions are shown on a nearby screen.



Following the scan, access the Armor Store and sort through the available armor options, comparing the pieces to the items and blueprints in your inventory. Take a few minutes to optimize your character for the next mission. If your new armor pieces have empty rune slots, try inserting a few runes from your inventory or buy some at the store. Focus on runes that bulk up your armor value first.

Following the scan, access the Armor Store and sort through the available armor options, comparing the pieces to the items and



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## Tyr's Workshop



After suiting up at the Cyber Lab, cross the hub and enter Tyr's Workshop. Tyr is very observant, noticing a change in Baldur's mood since he's returned from his last mission. After all, only two gods have ever taken the life of another: Hod and now Baldur. Despite his understanding, Tyr warns Baldur against the use of excessive violence.



Now optimize your weapons, sorting through your inventory and the offerings in the Weapon Store. There's no need to keep more than a couple of different types of each weapon type, so take a few minutes to salvage the rest. As with your armor, look for the opportunity to equip runes on your weapons to enhance their capabilities.

Now optimize your weapons, sorting through your inventory and the offerings in the Weapon Store. There's no need



## Docking Bay 1

Once you're finished tweaking your equipment loadout, exit the workshop and turn right, passing through the dual sliding doors to Docking Bay 1. Approach the dropship at the end of the gangplank to begin your search for the World Serpent.







## Site Map

## A screenshot from the game Warhammer 40,000: Dawn of War II: Retribution. It shows two Imperial Guard soldiers in a snowy, mountainous landscape. The soldier in the foreground is wearing dark armor and holding a sword. The soldier in the background is wearing lighter armor and holding a shield. The image is framed by a decorative border with the Imperial Guard's symbol.

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Mimir leads them to what appears to be a hatch. However, there are no exterior mechanisms to open it. Thor doesn't bother looking for a doorknob, quickly smashing his hammer into the hatch to create a doorway of his own.

### Entrance Well

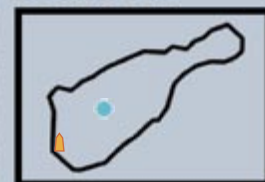


Step into the passage ahead and move toward the Well at the center of the room—a few containers are also in this room, including two by the Well and one near the entrance where you began. Once you've gathered some loot, interact with the Well to enter Cyberspace.

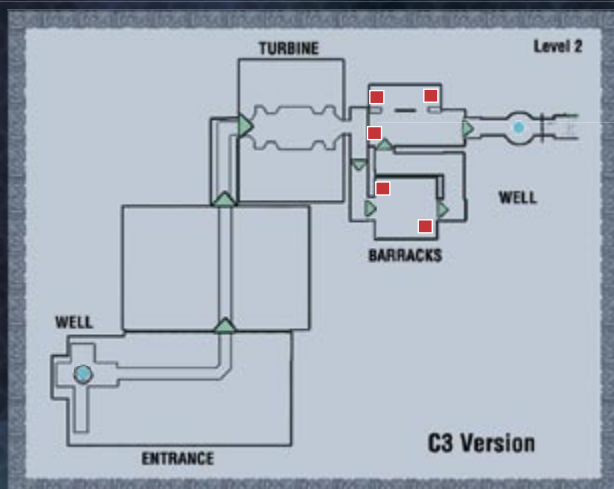
#### MAP LEGEND

- Obelisk
- Well

#### C3 Area A



### C3 Illusion



#### MAP LEGEND

- Container
- Well

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## CYBERSPACE



Once in Cyberspace, step away from the Well and raid this nearby obelisk. Gather the dropped loot, then move to the stone seal near the Well and push the loose rocks blocking a path to a light-filled cavern. Once a path is clear, step into the light.

## C3 Turbine

Follow the path into the adjoining Turbine Room. As you near the exit on the opposite side of the room, several melee goblins, two assault goblins, and one goblin leader (Kilo, the Supreme Lord of World and Beyond) materialize behind you. The goblin leader wastes no time targeting you with its laser. The goblin force is soon joined by a couple of dark elf regulars. Time to go to work.



Cut your way through the swarm of melee goblins and push toward the assault goblins—halting their missiles is your first priority. Once both assault goblins are down, attack the goblin leader and dark elves, using juggle attacks to take the fight into the air. Finally, clear the room by wiping out any remaining melee goblins. There are no containers or obelisks in this room, so exit and follow the adjoining corridor to the barracks.

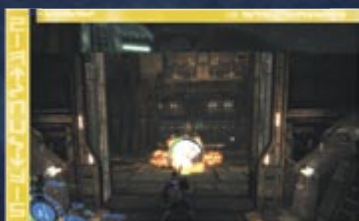


## C3 Barracks

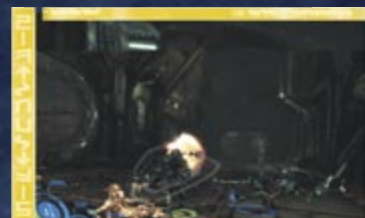


Something is amiss in the barracks. As Baldur steps inside, the room begins spinning. Even more troubling is the sight of dead Wolf Troopers scattered throughout the room. No one has set foot inside the World Serpent in thousands of years. So how did these bodies get here? Despite frequent inquiries, Mimir has “nothing of import” to say. Set aside your questions and move to the perimeter of the spinning room so you can hack the two containers positioned along the outer wall. When

you’re ready (you don’t have to wait for the room to stop rotating), pass through the gray sliding door and enter the next hall.



Follow the corridor to the next doorway—but don’t enter. Instead, move close enough to make the door slide open, then immediately open fire on the large cluster of melee goblins inside, preferably with grenades. You can wipe out most of the goblins before they can even reach you.



When you can’t target any more enemies from the doorway, step into the room and mop up the resistance with melee attacks. Watch out for a pair of dark elves mixed in with the goblins. Isolate and neutralize the dark elves with juggle attacks, then finish them off in the air. Once the room is clear, smack the nearby container (left of the entrance), then enter the side room via one of the two gray sliding doors—two more containers are inside the adjoining chamber.

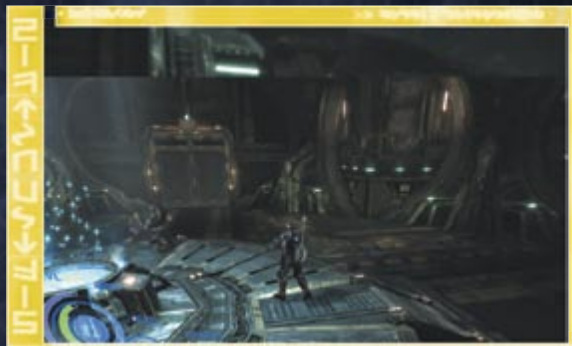
## C3 Well Room

Another Well is straight ahead, but a seemingly impassable chasm blocks your path. But don’t bother jumping. Instead, simply walk across the gap—an invisible force field supports Baldur as he crosses. Before interacting with the Well, smash the two nearby containers.





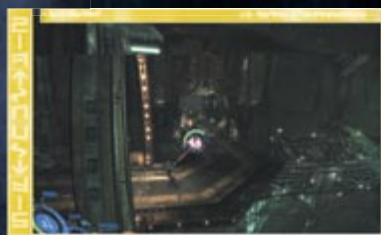
## Entrance Well Return



Using the Well sends you back to the entrance Well where Thor and Baldur first entered the World Serpent. And to Baldur's surprise, Thor is there—and he has no recollection of falling. He's been waiting here the whole time while Baldur was

in Cyberspace. Apparently the last few rooms were a mere illusion, which explains some of the bizarre visions and Mimir's strange responses. Follow Thor to the door on the right and advance across the bridge on the other side. This time there is no collapse and Thor manages to stay with you.

Toward the end of the bridge, a large group of explosive goblins charges toward you from the corridor on the left. Immediately hit the incoming goblins with grenades, and backpedal as necessary to keep your distance. Once the explosive goblins are destroyed, help Thor clear out the melee goblins.



Farther down the next passage, a couple of assault goblins open fire. Rush toward them while dive-rolling to evade their incoming missiles. Thor automatically charges one—take this as a cue to take on the other. By dividing the labor with Thor you can quickly silence the assault goblins. In the future, look for opportunities to split targets with Thor.



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## Turbine



As you did earlier in Cyberspace, follow the passage to the Turbine Room. This time the goblins don't wait until you reach the other side before they spawn, materializing shortly after you step into the room. Quickly identify and target the polarities first. Knocking these guys out will likely damage (and possibly kill) a few melee goblins standing nearby.

Once the polarities are taken care of, attack the surviving melee goblins, executing a series of slide attacks. Notice how Thor attracts a crowd of melee goblins too. When you've dispatched all the targets focused on you, slide into position to give Thor a hand. Despite Thor's legendary bravado, he isn't as quick as Baldur when it comes to taking out enemies. There are no collectibles in this room, so exit through the opposite door when you're finished bashing goblins.



## NOTE



THE RECTANGULAR CONSOLES IN THE TURBINE ROOM ARE BREAKABLE, BUT YIELD NO LOOT. STILL, THEY LOOK COOL WHEN THEY EXPLODE.



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## Barracks



The real barracks are located at the end of the next hall. While the room isn't spinning, it is occupied by a dark elf leader (Spectre of Worlds Forgotten). Immediately sidestep as you pass through the door to dodge the leader's incoming arrows. Advance toward the leader in a zigzag pattern while firing grenades.



Don't expect much help from Thor in this fight. As usual, take the fight to close range as soon as possible, dive-rolling to avoid the dark elf leader's shockwave attacks. Hack through the leader's shield using Finishers, preferably initiating the attack just as soon as the leader has struck with a shockwave. This is a quick way to whittle down the leader's health meter, too. But you must time it just right; otherwise the leader may hit you with a shockwave while you're in the middle of a Finisher. Once the leader is down, locate and raid the three containers in the room.



Next, locate this console on the right side of the barracks. Whack it once with your

melee weapon to activate a door on the nearby wall. Beyond the door a small lift leads down to an arena. Step onto the lift and prepare for a fight—Thor waits in the barracks.

## Barracks Arena

A challenging assortment of enemies awaits in this arena, including a herd of melee goblins, two assault goblins, and one dark elf leader (The Blood Eagle's Spread Wings). Smash through the first wave of goblins in the center of the room while keeping an eye on the dark elf leader's incoming arrows fired from the far right corner of the arena. Dive-roll as necessary to avoid the purple projectiles.



Fight your way toward the dark elf leader and assault goblins. Deal with the assault goblins first, but be prepared to dodge shockwave attacks as the dark elf leader transitions into melee mode. The quickest way to take out the assault goblins is with a Ruiner—assuming you have one

level filled in your combo meter. A well-positioned Ruiner can eliminate the assault goblins and destroy the dark elf leader's shield.

Dealing with the dark elf leader and the persistent swarm of melee goblins can be a bit tricky. If you focus on the dark elf leader, the goblins will strike you from behind, and if you attack the goblins, the dark elf leader may flank you with shockwaves or resume firing arrows. Do your best to eliminate as many melee goblins as possible while evading the dark elf leader's attacks. This means staying on the move constantly. Try circling the room while firing at the dark elf leader, especially if its shield is destroyed. By simply sidestepping (and occasionally dive-rolling) you can evade most attacks and stay a few steps ahead of the dark elf leader. The remaining melee goblins are easy to mop up once the leader is destroyed.





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Now for the loot. There's one obelisk and a container in the small nook where the dark elf leader and assault goblins were originally positioned. Three more containers are at the end of the dead-end passage nearby. After gathering all the loot in the arena, return to the elevator.

Regroup with Thor in the barracks and continue to the next room. Dark elf regulars and dark elf assault units are swarming on the other side of this door. They charge forward as soon as the door opens, so be ready to fire a grenade in their direction—if available, set off a Ruiner in this doorway while the enemies are tightly clustered. Hold in this hallway and draw as many enemies from the room ahead as you can, taking them out one by one.

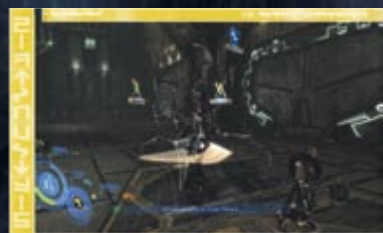


When the dark elves stop flooding through the doorway, enter the next room and turn right to spot a dark elf leader (Wound of the Cut-Heart) flanked by two dark elf assault units. Dive-roll toward the enemies to evade the incoming volley of projectiles. Attack the assault units first, knocking them into the air and finishing them off while airborne.



### CAUTION

EVEN WHEN YOU'RE IN THE AIR YOU CAN STILL GET INJURED BY THE DARK ELF LEADER'S SHOCKWAVE ATTACKS. THE SHOCKWAVE'S BLAST RADIUS RESEMBLES A THREE-DIMENSIONAL DOME. SO EVEN IF YOU'RE ABOVE THE VISIBLE PURPLE SHOCKWAVE ON THE GROUND, IT MAY STILL INJURE YOU.



After hunting down and eliminating the assault units, go after the dark elf leader. With nothing left to attack, Thor may go after the dark elf leader. If this is the case, let him tank on the leader while you hold back and perform ranged attacks from a safe distance. This is the best way to approach this fight if your health meter is low. But if you're still in good shape, join Thor at close range and finish off the dark elf leader with a series of devastating melee blows and Finishers.



After clearing the last room in the barracks, continue through the next doorway. This room may look familiar from your earlier Cyberspace episode. However, the bridge here is intact and there is no Well in the center of the circular platform. There are also no containers here, so proceed to the door at the opposite end. A lift is on the other side. Step onto the lift and ride it up to the Control Room.

## Control Room

The first things readily apparent upon entering the Control Room are two dormant melee trolls slumped near a Well. Don't worry; the trolls won't come alive as you walk in. Ignore the trolls for now and access the Well to enter Cyberspace.



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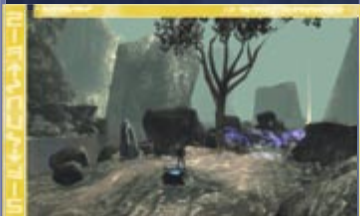


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## CYBERSPACE



A skill obelisk is located next to the Well, in addition to a standard obelisk blocked by Nidhogg. Interact with the skill obelisk to receive the ability to walk on water within Cyberspace. This obelisk also gives you the first blueprint of the Norn Decryption Module, needed to decipher the data stored within Hod's eyepiece.

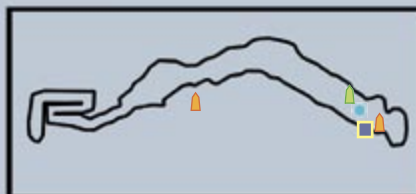


Walk across the nearby river and approach this obelisk and gate. Raid the obelisk for loot, then push the gate open. Follow the switchback trail beyond the gate until you reach a ledge with another obelisk and a stone seal.



Retrieve the loot from the obelisk, then stand on the stone seal and turn toward this large stone door in the center of the river. Push the door twice, inserting the two stone pieces into place. Once both stone pieces are flush, lift the door. As the door is lifted, a serpent-like creature swims out of the cavern, signifying the powering-up of the World Serpent's controls. Retrace your steps to the Well and return to the Control Room.

## C3 Area B



## MAP LEGEND

- Obelisk
- Skill Obelisk
- Well
- Nidhogg

Upon your return to the Control Room, Loki's voice can be heard speaking over the World Serpent's communication system, directly addressing Thor and Baldur. Even though Loki's body resides in the prison of the Aesir, his mind is free within Cyberspace thanks to his mix of Aesir and giant cybernetic implants. Now that the World Serpent is activated, Loki has taken control of the ancient war machine.



As expected, the slumbering melee trolls (Breaker of Men and Cold Reality) come to life, immediately attacking with their hammers. Let Thor choose his target first, then go after the other troll. There isn't much space to maneuver, so waste no time taking out your troll. Smash its torso armor, then mount it and destroy its fusion core for the quick kill.

Now help Thor defeat his melee troll. While Thor is within melee range, the troll stops its hammer attacks and resorts to stomping. Still, it's a good idea to target and destroy the troll's hammer in case it changes tactics—once you start dealing significant damage to the troll, it ignores Thor and comes after Baldur. With its hammer destroyed, the troll is easy to mount or destroy with ranged fire.



After defeating both trolls, descend the steps near the Well to access a lower platform in the Control Room—a container is located next to the stairs. At the end of the platform is a small lift leading down to a secret area beneath the Control Room. Step onto the lift and take a ride.





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### NOTE

THE LIFT IN THE CONTROL ROOM IS ACTIVE ONLY ONCE THE WORLD SERPENT'S CONTROLS HAVE BEEN ACTIVATED.

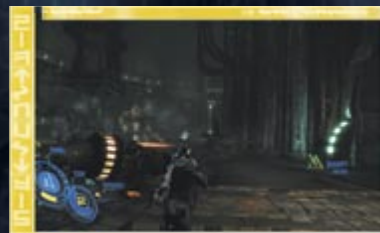
### Secret Area

Two more melee trolls (Helm Bleeder and Battered Skull) await in this cramped secret room below—but this time Thor isn't around to help out. Don't let the trolls converge on you in the center of the room. Instead, pick a target and charge forward, knocking out its torso armor. Quickly mount the troll and pierce its exposed fusion core.



### CAUTION

STAY FOCUSED WHILE BATTLING THE TWO MELEE TROLLS. IF YOU DIE, YOU'LL SPAWN IN THE CONTROL ROOM WITH NO WAY TO RETURN TO THE SECRET AREA AND ITS TREASURES. YOU ONLY GET ONE SHOT AT THIS, SO MAKE IT COUNT.



With one troll down, you have a bit more room to work with, making it easier to attack with ranged weapons. Start by eliminating the troll's hammer, then consider picking it apart piece by piece, especially if you're low on health. Drop the last troll in any way you see fit, then raid the three obelisks and two containers. Board the lift for your return to the Control Room.



Loki has locked the door you accessed the Control Room from, blocking your path of escape. There's only one direction left to go, so move through the door at the far side of the Control Room and step onto another large lift. This one carries you deep into the World Serpent's inner workings.



Exit the lift and advance through the short, crooked corridor until you reach a dead end. Turn to this closed door on the right and smack the nearby console with your melee weapon—the door slides open, giving you access to Tank Room 1.

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## Tank Room 1



Step into the first Tank Room and immediately turn left to spot a melee troll (Flesh Mangle) moving toward you. A large group of dark elves waits on a distant ramp behind the troll but refrains from attacking. Step back and open fire on the troll's hammer while Thor rushes in to close range. Keep firing on the hammer while Thor keeps the troll distracted.



Once the troll's hammer is destroyed, it poses a minimal threat, so turn your attention to the incoming stampede of dark elves. Although the troll's incapable of using its hammer, its stomp attacks can still inflict some heavy damage, so keep your distance while engaging the dark elves. But look for opportunities to climb up the troll's back and destroy its fusion core.

## TIP



WHEN FIGHTING OFF THE DARK ELVES, TRY OPERATING CLOSE TO THOR. THIS WAY YOU CAN COVER EACH OTHER'S BACKS WHILE DISHING OUT SOME HEAVY DAMAGE. PLUS, YOU CAN BENEFIT FROM THE DAMAGE RADIUS OF THOR'S DEVASTATING HAMMER ATTACKS.

Dark elf regulars and dark elf assault units wait near the top of this ramp passing through the center of the room. Let Thor lead the charge while you hold back and provide support with your ranged weapon—as Thor knocks enemies into the air, target them with your rifle. But don't stand still.

Keep sidestepping left and right to avoid the incoming fire from the assault units.



While Thor keeps the dark elf regulars busy, rush the dark elf assault units to halt their projectile attacks. When you're only a few feet away, they'll charge you and transition to melee attacks. Juggle them into the air and take them on one-on-one while airborne. Once the room is clear, raid the four containers and obelisk for some extra loot, then exit the room via the door at the top of the ramp—to the left of the obelisk.



## Engine Room 1



From Tank Room 1, advance through the adjoining short hall and pass through the next auto-door to enter Engine Room 1. This huge room is filled with enemies, including scores of dark elves, a melee troll, and a very distant assault troll. Don't advance too deep into the room just yet. Instead, let the dark elves rush to you, while the melee troll (Keeper of the Fire) lumbers in the distance. This allows you to take out a large number of dark elves before the melee troll is even within attack range. Once Thor has a clear path, he'll rush after the melee troll, allowing you to hang back and take out dark elves while periodically targeting the melee troll with ranged attacks.



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Once the initial number of dark elves is greatly diminished, go after the melee troll—you'll want to take it out before the assault troll moves into attack range. While Thor keeps the troll occupied, circle behind it and destroy its torso armor with rifle fire. Then jump on the troll's back and drive your melee weapon into its fusion core.

Now go after the assault troll (Raven Feeder), taking out its cannon with your rifle. You may not have time to defeat the assault troll before the next wave of dark elves rushes in, so at the very least, make sure its cannon is destroyed. Without it, the assault troll isn't much of a threat.



The incoming swarm of dark elves is a much bigger threat than the cannonless assault troll. So focus your attention on these units and let the troll wander around for now. If your combo meter is full, draw the dark elves in close toward the melee troll and set off a Ruiner for optimal effect.



Even after both trolls are destroyed, dark elves continually drop into the room, including one elite dark elf polarity. When the polarity makes its appearance, waste no time going after it. Keep knocking the polarity into the air and attacking with either ranged or melee attacks. It takes several repetitions to



finish off this tough enemy, but as long as you keep it in the air, it can't retaliate.



Watch for more dark elves emerging from this upper-level alcove on the right side of the room—near the exit. You can use this narrow passage as a choke point, intercepting enemies before they can drop to the main floor. While the alcove is too high to reach with a normal jump, you can land here following some high-altitude aerial maneuvers. Just push the right control stick toward one of the enemies in the passage during your descent to perform a slide attack. Finish off the dark elves here as well as any left on the main floor. Then smash the two containers in the room (between the center pistons) before exiting.

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## Maintenance Room



Another challenging assortment of enemies awaits in the Maintenance Room, including two melee trolls (Ward of Blood and Ward of Metal), several dark elves, and one dark elf leader (Herald of the Red Mist). Watch Thor charge after one of the nearby trolls, then pick the opposite troll as your target. Take it out as quickly as possible, using your ranged weapon to destroy its torso armor. Don't bother taking out the troll's hammer. Dive-roll to evade its hammer attacks while rushing in behind it to perform a mounting maneuver. Then finish it off with a melee strike to its fusion core.



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Wipe out any nearby dark elves pestering you, then help out Thor with his melee troll. Let Thor do the dirty work at close range while you hold back and fire on the troll with your rifle—take its hammer out first, then start picking away at its other components. While firing on the troll, sidestep to keep the troll between you and the distant dark elf leader. Using the troll as a screen allows you to avoid getting hit by the leader's incoming arrows.

Destroying both trolls triggers a fresh wave of dark elves to spawn near the dark elf leader at the far end of the room. Finish off all the dark elves before going after the leader. When it's time to engage the leader, take the fight to close range, striking with your melee weapon while dive-rolling to avoid the shockwave attacks. There are no containers or obelisks in this room, so proceed to the room's exit on the left as soon as the dark elf leader is eliminated.



## Engine Room 2



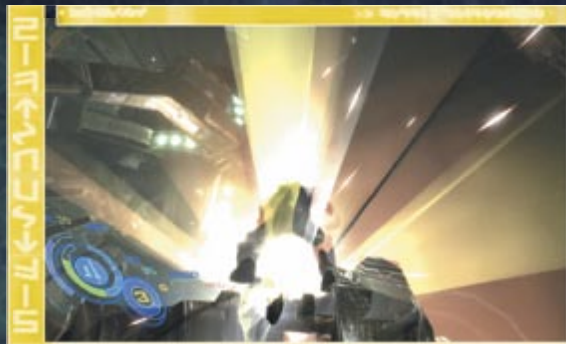
Like the first Engine Room, this one is also packed with enemies, including a melee troll (Hero's End), several dark elf assault units, and a dark elf sniper. Upon entry, attack the melee troll's hammer while rushing toward the dark elf sniper on the right side of the room. But stop your attack on the troll after destroying its hammer, then focus on the assault units and sniper—take out the sniper first! Don't worry about the hammerless melee troll for now.



The dark elf assault units are scattered throughout the room. Instead of charging directly at them, zigzag and dive-roll to avoid their continuous volleys. When within range, open fire yourself,

weakening your targets with grenades and/or rifle fire. Keep pressing in on them until you can finish them off with melee strikes. Attack each cluster of assault units until only the handicapped melee troll remains.

Finally, return to the melee troll and destroy its torso armor—if it hasn't been already. Mount the troll from behind and bring it down with a critical strike to its fusion core. But don't pat yourself on the back yet. The melee troll's destruction triggers the arrival of even more dark elves.



The dark elf regulars and assault units appear all over the room, effectively surrounding Baldur and Thor. If your combo meter allows, draw a large group of dark elves around you and set off a devastating Ruiner to thin out the bunch. Help Thor finish off the rest of the dark elves, then smash the two containers near the pistons.





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Across from the pistons (near the room's exit) a ramp leads to an upper-level passage. Rush up the ramp and pass through the door at the end of the corridor to enter a secret room. Here you'll find two more containers and a portal leading to another arena—step into the light to enter the arena. As usual, Thor stays behind.



As you round the next corner to the right you encounter a dark elf leader (Piercing Cry Amongst the Darkness) accompanied by a couple of dark elf assault units and several dark elf regulars. Immediately backpedal behind the corner and wait for the regulars to come to you—this way you can avoid taking fire while engaging these melee threats.

### Engine Room 2 Arena

This is a large arena spread across three levels. Your first challenge is a group of dark elf regulars and dark elf assault units. Let them come to you while firing grenades at the advancing swarm. Then when they're within melee range, use juggle attacks to knock them into the air and take the fight to the skies, eliminating them one by one. Manage the crowd with Ruiners as necessary.



Partially climb the ramp ahead leading to Level 2. A pair of dark elf assault units and a dark elf leader (Bloody Shriek Born of the Endless Cold) are positioned in the passage ahead. Stay just below the crest of the ramp and lob grenades at the two assault units. As long as you stay low on the ramp, you can't be hit by the incoming projectiles.



Once the assault units are destroyed, the dark elf leader charges into melee range. Use the now familiar strike and dive-roll tactics to deal with this threat, then gather some loot from the two nearby containers.

As you climb the ramps and traverse the twisting corridor of Level 2, you'll find a couple more containers and a melee troll (Broken Knee). There are no other immediate threats in this area, so take your time taking out this troll. Destroy its hammer and torso armor, then mount it and destroy its fusion core to bring it down.



Initially, the large platform beyond the troll is occupied only by a couple of dark elf assault units. But as you close in on the two enemies, more dark elves drop from the ceiling. Keep moving toward the assault units and unleash a Ruiner to clear out a majority of the enemies.



Mop up the survivors with a few melee strikes and continue through the next passage leading to Level 3.



Once the dark elf regulars are down, charge down the next passage while firing at the dark elf assault units flanking the leader. Quickly take the fight to close range, as this is a duel you can't win. Eliminate the assault units, then attack the leader. If your combo meter is full, set off a Ruiner to take out the assault units and damage the leader's shield.



Continue your journey through the arena, stopping near this ramp to take on another swarm of dark elves. Don't advance up the ramp, as doing so will only attract the attention of another melee troll. So keep the fight down here in this cramped corridor. Focus your attention on the polarity. This guy can dish out some serious damage, so avoid its melee attacks by continually knocking it into the air with juggle attacks. This

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confined space works in your favor if you have the means to initiate a Ruiner.



The last enemy in the arena is a melee troll (Fear Monger). Assuming you've

eliminated all the dark elves, this fight is easy. Target the troll's torso armor with your rifle, then dive-roll into close range while avoiding its hammer strikes. Circle around the troll and mount it from behind, bringing it down with a melee hit to its fusion core.

An obelisk and container are located next to the portal leading back to Engine Room 2—raid them before regrouping with Thor. Back in Engine Room 2, exit the secret area and turn right at the bottom of the ramp to enter the hall leading to Tank Room 2.



## Tank Room 2



The entrance to Tank Room 2 is blocked by a gang of dark elves, with more dark elf assault units opening fire from the ramp on the left. Stay on the move to avoid getting bogged down at the base of the ramp. Use slide attacks and juggling maneuvers on the nearby dark elves to avoid presenting the assault units with an easy target.



Break through the dark elves' blockade as quickly as possible and make a move on the assault units—stopping their projectile attacks is a top priority. Rush between the assault units and send them flying with either juggle attacks or a Ruiner. Even if your initial attacks don't destroy them it will cease their fire, providing a safer combat environment.



Eliminate the assault units, then help Thor mop up the surviving dark elf regulars. When the room is clear, raid the obelisk near the room's entrance, then traverse the ramp leading to the exit.

More dark elves crowd the next doorway in this switchback passage between Tank Room 2 and Engine Room 3. Smash your way through the welcoming party and charge the lone dark elf assault unit at the top of the adjacent ramp. Many dark elf regulars follow you up the ramp, but some stay behind and attack Thor. If you gather a large crowd at the top of the ramp, set off a Ruiner to disperse it. Be sure to eliminate all the dark elves before moving any farther.



The upper level of this passage is guarded by a melee troll (Ward of the Core). Target the troll's hammer while Thor moves in to close range. If the troll is content attacking Thor, hang back and provide ranged support. But if the troll charges you, knock out its torso armor then perform a mounting maneuver for the quick kill.



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### Engine Room 3



As expected, this huge chamber is packed with hostiles, just like the previous Engine Rooms. Headlining this fight are two assault trolls (Onslaught of Black Fire and The Onslaught of Steel), initially situated in the center of the room. Smash through the few dark elves near

the room's entrance and begin your attack on the trolls. While Thor attacks the troll on the left, go for the one on the right, targeting and destroying its cannon. Then attack Thor's troll to knock out its cannon.

Once their cannons are destroyed, the assault trolls are rather easy to pick apart with either melee or ranged attacks. Just keep watch out for their stomp and swipe attacks. Be mindful of the dark elf leader (Pain of the Bloody Harpoon) and dark elf assault units on the far side of the room; use the trolls as a screen to block their incoming projectiles. But be ready for reinforcements—destroying the assault trolls triggers the arrival of more dark elves.



Eliminate the trolls and dark elf regulars near the entrance, then rush the dark elf leader and assault units at the far side of the room. Focus your initial attacks on the assault units—your fight against the leader is much easier if they're eliminated first. Finally, hack away at the dark elf leader, utilizing dive rolls to evade its shockwaves. Once the Engine Room is clear, smash the two containers and proceed into the next corridor leading to the Battery Room.

### Battery Room



Cross the short bridge outside Engine Room 3 and enter the door at the end into the Battery Room. You come under fire as soon as the door opens, so quickly enter and sidestep to the left, using the batteries in the center of the room to block the incoming fire from the dark elf

assault units and the dark elf leader. Hold on this small piece of platform and draw the dark elf regulars toward you, taking them on one at a time. If crowds begin to form, set off a Ruiner to send them flying.



The flood of dark elves eventually ceases, allowing you to peek out around your corner and take on the dark elf leader and assault units. One of the assault units is a polarity, indicated by its color. Rush past the other enemies and take on this unit first, launching it into the air and punishing it with a flurry of airborne melee strikes. Once it's down, mop up the other assault units before taking on the dark elf leader.

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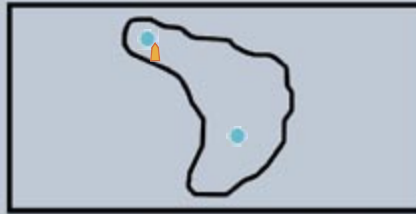
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Clear the Battery Room of hostiles, then smash the two containers located near the entrance and exit. Before exiting, move to the Well on the left side of the room and enter Cyberspace.

## C3 Area C



## MAP LEGEND

-  Obelisk
-  Well

## CYBERSPACE



A single obelisk is all this area of Cyberspace has to offer. Retrieve its gifts, then return to the Battery Room. Upon your return, move to the room's exit and step into the Conveyor Room.

## Conveyor Room



As you enter this room, Loki taunts Baldur and Thor, wondering aloud how many warheads the World Serpent carries—and how many it will take to destroy every Aesir building. Ignore Loki and move to the right side of the room to locate an obelisk. Grab its loot, then step onto the conveyor belt.



This conveyor belt is part of the Jormungand's warhead assembly line. As you step onto the belt, immediately backpedal and open fire on the dark elf regulars that drop from the ceiling. While backpedaling, you'll be able to remain stationary, buying you

more time to open fire on the approaching enemies. Launch grenades in their direction to damage multiple targets at once. As they draw near, switch to melee combat to finish them off.

More dark elves drop in farther down the conveyor belt. Once again, backpedal and use ranged attacks to weaken your targets, then hit them with melee strikes. Launch the dark elves into the air, then take the fight to the sky. While airborne, you don't have to worry about backpedaling or moving down the conveyor too quickly—you simply hover in midair while bashing your enemies. This is a good way to manage your movement down the conveyor belt.





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### TIP

BE SURE TO SMASH THE TWO CONTAINERS AT THE 90-DEGREE TURNS ALONG THE CONVEYOR BELT. IF YOU HAVE TROUBLE HITTING THEM WITH MELEE STRIKES DUE TO THE BELT'S CONSTANT MOVEMENT, TRY USING A GRENADE OR FIERCE ATTACK TO DESTROY THEM.

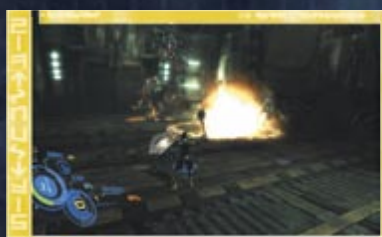
The conveyor belt terminates in a cramped rectangular room packed with dark elves and an assault troll (Blizzard of the Raging Iron). The dark elves in the room rush onto the conveyor belt and rush toward you. Stay on the conveyor belt as long as possible, launching grenades at the incoming dark elves as well as the hostiles in the room ahead. The more damage you can inflict from this position, the better your chances for survival once you enter the room.



As the crowd around the conveyor belt's edge grows, rush into the swarm of dark elves and the assault troll and unleash a Ruiner. This should eliminate (or at least heavily damage) the remaining dark elves in the room. But don't expect it to do much to the assault troll.



Constant movement is the key to surviving the next phase of this fight. Move away from the conveyor belt and attack the dark elf assault units at the far side of the room—chances are they were out of range of your Ruiner. Juggle them, then finish them off in the air. This is the best way to isolate



them while avoiding the assault troll's explosive shells.



Eliminate all the dark elf assault units before going after the assault troll. Disarm the troll first, by destroying the cannon on its left arm. Although there isn't much room to maneuver, you can still avoid the troll's melee attacks. Circle-strafe around the troll (at a safe distance) and destroy it piece by piece with your ranged weapon. If you destroy its torso armor and ammo drum (on its back), look for an opportunity to mount it. But if you're low on health, it's best to hold back and finish it off from long range. Once the troll tumbles, smack the container near the conveyor belt and advance to the next room.

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## Core Entry

A large bulkhead divides the next room in two. But don't stand still at the crossroads for long. A large group of dark elves approaches from the right, led by a polarity. Send the polarity flying with your first strike, then wail away on its friends while it bounces around and recovers. This is the best way to momentarily get the polarity out of the fight, allowing you to focus on the lower-level regulars and assault units. When the polarity comes back for more, knock it away again with a juggle attack. Keep up the same pattern until the number of regulars and assault units has dwindled, then focus on the polarity.





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Help Thor mop up the remaining dark elves, then search both sides of the room for containers—there are two on the right side and one on the left. Grab the loot within and exit through one of the two doors.



You're greeted by more dark elves as soon as you enter the doorway—a melee troll looms in the distance. Hold near the doorway and engage the dark elves with melee strikes. Try to take out all the dark elves before the troll can move within attack range with its hammer.



If the troll gets too close for comfort, rush it and destroy its torso armor—don't bother targeting its hammer if there are still dark elves scurrying about. With its fusion core exposed, mount the troll and finish it off. Once the troll is down, search the room for more dark elves and help Thor eliminate them. Clear the room of threats, then smash the two containers on the left side before proceeding to the core.

## Core



Loki continues to taunt Baldur and Thor as they enter the core, citing the World Serpent's arsenal of weapons. Don't worry about Loki or the threat posed by Jormungand. Instead, turn right and engage a large group of dark elves rushing toward you. Use slide attacks and aerial maneuvers

to avoid getting surrounded. More dark elves arrive via the nearby bridge. Target these reinforcements with grenades while they're bunched up on the narrow bridge.

## TIP

IF YOU HAVEN'T ALREADY, ADD SKILL POINTS TO THE LAST NODE ON YOUR CHARACTER'S SKILL TREE TO TAKE ADVANTAGE OF FENRIR, THE SENTIENT SWORD. SIMULTANEOUSLY CLICK BOTH CONTROL STICKS TO ACTIVATE FENRIR, AND WATCH AS IT FLIES INTO ACTION, ATTACKING TARGETS ON ITS OWN. FENRIR IS A FORCE MULTIPLIER, EFFECTIVELY DOUBLING YOUR MELEE ATTACK POWER, ALLOWING YOU TO ENGAGE MULTIPLE ENEMIES AT ONCE, USEFUL IN LARGE-SCALE BRAWLS SUCH AS THIS ONE. YOU'LL ALSO RECEIVE A COMBO LEVEL BONUS FOR DEPLOYING THIS SENTIENT WEAPON.



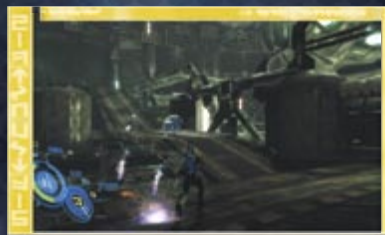
Three bridges crisscross the center of the room. Cross the first bridge to reach the left side of the room, then advance across the second bridge, heading to the right side. While crossing the second bridge you come under attack by two dark elf assault units positioned on the third bridge.

To avoid getting hit, dive-roll across the second bridge and prepare to take the fight to close range.



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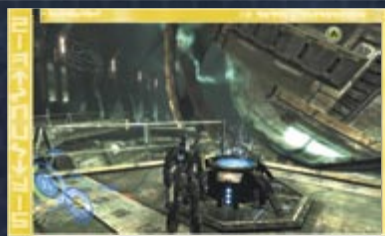
When you're within range, open fire on the assault units, pelting them with grenades and auto-fire from your rifle. But don't stand still. Continue advancing to close range and finish them off with some strong melee strikes. Once they're both down, smash the container near the base of the bridge.

A dark elf leader (Spirit of the Unquiet Rage) stands at the top of the ramp adjacent to the third bridge. Rush up the ramp and take it on at close range. Remember to dive-roll as the leader stomps down with its shockwave attack. In between its melee attacks, utilize Finishers (simultaneously press toward your target with both thumbsticks) to quickly deplete the leader's shield and health meter.



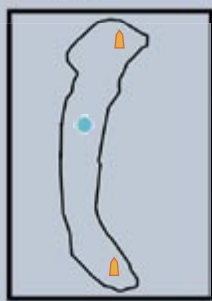
### TIP

PERFORMING MELEE ATTACKS ON RAMPS OR INCLINES CAN SOMETIMES BE PROBLEMATIC, ALLOWING SOME ENEMIES TO STAND JUST OUTSIDE YOUR MELEE WEAPON'S RANGE. MAKE SURE YOU'RE MAKING CONTACT WITH YOUR TARGET, AND IF YOU'RE NOT, MANEUVER TO A NEW POSITION.



Destroy the dark elf leader and follow the ramp to the room's upper-level platform—there are no enemies here yet. Move toward the rotating core to find a Well. Step up to the Well and enter Cyberspace.

### C3 Area D



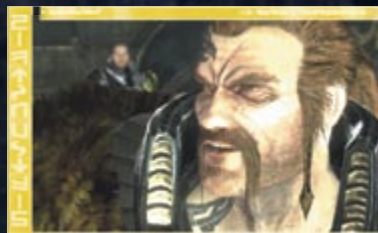
### MAP LEGEND

- Obelisk
- Well

### CYBERSPACE



Before moving to the stone seal by the Well, move to the left and right flanks of this cliff to raid a couple of obelisks. Once you've gathered the loot, move back to the stone seal and push the rock into the rotating rocks suspended in the distance. This deactivates the core, the World Serpent's power supply. Interact with the Well to return to the core.



Despite Thor's best effort, he can't make a dent in the World Serpent's core. Mimir reports that the vessel is being flooded and suggests making an escape before they're all crushed. Baldur agrees, feeling it's best to live and fight another day. Thor objects to leaving the World Serpent intact but reluctantly goes along with Mimir and Baldur's plan of retreat.



Immediately following the cutscene, three doors behind the core open, revealing a swarm of goblins and a melee troll (The Shatter-Maw). Accompanying the goblins are two assault goblins—target them first while Thor goes after the melee troll. But while engaging the goblins, be ready to dive-roll in case you wander within the radius of the troll's hammer strikes.

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Destroy all the goblins, then help Thor eliminate the melee troll. Leap into the troll's chest and hack away at its torso armor first. Then leap onto its back and smash its fusion core with a downward strike from your melee weapon.

At the back of the troll's bay (directly across from the core) is a lift. Board it and ride it down to a secret room. Here you'll find an obelisk flanked by two containers. Gather the loot, then return to the lift and ride it back up to the core's main level. Turn left and proceed to the last gray door at the end of the platform.



## Test Fire



This dark Control Room is filled with consoles and illuminated displays. But there are no enemies in here, so take your time searching the room for containers. There's one on the left side and another behind the console in the room's center. Exit through the door at the back and prepare for a brawl.



Seemingly hundreds of goblins crawl along the outer window of this passage. Turn left and push forward, engaging the melee goblins as they pour down from the ceiling. Farther down the passage is a goblin leader (Vein Opener) accompanied

by two assault goblins. Quickly fight your way past the melee goblins until you can retaliate against the missile-firing assault goblins.



With the assault goblins and goblin leader destroyed, the fight is much more manageable. Dive headlong into the swarms of melee goblins and start swinging away. Use slide attacks to keep moving and bulk up your combo meter. This is another good fight in which to rack up a 100-plus hit combo. Once the passage is clear, enter the door at the far end to face the level's end boss.



Rush toward the assault goblins and smash them to bits with your melee weapon. Then turn your rage on the goblin leader, launching it into the air for a series of airborne strikes. Keep juggling the goblin leader until it's out of commission.

## TIP

BEFORE ENTERING THE NEXT ROOM, TAKE A MOMENT TO UPDATE YOUR EQUIPMENT. IN PARTICULAR, EQUIP YOUR STRONGEST ARMOR AND THE RANGED WEAPON WITH THE HIGHEST DAMAGE VALUE.



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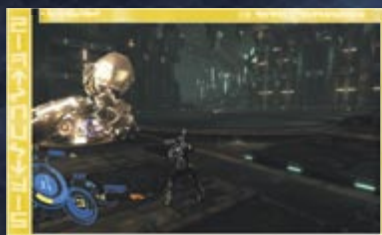
### Level 1



As Baldur enters the next room, the door closes behind him, preventing Thor from entering—you're on your own for this fight. A half-giant (The Everlasting Hate) is positioned on a lift high above the large room. Get ready to move as the lift descends.

As soon as the lift hits the ground floor, the half-giant charges Baldur. Immediately dive-roll laterally or sidestep to evade its initial attack. Unlike trolls, the half-giant is extremely fast when moving in a straight line, capable of quick charging attacks. Circle-strafe around the half-giant while firing at it with your ranged weapon. Its torso and feet sport the lightest armor, so attack these areas first. The half-giant is only capable of arm and foot-based melee attacks, so as long as you keep your distance, you'll be okay.

Not long into the fight, numerous melee goblins drop into the room, instantly complicating matters. The goblins are more of a nuisance than a direct threat. They'll crowd around you and impede your ability to circle-strafe around the half-giant. For this reason, they must be eliminated. Swipe at them with your melee weapon, but don't let them take your eyes off the half-giant. Keep moving to avoid getting pummeled by this huge machine.



If you get too close to the half-giant it initiates its rapid shock hammer attack, punching the ground in front of it at a frantic pace. Quickly dive-roll out of the way before this attack can be launched. The good news is that goblins caught by this attack are doomed.



Once you've depleted the half-giant's armor and health meters on its legs and torso, focus on its arms. Covered in two to three layers of armor, the arms are the toughest pieces to destroy. The first layer of armor is indicated by a blue bar on the armor meter. Then there's the yellow layer of armor.

You won't deal damage to the actual arms until the health meter turns green. Even then, it's slow going. So be patient and keep moving and shooting.

### CAUTION



AS TEMPTING AS IT MAY BE TO TRY, THE HALF-GIANT CANNOT BE MOUNTED. IN FACT, MOVING BEHIND THE GIANT IS RISKY AT ANY TIME BECAUSE THE GIANT WILL INITIATE A SHOCK HAMMER ATTACK, TARGETING THE GROUND BEHIND IT. THE EFFECT RADIUS OF THESE RAPID STRIKES IS ENOUGH TO DAMAGE ANYTHING BEHIND IT. SO STEER CLEAR OF THE HALF-GIANT'S BACK.



Stripped of its armor, the half-giant looks just like a troll. However, it retains its quick speed and fast, devastating melee attacks. So stay on the move while depleting each arm's health meter with ranged attacks. Melee attacks can work too, but it's best to stay out of the half-giant's reach no matter how confident you are. It may take a while, but your ranged weapon is more than capable of eventually delivering the final death blow.

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When the half-giant explodes, the lift it descended on lowers to the floor at the room's center. The door Baldur entered also opens, allowing Thor to finally rejoin you. Grab the loot dropped by the half-giant, then smash the containers on the room's perimeter. Don't board the elevator until you've gathered all the loot on Level 1.

## Level 2



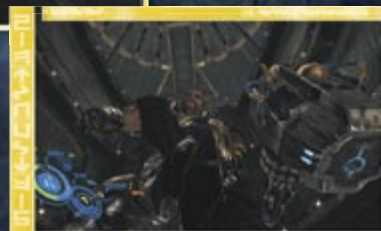
Upon reaching Level 2, step off the lift momentarily, then step back onto it. The lift moves laterally this time, taking you to a secret area on the far side of the room. Here you'll find a couple of containers and a console-activated door.



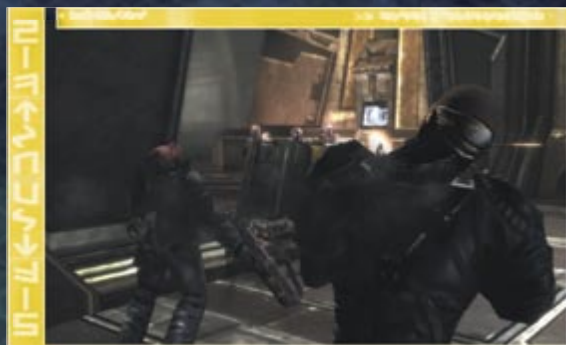
Gather the loot in the two containers flanking the platform. Then move to the console in front of the door and smack it with your melee weapon—the door obliges, sliding open. Inside the small square room is an obelisk and another container. Raid them for more loot, then return to the lift, riding it back to Level 2.



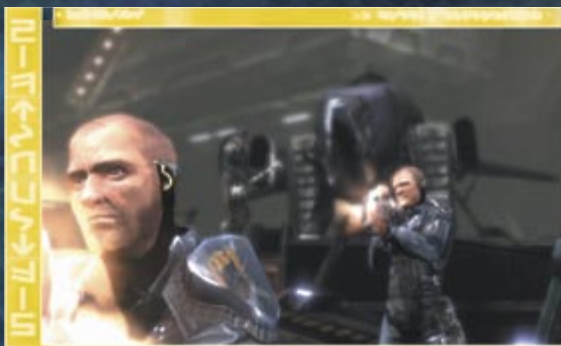
Enter the short hall directly opposite of the lift. The door at the end opens as you approach, revealing another large lift—this is your ticket out of here. Step onto the lift and ride it to the top. The lift stops at the top of the shaft, with nowhere left to go. Thor takes the cue and tosses his hammer through the top of the lift's shaft, creating an impromptu exit.



Escaping the World Serpent triggers another cutscene. Back in Aesir a rogue unit of Wolf Troopers infiltrates the prison in an attempt to free Loki. The attack catches the prison guards by surprise, allowing the traitorous Wolf Troopers to quickly gain access to Loki's holding cell.

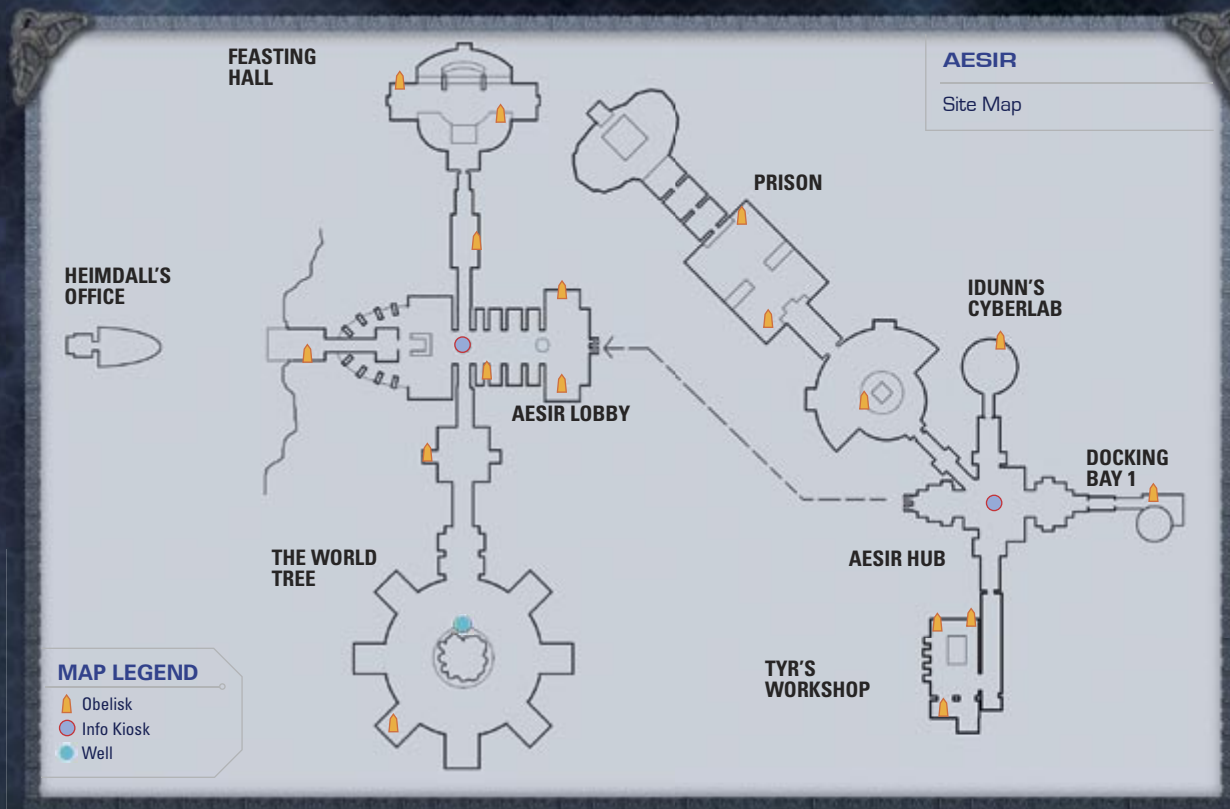


Once freed, Loki dons his armor and takes on a large contingent of Aesir guards on his own, effortlessly wiping them out with his adept display of melee combat.



The rogue Wolf Troopers provide covering fire while Loki boards his ship and makes his escape at the docking bay. The surviving traitors are left behind to face the judgment and punishment of the Aesir.





AESIR PRIMER

FRIENDS &amp; FOES

BALDUR'S PATH

PROLOGUE

HALL OF HEROES

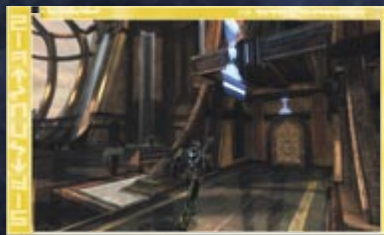
ICE FOREST

**WORLD  
SERPENT**  
 WORLD SERPENT  
**AESIR**

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APPENDICES

## Feasting Hall



A solemn mood fills the halls of Aesir following Loki's escape. After setting down at Docking Bay 1, head straight to the Feasting Hall to meet with the other gods and discuss the next move.

The surviving rogue Wolf Troopers responsible for Loki's escape have been put on trial and found guilty of treason against the Aesir. As mere mortals, their sentence is death. Thor stands before the convicted and delivers swift justice with his axe, causing some humans in the crowded Feasting Hall to wince.



Following the trial and execution of the traitors, the Feasting Hall clears of all except the Aesir. The assumption is that Loki has fled and taken refuge with his daughter in Helheim. An argument breaks out about what to do next, with Tyr and Thor calling for an all-out attack on Helheim while Frey makes a plea for reason, stating that the Aesir can't afford to fight a war on two fronts. Plus he feels Hel has done nothing to show hostility toward the Aesir.



## TOO HUMAN

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AESIR: RETURN FROM THE WORLD SERPENT



## TIP

FOLLOWING THE CUTSCENE, SEARCH THE FEASTING HALL FOR THE TWO OBELISKS, IF YOU HAVEN'T ALREADY.

The argument is brought to an abrupt silence as the booming voice of ODIN fills the Feasting Hall. It is ODIN's decree to find Loki and bring him to justice, as well as any who side with him, effectively sealing Hel's fate, too. But ODIN warns of the bloody war to come, stating that "brothers will be drenched with their brothers' blood." Despite the challenges ahead, ODIN calls for unity among the Aesir.

After the gathering in the Feasting Hall, Frey meets with Heimdall alone in the docking bay. Frey is concerned about the loyalty of the humans, citing their reactions as the traitors were executed.

He feels the Aesir aren't doing enough to protect them and that someday they will come to that realization and revolt. Heimdall doesn't share Frey's concerns and reprimands him for his lament.



## The World Tree

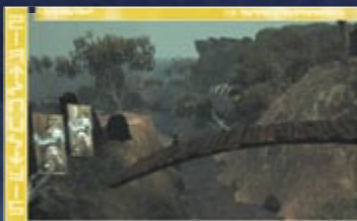


Exit the Feasting Hall and cross the Lobby to enter the World Tree. Freya stands near the Well. Move toward her to initiate a brief conversation. Baldur asks her about her brother Frey and his doubts about the actions of the Aesir. Freya defends her brother's point of view but stops short of fully endorsing it.

## CYBERSPACE



After speaking with Freya, step up to the Well and enter Cyberspace. Move toward the Norns' Well straight ahead, then veer right. The wooden gate on the far right opens for you as you approach. Move through the new passage and walk across the shallow pond to reach the Well ahead.



This area of Cyberspace is barren, much like the areas you encountered in the World Serpent. Move toward the wooden gate ahead and raid two obelisks along the way. Push the gate open and cross this bridge. Three more obelisks are located on the other side.



When you come to a second gate, stand on the seal in front of it and lift it to access another bridge. This bridge leads to a dead-end plateau with two obelisks. But only one obelisk is accessible at this time—the other is surrounded by Nidhogg.





## AESIR: RETURN FROM THE WORLD SERPENT

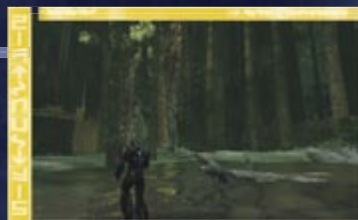


Retrace your steps to the first bridge. After crossing the bridge, turn right and descend this path leading to the stream. In the center of the stream is a small island adorned with an obelisk. Walk across the water and raid the obelisk. Another obelisk is farther down the stream (pass beneath the first bridge), but access to it is blocked by Nidhogg. You've gathered all the loot you can in this area, so head back to the Well and return to the junction with the four wooden gates.



### CYBERSPACE

With your new ability to walk on water within Cyberspace, you can now access a few more obelisks in the previously accessed areas. At the junction, enter the gate on the far left to return to the heavily wooded area you explored after the Ice Forest. Follow the main path in the forest to this small lake. Step onto the lake and turn left to spot an open gate—inside is an obelisk. This is the only obelisk you can raid in this area at this time, so backtrack to the junction near the Norns' Well.



From the Norns' Well, go through the second gate from the left to enter the first area of the World Tree you accessed after the Hall of Heroes. At the area's Well entry point, turn around and walk across this body of water to raid another obelisk.



Return to the Well and access the main path. Before reaching the gate you lifted on the last visit, turn left and cross this small pond to access a new junction. Head left at the junction to raid a single obelisk located at a bend in the new path. Continue along this path to another dead-end containing two obelisks; one is ensnared in Nidhogg, however.



Return to the junction and take the path on the right. This leads to another obelisk surrounded by high grass. Once you've gathered all the loot in this area, retrace your steps to the main junction (with the four gates) and exit the World Tree.

AESIR PRIMER

FRIENDS & FOES

BALDUR'S PATH

PROLOGUE

HALL OF HEROES

ICE FOREST

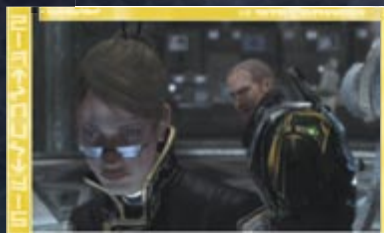
**WORLD SERPENT**  
WORLD SERPENT  
AESIR

HELHEIM

APPENDICES



## Idunn's Cyber Lab



From the World Tree, exit into the Lobby and take the lift down to the first floor to enter the Cyber Lab. Idunn conducts her scan on Baldur and uncovers some troubling imagery, including a vision of Nyanna accompanied by Hel. Idunn is quick to suppress her discovery, clearing Baldur for the fight in Helheim.



## TOO HUMAN

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AESIR: RETURN FROM THE WORLD SERPENT



new armor. Remember, try to choose pieces with total armor bonuses, and use runes to apply beneficial attributes.

Following Idunn's scan, sort through your armor and blueprints, comparing them against the offerings in the Armor Store. If you haven't already, take the time to salvage old and obsolete equipment first. This should give you the funds to buy or craft

## TIP

CONSIDER TAKING A SECOND SET OF ARMOR INTO HELHEIM WITH YOU. EACH TIME YOU DIE THE STATE OF EACH PIECE OF EQUIPMENT IS REDUCED BY 100 POINTS. IF YOUR ARMOR PIECE'S STATE VALUE REACHES 0, IT IS NO LONGER PROTECTIVE AND YOU CAN'T REPAIR IT WHILE IN THE FIELD. THIS IS WHY IT'S A GOOD IDEA TO TAKE A BACKUP SET OF ARMOR.

## Tyr's Workshop



Optimize your armor then head to Tyr's Workshop. Tyr tells Baldur to choose his weapons carefully, realizing that the fight in Helheim will be tough. He feels the fate of the Aesir will be decided by this pivotal battle, predicting heavy losses on both sides.



Champion is most effective with one-handed weapons. It's extremely important that you play to your character's strengths while fighting in Helheim, and your weapon choice plays a big part in that.

As you did with your armor, sort through your weapons, salvaging old ones first. Then look through your blueprints and the Weapon Store to buy the best weapons you can afford. When it comes to choosing a melee weapon, focus on types that best suit your class—the

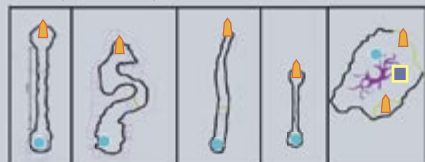
## Docking Bay 1



Once you're satisfied with your weapon and armor selection, head to Docking Bay 1. Walk toward the dropship at the end of the docking platform to begin the final battle in Helheim.



Hel C3 (not to scale)



C3 Area A C3 Area B C3 Area C C3 Area D C3 Area E

Citadel Arena

UPPER CITADEL LEVEL

Transplant Lab

Showdown Room 2

Showdown Room 1

Dining Room

Chasm

Elevator Shaft Upper Room

C3 Area D C3 Area E

Access to Secret Arena

Foyer

GARM BALCONY

Elevator Shaft Lower Room

GARM WALKWAY

Factory Plant A

C3 Area B

Factory Plant B

Factory Plant C

HELHEIM

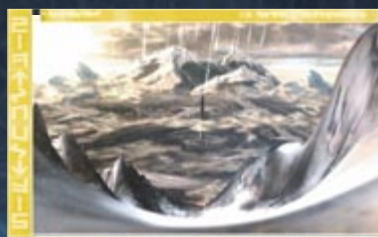
Site Map

## MAP LEGEND

- Obelisk
- Containers
- Well
- Arena Teleport
- Lift
- Secret Area
- Nidhogg

## The Battle Begins

ODIN's call for military action against Helheim has mobilized all the Aesir. In a brief montage, the gods are seen preparing for battle. Bragi inspects the Valiants. Thor grabs his hammer. Heimdall refines the battle plan. Freya, joined by Valkyries, monitors Cyberspace. Tyr sharpens his blade in the Workshop.



Rocket pods streak down from the sky above Helheim as the Aesir's advance units make their descent. Baldur is among this first wave of attackers, responsible for securing an entry point.



## TOO HUMAN

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HELHEIM

As the Aesir swarm around Helheim, Loki bids his daughter farewell, realizing he'll never see her again. Hel vows to utilize her army of the undead to inflict heavy losses on the Aesir. As the sounds of gunfire and explosions near, Loki turns to board his ship, leaving Hel to face the wrath of Baldur and the Aesir forces.



## Outer Wall



Swarming undead regulars defend Helheim's outer wall. It's up to Baldur and a detachment of Bragi's Valiants to secure this area and breach the wall so reinforcements can advance on the main facility. This is the first time you've faced the undead. For the most part, these enemies are like goblins, equipped with a mix of melee and ranged weapons. Initially, hold your ground and weaken them with ranged fire, letting them come to you. Then when they're within melee range, finish them off with a few quick strikes from your sword, hammer, or stave. Even a completely healthy undead regular succumbs after approximately three melee hits. But as with goblins, stay on the move to avoid getting surrounded, using a mix of slide and juggling attacks.



Among the crowd of undead may be an elite undead regular, recognizable by its size and sickly, pale yellow skin; this is a random spawn. If it appears, go after

this elite as soon as it comes into view. Treat this enemy as you would a goblin leader or elite dark elf regular. Launch it into the air, then jump up to meet it with a flurry of melee strikes. Although it's an elite unit, it shouldn't take more than one juggle sequence to finish it off. Once it's down, return to hacking and slashing your way through the remaining undead regulars.

## VALIANT SUPPORT

The Valiant units under Baldur's command are far more effective than the Wolf Troopers and Berserkers you're used to. These cybernetically enhanced units are equipped with rapid-firing auto-cannons and grenade launchers, making them extremely effective during ranged combat. However, they're relatively slow and less proficient at melee combat. So try to keep enemies away from them, preferably by drawing them toward yourself. Establish a front line by standing a few meters ahead of the Valiants, and let them provide fire support from the rear—any Valiant munitions fired in Baldur's direction cause him no damage. Round for round, the Valiants' weapons aren't as powerful as Baldur's, but they make up for it in volume of fire.



Once the area around the outer wall is secure, approach the wall itself. A brief cinematic shows the flow of power from the center of the wall to a bundle of damaged wires above. Cut off the power supply by shooting the generator emitting a blue electrical current in the center of the wall—all it takes is a few rounds. This causes the wall to collapse, allowing the heavy APCs to advance.

Once the area around the outer wall is secure, approach the wall itself. A brief cinematic shows the flow of power from the center of the wall to a bundle of damaged wires above. Cut off the power supply by shooting the generator emitting a blue



## Main Gate



More undead materialize on the path to the main gate as you pass through the breached wall. Hold near the wall and open fire on the incoming enemies, helping the Valiants gun them down. But as the crowd gets thicker and closer, rush forward and lay into them with melee combat. Create a buffer between you and the Valiants, allowing them to continue firing.

Despite your efforts, you won't be able to keep all the undead from going after the Valiants. So backtrack occasionally and help the Valiants out by clearing out the undead clustered around them. The Valiants are more useful to you when firing their cannons and grenades, so give them some breathing room so they can resume firing. Don't advance any farther until the waves of undead cease. Take a moment to smash the nearby containers before pressing forward.



The path to the main gate passes beneath a bridge occupied by an Aesir APC. As you near the bridge, a cinematic shows a ghoul equipped with a large explosive drum attached to its back. Ghouls are suicide units that charge at their enemies and detonate the explosive drum when within the blast radius.

Immediately open fire on the ghoul and detonate its explosives before it gets too close to you or the Valiants. Hitting a ghoul with a single grenade is enough to trigger the explosion. But if you miss, it only gives the ghoul more time to get closer. Therefore, use plasma, slug, or laser fire to bring down the ghoul. You have more than enough time to take it out before it gets within attack range.

Following the initial ghoul attack, more ghouls and undead charge toward you. Hold your ground and lob grenades into the oncoming swarms. Since they're so tightly clustered, a grenade hit on any of the undead triggers the ghouls' explosives, setting off a devastating blast that sends your enemies flying. Hold beneath the



bridge and fire away until all the incoming ghouls are eliminated.



Undead forces spawn unrelentingly at the main gate, charging toward your unit. You're joined by a few Wolf Troopers, but they don't last long in this onslaught. For now, hold beneath the bridge and utilize ranged combat as much as possible before the enemy moves within melee range.



Don't stay put for too long. Make a push for the main gate, taking the fight to the undead as soon as they spawn. Because of the proximity and sheer number of enemies, this is a great opportunity to build up your combo meter.



Continue hacking away at the undead until the APCs open fire on the main gate, finally providing an entry point to the main facility. Before entering, finish off the undead outside, then smash the containers near the bridge and gate to secure some loot.

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## Airport Foyer 1



Step through the now open gate leading into Helheim. This Foyer is initially quiet and void of activity. But as you advance, a new batch of undead regulars materializes. The Valiants that assisted outside have been deployed elsewhere, leaving you with a small contingent of Wolf Troopers. So don't expect fire support from the Valiants during this fight. But if you stay on the move and juggle your opponents, you won't need much help hacking through these putrid foes.

## OPTIONAL PATH: WRAITHS AND LOOT



After defeating the undead near the Foyer's entrance, consider traversing the bridge-like path straight ahead. It leads to several containers and a large blast door that you can only advance through after defeating all the enemies. But before moving out, be aware that you'll face several waves of enemies, including a few wraiths. If you make the decision to go for the loot, the first set of enemies consists solely of undead regulars, which are easily dispatched with melee combat.



Soon after the wraiths arrive, more undead regulars appear at the end of the bridge. Even as the undead charge toward you, focus your attacks on any surviving wraiths first. Eliminating them should always be a priority. Once the wraiths are down, carve into the undead assault force. Eliminating this wave clears the bridge of all hostiles. Feel free to smash the remaining containers, then return to the Foyer's entrance.



Once you reach the bridge's midpoint (near the containers on the right), four wraiths spawn directly in front of you. These ethereal creatures have the potential to kill you quickly with their life drain status effect, so take this fight very seriously.

First off, don't shoot the wraiths—ranged attacks do very little damage and serve to charge the wraith's radius attack. If possible, move within close range of all the wraiths and set off a Ruiner attack. Depending on proximity and strength of your Ruiner, this may kill all the wraiths. At the very least a Ruiner greatly damages them, making them easy to finish off with melee strikes. Whatever your course of action, deal with these threats quickly before they can strike with their electromagnetic pulse—a huge radius attack that inflicts heavy damage.

## CAUTION

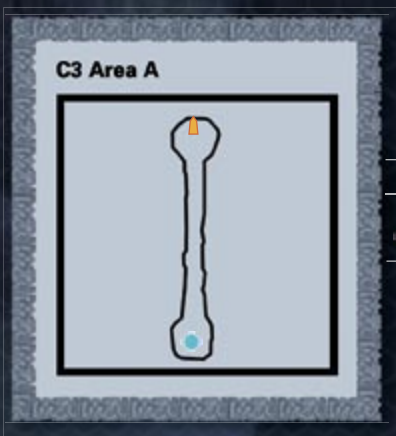


THE WRAITH'S ELECTROMAGNETIC PULSE ATTACK IS ONLY INITIATED IF THE ENEMY HAS ABSORBED ENERGY FROM YOUR RANGED ATTACKS. THEIR ATTACK HAS A RADIUS SIMILAR TO THAT OF A RUINER, DAMAGING EVERYTHING WITHIN IT. EVEN JUMPING WON'T SAVE YOU FROM TAKING DAMAGE. MULTIPLE WRAITHS LAUNCHING OVERLAPPING ELECTROMAGNETIC PULSE ATTACKS ARE EXTREMELY DANGEROUS. SO HOLD YOUR FIRE AND TAKE OUT WRAITHS QUICKLY WITH MELEE STRIKES TO PREVENT THEM FROM LAUNCHING THESE DEADLY ATTACKS. INSTEAD OF JUGGLING, KEEP THE FIGHT ON THE GROUND AND HIT THEM WITH A STEADY STRING OF FINISHERS.





Move toward the Well near the Foyer's entrance. But before reaching it you must take on a group of five elite undead regulars. Isolate the group with juggling attacks, taking the fight to the air and eliminating them one by one. When they're all down, smash the containers around the Well and then enter Cyberspace.



## MAP LEGEND

- Obelisk
- Well



Clear out as many undead as possible with ranged attacks, then take the fight to close range, charging up the ramp to reach the circular Docking Platform—if necessary, use a Ruiner on the narrow ramp to clear a path. A group of undead Wolf Troopers is mixed in with the undead regulars. These former Wolf Pack members now serve Hel but still retain their old armor and weapons, making them tougher and significantly more dangerous than the undead regulars. Approach these enemies the same way you did the dark elves—juggle them and jump up to hit them with a series of melee strikes in the air.

AESIR PRIMER

FRIENDS &amp; FOES

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WORLD SERPENT

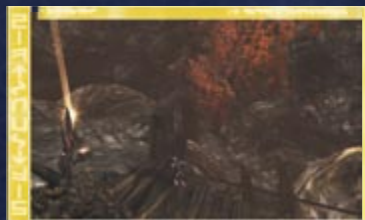
**HELHEIM**

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## CYBERSPACE



This area of Cyberspace is very small, containing only one obelisk. Advance across the wooden bridge to raid the obelisk, then move back to the Well to return to the Airport Foyer.



Move onto the bridge-like walkway beyond the Docking Platform. Watch for another set of undead regulars materializing in the distance, and immediately open fire with grenades. If available, unleash Fenrir to help eliminate the distant threats. Two containers are at the end of the path—smash them, then descend the narrow ramp leading into the aqueduct.

## Docking Platform



Another obelisk and a container are by the nearby Docking Platform. Gather the loot, but watch out for a new group of undead regulars rushing down the nearby ramp. Hold at the base of the ramp and engage the stampede with grenades. The

ramp is a perfect choke point, allowing you to inflict some heavy splash damage on multiple units.



## TOO HUMAN

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## Aqueduct



A squad of Bragi's Valiants is fighting off a swarm of undead regulars in the aqueduct. Don't be afraid to get your feet wet! Wade into the shallow waters and knock away the undead attackers from your cybernetic allies.



As you near the Valiants, two wraiths appear in the water ahead. Acting on instinct, the Valiants unwisely open fire on the hostiles—don't follow their lead. Instead, charge directly at the wraiths and bring them down with a Ruiner or a series of melee attacks before they can use their electromagnetic pulse attack.



As you near this door, more undead regulars appear. Charge headlong into the swarm of hostiles and take the fight to close range while the Valiants provide support with their auto-cannons and grenades. Finish off all the undead units and proceed through the door.



Don't ascend the ramp just yet. Instead, proceed to the end of the aqueduct to raid a couple of containers and an obelisk. Once you've got the loot, return to the ramp and lead the Valiants up to the next platform.

After taking out the wraiths, backtrack along the aqueduct until you reach a damaged door. Take aim at the door and fire a quick burst from your ranged weapon to destroy it. Beyond the door is a secret room holding four containers and an obelisk. Grab the loot from each and return to the Valiants' position farther down the aqueduct.



The next branch of the aqueduct is filled with more undead regulars. Wade through the water and swarms of hostiles until you get within range of this ramp—most of the enemies descend from here. Lob a continuous volley of grenades onto this narrow choke point until the flow of enemies ceases.



## Airport Foyer 2



A fight has already broken out ahead, led by Tyr and the Valiants under his command. Lend Tyr a hand by fighting off the swarms of undead regulars surrounding his units. Prepare for a long fight, as the undead forces continue spawning into the area. Use slide and juggle attacks to avoid getting surrounded. Due to the number of easy enemies, this is a good time to fill your combo meter.





As the numbers of undead regulars dwindle, a group of ghouls approaches from the passage on the right. Detonate their lethal payloads before they can get within range of you, Tyr, or the Valiants. Once the fight is finally over, smash the nearby containers to grab some loot.



Soon after the fight, Tyr and his forces traverse the walkway to the left of the statue of Hel. In the cinematic that follows, a bridge above explodes and collapses the walkway, preventing you from following Tyr. However, there is a container at the end of the left walkway, just before the collapsed portion.



Turn to the path on the right and prepare to face two separate waves of undead regulars spawning directly on top of you. Given the proximity of the enemy, there's no room or time for ranged attacks, so go right into melee combat. While the hostiles are still dispersed, use slide attacks to move between the various targets and keep them spread out. As the enemies close around you, resort to juggle attacks or Ruiners to avoid getting mauled from all directions.

As the swarms of undead around you lighten, more spawn straight ahead. This next wave of hostiles spawns at a distance and at a slower rate, allowing you to engage them with ranged attacks. Thanks to the single-file procession, these enemies are easy to eliminate one by one, using grenades or plasma, slug, or laser fire.



More undead spawn ahead when you reach this turn in the walkway. These hostiles spawn in small clusters, so hold your ground and engage them with grenades. Fire a grenade or two into the core group, then finish off the survivors with ranged fire. When the undead stop spawning, slice open the nearby container and continue along the walkway. Be prepared to encounter sporadic undead regulars along the way.



As you near the door leading to Factory Plant A, a transport vehicle emerges along the right side of the walkway and lowers a ramp. Pouring out of the vehicle is another swarm of undead. Quickly engage the horde while it's on the ramp, hitting the undead with grenades—catching them at this choke point is a great way to dish out some heavy damage. But if they manage to exit the ramp, resort to melee combat to finish them off.

AESIR PRIMER

FRIENDS &amp; FOES

BALDUR'S PATH

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## Factory Plant A

The welcoming committee to Factory Plant A consists of several undead regulars, including the chance of an elite spawning in their midst. If it appears, focus on the elite first, taking it out with a juggle attack. Then turn your attention to the undead regulars, which are undoubtedly swarming around you at this point. If necessary, use a Ruiner to gain some breathing room.





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Next, turn toward the platform with an obelisk to the left. As you near this platform, five elite undead regulars appear. Damage the group with grenades while the undead are still bunched up on the platform, then fly into melee combat to finish them off. Once they're down, rush toward the obelisk (and nearby containers) to retrieve some loot—if you're low on health these objects may contain some vital health orbs, too.



While you were engaging the elites near the obelisk, an undead transport arrived, lowering its ramp onto the main platform. Stay near the obelisk and engage this line of undead regulars from a distance. Given the distance they must traverse to reach you, it's possible to eliminate most of them with grenades and ranged fire before they can move within melee range.



Return to Factory Plant A's entry point and turn right, moving through this narrow red-lit secret passage. A Well at the far end is guarded by six elite undead regulars. As soon as the enemies spawn near the Well, open fire with a salvo of

grenades. Follow with melee attacks once they move into range. As usual, use juggling attacks to send them skyward, and take to the air to finish them off. When the passage is clear, approach the Well ahead and enter Cyberspace.

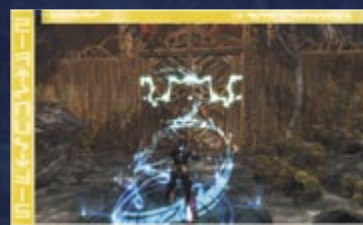


## MAP LEGEND

- Obelisk
- Well

## CYBERSPACE

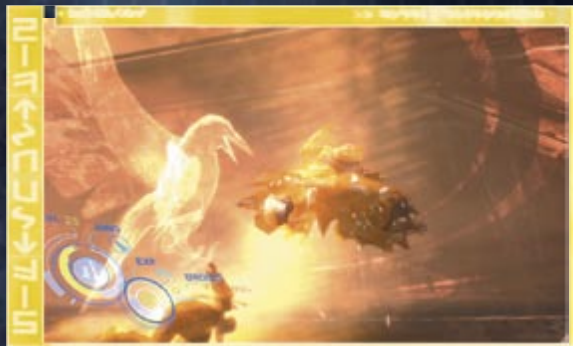
Move to this wooden gate and push it open. On the other side is a rocky, twisting canyon containing one obelisk. Interact with it to receive its gifts, then move back to the Well to return to the factory's secret passage.



Upon returning to the Well in the factory, ascend the nearby ramp to access the main passage—three containers are located to the ramp's right. Suddenly, you're surrounded by undead Wolf Troopers. A brief cinematic also shows the arrival of a necromancer (He

That Sifts Through Diseased Flesh). Necromancers float on a skiff-like vehicle and are capable of raising enemies from the dead.





Quickly fight your way through the nearby undead Wolf Troopers until you can get close to the necromancer—it has no melee capability so you're safer at close range. If there is still a crowd of undead Wolf Troopers surrounding the necromancer, unleash a Ruiner to

clear them away, even if for a few seconds. The Ruiner also damages the necromancer, making it easier to finish off.



While the defending undead units are away, jump up and attack the necromancer, using your melee weapon to whittle away at its health meter. The necromancer has no protective shield, so each strike deals direct damage. Ranged weapons are effective too, but firing on the necromancer leaves you vulnerable to melee attacks from the undead Wolf Troopers on the ground. The

necromancer's only counterattack is a Nidhogg blast, similar to the wraith's electromagnetic pulse. This radius attack inflicts minimal damage but is capable of resurrecting all dead units within its effective range. Dead Wolf Troopers under Baldur's command are resurrected, too, but they return as undead following the will of Hel. For this reason, it's best to knock out the necromancer as quickly as possible. Otherwise the enemies you've destroyed will rise again.

Once the necromancer is eliminated, wipe out the remaining undead Wolf Troopers. Reinforcements consisting of undead regulars arrive via the nearby bridge. Try to take out these threats at long range, but if they get too close, initiate melee combat while your Wolf Troopers provide covering fire.



Farther down the bridge, an undead transport emerges on the left, lowering its ramp and unloading its putrid cargo. Move within range of the transport's ramp and hit the undead regulars with grenades as soon as they exit the vehicle.

Beyond the transport, another necromancer and a squad of undead Wolf Troopers materialize. Hold near the transport and engage the incoming undead Wolf Troopers with ranged attacks. Eliminate this batch of enemies before the necromancer moves within range—the bodies of enemies killed outside the necromancer's range disappear,



preventing the necromancer from resurrecting them. So use this opportunity to destroy as many of the undead units as possible.



The necromancer is soon reinforced by a large group of undead regulars. Slice through these enemies until you're within melee range of the necromancer. There's no point in attacking the undead regulars until the necromancer is eliminated. Hack away at the necromancer until it's destroyed, then go to work on the crowd of undead regulars.



Prepare for the arrival of more undead regulars on this next walkway—they'll spawn right on top of you. A Ruiner is a great way to gain some breathing room and wipe out most of the undead. Try to eliminate all the regulars before the elites arrive, initially spawning near the door ahead. Weaken the elites with grenades as they rush toward you, then finish them off with juggle attacks. When the path is clear, move toward the door at the end of the walkway.

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**OPTIONAL PATH: LOWER LEVEL**

Before moving through the door, turn right to access a series of ramps and walkways crisscrossing beneath Factory Plant A. Two containers and an obelisk are along this path, but they're guarded by swarms of undead regulars. You encounter the first group at this bend in the path. Creep forward and open fire on them with grenades. This gets their attention and prompts them to charge you. Hold the high ground on the ramp and continue lobbing grenades at the incoming horde. Finish off the survivors with melee attacks or a Ruiner, then smash the container in the corner below.



More undead regulars charge across this bridge on the right. It's difficult to fire through the bridge's supports, so backpedal and engage them as they round the corner. By focusing your fire on this corner, you can eliminate the procession of undead one at a time. Once they're down, raid the container to the left of the bridge.



Cross the bridge and turn right to find the obelisk. Grab the loot from the obelisk, then backtrack along the ramps and walkway to the door, where your Wolf Troopers are waiting.

**Factory Plant B Concourse**

This switchback path leading to the next factory is guarded by more undead regulars. Hold off the incoming enemies with ranged fire as long as possible, then launch into melee attack. If necessary, use fierce attacks to knock back the single-file line of advancing enemies, buying more time to finish off the undead surrounding you.



enemies, including the wraiths. Mop up any survivors and advance into the aqueduct at the bottom of the ramp.

Two more wraiths and swarms of undead regulars occupy the aqueduct. Go after the wraiths first, eliminating them with melee combat or Ruiners. Securing the aqueduct is easy once the wraiths are gone. Punish the undead regulars with a series of melee strikes in an attempt to replenish your combo meter.

As the concourse turns down this next path, more undead regulars and a couple of wraiths appear. Rush through the regulars and advance on the wraiths. Wait until you're surrounded by enemies and then set off a Ruiner. This should wipe out most of the





## Factory Plant B



Exit the aqueduct and cross the bridge to access the next factory. After you cross the bridge, several undead regulars and ghouls spawn nearby—more undead regulars pour out of a transport straight ahead. Quickly target and engage the ghouls, hitting them with grenades. But the numerous undead

regulars make it difficult to pick the ghouls out of the crowd, so if a ghoul gets close, be prepared to dive-roll to evade its explosive blast. A well-timed Ruiner can save you, too, as long as it's initiated before the explosion.

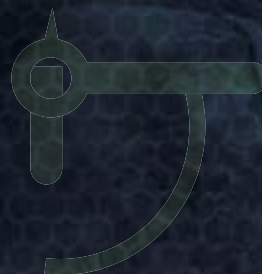
Clear out all the ghouls before launching into melee combat. This is a big fight, so consider activating your battle cry or spider for additional support. The undead regulars are soon joined by several elites. Juggle the elites and follow them into the air to finish them off. If you find yourself surrounded, set off a Ruiner to clear out a large group of enemies.



By the time the fight is over, you're probably in need of medical assistance. Fortunately there are several containers and an obelisk nearby, possibly containing some health orbs. Raid these objects before crossing the next bridge on the platform's far side.



As you cross the bridge, more undead regulars spawn ahead. If you have adequate health, lead the attack with some juggling melee strikes. Then use slide attacks to engage the remaining enemies while your Wolf Troopers hold back and provide fire support. This is a fairly easy fight, so concentrate on building up your combo meter, and avoid any actions or attacks that drain it. At the end of the bridge turn right and smash a container at the dead end. Another container is on the left side of the bridge.



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## Factory Plant C Concourse

Undead regulars converge from two different directions on the path ahead. One set emerges from a transport on the left, while another group advances down the ramp to the right. Concentrate your fire at the spot where the two groups meet, saturating this area with grenades. Avoid rushing into melee range too quickly or else you'll be surrounded. Thin out the numbers of undead before attacking with your melee weapon. Once again, use this opportunity to bulk up your combo meter.





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While attacking the undead regulars, keep your eyes peeled for three wraiths appearing on the path ahead. As soon as they come into view, rush them and take them out with a Ruiner. If your combo meter is empty, utilize melee strikes, but be ready to dive-roll as the wraiths launch their electromagnetic pulse attacks. After clearing out the hostiles in this area, smash the container near the spot where the transport emerged.

More wraiths and undead regulars spawn on this walkway leading to Factory Plant C. If possible, eliminate the wraiths with



Ruiners. If your combo meter is empty, maintain focus on the wraiths first, taking them out with melee strikes. Undead regulars continually spawn at the bottom of this ramp. Form a firing line with your Wolf Troopers and take them out with ranged attacks. Keep firing until the enemies stop spawning. At the end of the ramp, turn left and smash the two containers at the dead end, then turn around and proceed through the next door.

## Factory Plant C



After stepping through the door, stop and open fire on the next stampede of undead regulars. The enemy's distance gives you plenty of time to inflict heavy casualties on their advance. Plus you have a height advantage on top of this staircase, allowing you to lob grenades at greater distances than normal. Hold this position as long as possible, but be ready to equip your melee weapon when the hostiles get close.



Following the initial assault, more undead regulars rush down a ramp to the right, led by an elite. Target the elite at the head of the pack and damage it with grenades

and ranged fire—the splash damage of the grenades damages nearby enemies, too. If the enemies survive your ranged attacks, greet them with a slide attack and wipe them out with melee strikes.

While you attack the undead units advancing from the ramp on the right, enemy reinforcements arrive descending the distant ramps on the left. Among these reinforcements are five elite undead regulars. Damage them with ranged fire while they charge toward you, then close the distance to perform a series of juggling attacks, taking them into the air and eliminating them one at a time.



Twin necromancers (both named She Who Bleeds Fetid Life) spawn at the far end of this passage, bringing a large squad of undead Wolf Troopers along with them. Let the undead Wolf Troopers come to you, and attack as they move outside the protective radius of

the necromancers. Consider unleashing Fenrir for this fight to help eliminate the undead Wolf Troopers quickly, before the necromancers can move within resurrection range.



Once the undead Wolf Troopers are taken care of, the necromancers are easy to eliminate. If you deployed Fenrir on the undead Wolf Troopers, the sentient sword will automatically attack one of the necromancers, steadily depleting its health meter.



## CAUTION

IF YOU MOVE WITHIN MELEE RANGE OF THE TWO NECROMANCERS, MORE UNDEAD WOLF TROOPERS WILL SPAWN. SO HOLD BACK AND FINISH THEM OFF WITH RANGED ATTACKS.



After defeating the necromancers, turn down this dead-end path to the right. An obelisk is at the end. Grab its loot and backtrack outside.

### OPTIONAL PATH: CATWALK



Two containers are located on the catwalk overlooking the area you just cleared. Access the catwalk via one of the two ramps flanking the main path. The containers are at opposite ends of the catwalk, requiring you to explore its full length to retrieve the loot from each.

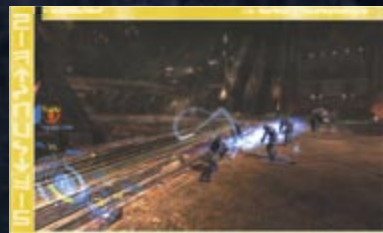


Two parallel paths stand before you—one elevated walkway, and one flat path. Walk toward the elevated walkway but stop and backpedal as you see undead regulars spawn ahead. Quickly open fire with grenades to damage the first wave while moving to a

safer distance. Focus your fire on the base of the ramp where the undead tend to cluster before making the turn toward your team. You can eliminate most of the enemies by raining fire down on this choke point. Finish off the rest with melee attacks and advance across the elevated path.



As you near the end of the elevated walkway, an undead transport appears on the right, unloading five elite undead regulars. Hold at the top of the ramp on the elevated walkway and open fire on the incoming enemies. If the combat transitions to melee, don't advance beyond the bottom of the ramp ahead—this triggers the arrival of a necromancer and several undead Wolf Troopers. So eliminate all five elite undead regulars before moving any farther.



Once the elites are taken care of, creep toward the bottom of the ramp until the necromancer (She Who Suckles the Dead) appears. Backpedal up the ramp and coax the newly spawned undead Wolf Troopers, drawing them outside the necromancer's resurrection range. Hit the undead Wolf Troopers with a mix of ranged and melee attacks. Consider using fierce attacks to keep them dispersed during their initial advance, then juggle them skyward for some one-on-one aerial combat.



Eliminate as many undead Wolf Troopers as possible before the necromancer moves into close range. At this point, focus all attacks on the necromancer,

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repeatedly jumping up and striking it with your melee weapon. A Ruiner or two can help expedite the process, quickly depleting the necromancer's health meter with each attack. Once the necromancer is destroyed, finish off the surviving undead Wolf Troopers.



Descend the ramp at the end of the elevated walkway. An obelisk and two containers await straight ahead. Raid them all to stock up on more loot and health orbs.

## NOTE



If you want to take out more undead regulars, step onto the path running parallel to the elevated walkway you just crossed. Many enemies appear at the center of the path, providing plenty of targets. If your combo meter is low, this is a good opportunity to max it out, as this isn't a very challenging fight. Plus, every dispatched enemy nets experience points.



Factory Plant C's exit is at the end of this passage, but it won't be easy reaching it. An undead transport ascends on the left

side of the path, unloading five elite undead regulars while more enemies spawn on the main path. If your combo meter allows, fight your way into the center of the crowd and set off a Ruiner. This should clear out most of the undead regulars.

## TIP

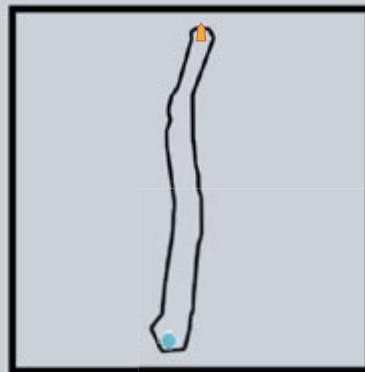


Mixed among the undead regulars are two randomly spawned polarities. These may include some wearing light blue armor. If you strike or are hit by these enemies, your movement speed and attack speed are slowed dramatically for a short time—a blue circle appears around Baldur's feet when this effect is active. As usual, eliminate these polarities at a distance with ranged attacks.

After clearing out all the hostiles on this passage, descend this ramp to the right to locate a Well surrounded by a couple of containers. Smash the containers, then interact with the Well to enter Cyberspace.



## C3 Area C



## MAP LEGEND

- Obelisk
- Well



## CYBERSPACE



This is another compact area of Cyberspace, surrounded by steep rocky walls. Move to the wooden gate and push it open. Beyond the gate a twisting path leads to an obelisk. Grab the loot and move back to the Well to return to the factory.

## OPTIONAL PATH: LOWER LEVELOOT



of the last ramp, and the obelisk is at the far end of the path.

After accessing the Well, cross the main path and descend the ramp on the left side of the main walkway. This path is home to a container, an obelisk, and more than a dozen undead regulars. A Ruiner works well in this confined space to wipe out all the enemies. Once the undead units are down, collect your treasure. The container is at the bottom

Exit Factory Plant C through the door at the end of this passage. Be sure to smack the container on the left side of the door before stepping through.



## GARM Walkway



The next walkway is littered with enemies spawning in the distance and charging directly at you. Hold your ground and open fire on the approaching hostiles. Among the first wave are undead regulars and a few elites. Stay near the entry point and let all

the enemies come to you, using a mix of ranged and melee attacks to take them out.



Farther down the walkway are a pair of stationary elite ghouls. Carefully creep forward until they begin to charge. Open fire on the ghouls, even before they're in range. As soon as they step within range, fire a grenade at one of them. The resulting secondary explosion is powerful enough to take out both ghouls—just make sure you're not nearby when the fireworks go off.



The walkway leads into this square room, the site of some heavy undead regular spawning. Hold on this ramp and fire down into the room, hitting the stampeding hordes of undead with grenades and ranged fire.



As undead Wolf Troopers join the ranks of your enemies, rush into melee range and take them on with a series of juggle attacks. But be careful—it's easy to get overwhelmed by the constantly spawning enemies, so be ready to dive-roll or jump out of the way if you're surrounded. Such situations are ideal for Ruiners, too.

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After defeating the welcoming party, scour this area for containers—there's one on the right side and two on the left. During your search, reinforcements arrive via a transport and the bridge at the far

end. The transport on the left carries undead regulars. They're joined by elites approaching from the bridge. Target the end of the ramp on the transport with grenades to maximize damage to both groups. Triggering a Ruiner at the base of the ramp is an even better tactic.

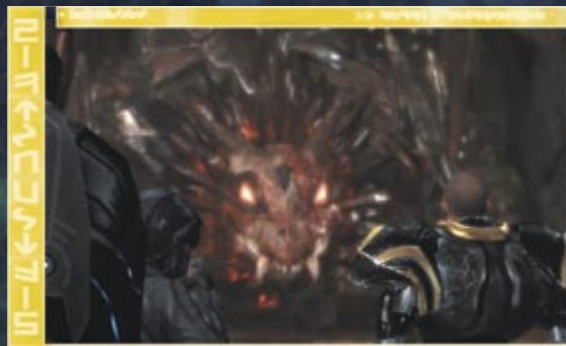


Whether you use grenades or Ruiners, there are undoubtedly survivors left behind. Charge into close range and focus on the elites first, using airborne melee strikes to neutralize them. Follow by wiping out the remaining undead regulars.

## GARM's Balcony



The path ahead is clear. As you near a steel wall, Tyr reports in, stating he's just around the corner and prepared to join you for the assault on Hel's Citadel. The steel wall lowers as you approach, giving you access to the area outside the Citadel. Smash the various containers along the way, then head out onto the balcony, where Tyr and his forces await your arrival.



As you approach Tyr, a cinematic shows the arrival of GARM, the same wolf-like beast responsible for decimating Hermod's forces during his raid on Helheim. The cinematic focuses on three cybernetically enhanced armor pieces covering the beast's head, chest, and abdomen. To defeat GARM, you must target its eyes, lungs, stomach, and heart—but first you must destroy the armor protecting these vital organs. Baldur orders the men to surround the beast in an attempt to flank it.



As you regain control, immediately open fire on GARM's head while sidestepping. GARM regularly fires a spread of rockets from its head, so it's best to stay outside this firing arc. Dive-roll laterally to avoid getting hit by the salvo of rockets. These rockets are fired in a repetitive pattern, so study the incoming volleys to predict GARM's next move.

Continue dive-rolling until you can get to one of GARM's flanks. This is a safer spot to attack from, as fewer rockets are fired at this angle. Try to score some grenade hits on GARM's head while attacking from this position. Grenades deal the most damage to the thick armor.







In addition to rocket attacks, GARM also performs long-distance leaps if you stand in front of him too long. If you see GARM take to the air, quickly dive-roll laterally to avoid getting hit. The concussive shockwave caused by his hard landing radiates outward, damaging anyone nearby. If you start taking heavy damage, smash some of

the containers on the balcony's perimeter to score some health orbs.

Once its head armor is destroyed, GARM cowers and attempts to cover its eyes with its front paws. Take advantage of this opportunity to lay on the damage with grenades or even a few melee strikes. The green health meter for GARM's eyes is much easier to deplete than the yellow armor meter.



## TIP

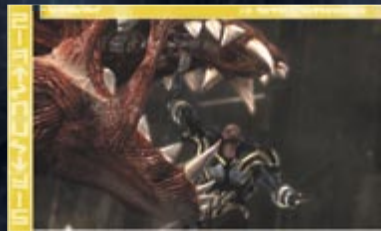


RUINERS DO NO DAMAGE TO GARM'S ARMOR. BUT THEY DO STUN GARM TEMPORARILY, ALLOWING YOU TO LAND SOME ACCURATE GRENADE OR MELEE STRIKES. IF YOU WANT TO USE A RUINER, WAIT UNTIL ONE OF THE ARMOR PIECES IS DESTROYED FOR A MORE EFFECTIVE RESULT.

After depleting the eyes' health meter, target GARM's stomach. As you did earlier, dive-roll to GARM's side and open fire, slowly depleting the armor meter. Destroying the stomach's armor stuns GARM for a few seconds, allowing you to inflict heavy damage on the abdomen's health meter. Inflict as much damage as possible before GARM gets back on its feet.



GARM's lungs and heart are the last areas to target. Hit these vital organs from the front or sides, destroying the armor first. But don't stand still. Keep moving laterally and dive-rolling to avoid GARM's rocket attacks. Destroy the armor over GARM's chest to stun it, then quickly deplete its health meter to bring the battle to an end.



Depleting GARM's health meter activates a cinematic showing Tyr attaching an explosive charge to the end of his stave. Tyr wedges the weapon between the roof of GARM's mouth and its lower jaw. Still grasping the stave, Tyr activates the charge. The explosion that follows completely vaporizes GARM's head—and Tyr as well.



The surviving Wolf Troopers are shocked and saddened by the sudden death of an Aesir, causing some to question the immortality of the gods. While the Wolf Troopers chat, circle around the balcony platform and smash the various containers for loot and health orbs. An obelisk is now active at the far end of the balcony, beneath the statue of Hel.



After gathering loot and replenishing your health, move past GARM's still-smoldering carcass and approach this door. It leads into the Foyer of Hel's Citadel. If you leveled up after defeating GARM, take a moment to allocate your new skill points. Also, sort through your weapons, armor, and blueprints and select new pieces of equipment.

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## Hel's Citadel

## Foyer



Soon after you enter the Foyer, numerous undead regulars spawn on this octagonal piece of flooring a few paces ahead. Charge into battle and assault these enemies with melee strikes. Link together your hits using slide and juggle attacks to boost your combo meter. During the Foyer advance you're backed up by a mix of Valiants and Wolf Troopers, so they're more than capable of delivering vital fire support while you take the fight to close range.

Cautiously advance toward the statue of Hel farther down the corridor. Four wraiths wait here: two beyond the statue and two in the alcoves flanking the statue. Charge ahead and engage the two wraiths behind the statue. Slide into position and attack them one by one. Don't get distracted by the two other wraiths or the undead regulars spawning behind you. Take out these two wraiths first, then focus on the others.



Next, hunt down the two remaining wraiths—they may still be lurking inside the dark alcoves beside the statue. If possible, engage them one at a time. Knock the wraiths into the air, then as they fly skyward, help your troops clear out the undead regulars. Watch where the wraith lands, and promptly knock it into the air again before it can counterattack. This is the best

way to neutralize the wraith's offensive capabilities while managing multiple melee-based targets.

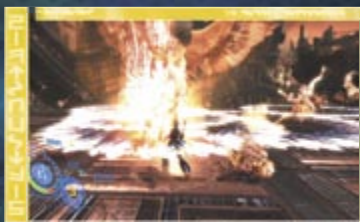
## CITADEL ARENA



Once the area around the statue is clear, backtrack to the previous passage. While facing the statue, turn right to locate a damaged wall. Shoot the wall until it crumbles to reveal a secret passage with an arena teleport behind it. Walk into the red fog and press **A** to enter the arena. As usual, arenas are purely optional, so if you don't want to take on a horde of ghouls and undead regulars, continue advancing through the Foyer.



As you enter the arena, two transports emerge at the far end of the platform and unload swarms of enemies, led by a line of ghouls. Try to hit the ghouls with grenades while they're still on the transport's ramps. Otherwise they'll be more difficult to target once they reach the platform.



More ghouls appear behind you, emerging from hatches on the sides of the platform. So don't forget to watch your back. If multiple ghouls surround you, trigger an immediate Ruiner attack. Not only does this protect you from the impending explosions, but it takes out all surrounding enemies, including the undead regulars. Keep up the fight until all the ghouls and undead regulars are eliminated. Be sure to raid the obelisk and three containers before returning to the Foyer.





Continue through the Foyer, traversing the passage beyond the statue of Hel. At the bend in the hall, your team is jumped by more undead regulars attacking from alcoves in the walls. Smash through these enemies with melee attacks in an attempt to build up your combo meter. The regulars are eventually reinforced by a few elites.

Launch these undead foes into the air and treat them to a solo thrashing while airborne.

Expect more undead regulars and elite undead regulars as you advance down the Foyer. Weaken the incoming threats with ranged attacks, then transition to melee combat while your Wolf Troopers and Valiants hold back and provide covering fire. Try to keep the undead away from your support units so you can benefit from their ranged attacks.



As the Foyer widens one more time at this octagonal passage, watch for more wraiths appearing in side alcoves. They're joined by another batch of undead regulars. As you did before, neutralize the wraiths with juggle attacks, then engage the undead regulars while the airborne wraiths bounce around and recover. Keep knocking the wraiths into the air until they're dead. If you become

overwhelmed (or if your health meter runs low) start attacking with Ruiners. This is the quickest way to eliminate the wraiths and all other nearby enemies.

The lift at the end of the Foyer is guarded by a few undead regulars and a squad of undead Wolf Troopers. Remember; the undead Wolf Troopers are much tougher than the undead regulars and pose a serious threat in large groups such as this. If available, use Ruiners to clear a path to the lift. Otherwise, launch the undead Wolf Troopers with juggle attacks, then jump up and battle them one on one in the air. Whatever you do, avoid a toe-to-toe slugfest on the ground. Once the passage is clear, board the lift and ride it to the Citadel's upper level.



The fight is interrupted by a brief cinematic showing a Wolf Trooper dragging his buddy while surrounded by the undead. A Valkyrie descends to retrieve the body of the fallen Wolf Trooper. But upon monitoring the situation, the Valkyrie decides to rescue the living Wolf Trooper, carrying him away from the swarm of undead Wolf Troopers.



The battle intensifies after the cutscene as several elite undead Wolf Troopers shamle into the room. These enemies are tough and capable of dishing out some serious damage—even a Ruiner isn't enough to take out these guys. Instead, take the fight into the air in an effort to isolate the enemies. But unlike against normal undead Wolf Troopers, it will take several airborne repetitions to bring these hostiles down. So keep using juggle attacks and don't get discouraged. If you find yourself surrounded, quickly dive-roll out of the way before the enemies can land any melee strikes.



Defeat all the undead in the room, then smash the various containers, including the one on the central platform. Near the room's entrance turn to this damaged wall and open fire—the wall collapses, revealing a secret passage.

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## Elevator Shaft Room

Exit the lift and enter this large room. A few undead Wolf Troopers greet you first. Use juggle attacks to take them out one at a time. They're soon reinforced by undead regulars and more undead Wolf Troopers. Continue advancing along the C-shaped platform, wiping out enemies along the way.





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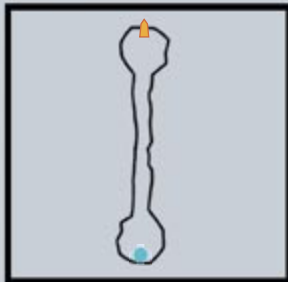
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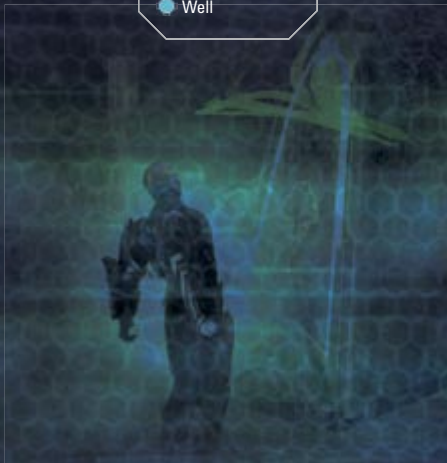
The secret passage contains an obelisk and a Well. But before accessing these objects, you must first destroy a necromancer (That Which Is Not Dead) and a swarm of undead regulars. Because of its proximity to the undead regulars, charge the necromancer first, bringing it down with a flurry of melee strikes—a Ruiner can help too. The undead regulars are easy to mop up once the necromancer is destroyed. After clearing the room, raid the obelisk and access the Well to enter Cyberspace.

## C3 Area D



## MAP LEGEND

- Obelisk
- Well



## CYBERSPACE



This area of Cyberspace consists of a long narrow path leading to an obelisk. Cross the rickety wooden bridge near the Well to reach the obelisk on the other side of the ravine. Grab the loot at the obelisk and then return to the Well. Upon exiting Cyberspace, return to the Elevator Shaft Room and advance through the next door.

## Chasm

This walkway traverses a deep chasm, connecting the Elevator Shaft Room to the Citadel's Dining Room. Step inside and stop to engage the approaching ranks of undead regulars. A necromancer (He That Butchered Men) is farther down the walkway, so eliminate as many undead regulars as possible before the necromancer moves within resurrection range.



As the necromancer nears, ignore the undead regulars and go right after this bloated hostile. As usual, jump up and hit the necromancer with repeated melee strikes. Once it's down, clear out the swarms of undead regulars. These enemies aren't tough, so avoid using Ruiners and other actions that drain your combo meter. Instead, use this opportunity to link attacks and max out your combo meter—your confrontation with Hel isn't far away. Clear out all the hostile units, then access the Well on the right side of the room to enter Cyberspace.

## C3 Area E

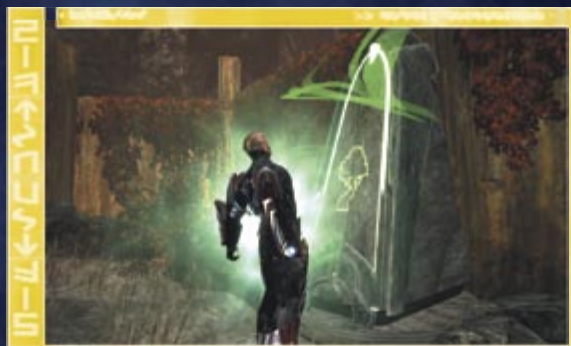


## MAP LEGEND

- Obelisk
- Skill Obelisk
- Well
- Nidhogg



## CYBERSPACE



Next to the Well is a skill obelisk. Approach it and press **A** to gain the ability to summon fire within Cyberspace, useful for burning away Nidhogg. The

obelisk also provides Baldur with the final blueprints to the Norn Decryption Module. You can now decipher the data from Hod's eyepiece.

Now move to the stone seal on the ground near this growth of Nidhogg—time to use your new skill! While standing on the seal, press **X** to summon fire. Watch as the nearby trees ignite and burn away the Nidhogg. The destruction of the Nidhogg opens a path to the Dining Room, as shown in a brief cinematic. Beyond the Nidhogg is a wooden gate. Push it open and raid the obelisk on the other side. Your work here is complete. Move back to the Well and return to the Chasm Room. Smash the two containers before advancing through the next door.



## Dining Room

Follow a series of ramps and walkways to the Dining Room—there are no hostiles along the way. Step toward the center of the table to trigger a cutscene—Hel sits in the spire-like throne at the far end of the room. Baldur demands that Hel turn over Loki, but she informs him that Loki has fled. Instead, she has other matters to discuss with Baldur, welcoming him back to Helheim.

Hel goes on to explain her ability to cheat death through the use of Nidhogg. She has freed the Great Dragon from the world of Cyberspace and has reintroduced it into the realm of the living, using it to reanimate the dead—the Ragnarok has begun. Following Hel's speech, she vanishes from the room. Follow the adjoining walkway to meet up with her in the next room.



## Showdown with Hel: Room 1



As you enter this circular chamber, Hel materializes straight ahead. Immediately open fire with grenades while moving to close range. Grenades are extremely effective against Hel and should be used throughout the battle when attacking her at long range. However, it takes many hits to make a significant dent in her health meter. As you cross the room, Hel summons a group of undead regulars and undead Wolf Troopers to keep you company. Ignore the other units for now and go after Hel, switching to melee attacks once you're within range.

## TIP

BEFORE ENGAGING HEL, CONSIDER MAXING OUT THE LAST NODE ON YOUR CHARACTER'S SKILL TREE TO INCREASE THE LENGTH OF FENRIR'S DEPLOYMENT TIME. EVEN IF IT MEANS RE-SPEC'ING YOUR ENTIRE SKILL TREE, MAKE THE MOVE—IT ONLY COSTS 1,000 BOUNTY ON THE FIRST RE-SPEC. THE COST DOUBLES WITH EACH ADDITIONAL RE-SPEC, CAPPING AT 1 MILLION BOUNTY. FENRIR IS AN AWESOME ASSET IN THIS BATTLE, FOLLOWING AND CONTINUALLY STRIKING HEL AS SHE TELEPORTS AROUND THE ROOM.

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In addition to conjuring undead units, Hel is capable of both ranged and melee attacks. Her ranged attack consists of a purple energy beam that tracks Baldur wherever he moves, continuously draining his health and replenishing hers. To avoid taking damage from this beam, dive-roll until you can halt the attack by getting close to Hel—but watch out. She can also throw some powerful kicks that knock you down.



The quickest way to deplete Hel's health meter is with melee strikes. Move to close range and start swinging away. Avoid her kicks at close range. Although they cause minimal damage compared to the hurt you can dish out with your melee weapon, Hel's kicks knock you down and leave you vulnerable. When Hel's health meter is reduced by approximately 25 percent she teleports out of the room. Clear out any remaining hostiles and walk through the next doorway.

## TIP

BEFORE HEL TELEPORTS, PURPLE CLOUDS APPEAR AT HER NEXT POSSIBLE LOCATIONS. LOOK FOR THESE PURPLE CLOUDS TO PREDICT HER NEXT MOVE. TO SLOW THE MOVEMENT OF HEL AND THE UNDEAD UNITS, DESTROY THE NIDHOGG GENERATORS ON THE ROOM'S PERIMETER.

Showdown with Hel:  
Room 2

More revelations follow in the next cutscene. Hel reveals that Nyanna was not murdered. Instead, she killed herself when she heard of Baldur's death. Despite the Aesir's continual efforts to resurrect her, Nyanna chose suicide over and over—for her, life without Baldur was unbearable. She now resides in Helheim, reanimated by Hel with the aid of Nidhogg.

As soon as you regain control, charge toward Hel in the center of the room and hit her as quickly as you can with a series of melee strikes. Even as you pummel her, she manages to conjure a squad of undead Wolf Troopers around you. Ignore them for now and keep striking Hel until she teleports away.



## TIP

THE UNDEAD REGULARS CONJURED BY HEL ARE A NUISANCE. BUT THEY'RE ALSO YOUR ONLY LIFELINE WHEN IT COMES TO REPLENISHING YOUR HEALTH AND BUILDING UP YOUR COMBO METER. SO IF YOU'RE LOW ON HEALTH, TAKE OUT A FEW IN HOPES OF SCORING A HEALTH ORB. THE NIDHOGG GENERATORS IN THIS ROOM MAKE ALL ENEMIES (INCLUDING HEL) TOUGHER TO KILL, SO TAKE THEM OUT AS QUICKLY AS POSSIBLE.



Hel's ranged attacks are more frequent in this round, so be ready to dive-roll. Hitting Hel with a grenade is also a good way to break her life-draining beam, but it leaves you vulnerable until the grenade makes contact. Still, it's a good way to stop her from engaging you at long range.

Save your Ruiners until you're close to Hel. Ruiners inflict no damage, they temporarily stun Hel, causing her to double over. This is the perfect time to score some heavy melee strikes, including Finishers. But you won't be able to end the battle here. Hel teleports out of the room when her health meter is reduced to approximately 40 percent. Finish off the undead regulars and undead Wolf Troopers in the room before chasing down Hel.





## TIP

THE NIDHOGG GENERATORS SURROUNDING THE PLATFORM INCREASE HEL'S SPEED AND RESISTANCE TO ATTACK. DESTROY THESE GENERATORS TO SLOW HER DOWN AND MAXIMIZE YOUR ATTACK DAMAGE.

## Showdown with Hel: Transplant Lab

More undead regulars spawn on the ramp leading to the lab. Use this opportunity to stock up on health and refill your combo meter before confronting Hel in the last round. Utilize slide and juggle attacks to avoid getting surrounded, and refrain from using Ruiners.



Greet Hel in the center of the lab's circular platform and immediately unleash a Ruiner before she can conjure reinforcements. While she's stunned, pound away on her with melee strikes. When she recovers, use another Ruiner and

repeat the process. This is a great way to deplete a large chunk of Hel's health meter before she begins teleporting around the platform. Keep using Ruiners until your combo meter is empty.

Refill your combo meter by stringing together attacks on the undead units wandering around the platform. But don't ignore Hel either. Keep her nearby to prevent her from launching her ranged attack. When you can initiate more Ruiners, set them off close to Hel, then hit her with melee strikes while she's stunned. When her health meter is low, use Finishers to end the fight with style.



Depleting Hel's health meter triggers a cutscene showing her flying off the platform and landing on one of the donor tables she used to harvest organs from corpses. The table's restraints and needles prevent Hel from moving as a spinning buzzsaw plunges into her chest. Baldur looks on with an expression of hollow satisfaction.



Following Hel's fitting demise, Nyanna makes another appearance. Suddenly, she crumples to the floor in agony, pleading with Baldur to stop the pain. Baldur reaches for his weapon but can't bring himself to use it on his wife, even in her unnatural state. But Fenrir comes alive and strikes Nyanna, finally ending her suffering.

## Escape



Baldur's fight isn't over yet. You must now finish off the undead units and flee Helheim. Many undead regulars spawn around the platform, including several polarities. Pick your targets carefully in this fight, being careful not to hit the polarities at close range. Once the

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polarities are dispatched, wait on the remaining undead units.



Retrace your steps to the rooms you fought Hel in earlier. As you advance through these chambers, more undead regulars spawn on top of you, hindering your advance. Hack and slash your way through these easy targets and proceed to the Dining Room.



Yet more undead units attempt to block your path to the Dining Room, spawning on this walkway. This is the last group of enemies you must defeat, so don't hold back. Use your spider, battle cry, and Ruiners to deal with this batch. Fenrir can also help thin out the crowd. During this fight Baldur reports to the other Aesir, suggesting that they retreat from Helheim since Hel is dead and Loki has escaped. ODIN agrees with Baldur's assessment and approves the withdrawal.



When you get to the Dining Room, a short cinematic plays showing Baldur entering the room. An Aesir dropship descends just beyond Hel's throne, providing Baldur with a way out.



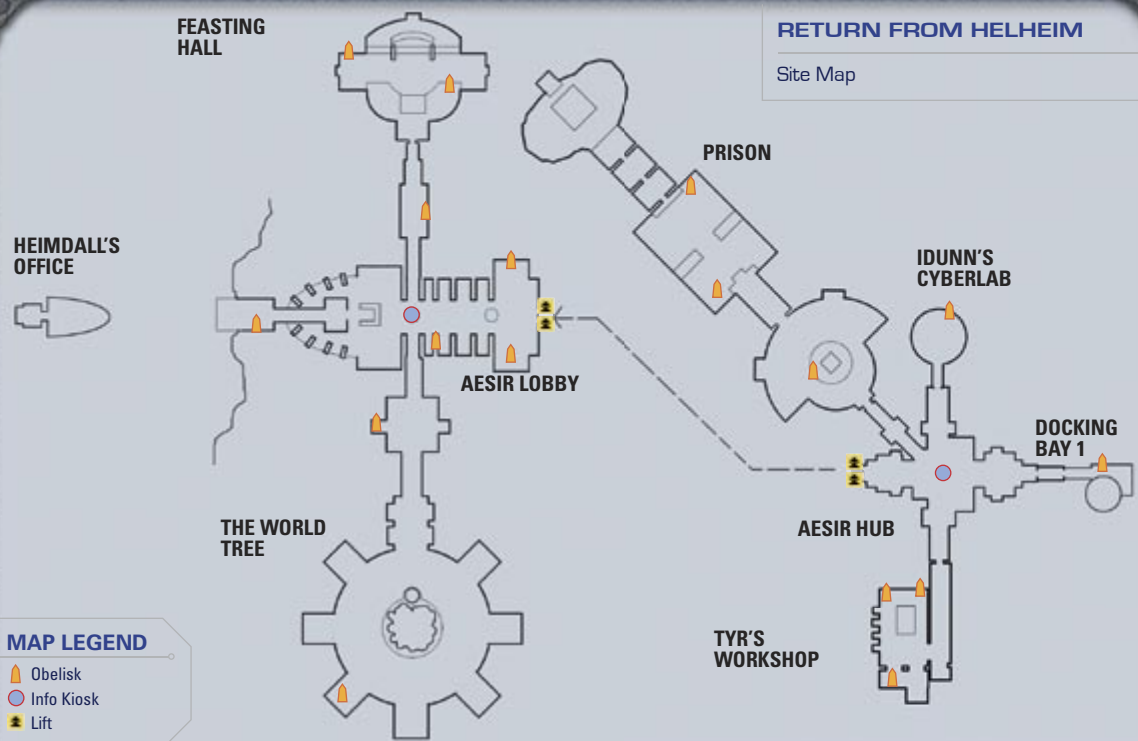
As the Aesir units retreat by air, they initiate a fusion warhead strike on Helheim, destroying the facility and incinerating scores of undead. The battle is finally over.





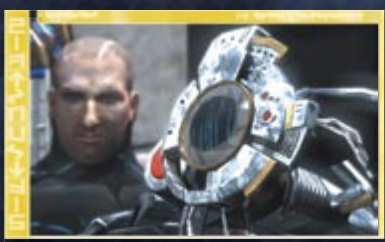
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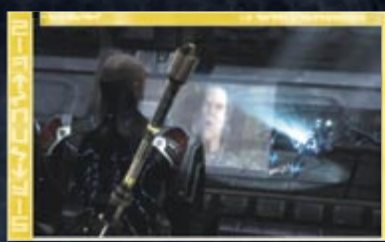
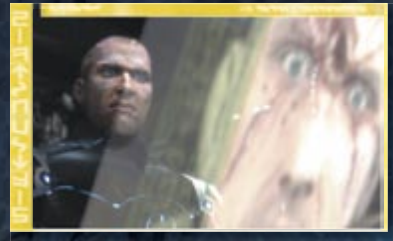
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## Tyr's Workshop



With the complete blueprints for the Norn Decryption Module in his possession, Baldur visits Tyr's Workshop upon his return from Helheim. Tyr's absence doesn't go unnoticed by Baldur—the wall of Tyr's customized weapons serves as a silent memorial to the fallen Aesir. Baldur proceeds to Tyr's workbench, where Hod's eyepiece still lies.

Utilizing the blueprints retrieved from Cyberspace, Baldur's spider analyzes the eyepiece and decrypts the unmodified data stream, revealing the reality that Hod was incapable of seeing. Hod's visions play on a holographic screen projected by the spider.



While Hod believed he was confronting Loki in Asgard, his eyepiece deceived him. Instead, it was Baldur whom he gunned down, firing a single bullet through Baldur's forehead, instantly explaining the scars on his face and corroborating Hel's story.



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Following the cutscene, exit Tyr's Workshop and move to the Aesir Hub. As you exit the Workshop, a drone approaches Baldur—his presence is requested in the Feasting Hall. If you want to end the game now, head directly to the Feasting Hall. But if you prefer exploring the rest of the Cyberspace areas, advance to the World Tree.

## The World Tree

## CYBERSPACE



The trip to the World Tree is purely optional, but it's a good opportunity to score some fresh loot, useful if you hope to replay the game with the same character. Upon entering Cyberspace, approach the four wooden gates by the Norns' Well. The third gate from the left now opens for you. Pass through the gate and raid the obelisk at the end of the passage. After gathering some loot, interact with the nearby Well to access a new area of Cyberspace.



There are three distinct paths in this area of Cyberspace. Start by lifting this nearby gate. Beyond the gate you'll find an obelisk and a narrow path twisting through the rocky canyon. Cross a pond to access a second obelisk, then lift a second gate to find a third obelisk surrounded by Nidhogg. Summon fire to burn away the Nidhogg, then raid the final obelisk on this path. Gather the loot dropped by the third obelisk and return to the Well.



At the Well, turn left and cross this wooden bridge. Push the gate open on the other side and proceed to the end of this passage to raid a couple of obelisks, including one on a small island in a lake. As you turn away from the pond, look for narrow passage on the right, carved into the rocky wall. A third obelisk is located here, surrounded by Nidhogg. Ignite the Nidhogg, raid the obelisk, then return to the Well.



One more obelisk is in this area of Cyberspace. Pass the Well and gate you lifted earlier and approach the broken bridge ahead. The obelisk is situated in a nook to the right of the bridge. Grab its loot, then move back to the Well and exit this area of Cyberspace.



## CYBERSPACE



Now that you have the ability to burn away Nidhogg, consider revisiting the other areas of Cyberspace where the Great Dragon impeded your ability to reach certain obelisks. Start by passing through the gate on the far left and accessing the wooded area you first visited after completing the Ice Forest. Once in the woods, follow the main path and take a left at the red and white toadstools. There are two Nidhogg-infested obelisks along this path, each behind a wooden gate. Gather the loot and return to the main junction by the Norns' Well.



Next, head through the second gate on the left—the first one that opened for you after finishing the Hall of Heroes. This area has two Nidhogg growths. One is to the left of the main path, blocking an obelisk at a dead-end alcove. To locate the other growth, return to the main path and take it to the pond you crossed on your last visit. Take a left after crossing the pond, then search for the Nidhogg on the right side of the next clearing. This Nidhogg growth merely blocks the path leading to the next obelisk. Burn it, raid the obelisk, and return to the main junction.



Finally, enter the fourth gate on the far right. Two more Nidhogg-covered obelisks wait for you here. The first is at the end of the stream running beneath the first bridge. Take the path to the left of the bridge to access the stream and follow it to the obelisk. After retrieving its loot, backtrack to the main path and cross the second bridge to locate the last obelisk. Burn the Nidhogg ensnaring it and grab its loot. You have now raided all the obelisks in the World Tree. Exit Cyberspace and proceed to the Feasting Hall where the other Aesir still await your presence.



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## TIP

WANT MORE LOOT? REVISIT THE CYBERSPACE AREAS WHERE NIDHOGG PREVENTED YOU FROM REACHING OBELISKS. USE THE AESIR TELEPORT MENU ON THE INFORMATION KIOSKS TO QUICKLY ACCESS THESE AREAS. HERE'S A QUICK LIST OF WHERE TO GO:

- HALL OF HEROES: FOURTH WELL IN THE WELL ACCESS ROOM; RAID THE OBELISK ON THE OTHER SIDE OF THE WATER, TOO
- ICE FOREST: FIRST WELL ON PLATFORM 1
- WORLD SERPENT: SECOND WELL IN THE CONTROL ROOM

## Feasting Hall



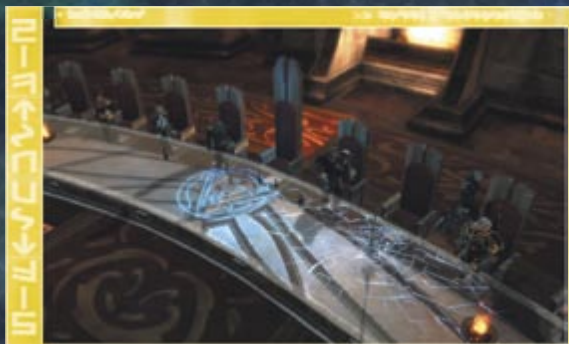
Enter the Feasting Hall to trigger the final cutscene. The Aesir have gathered to remember Tyr and his sacrifice. As they raise their goblets to toast Tyr's memory, Baldur stands still, wondering aloud if the Aesir toasted him while he was lying in Helheim. Realizing that Baldur has uncovered the truth, Thor and Heimdall try to convince him that they were acting in his best interest.



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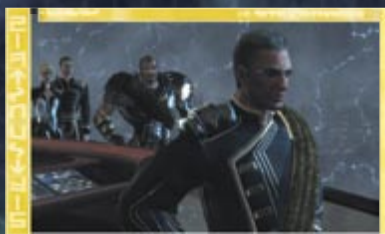
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But Baldur is not put at ease by their excuses. He now knows that he is the one responsible for this war—and Tyr's death. The Pact of the Fallen was dissolved when the Aesir (led by Hermod) retrieved Baldur's body from Helheim. Once again, Baldur asks why he was lied to. But no explanation is sufficient to calm Baldur's growing rage. He slams Fenrir into the glass table and walks out of the Feasting Hall, leaving the Aesir to ponder their deceptive actions.

## Epilogue



Following the events in the Feasting Hall, Thor, Frey, and Freya meet with Heimdall in his office. The bombardment of Helheim was merely a delaying tactic—Heimdall realizes that Hel's undead forces will regroup, fueled by Nidhogg. The Aesir must be prepared to face this threat again.

When Thor asks about Loki, Heimdall admits that he can be anywhere. As Heimdall reiterates the importance of tracking him down, Loki is seen leaving his ship and trudging through the snow in a parallel cutscene. A shadow suddenly blots out the sun, prompting Loki to glance upward—an evil grin crosses his face. A massive giant stands before Loki, hinting at the next threat facing the Aesir.

## NOTE

WANT TO PLAY MORE? YOU CAN CONTINUE BUILDING YOUR CHARACTER BY REPLAYING THE GAME. AFTER THE CLOSING CREDITS ROLL, SELECT "CONTINUE CAMPAIGN" FROM THE MAIN MENU. YOU'LL START THE GAME FROM THE BEGINNING (AT THE HALL OF HEROES) BUT RETAIN YOUR CHARACTER'S LEVEL AND EQUIPMENT. THE ENEMIES POPULATING THESE LEVELS WILL ALSO BE AT HIGHER LEVELS THAN YOU FIRST ENCOUNTERED, MAKING YOUR NEXT SESSION EVEN MORE CHALLENGING. IT WILL TAKE AT LEAST ONE MORE PLAY THROUGH THE ENTIRE CAMPAIGN TO REACH LEVEL 50, SO GET READY TO FACE FRESH BATCHES OF ENEMIES IN SOME FAMILIAR LOCATIONS. IF YOU WANT TO FIGHT A DIFFERENT MIX OF ENEMIES AND EXPERIENCE SLIGHT CHANGES TO THE LEVEL LAYOUTS, USE THE AESIR TELEPORT MENU. THIS ALLOWS YOU TO REPLAY ANY OF THE LEVELS, SKIPPING TO YOUR FAVORITE LOCALES IN A LESS LINEAR FASHION.



## Appendix A: Epic Weapons

### NOTE

EPIC WEAPONS AND ARMOR ARE UNIQUE AND EXTREMELY RARE, DROPPING ONLY ONCE YOUR CHARACTER NEARS LEVELS 30 AND 50. THESE ARE BY FAR THE MOST POWERFUL PIECES OF EQUIPMENT AVAILABLE, SO KEEP YOUR EYES PEELED—THEIR EQUIPMENT ICON COLOR IS RED, MAKING THEM EASY TO SPOT. A UNIQUE SOUND PLAYS WHEN YOU ACQUIRE ONE, TOO, SO TAKE THAT AS A CUE TO BROWSE THROUGH YOUR GEAR. EPIC PIECES DROP IN THE FORM OF BLUEPRINTS, REQUIRING YOU TO CRAFT THEM BEFORE YOU CAN EQUIP THEM. CRAFTING EPIC WEAPONS IS VERY COSTLY, SO SAVE YOUR MONEY AND SALVAGE OBSOLETE EQUIPMENT TO BOOST YOUR FUNDS.

### EQUIPMENT BONUS DEFINITIONS

Most of the bonuses offered by weapons, armor, and runes are self-explanatory, usually increasing attack damage or boosting defensive stats. However, the benefits of some bonuses are not so obvious. Most of these increase the chance of triggering status effects gained from fused charms. For more details on the functions of these charms, flip ahead to the "Charms" appendix. But others simply enhance your character's base stats. Here's a complete list of all less-obvious bonuses.

**Ablative Shield:** Fused charm.

**Aggression:** Increases aggro (makes enemies mad at you faster).

**Annulment:** Fused charm.

**Blight:** Fused charm.

**Defenseless:** Fused charm.

**Dexterity:** Increases base gun damage.

**Enfeebled:** Fused charm.

**Enthalpy Drain:** Fused charm.

**Exposed:** Fused charm.

**Experienced:** Increases experience bonus (earned).

**Gravitation Pulse:** Fused charm.

**Health:** Increases max hit points.

**Hybrid:** Another name for plasma ammo.

**Impact:** Fused charm.

**Leech:** Fused charm.

**Lightning Induction:** Fused charm.

**Mastery:** Increases named skill tree node by noted level (class-based).

**Metalstorm:** Fused charm.

**Mobility Disruption:** Fused charm.

**Necrotized:** Fused charm.

**Pierce:** Fused charm.

**Pulse Munitions:** Fused charm.

**Rot:** Fused charm.

**Rupture:** Fused charm.

**Slowed:** Fused charm.

**Snared:** Fused charm.

**Softened:** Fused charm.

**Soothing:** Decreases aggro.

**Strength:** Increases base melee damage.

**Target Acquisition**

**Scrambler:** Fused charm.

**Thermal Induction Pulse:** Fused charm.

### LEVEL 24-49 EPIC WEAPON BLUEPRINTS

LEVEL	NAME	TYPE/ AMMO	DAMAGE	VALUE	CRAFT COST	CLASS	RUNE SLOT 1	RUNE SLOT 2	RUNE SLOT 3	RUNE SLOT 4
<b>SWORDS</b>										
29	The Burning Blade at World's Edge	Two-Handed	1,076	38,611	154,450	Any	Two-Handed Damage +7%	Two-Handed Damage +7%	Strength +29%	Thermal Induction Pulse +6%
34	Face-Hewer of the Jomsvikings	One-Handed	1,067	51,250	205,000	Any	Attack Speed +9%	Bio Engineer Regeneration +4%	Sword Fierce Damage +15%	Leech +5%
34	Howling Blades of the Glory Drinker	Dual-Wield	1,028	51,250	205,000	Berserker	Dual-Wield Melee Damage +7%	Attack Speed +9%	Sword Fierce Damage +15%	Leech +5%
49	The Burning Blade at World's Edge	Two-Handed	2,161	202,500	810,000	Any	Two-Handed Status Chance +10%	Rupture +6%	Thermal Induction Pulse +6%	Blight +6%
<b>STAVES</b>										
24	Bane of the Jomsvikings	One-Handed	719	26,000	104,000	Any	One-Handed Damage +5%	Staff Damage +5%	Staff Damage +5%	Defenseless +8%
39	The Reddening-Wolves	Dual-Wield	1,318	63,975	255,900	Berserker	Strength +33%	Attack Speed +9%	Dual-Wield Melee Damage +8%	Enthalpy Drain +6%
44	Bane of the Jomsvikings	One-Handed	1,684	150,500	602,000	Any	One-Handed Damage +10%	Melee Juggle Time +8%	Sentient Weapon Damage +20%	Slowed +10%

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## HAMMERS

24	Bane of the Jomsvikings	Dual-Wield	626	26,000	104,000	Defender	Aggression +79%	Hammer Fierce Range +10%	Total Armor +9%	Enfeebled+4%
29	Shaper of the Fjords	One-Handed	991	114,280	457,120	Any	Hammer Slide Distance +5%	Hammer Damage +10%	Hammer Juggle Radius +10%	Softened +4%
39	Ruiner Hammer of the Dwarf-Kin	Two-Handed	1,730	63,975	255,990	Any	Strength +33%	Two-Handed Damage +8%	Two-Handed Damage +8%	Impact +3%
43	Bane of the Jomsvikings	Dual-Wield	1,810	150,500	602,000	Defender	Aggression +165%	Hammer Damage +10%	Total Armor +14%	Enfeebled+4%
49	Shaper of the Fjords	One-Handed	2,269	192,500	770,000	Any	Hammer Slide Distance +5%	Hammer Damage +10%	Hammer Juggle Radius +10%	Softened +4%

## PISTOLS

29	Dragon-Guns of Eld	Plasma	86	114,280	457,120	Any	Hybrid Radius +10%	Hybrid Radius +10%	Spider Effect Radius +20%	Thermal Induction Pulse +6%
29	Eyes of the Searing-Star	Laser	92	38,611	154,450	Any	Laser Damage +7%	Improved Dodge +14%	Improved Dodge +14%	Mobility Disruption +4%
34	Twin Tails of the Onyx Serpent	Slug	158	51,475	205,900	Any	Slug Damage +8%	Slug Damage +8%	Pistol Damage +8%	Metalstorm +6%
49	Dragon-Guns of Eld	Plasma	196	192,500	770,000	Any	Hybrid Radius +10%	Hybrid Radius +10%	Spider Effect Radius +20%	Thermal Induction Pulse +6%
49	Eyes of the Searing-Star	Laser	196	192,500	770,000	Any	Laser Penetration Rate +10%	Sentient Weapon Speed +20%	Sentient Weapon Damage +20%	Thermal Induction Pulse +6%

## RIFLES

24	The Incinerating Grief	Slug	98	26,400	105,600	Any	Slug Damage +5%	Pierce +39%	Thermal Induction Pulse +6%	Lightning Induction +6%
34	XABR-1337 Experimental Battle Rifle	Slug	172	51,475	205,900	Any	Increased Ammo +8%	Improved Reload Speed +8%	Slug Damage +8%	Pulse Munitions +4%
39	Harrowing Lance of Wrath	Laser	190	63,000	252,000	Any	Pierce +39%	Empty Rune Slot	Empty Rune Slot	Empty Rune Slot
44	The Incinerating Grief	Slug	253	190,000	760,000	Any	Slug Fire Rate +10%	Pierce +39%	Rupture +6%	Lightning Induction +6%

## CANNONS

24	The Incinerating Grief	Plasma	96	26,000	104,000	Any	Hybrid Damage +5%	Increased Ammo +6%	Hybrid Damage +5%	Thermal Induction Pulse +6%
39	Immolating Wrath-Spear	Laser	217	64,125	256,500	Any	Increased Ammo +8%	Aggression +139%	Bio Engineer Regeneration +5%	Blight +6%
44	The Incinerating Grief	Laser	297	180,000	720,000	Any	Cannon Damage +10%	Increased Ammo +10%	Laser Penetration Rate +10%	Enthalpy Drain +6%

## LEVEL 50 EPIC WEAPON BLUEPRINTS

NAME	TYPE/ AMMO	DAMAGE	VALUE	CRAFT COST	CLASS	RUNE SLOT 1	RUNE SLOT 2	RUNE SLOT 3	RUNE SLOT 4
<b>SWORDS</b>									
Battlesong of the Undying Huscarl	One-Handed	2,299	342,500	1,370,000	Champion	Mastery: Unerring Strike +1	Sword Damage +10%	One-Handed Critical +10%	Air Melee Damage +5%
Face-Hewer of the Jomsvikings	One-Handed	2,090	298,750	1,195,000	Any	Air Melee Damage +5%	Melee Juggle Time +8%	Lightning Induction +6%	Empty Rune Slot
Gouging Claws of Fenrir	Dual-Wield	1,881	312,500	1,250,000	Berserker	Attack Speed +10%	Battle Cry Damage +5%	Battle Cry Efficiency +20%	Defenseless +8%
Howling Blades of the Glory Drinker	Dual-Wield	1,881	208,750	835,000	Berserker	Sword Fierce Range +10%	Increased Ruiner Damage +5%	Sword Fierce Damage +20%	Leech +5%
Sacred Honor Blade	Two-Handed	2,299	342,500	1,370,000	Defender	Mastery: Reversal of Wyrd +1	Ballistic Resistance +5%	Slash Resistance +5%	Piercing Resistance +5%
Stormblades of the Desecrator	Dual-Wield	2,069	347,500	1,390,000	Berserker	Attack Speed +10%	Mastery: Warrior of the Twinned Claw +1	Dual-Wield Melee Damage +10%	Lightning Induction +6%
Sword of the Betrayer	One-Handed	2,299	372,500	1,490,000	Any	One-Handed Critical +10%	Sword Damage +10%	Mastery: Call of Ruin +1	Enthalpy Drain +6%
The Burning Blade at World's End	Two-Handed	2,299	328,750	1,315,000	Any	Two-Handed Status Chance +10%	Sentient Weapon Damage +20%	Thermal Induction Pulse +6%	Blight +6%
The Slayer's Bear-Hewer	Two-Handed	2,299	302,500	1,210,000	Any	Two-Handed Damage +10%	Two-Handed Damage +10%	Aggression +165%	Lightning Induction +6%



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Bane of the Jomsvikings	One-Handed	2,090	214,500	858,000	Any	One-Handed Critical Damage	Melee Juggle Time +8%	Sentient Weapon Damage +20%	Slowed +10%
Carvers of the Wolf's Carion	Dual-Wield	2,257	322,500	1,290,000	Berserker	Dual-Wield Melee Damage +10%	Total Armor +14%	Staff Damage +10%	Softened +4%
Mercygiver of Fallen Kings	One-Handed	2,090	352,500	1,410,000	Champion	Melee Juggle Time +8%	Mastery: Asgard's Fury +1	Defenseless +8%	Enthalpy Drain +6%
Raging Axes of the Merciless	Dual-Wield	2,069	363,500	1,410,000	Berserker	Staff Damage +10%	Mastery: Unrelenting Blades +1	Defenseless +8%	Gravitation Pulse +1%
Storm-Lance of the World Serpent	One-Handed	2,090	305,000	1,220,000	Any	Strength +40%	Melee Juggle Time +8%	One-Handed Critical +10%	Lightning Induction +6%
Storm-Lance of the World Serpent	Two-Handed	2,299	317,500	1,270,000	Any	Strength +40%	Mastery: Cellular Rebonding +1	Two-Handed Status Chance +10%	Lightning Induction +6%
The Flesh of Architect's Incisor	Two-Handed	2,299	347,500	1,390,000	Bio Engineer	Mastery: Idunn's Wish +1	Battle Cry Damage +5%	Spider Effect Radius +20%	Necrotized +5%
The Reddening-Wolves	Dual-Wield	2,069	217,750	871,000	Berserker	Strength +40%	Attack Speed +10%	Dual-Wield Melee Damage +10%	Impact +3%
Tyr's Brilliant Fusion-Lance	Two-Handed	2,299	327,500	1,310,000	Any	Two-Handed Status Chance +10%	Two-Handed Damage +10%	Thermal Induction Pulse +6%	Rupture +6%

## HAMMERS

Bane of the Jomsvikings	Dual-Wield	2,090	192,750	771,000	Defender	Aggression +165%	Total Armor +14%	Enfeebled +4%	Empty Rune Slot
Bludgeon-Iron of Vail	One-Handed	2,194	2,207,500	8,830,000	Any	Mastery: Human Skill Tree +1	Empty Rune Slot	Empty Rune Slot	Empty Rune Slot
Conclusion of Failed Experiments	One-Handed	2,194	380,000	1,520,000	Any	Strength +40%	One-Handed Critical +10%	Hammer Slide Distance +5%	Necrotized +5%
Muspelheim's Ceaseless Cold	Two-Handed	2,299	302,500	1,210,000	Any	Spider Duration +20%	Spider Damage +20%	Two-Handed Status Chance +10%	Enthalpy Drain +6%
Runic Hammer of the Dwarf-Kin	Two-Handed	2,528	189,500	758,000	Any	Two-Handed Status Chance +10%	Two-Handed Damage +10%	Enthalpy Drain +6%	Empty Rune Slot
Sentinel's Kingmaker	Dual-Wield	2,508	347,500	1,390,000	Defender	Hammer Damage +10%	Dual-Wield Attack Radius +10%	Mastery: Tyr's Best Work +1	Mobility Disruption +4%
Shaper of the Fjords	One-Handed	2,413	183,750	735,000	Any	Hammer Slide Distance +5%	Hammer Damage +10%	Softened +4%	Empty Rune Slot
Skuld's Cold Love	Two-Handed	2,528	385,000	1,540,000	Any	Two-Handed Status Chance +10%	Two-Handed Damage +10%	Battle Cry Damage +5%	Rupture +6%

## PISTOLS

A Source of Agony	Plasma	229	305,000	1,220,000	Any	Soothing +165%	Hybrid Damage +10%	Battle Cry Damage +8%	Exposed +8%
Arms of the Betrayer	Slug	301	372,500	1,490,000	Any	Pistol Damage +10%	Slug Damage +20%	Mastery: Call of Ruin +1	Enthalpy Drain +6%
Dragon-Guns of Eld	Plasma	209	185,000	740,000	Any	Hybrid Radius +10%	Spider Effect Radius +20%	Thermal Induction Pulse +6%	Empty Rune Slot
Eyes of the Searing-Star	Laser	209	285,000	1,140,000	Any	Laser Penetration Rate +10%	Sentient Weapon Speed +20%	Sentient Weapon Damage +20%	Pulse Munitions +4%
Rending Claws of Fenrir	Slug	276	312,500	1,250,000	Any	Pistol Damage +10%	Sentient Weapon Damage +20%	Sentient Weapon Speed +20%	Exposed +8%
Twin Tails of the Onyx Serpent	Slug	251	210,000	840,000	Any	Slug Fire Rate +10%	Slug Fire Rate +10%	Increased Ammo +10%	Metalstorm +6%

## RIFLES

Gunnlogi of the Græðari	Plasma	299	347,500	1,390,000	Bio Engineer	Hybrid Damage +10%	Hybrid Radius +10%	Mastery: Idunn's Boon +1	Thermal Induction Pulse +6%
Harrowing Lance of Wrath	Laser	322	250,750	1,003,000	Any	Staff Pierce Range +10%	Laser Damage +10%	Leech +5%	Empty Rune Slot
Skuld's Dooming Passion	Plasma	272	390,000	1,560,000	Any	Hybrid Radius +10%	Hybrid Radius +10%	Blight +6%	Necrotized +5%
The Incinerating Grief	Plasma	272	202,500	810,000	Any	Hybrid Radius +10%	Metalstorm +6%	Blight +6%	Empty Rune Slot
The Shrike's Last Word	Slug	313	347,500	1,390,000	Commando	Slug Fire Rate +10%	Spider Effect Radius +20%	Mastery: Cluster Munitions +1	Pierce +39%
The Slayer's Bear-Skewer	Laser	322	302,500	1,210,000	Any	Laser Penetration Rate +10%	Laser Penetration Rate +10%	Laser Damage +10%	Pierce +39%
Tyr's Carbine of Old	Slug	313	327,500	1,310,000	Any	Spider Effect Radius +20%	Slug Fire Rate +10%	Metalstorm +6%	Pierce +39%
Unerring Dreadmark of Skoll	Plasma	299	342,500	1,370,000	Commando	Hybrid Radius +10%	Hybrid Damage +10%	Mastery: Smoothbore Weapons +1	Dexterity +43%
Vali's Burning Spear	Laser	293	327,500	1,310,000	Any	Thermal Induction Pulse +6%	Blight +6%	Rupture +6%	Pierce +39%
XABR-1337 Experimental Battle Rifle	Slug	313	255,000	1,020,000	Any	Increased Ammo +10%	Improved Reload Speed +10%	Slug Rate of Fire +10%	Empty Rune Slot

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## CANNONS

A Source of Agony	Plasma	322	305,000	1,220,000	Any	Soothing +165%	Cannon Damage +10%	Battle Cry Damage +5%	Defenseless +8%
Egil's Cure for the Coward	Slug	367	335,000	1,340,000	Any	Cannon Damage +10%	Slug Fire Rate +10%	Mastery: Enhanced Mobility Actuators +1	Rupture +6%
Immolating Wrath-Spear	Laser	334	222,500	890,000	Any	Increased Ammo +10%	Aggression +165%	Bio Engineer Regeneration +5%	Thermal Induction Pulse +6%
Muspelheim's Relentless Flame	Plasma	293	307,500	1,230,000	Any	Hybrid Radius +10%	Hybrid Radius +10%	Thermal Induction Pulse +6%	Rupture +6%
Scalpel of Flesh Welding	Laser	334	380,000	1,520,000	Any	Increased Ammo +10%	Dexterity +43%	Laser Penetration Rate +5%	Necrotized +5%
The Incinerating Grief	Plasma	322	275,750	1,103,000	Any	Cannon Damage +10%	Increased Ammo +10%	Hybrid Radius +10%	Rupture +6%

## Appendix B: Epic Armor

## LEVEL 30 EPIC ARMOR SETS

LEVEL	NAME	PIECE	ARMOR	VALUE	RUNE SLOT 1	RUNE SLOT 2	RUNE SLOT 3	RUNE SLOT 4
<b>BERSERKER</b>								
30	Metalflesh Sinew Helm	Helm	119	76,500	Health +8%	Sword Damage +8%	Dual-Wield Melee Damage +8%	Improved Dodge +17%
31	Blood-Quenched Metalflesh Core	Torso	123	76,500	Improved Dodge +17%	Sword Damage +8%	Dual-Wield Melee Damage +8%	Dual-Wield Melee Damage +8%
32	Metalflesh Splayed Bracers	Shoulders	127	76,500	Pistol Damage +8%	Slug Damage +8%	Sword Damage +8%	Improved Dodge +17%
33	Sintered-Metalflesh Ambulatory Constructs	Legs	131	76,500	Sword Slide Distance +4%	Sword Slide Distance +4%	Sword Slide Distance +4% (Capped)	Improved Dodge +17%
<b>BIO ENGINEER</b>								
30	Ritual Malleus Guard	Helm	119	76,500	Healing Effectiveness +8%	Cannon Range +4%	Cannon Damage +8%	Cannon Damage +8%
31	Encasing Construct	Torso	123	76,500	Health +8%	Battle Cry Damage +4%	Spider Damage +17%	Spider Duration +17%
32	Scorched Mantle Bracers	Shoulders	127	76,500	Health +8%	Battle Cry Damage +4%	Cannon Damage +8%	Hammer Damage +8%
33	Kinetic Shank Construct	Legs	131	76,500	Hammer Damage +8%	Battle Cry Damage +4%	Hammer Slide Distance +4%	Hammer Slide Distance +4%
<b>CHAMPION</b>								
30	Grim Gaze of the Vindicator	Helm	119	76,500	Two-Handed Damage +8%	Melee Juggle Time +7%	Air Melee Damage +8%	Pistol Damage +8%
31	Vindicator's Thoracic Carapace	Torso	123	76,500	Strength +35%	Sword Damage +8%	Blunt Resistance +4%	Total Armor +12%
32	Clutches of the Vindicator	Gauntlets	127	76,500	Two-Handed Damage +8%	Sword Damage +8%	Two-Handed Damage +8%	Melee Juggle Time +7%
33	Vindicator's Deployment Struts	Legs	131	76,500	Melee Juggle Time +7%	Air Melee Damage +4%	Strength +35%	Sword Slide Distance +4%
<b>COMMANDO</b>								
30	Metalskin Teeth of the War-Dog	Helm	119	76,500	Cannon Damage +8%	Slug Fire Rate +10%	Slug Damage +8%	Ballistic Lock Distance +4%
31	Metalskin Blast Carapace	Torso	123	76,500	Improved Reload Speed +8%	Total Armor +12%	Increased Ammo +8%	Increased Ammo +8%
32	Blood-Laced Metalskin Coils	Gauntlets	127	76,500	Two-Handed Damage +8%	Slug Damage +8%	Slug Damage +10%	Slug Damage +8%
33	Metalskin Traction Actuators	Legs	131	76,500	Staff Slide Distance +4%	Staff Slide Distance +4%	Improved Dodge +20%	Slug Damage +8%
<b>DEFENDER</b>								
30	Great Helm of the Grim Ward	Helm	119	76,500	Total Armor +12%	Blunt Resistance +4%	Slash Resistance +4%	Piercing Resistance +4%
31	Bulwark of the Grim Ward	Torso	123	76,500	Total Armor +12%	Blunt Resistance +4%	Slash Resistance +4%	Piercing Resistance +4%
32	The Grim Ward's Shielding Reach	Gauntlets	127	76,500	Total Armor +12%	Battle Cry Damage +4%	Battle Cry Efficiency +17%	Dual-Wield Melee Damage +8%
33	The Grim Ward's Striding Defense	Legs	131	76,500	Total Armor +12%	Hammer Slide Distance +4%	Ballistic Resistance +4%	Ballistic Resistance +4%



## LEVEL 50 EPIC ARMOR SETS

NAME	PIECE	ARMOR	VALUE	RUNE SLOT 1	RUNE SLOT 2	RUNE SLOT 3	RUNE SLOT 4
<b>BERSERKER</b>							
Rage-Plate Skull-Helm	Helm	199	260,000	Total Armor +17%	Sentient Weapon Speed +20%	Sentient Weapon Damage +20%	Empty Rune Slot
Merciless Heart of Rage	Torso	199	285,000	Mastery: Quick to Anger +1	Total Armor +17%	Increased Ruiner Damage +5%	Empty Rune Slot
Bringers of Rage	Shoulders	199	260,000	Attack Speed +10%	Dual-Wield Attack Radius +10%	Dual-Wield Attack Radius +10%	Ablative Shield +10%
Maulers of Rage	Gauntlets	199	260,000	Dual-Wield Melee Damage +10%	Dual-Wield Melee Damage +10%	Dual-Wield Melee Damage +10%	Staff Damage +10%
Nimble Shanks of Rage	Legs	199	260,000	Attack Speed +10%	Attack Speed +10%	Improved Dodge +20%	Improved Dodge +20%
Crushing Heels of Rage	Boots	199	272,500	Staff Slide Distance +5%	Staff Slide Distance +5%	Mastery: Quick to Anger +1	Staff Damage +10%
<b>BIO ENGINEER</b>							
Helm of a Venerated Græðari	Helm	199	260,000	One-Handed Critical +1%	Hybrid Damage +10%	Total Armor +17%	Empty Rune Slot
Pauldrons of a Venerated Græðari	Torso	199	265,000	Battle Cry Efficiency +20%	Healing Effectiveness +5%	Total Armor +17%	Enfeebled +4%
Benders of a Venerated Græðari	Shoulders	199	265,000	Battle Cry Damage +5%	Piercing Resistance +5%	Ablative Shield +10%	Empty Rune Slot
Blessed Touch of a Venerated Græðari	Gauntlets	199	260,000	Healing Effectiveness +5%	Healing Effectiveness +5%	Healing Effectiveness +5%	Total Armor +17%
Pillars of a Venerated Græðari	Legs	199	260,000	Healing Effectiveness +5%	Blunt Resistance +5%	Blunt Resistance +5%	Total Armor +17%
Venerated Græðari Buskins	Boots	199	260,000	Slash Resistance +5%	Hammer Slide Distance +5%	Improved Dodge +20%	Total Armor +17%
<b>CHAMPION</b>							
Crown of Fallen Kings	Helm	199	260,000	One-Handed Critical +1%	Ballistic Juggle Time +40%	Ballistic Juggle Time +40%	Total Armor +17%
Heart of Fallen Kings	Torso	199	270,000	Increased Ammo +10%	Enfeebled +4%	Lightning Induction +6%	Empty Rune Slot
Arms of Fallen Kings	Shoulders	199	265,000	One-Handed Critical +1%	Battle Cry Damage +5%	Total Armor +17%	Ablative Shield +10%
Gauntlets of Fallen Kings	Gauntlets	199	260,000	Air Melee Damage +5%	Air Melee Damage +5%	Melee Juggle Time +8%	Air Melee Damage +5%
Leggings of Fallen Kings	Legs	199	260,000	Staff Slide Distance +5%	Staff Slide Distance +5%	Improved Dodge +20%	Total Armor +17%
Heel Irons of Fallen Kings	Boots	179	260,000	Attack Speed +10%	Improved Dodge +20%	Melee Juggle Time +8%	Empty Rune Slot
<b>COMMANDO</b>							
Deathless Shrike's Gleaming Eye	Helm	199	260,000	Rifle Ballistic Range +5%	Rifle Ballistic Range +5%	Ballistic Juggle Time +40%	Rifle Damage +10%
Tactical Hauberk of Deathless Shrike	Torso	199	265,000	Increased Ammo +10%	Spider Damage +20%	Spider Duration +20%	Ablative Shield +10%
Embrace of the Deathless Shrike	Shoulders	199	260,000	Dexterity +43%	Total Armor +17%	Rifle Damage +10%	Empty Rune Slot
The Black Hands of the Shrike	Gauntlets	199	260,000	Dexterity +43%	Strength +40%	Improved Reload Speed +10%	Improved Reload Speed +10%
Jackknife Leggings of the Shrike	Legs	199	260,000	Strength +40%	Melee Juggle Time +8%	Slug Fire Rate +10%	Empty Rune Slot
Suresteps of the Deathless Shrike	Boots	199	260,000	Improved Dodge +20%	Improved Dodge +20%	Ballistic Resistance +5%	Total Armor +17%
<b>DEFENDER</b>							
Sentinel's Sacred Mindquard	Helm	199	265,000	Sentient Weapon Damage +20%	Sentient Weapon Speed +20%	Total Armor +17%	Enfeebled +4%
Sentinel's Baleful Heart Casing	Torso	199	260,000	Aggression +165%	Aggression +165%	Aggression +165%	Total Armor +17%
Sentinel's Gilded Bracers	Shoulders	199	265,000	Sentient Weapon Speed +20%	Total Armor +17%	Ablative Shield +10%	Empty Rune Slot
Sentinel's Noble Hand	Gauntlets	199	260,000	Blunt Resistance +5%	Sentient Weapon Speed +20%	Total Armor +17%	Empty Rune Slot
Sentinel's Sacred Shanks	Legs	199	260,000	Hammer Slide Distance +5%	Hammer Slide Distance +5%	Improved Dodge +20%	Total Armor +17%
Sentinel's Exalted Boots	Boots	199	260,000	Ballistic Resistance +5%	Ballistic Resistance +5%	Improved Dodge +20%	Total Armor +17%

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## LEVEL 50 EPIC ARMOR BLUEPRINTS

NAME	PIECE	ARMOR	VALUE	CRAFT COST	RUNE SLOT 1	RUNE SLOT 2	RUNE SLOT 3	RUNE SLOT 4
<b>BERSERKER</b>								
Desecrator's Rictus Mask	Helm	199	260,000	1,040,000	Total Armor +17%	Sentient Weapon Damage +20%	Battle Cry Efficiency +20%	Improved Reload Speed +10%
Hollow Heart of the Desecrator	Torso	199	265,000	1,060,000	Strength +40%	Dual-Wield Attack Radius +10%	Battle Cry Damage +5%	Impact +3%
The Desecrator's Reach	Shoulders	199	260,000	1,040,000	Total Armor +17%	Sword Damage +10%	Dual-Wield Attack Radius +10%	Dual-Wield Melee Damage +10%
Grips of the Desecrator	Gauntlets	199	260,000	1,040,000	Attack Speed +10%	Total Armor +17%	Dual-Wield Attack Radius +10%	Dual-Wield Melee Damage +10%
Spectral Pillars of the Desecrator	Legs	199	265,000	1,060,000	Sword Slide Distance +5%	Sword Damage +10%	Health +10%	Impact +3%
Desecrator's Enraged Footings	Boots	199	260,000	1,040,000	Attack Speed +10%	Sword Slide Distance +5%	Health +10%	Sword Damage +10%
<b>BIO ENGINEER</b>								
Mainframe of the Flesh Architect	Helm	199	272,500	1,090,000	Battle Cry Damage +5%	Mastery: Idunn's Wish +1	Total Armor +17%	Hybrid Radius +10%
The Flesh Architect's Sterile Core	Torso	199	260,000	1,040,000	Health +10%	Health +10%	Health +10%	Total Armor +17%
The Flesh Architect's Grim Reach	Shoulders	199	260,000	1,040,000	Two-Handed Damage +10%	Battle Cry Damage +5%	Sentient Weapon Damage +20%	Sentient Weapon Damage +20%
The Flesh Architect's Digiclaws	Gauntlets	199	260,000	1,040,000	Strength +40%	Attack Speed +10%	Battle Cry Efficiency +20%	Battle Cry Damage +5%
Metal-Shanks of the Flesh Architect	Legs	199	260,000	1,040,000	Two-Handed Damage +10%	Total Armor +17%	Strength +40%	Status Effect Duration +20%
Balance Augment of the Flesh Architect	Boots	199	260,000	1,040,000	Staff Slide Distance +5%	Staff Slide Distance +5%	Attack Speed +10%	Spider Duration +20%
<b>CHAMPION</b>								
Tattooed Scalp-Plate of the Undying Huscarl	Helm	199	260,000	1,040,000	Air Melee Damage +5%	Total Armor +17%	Slash Resistance +5%	One-Handed Damage +10%
The Huscarl's Metalskin-byrnie	Torso	199	260,000	1,040,000	Sword Slide Distance +5%	Air Melee Damage +5%	Total Armor +17%	Piercing Resistance +5%
Undying Pauldrons	Shoulders	199	260,000	1,040,000	Strength +40%	One-Handed Damage +10%	Attack Speed +10%	Melee Juggle Time +8%
Metalskin Grip of the Huscarl	Gauntlets	199	260,000	1,040,000	One-Handed Damage +10%	One-Handed Critical +1%	Slug Fire Rate +10%	Pistol Damage +10%
Forged Spirit Mobility Gears	Legs	199	260,000	1,040,000	Improved Dodge +20%	Air Melee Damage +5%	Blunt Resistance +5%	Total Armor +17%
Forged Stabilization Gears	Boots	199	260,000	1,040,000	Improved Dodge +20%	Melee Juggle Time +8%	Total Armor +17%	Sword Slide Distance +5%
<b>COMMANDO</b>								
Skoll's Bloodied Grim-Helm	Helm	199	260,000	1,040,000	Staff Slide Distance +5%	Rifle Ballistic Range +5%	Rifle Ballistic Range +5%	Rifle Damage +10%
Caustic Chassis of Skoll	Torso	199	265,000	1,060,000	Spider Effect Radius +20%	Increased Ammo +10%	Increased Ammo +10%	Necrotized +5%
Strength of Skoll	Shoulders	199	260,000	1,040,000	Total Armor +17%	Two-Handed Status Chance +1%	Two-Handed Damage +10%	Spider Effect Radius +20%
Red Claws of Skoll	Gauntlets	199	260,000	1,040,000	Dexterity +43%	Dexterity +43%	Improved Reload Speed +10%	Total Armor +17%
Mobility Chassis of Skoll	Legs	199	260,000	1,040,000	Improved Dodge +20%	Improved Reload Speed +10%	Increased Ammo +10%	Battle Cry Damage +5%
Skoll's Traction Pads	Boots	199	260,000	1,040,000	Improved Dodge +20%	Improved Dodge +20%	Spider Cooldown +10%	Total Armor +17%
<b>DEFENDER</b>								
The Ward's Great Helm	Helm	199	260,000	1,040,000	Total Armor +17%	Aggression +165%	Laser Penetration Rate +10%	Slash Resistance +5%
Sacred Hull of the Ward	Torso	199	265,000	1,060,000	Total Armor +17%	Aggression +165%	Blunt Resistance +5%	Enfeebled +4%
Sacred Vambraces of Annulment	Shoulders	199	265,000	1,060,000	Aggression +165%	Spider Cooldown +10%	Piercing Resistance +5%	Ablative Shield +10%
The Ward's Grips	Gauntlets	199	260,000	1,040,000	Total Armor +17%	Aggression +165%	Spider Cooldown +10%	Ballistic Resistance +5%
Sacred Ambulatory Constructs	Legs	199	260,000	1,040,000	Total Armor +17%	Aggression +165%	Sword Slide Distance +5%	Blunt Resistance +5%
The Ward's Stabilization Pads	Boots	199	260,000	1,040,000	Improved Dodge +20%	Total Armor +17%	Aggression +165%	Sword Slide Distance +5%



## Appendix C: Charms

The following is a complete list of the charms and mutations in the game. The “*Name in Equipment*” column lists what the charm is called when it is found socketed in a weapon. Such socketed charms have no requirements and function similar to a completed charm quest. The three charm names are dependent on what kind of charm you get: attack, defense, or both. The “*Function*” column states what the charm does.

CHARMS & MUTATIONS				
NAME IN EQUIPMENT	ATTACK CHARM NAME	DEFENSE CHARM NAME	DUAL USE CHARM NAME	FUNCTION
Ablative Shield	N/A	Skein of Ablation	N/A	Chance of absorbing damage taken by the player.
Annulment	Annulment Focus	N/A	N/A	On contact, there is a chance of putting the target to sleep for a short duration.
Blight	Grand Blight Radiator	Grand Blight Insulator	Epic Charm of Blight	On contact, there is a chance of emitting a damaging radiation cluster, capable of spreading to other targets.
Defenseless	Epic Ruthless Inductor	N/A	N/A	On contact, there is a chance of nullifying the target's resistances for a short duration.
Enfeebled	N/A	Epic Cloak of Enfeeblement	N/A	Enemies inflict half damage.
Enthalpy Drain	Enthalpy Siphon	Enthalpy Absorption Shroud	N/A	On contact, there is a chance of freezing the target for a short duration.
Exposed	Epic Unerring Shot Focus	N/A	N/A	On contact, there is a chance of rendering a target vulnerable to ballistic damage for a short duration.
Graviton Pulse	Epic Strange Attractor Projector	Epic Strange Attractor Field	Epic Graviton Pulse Charm	On contact, there is a chance of creating a short-lived gravity field that pulls targets into it, killing them outright.
Impact	Force of Two Hundred Hammers	N/A	N/A	On contact, there is a chance of knocking down the target.
Leech	Epic Curse of the Fleshleech	Epic Aura of the Fleshleech	Epic Charm of the Fleshleech	Life drain: Reduces health over time.
Lightning Induction	Grand Coruscating Induction Effector	Grand Coruscating Induction Core	Epic Charm of Lightning Induction	On contact, there is a chance of enveloping target with a lightning field, causing damage over time.
Metalstorm	Metalstorm Impeller	N/A	N/A	Chance of a shot ricocheting off a target to inflict damage on nearby enemies. Lasers penetrate instead of ricochet.
Mobility Disruption	Discontinuity Effector	Discontinuity Shroud	N/A	On contact, there is a chance of rooting the target, halting all movement for a short duration.
Necrotized	Epic Necrotizing Focus	Epic Necrotizing Aura	Epic Charm of Necrotization	Chance of emitting a stationary toxin pool that damages targets that touch it for a time.
Pierce	Epic Violation Effector	N/A	N/A	Penetrating assault: Increases pierce damage.
Pulse Munitions	Electrostatic Transference Focus	Electrostatic Aspect	N/A	On contact, there is a chance of triggering an EMP, disrupting electronic systems.
Rot	Grand Rotting Touch	Grand Shroud of the Rotskin	Epic Charm of Rot	On contact, there is a chance of injecting target with a toxin, causing damage over time.
Rupture	Rupturing Influence	Rupture Field	N/A	On contact, there is a chance of triggering a small explosion, causing light damage.
Slowed	Aggression Impedance	Aggression Impedance Node	N/A	On contact, there is a chance of decreasing the target's ballistic rate of fire for a short duration.
Snared	Malefactor Net	Malefactor Locus	N/A	On contact, there is a chance of decreasing a target's movement speed for a short duration.
Softened	Grand Molecular Diffusion Focus	N/A	N/A	Open to critical strikes (2x damage)
Target Acquisition Scrambler	Wreath of Fallen Minds	Skein of Fallen Minds	N/A	On contact, there is a chance of scrambling a target's mind, causing it to attack your foes.
Thermal Induction Pulse	N/A	N/A	Epic Charm of Thermal Induction	On contact, there is a chance of setting the target on fire, doing damage over time.

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## XBOX 360 ACHIEVEMENTS

ACHIEVEMENT NAME	GAMERPOINTS	DESCRIPTION
A Valorous Deed	5	Defeat a polarity enemy.
Aesir Ascendant	10	Complete a tier 3 charm.
Archivist to the Aesir	10	Acquire 7,500 item drops.
Artisan to the Aesir	10	Construct 100 blueprints.
Avenger of the Slain	30	1,000 undead slain.
Bane to Goblins	30	2,500 goblins defeated.
Blooded of the Aesir	10	Achieve Novice status (level 5).
Chosen of the Aesir	20	Achieve Adept status (level 10).
Death from Above	10	Kill 100 enemies with air combat.
Display of Power	5	Execute a two-in-one juggle, Ruiner, Finisher, slide, or gunfire move.
Elite Warrior of the Aesir	25	Achieve Skilled status (level 20).
Exultation of Steel	30	Hel has been defeated by the cybernetic Baldur.
Feeder of Ravens	10	Kill 10,000 enemies.
Fenrir's Bite	10	Assign a skill point to a sentient ability (Spirit of Fenrir).
First Step toward Destiny	5	Assign your first skill point.
Force to Be Reckoned With	5	100 Elite enemies annihilated.
Frozen Vengeance	80	Ice Forest has been completed (all tokens collected) in single-player or online co-op play.
Hate for the Machine...	15	Kill 20,000 enemies.
Hero to the Aesir	30	Achieve Hero status (level 30).
Hunter of Elfkin	30	500 dark elves vanquished.
I'm Rich...	10	Collect 1,000,000 in bounty.
In the Norns' Favor	10	Find and activate all available Cyberspace Wells.
Jack of All Trades	10	Achieve Adept status or greater for all classes.
Legend of the Aesir	30	Achieve Legend status (level 40).
Norn Novice	5	First Cyberspace Well has been activated.
One God Enters, One God Leaves...	20	Complete 3 Secret Arena battles.
Path of Ruin	25	Defeat 100 total enemies using Ruiners.
Relics of a Forgotten Past	5	Complete a 7-piece elite armor suit.
Relics of Ascendance	10	Complete 20 charm quests.
Rune Lore	10	Collect 1,000 runes.
Serve Em Up	10	Juggle an enemy to be killed in air combat by a teammate (co-op)
Show No Mercy	10	Defeat 25 enemies with a single battle cry.
Slayer of Trollkind	30	50 trolls destroyed by mounting.
Teamwork Takedown	10	One player must destroy the troll's chest armor and the other must mount kill (co-op).
The Blood of Heralds	10	100 enemy leaders conquered.
The Call of Battle	5	First battle cry unlocked.
The Final Strike	10	Kill 100 enemies with Finishers.
The One That Got Away...	80	World Serpent has been completed (all tokens collected) in single-player or online co-op play.
Through the Halls	80	Hall of Heroes has been completed (all tokens collected) in single-player or online co-op play.
To Hel and Back	80	Helheim has been completed (all tokens collected) in single-player or online co-op play.
Trial of Ascendance	5	Complete a level 1 charm.
Triumph of Humanity	30	Hel has been defeated by the human Baldur.
True Son of ODIN	40	Achieve god status (level 50).
Unrelenting Rage	10	Achieve a 100-hit combo.
Unstoppable: Hall of Heroes	10	Hall of Heroes has been completed without dying.
Unstoppable: Helheim	20	Helheim has been completed without dying.
Unstoppable: Ice Forest	15	The Ice Forest has been completed without dying.
Unstoppable: World Serpent	15	The World Serpent has been completed without dying.
Valkyrie's Folly	5	Died 100 times.
Without Equal	10	Defeat 1,000 polarity enemies.



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