**Assassination Missions:**

**Mission Name: Power of a Thousand Gods/ status: Held for Review**

**Location: Pluto, Gods Tomb**

**Boss: Unknown**

**Lore: Found at the Creators Cryo-pod, it’s a large hand print. It’s new and similar to the Creators’, but bigger.**

**Unlocked: Normal: Level 15 - 160 Efficacy / Hard: Level 40 – 365 Efficacy, must complete Campaign.**

**Description: Right, so I’ve found an energy signal on Pluto, near the crashed ship. It has a similar structure to the crystal you found in that Creator you killed. If this is a stash of these Nova Shards, we need them.**

**We don’t know what’s over the horizon, but one thing’s for sure; more Nova Shards will make it easier. -Sargent Kavac**

**Notes: Crab feeds of crystal, and vice versa. When crab is killed crystal becomes useless.**

The player is dropped off at the entrance to Gods Tomb on Pluto, and is given these objectives:

Objective One: Find evidence of an anomaly.

Optional: What killed the Chosen before you killed the Creator?

The player is lead down into Gods Tomb, the floor still littered with bodies from the unexplained destruction of Chosen forces. It’s still unknown as to what killed them, and why it didn’t kill you. But, answers can be found deep in the darkest corners of the ship. The player traverses deeper into the cave system, until a crystal fragment is found just inside the entrance to the Creators ship.

Objective Two: Follow the trail.

As the player follows the trail, signs of Chosen begin to become more obvious, from footprints to bodies. But, not just Chosen… Human as well. It begins to seem as if a secret expedition was sent down before you.

Objective Three: Find an ID Card.

Once found the player picks-up an ID Card, which leaves more questions than answers. The soldiers are part of a military, but not yours. They seem to be American.

Venturing further into the ship takes you to the control room (Were the first Creator was), however a door has been blown-up. Distant gun fire is heard through the dark tunnel.

Objective Four: Investigate the gun fire.

When the location of gun fire is reached, bodies again litter the floor. Chosen to jump out in an ambush to kill the player but, slow-mo kicks in giving a chance to shoot it. The Chosen dies in one shot but the others open fire while the player is in a confined area, leaving nowhere to take cover.

Once the player kills all the Chosen the objectives change.

Objective Five: Discover what the soldiers and Chosen are looking for.

It seems the anomaly has brought attention from an unknown American force and the Chosen. It must be important. You won’t have long to wait; more crystals litter the floor through the dark corridor. They glisten in the light of your torch, leading to an open room which seems to have collapsed with rocks everywhere.

Blue light shines from the centre so bright it’s hard to make out exactly what it is. Approaching it causes the light to dim showing clearly that it’s a massive crystal. It shakes and begins to unearth itself revealing a fleshy animal with a rock exo-skeleton, as a boss HP bar appears at the bottom of the screen.

Objective Six: Kill “Unknown Creature”.

The creature begins to attack the player, using ground pound attacks and throwing rocks when out of range. It’s slow, but the armour is unbreakable, leaving a few small gaps to deal damage. Once the player deals enough damage the creature runs into a wall, breaking it. It then proceeds to move into the next room.

Dust fills the cave system, but a bright blue light begins to intensify, while rocks start to lift off the ground around you. Lightning emits from the blue glow, still obscured by the dust. The dust begins to settle revealing the crystal in the center of the room once again. The rocks levitate at head level while lightning dances around the room.

Objective Seven: Disrupt the “Unknown Creature”.

While in this state, shooting the crystal deals X8 damage, but after a 5% of its health is lost the creature unearths itself again and begins to attack. The crystal is still overcharged and firing lightning which harms the player and stops health re-gen for a short while.

The creature still uses a ground pound attack, however now it’s overcharged and caused an electrified shockwave, that acts as an EMP, disabling your exo-suit. Instead of throwing rocks the creature uses a blue fire breath attack, which causes major damage while burning the player over time.

After enough damage has been done the creature buries itself underground, but this time entirely.

Objective Eight: Find the “Unknown Creature”.

There’s another tunnel behind where the creature was which leads down deeper under Pluto. As you move further into the cave system noises become louder. At first, they’re unidentifiable, but soon they become more like that of the Chosen screams. They get louder and louder as you carefully traverse along a narrow cliff edge.

It’s dark, too dark to see, but the light of your torch creates a small ring of vision. This is very dangerous; one mistake could cause you to fall into the never-ending abyss of ice and rock. All it takes is a crack, or stone in under your shoe.

Lights start to become visible in through the mist, at first, they’re still, but after a while they begin to move. It’s the chosen, and with your light on; you’re a beacon. One of the lights look directly at you, shortly followed by a scream, then gun fire. More lights begin to turn on, first 5, then 8, then 16, your only option is to move.

Objective Nine: Escape!

It’s not much further to a bridge, it looks unstable, but it’ll have to do. You cross the bridge still under fire, but then you spot something. A red flashing light… IED! The bridge explodes sending you falling into the abyss. You land on firm ground, the lights pointing down at you. Your light is broken, all you have is the light of the crystals all around you, but you can’t stay here.

Objective Eleven: Find a way out.

You see man-made equipment through a small cave entrance, this could be your way out. After following the wooden pillars for a short while you reach an elevator.

Objective Twelve: Turn on the generator.

After turning on the generator a light on the elevator turns on and the door opens.

Objective Thirteen: Ride the elevator.

The elevator is old and slow, but it’s a miracle it still works. Eventually it brings you up to the level you fell from, but this time on the Chosen’s side. The working elevator has caught the attention of a few Chosen soldiers, which wait for you at the top.

When you reach the top slow-mo kicks in allowing you to take out the Chosen.

Objective Fourteen: Find the “Unknown Creature”.

To get to the Unknown Creature you must get past the Chosen either stealthily, or guns blazing. Either way works. When you reach the room with the Unknown Creature it starts off as any other encounter with this beast; in the ground. This time the crystal has stopped glowing, but approaching it causes it to glow again.

The Creature gets up once again at half health, ready for a final fight. The creature still uses the attacks from the last encounter, but now has one more. This attack is an ultimate ability, which charges up over time. The lightning becomes more intense, building up energy within the crystal, which is then released in a shock wave draining and disabling all exo-suit abilities for 15 seconds. This continues until the creature reaches 2% health.

When the creature reaches 2% health it’s crystal begins to glow again. After 3 seconds a shockwave is sent out killing all players. This can be stopped by shooting the crystal and killing the creature, within the time limit.

When the creature is killed loot showers out of its body and the mission ends.