**Assassination Missions:**

**Mission Name: Power of a Thousand Gods**

**Location: Pluto, Gods Tomb**

**Boss: Aganakz**

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

**Unlocked: Normal: Level 15 / Hard: Level 40**

**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 things 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 tomb. 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 jump out in an ambush in an attempt 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 of the ground around you. Lightning emits from the blue glow, still obscured by the dust. The dust begins to settle revelling 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”.