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God of war or **slam the dragon** when at range it will also launch barbs from it tail, which can be dodged pretty easily. Once it reaches half health, it will start doubling up certain attacks, namely the swipes which will lead into a block break swipe and, more notably the ground slam attack will happen twice (even three times once it gets down to the final health bar). As the most dangerous of attacks happen when right in front of the dragon, it is best to try stick to the side and attack the legs, making it easier to dodge the attacks. Its quite manageable to get a lot of block breaks, which makes Permafrost/Immolation and their upgrades very powerful against Gaea/Belly, as they will let you deal more damage if you can get successive hits in without damage. Take your time with this fight, as being overly aggressive can make it easy to miss a dodge or block, and a mistake can be very quickly result in death. There are no health or rage crystals in this battle, so utilise your Spartan Valour or healing. Reward:2400 Kratos XP, 750 Freya XP, Alheim's Fortune (Amulet Enchantment), Skirmirs Gambanteinn (Unique Resource), Dragon Claw(Unique Resource)Boss #11 Olaf Nautson Location:Midgard Raider StrongholdQuest:Animal InstinctsStrategy:Olaf is a relatively simple fight, as he deont have a huge amount of health and his attacks are quite predictable. He will do a mix of block break and unblockable swings, as well as unblockable slam attacks and a shield strike attack where he will heal himself. At the start hell only have short combos, but as his health gets lower hell start chaining together more of these in a row.Unload all your runic attacks at the beginning, then bait out his attacks, dodging and getting in hits in between. His ground slam and healing ability are great opportunities to get in some heavy damage, as hell be vulnerable after these. When his health is low enough hell do two ground slams followed by a shield strike ground slam, given you another opportunity to stun him and get heavy damage in.Reward:Token of Elemental Evasion (Amulet Enchantment), Crackle of Bilsikmir (Unique Resource)Boss #12 Ormstunga Location:Svartalheim Alberich HollowQuest:The Lost TreasureStrategy:Ormstunga is a boss variant of the Wicked Grimms. He is very agile, jumping around constantly and attacking very quickly, making him difficult on higher difficulties. Ormstunga will do multiple attacks when at range: spitting acid at you, back-to-back block break tongue lashes, a block break diving slash all of which can be dodged or parried and his deadliest attack, an unblockable jump attack. This attack is very quick and you only have a moment to dodge it after seeing the red indicator. Due to this it is recommended to play defensively when he is at range, as rushing him or attacking aggressively can be costly if he launches a jump attack. When at close range he will mostly do a flurry attack of four slashes, which can be blocked or parried. This is your best chance to deal damage to him, as you can start off with regular blocks, then rear up and pry at the end of the combo for an attack opening.At lower health, he will also do a poison spray attack, extend his flurry combos and occasionally do a block break flurry which is best dodged.You can opt to use the fire bomb dispensers in the area to deal damage from range, however beware when using these as he can launch an attack while youre grabbing a bomb. The bombs will also do damage to you if you throw them too close, so only use them at range if you do use them.If you need to heal with Spartan Valour, hide behind a rock so that he cannot do any range attacks while you heal.Reward:500 Kratos XP,405 Freya XP, Emblem of Elusion (Amulet Enchantment), Svefnthorn (Unique Resource)Boss #13 Soul EaterLocation:Vanahem The PlainsQuest:In Plain SightStrategy:This is very similar to the Forest Ancient you foughtoutside Freyrs Camp, except the Soul Eater will spray an ice beam every time it opens its core, and will also slam ice around it whenever you are close. Wait until it opens its core and throw your axe or spear, then grab and throw the white orb it spits out to deal massive stagger damage. Run in, press , and spam to deal big damage. This will take two phases to kill it. There will be no regular enemies to deal with, but if you havent killed the dragon yet then it may join the fray, in which case just be aware of its fire.Reward:1400 Kratos XP, 330 AtreusXP, Hunters Brand (Unique Resource), Eirs Armament (Amulet Enchantment)Boss #14 The Crimson Dread Location:Vanahem The PlainsQuest:For Vanahem!Strategy:The Crimson Dread is a red dragon that uses a variety of close range attacks as well as fire attacks. It will use an unblockable charge attack that is often followed up with a block break attack. It will also use a variety of regular bites that can be blocked, parried or dodged. When at close range it can use an unblockable fire attack where it breathes fire in front of it, which you will want to dodge backwards to avoid. It will also breathe a line of fire towards you when at range. Several times throughout the fight, the dragon will fly up into the air and breathe fire as it flies over you. It will continue doing this until you shoot it down, so his own Draupnir Spear and throw it at the dragons head to bring it crashing down, giving you a chance to reload on it. This stunt period is your best opportunity to use Spartan Wrath, runic attacks and companion attacks to deal heavy damage, though you can also use these during the regular close range attacks to try and stun lock it a bit.Once you get the dragons health bar completely down, you will have a few QTEs to finish it off.Reward:500 Kratos XP, 500 AtreusXP,2 Dragon Claw (Unique Resource), Frozen Flame (Weapon Upgrade), Vanahems Fortitude (Amulet Enchantment)Boss #15 Flame PhantomLocation:Vanahem The PlainsQuest:Nocturnal PredatorStrategy:Flame Phantom will appear out of the Sigil after capturing the 3 wisps. This is essentially the same as the Frost Phantom you fight during the story, except therell be5 pillars instead of 2.Flame Phantom cannot be hurt normally, so you must fill its stagger bar and then destroy its 5 pillars. To stagger it you must hit the runic orb at the centre of the Phantom, and due to the nature of the boss the best way to do this is by throwing your Leviathan Axe or your Draupnir Spear. Occasionally the runic orb will flash, and if you hit it while this is happening it will be stunned, allowing you to run in and attack it for more damage. Your companions arrows will do a decent chunk of damage during this, so be sure to use them with . None of the Phantoms attacks are particularly dangerous, as you can simply dodge them all while throwing your weapons.When it is staggered, you will need to destroy the pillars. There are five in the area and glow purple when they are vulnerable. You might be able to get 2 p per phase if you are fast, otherwise you will need more phases. After they are all destroyed, stagger the Phantom one more time and finish it off.Reward:Hunters Brand (Unique Resource), GaleFlame (Weapon Upgrade)Boss #16 Crag Jaw Location:Vanahem The SinkholesQuest:Quaking HollowStrategy:You will encounter Crag Jaw after crawling through a gap in The Sinkholes in Vanahem.Crag Jaws a Drake, but if you previously fought Gravel Belly in Alheim then this is identical to that fight, only easier as you will likely be stronger now.Crag Jaw will deal a lot of damage with its attacks, but a lot of the attacks have a lot of build up. It will do regular swipes, unblockable bites and a block break tail whips, all of which can be rather easily dodged due to the build up time (however the tail swipe has an especially long build up, so dont dodge too early or youll get hit). It will also do a charge attack, which can be blocked, and if parried will knock the drake over and allow you to get in some serious damage. The most dangerous attacks will do however is an unblockable slam attack, which will launch debris out in front of it, so you will need to dodge to the side to avoid this. When at range it will also launch barbs from it tail, which can be dodged pretty easily. Once it reaches half health, it will start doubling up certain attacks, namely the swipes which will lead into a block break swipe, and more notably the ground slam attack will happen twice (even three times once it gets down to the final health bar). As the most dangerous attacks happen when right in front of the drake, it is best to try stick to the side and attack the legs, making it easier to dodge these attacks. Its quite manageable to get a lot of hits in without taking any damage, which makes Permafrost/Immolation/Maelstrom and their upgrades very powerful against the drake, as these will let you deal more damage if you can get successive hits in without damage.Reward:2500 Kratos XP, 1125 Atreus XP, Greater Regenerating Essence (Amulet Enchantment),Dragon Claw (Unique Resource)Boss #20 DrekiLocation:The PlainsQuest:In the Dead of NightStrategy:This Dreki will be empowered by poison instead of lightning, but it will be a solo Dreki which makes it a bit more manageable. It will have slightly more health than a regular dreki, but its attacks will all be the same, except the lightning attacks will be replaced with poison attacks. Most of its attacks will be bites or tail swipes that can be dodged or blocked, while the poison attacks are best dodged to avoid getting poisoned. Utilise your runic attacks, companion attacks and Spartan Wrath to hurt the dreki quickly, and utilise Permafrost/Immolation/Maelstrom if you manage to charge your weapon to deal extra damage and stun the dreki easier.Reward:500 Kratos XP,500 Atreus XPBoss #21 The Ash Tyrant Location:TheSinkholesQuest:The Burning SkiesStrategy:The Ash Tyrant is a white dragon that uses a variety of close range attacks as well as fire attacks. This dragon is quite unique compared to the other dragons you fight, as the mechanics are quite different. It will do some melee attacks, but for the most part it will attack with fire. When the dragon attempts to breathe fire, a weakspot will appear on its neck, which when attacked with the Spear or Axe, will stun the dragon momentarily allowing you to deal heavy damage.At two intervals throughout the fight, the dragon will fly off and land on one of the pillars in the area, spawning Draugr or Wyverns. You will need to defeat all these mob enemies (of have them killed by the dragons fire attacks), at which point you will be able to destroy the pillar the dragon is on. Occasionally the dragon will fly up and slam down, but you cannot bring it crashing down like the other dragons. As long as you focus on dodging the fire and not getting overwhelmed by Draugrs/Wyverns when they spawn, this dragon shouldnt pose too much of a problem.Once you get the dragons health bar completely down, you will have a few QTEs to finish it off.Reward:1400 Kratos XP, 500 AtreusXP,2 Dragon Claw (Unique Resource)Boss #22 Stinner and Sterk Location:Alheim The BarrensQuest:The Last Remnants of AsgardStrategy:Stinner and Sterk will be at the Remnant of Asgard in The Barrens. Stinner wields a scythe and Sterk wields a warhammer. They will play like an Einherjar Captain and Einherjar Brute, respectively. Both of them will have similar attacks, a mix of regular, block break and unblockable melee attacks, as well as a shield strike attack and an area-of-effect slam that you will want to dodge. These two are quite simple to fight, unload your runic/companion abilities on one of them, then use your Spartan Wrath on the second. There is also a health crystal in the area that restores a lot of health, so health shouldnt be a concern.Reward:500 Kratos XP, 150 Freya XPBoss #23 The Raven Keeper / The Pale One Location:Nifheim The Raven TreeQuest:The Eyes of OdinsStrategy:The Raven Keeper can be fought after killing all of Odins Ravens and opening the chests at The Raven Tree. The Raven Keeper is a Hel-Revenant, so you will need to shoot her with Runic/Sonic Arrows to make her vulnerable. She will mostly use either an unblockable ice breath that you will want to dodge, two ice walls that are best blocked, or melee you with a block break attack. As long as you dont attempt to dodge your ice wall attacks (as this will almost always result in you getting hit by them), she herself isnt too difficult.The difficulty here will come from the enemies she will spawn at different intervals. At 80%, 50% and 20% health, the Raven Keeper will disappear and spawn a wave of enemies, and will come back after killing a few of them. The first wave is mostly just Hel-Reaversand Hel-Shadows, and the second wave will incorporate aHel-Viken. When you catch you off guard if you are not expecting it. Shell also occasionally do 2 or 3 regular jab attacks in close combat. Due to many of her attacks being charge attacks, it is best to stay near the wall so that when she attempts to attack you and you dodge her, she wont go flying past too far and you can get in faster for more hits. Dont get greedy with your attacks, only hit her when shes vulnerable after a combo or when youre parried/stunned. It can be a bit difficult to fill her stagger bar, but if you utilise Freyas arrow to stop it from depleting when shes far away, you can fill it up and inflict some extra damage.Reward:1500 Kratos XP, 375 Freya XP,Berserker Waist Guard (Waist Armour)Boss #25 Bodvar the Fierce and Starolfr the Troublesome Location:Svartalheim Jarmsida PitminesQuest:Fit for a KingStrategy:Bodvar the Fierce and Starolfr the Troublesome can be found at the Berserker Gravestone in Jarmsida Pitmines. This is a double boss fight, so you will need to pay attention to two enemies. Bodvar will be wielding two shields and Starolfr will be wielding two swords. Of the two, Bodvar will be the more dangerous one. Both of them will do close range flurry attacks with block break/unblockable attacks, as well as a variety of dangerous attacks at range, such as unblockable charging/ground slam attacks. Bodvar can do a block break flash of light in front of him that is very damaging, and will also do a shield strike attack where he charges up before releasing and dealing massive area-of-effect damage. Because of this you will want to keep an eye on Bodvar at all times in case he does this. Starolfr will occasionally cling on the walls and throw knives at you, but these can be easily blocked.You can choose to either focus on one until they are dead, or whittle them down individually. Both have their benefits, as when youre fighting one you only have one target, but they will also enrage and start hitting harder. I opted to work them both down, killing Starolfr first as she is weaker, then focusing on Bodvar to finish him off. You will want to utilise all your runic/companion attacks and Spartan Wrath if you have it equipped to quickly separate damage, and use your + ability when you get it to deal even more. With some good dodging and ability usage you will be able to defeat one by the time youve used all your abilities, and can then focus on the second. Health crystals will drop throughout the fight, so Spartan Wrath will prove more beneficial than Spartan Valour or Fury.Reward:500 Kratos XP, 375 Freya XP, Gale Flame (Weapon Upgrade), Hind of the Nine Realms (Spear Handle)Boss #26 Hardrefill the Callous Location:Svartalheim NidavellirQuest:Fit for a KingStrategy:Hardrefill the Callous can be found at the Berserker Gravestone in Nidavellir. Hardrefill doesnt have a very large repertoire of attacks, at close range hell do a series of flurry attacks that can be a mix of regularand block break swings. These combos can be blocked/dodged and punished after he finishes it. At range, helljump and swingtowards you to perform a block break attack, and will often lead into a flurry attack. The main attack to look out for from Hardrefill is a leaping attack, where a green indicator will appear on the ground. This indicates where he will land after about a second, so you will want to prepare to dodge away as he lands. This attack can deal heavy damage, but as long as you dont immediately dodge when you seem him jump, you should be able to avoid these without too much effort.When his health gets lower, the flurry attacks will extend and his jumping attacks will start coming in two or three in a row. There wont be any health crystals during this fight, so if you need health you may opt to use Spartan Valour, but Spant Wrath may prove more beneficial for dealing massive damage. As usual, unload your runic attacks and companion attacks. Reward:1500 Kratos XP, 375 Freya XP,Asgards Fortitude (Amulet Enchantment)Boss #27 Beigadr the Feared Location:Svartalheim Alberich IslandQuest:Fit for a KingStrategy:Beigadr theFeared can be found at the Berserker Gravestone on Alberich Island. Beigadr is lightning enchanted, so most of his attacks will be ranged lightning attacks. He will do several unblockable lightning attacks, one where he throws four lightning orbs at you, and another where lightning will strike all around the arena, indicated by danger zones on the floor. Both of these you will need to time your dodge to avoid them. Getting hit by a lightning attack with shock you, and you will need to spam to escape. There will also be normal ranged lightning attacks, where he can launch two orbs at you or cast a line of lightning in front of him. At close range he will also do some punches, but these are all regular attacks so can be blocked, parried or dodged. Lastly there will be a leaping attack where after a second or two he will slam down into the ground, so you will want to time your dodge so you dont get hit by this. There are no health crystals, so you will need to play cautiously. As he is often at range, you cannot be hyper aggressive here, and you may want to opt to use range attacks yourself as necessary.Reward:1500 Kratos XP, 375 Freya XP,Asgards Might (Amulet Enchantment)Boss #28 Svipdagr the Cold and Sisters of Ilksa Location:Alheim The BarrensQuest:Fit for a KingStrategy:Svipdagr the Cold and Sisters of Ilksa can be found at the Berserker Gravestone at The Barrens. This is a triple fight, but the Sisters of Ilksa will share a health bar. The sisters will be flame and frost enchanted, while Svipdagr will use dual axes. The Sisters will use punch attacks infused by their element, as well as throw ice bolts/homing fire balls at you. They will also jump into the air and release multiple unblockable area-of-effect attacks that cover a large area, so keep an eye out for the danger indicators on the floor and stay out of them. It is best to focus on the Sisters first given they share a health bar and will mostly attack you from range.Once the Sisters are dead, you will have Svipdagr. She will mostly swing at you multiple times with regular and block break swipes, as well as do an unblockable area-of-effect attack where she jumps into the air and slams near you, so be prepared to dodge this. This is a relatively simple fight as long as you focus on the Sisters first, utilise your runic/companion abilities and Spartan Wrath to kill them quickly, then you can focus on Svipdagr, blocking, parrying and dodging her attacks as need.Reward:1500 Kratos XP, 375 Freya XP, Berserker Cuirass (Chest Armour), Asgards Security (Amulet Enchantment), Frozen Flame (Weapon Upgrade)Boss #29 Hjaltil the Stolid Location:Alheim The Forbidden SandsQuest:Fit for a KingStrategy:Hjaltil the Stolid can be found at the Berserker Gravestone in The Forbidden Sands. You will want to stay close to Hjaltil through the battle, as she will occasionally do a shield strike ability that does heavy damage from a distance so you will want to be close enough to stop it. She will also do a block break/jumping slash attack and an unblockable range attack where she jumps and shoots two bolts at you. There will also be an unblockable area-of-effect slam that you will want to dodge. Most of these attacks will be done from a distance.At close range, Hjaltil will do multiple swinging attacks, starting with a block break attack and ending on an unblockable attack. Most of her attacks you will want to dodge, but some you can block/parry and punish her afterwards. Unload all your runic/companion attacks and Spartan Wrath and you can stunlock her for a while, so this fight shouldnt pose too much of a threat as long as you remember to stay close to her.Reward:1500 Kratos XP, 375 Freya XP, Grip of the Nine Realms (Axe Attachment)Boss #30 Hvitserkr the Bold Location:Vanahem Pilgrims LandingQuest:Fit for a KingStrategy:Hvitserkr the Boldcan be found at the Berserker Gravestoneon Pilgrims Landing. Hvitserkr is poison-based and will also summon Shadows and Nightmares to fight alongside him. He will respawn the minions if they die, so dont bother directly attacking them. Most of his attacks will be range based, such as throwing two poison shots at you, an unblockable attack where he throws four poison shots simultaneously, and a summoning attack where he will spawn exploding enemies on you about five times. For the regular attack you can block, but for the other attacks you will want to dodge, repeatedly in the case of the summoning attack. He will also rush in and swing at you multiple times, but these are pretty basic melee attacks that arent hard to avoid with.The biggest problem with Hvitserkr is getting overwhelmed by all his minions and his range/area-of-effect attacks. The best way to deal with him is chaining together all of your runic attacks, companion attacks and Spartan Wrath to deal heavy damage to him, using your + attack when available to deal even more damage. By the time youve exhausted all your abilities he should hopefully be heavily damaged, allowing you to quickly finish him off. If need be you can use your Spear or Axe for ranged attacks when he is at a distance, but you will have to be cautious of his attacks and the minions.Reward:1500 Kratos XP, 375 Freya XP, Pommels of the Nine Realms (Blades Attachment)Boss #31 Haklangr the Bearded Location:Vanahem The SinkholesQuest:Fit for a KingStrategy:Haklangr the Beardedcan be found at the Berserker Gravestoneon The Sinkholes. Haklangr will shield his health a few times throughout the battle, so when he does this simply use the weapon of the opposite element, or use the Draupnir Spear to break it as it works on all shields. All of his attacks will be block break or unblockable attacks, so you will want to dodge most of them, though you can try parry his block break ones if you choose. When in close range hell swing him hammer a few times before slamming it down. At range hell jump and leap towards you with a block break attack, often following it up with the melee combo. His deadliest attack is a very large area-of-effect slam where he raises his hammer for a few seconds before slamming it down. Due to the size you will need to get a lot of distance to avoid it, 2-3 dodges rolls back to escape it. As his health gets lower, he will start doing his regular slams in succession, and the heavy ground slams more frequently. Most of this battle comes down to dodging, otherwise just unload your arsenal of abilities and he shouldnt pose too much of a threat.Reward:1500 Kratos XP, 375 Freya XP, Chaos Flame (Weapon Upgrade)Boss #32 Skjorthendi the Unerring Location:Nifheim Mist FieldsQuest:Fit for a KingStrategy:Skjorthendi the Unerringcan be found at the Berserker Gravestone at Mist Fields. Skjorthendi is the hardest of the berserkers, as she uses Bifrost attacks and can teleport around. It is highly recommended that you use the Remedy of the Bifrost and Celestial Panacea Amulet Enchantments if you have them, as these will make the Bifrost more manageable. It is also recommended that you use the Elemental Siphon II ability on the Draupnir Spear (hold) to receive a temporary resistance buff to Bifrost.She has a very wide array of attacks, including but not limited to throwing Bifrost at you, slamming Bifrost in a line towards you, teleporting towards you and swinging in a combo, releasing Bifrost energy in a blast directly in front of her, jumping in the air and slamming down on your spot. Many of these attacks can be dodged, some blocked/parried, but Bifrost will still occur as she even has a Bifrost aura so when in close range you will receive Bifrost over time.Alongside all her other Bifrost attacks, she has one more attack, her deadliest attack of all: an unblockable, full area-of-effect Bifrost attack that will Bifrost your entire health bar on higher difficulties. For this reason though this last attack can be stopped by throwing your Asgards Spear at her, but is obviously paramount that you are to do this as a moment's notice, as if she manages to unleash this attack you can die in a single hit. On top of all the attacks she will do, she will also teleport all around the arena, constantly into close range to swing at you, then back to a distance to attack from range, making it very difficult to get a combo going on her. This can also ruin your + attack or Spartan Wrath attacks if you do them at an inopportune time and she teleports as you initiate these. You can either go aggressive and unload all your special attacks and abilities, trying to get a combo off and not wasting them when she teleports, or play more purposefully and wait until after an attack to punish her with these abilities. Either way this is a difficult fight, so be prepared.Reward:1500 Kratos XP, 375 Freya XP, Berserker Gauntlets (Wrist Armour)Boss #33 King Hrolf Kraki Location:Midgard Kings GaveQuest:Fit for a KingRecommended Gear:Onslaught Shield, Berserker Armour Set, 3x Nifheim Enchantments, 3x Muspelheim Enchantments, Emblem of the Nine Realms, Greater Regenerating Essence, Emblem of ElusionRecommended Abilities:Njords Tempest, Ivaldis Anvil, Hades Retribution, Tame the Beast, Thrust of a Thousand Soldiers, Honour the Fallen,Hilt of Hofud, Spartan WrathStrategy:King Hrolf Kraki can be found at the Berserker Gravestone at Kings Grave after defeating all other Berserkers. King Hrolf will adopt the attack patterns of many of the previous Berserkers, as well as boasting a massive health bar, making him one of two hardest fights in the game.Before you fight King Hrolf, it is recommended that you have the above listed recommended gear and abilities at max level. You can change some things up if you like, but in my testing I found this to be the best loadout for defeating him on No Mercy difficulty. This loadout will allow you to dodge further, deal more damage when your Permafrost/Immolation/Maelstrom bar is full, effectively deal with Hrofls shield strike ability, regenerate your relic and runic attacks at a faster rate, and deal massive damage while in Realm Shift and using your + ability.King Hrolf will have a large array of attacks. At close range hell usually either swing his hammer at you multiple times before slamming it down multiple times, all of which are best dodged, or hell release a burst of energy in front of him, usually twice. The first burst of energy can be parried if you time it well, but the second will be unblockable. He will also charge into you with his hammer, which you can block/parry and punish her afterwards. Unload all your runic/companion attacks and Spartan Wrath and you can stunlock her for a while, so this fight shouldnt pose too much of a threat. He will also teleport all around the arena, constantly into close range to swing at you, then back to a distance to attack from range, making it very difficult to get a combo going on her. This can also ruin your + attack or Spartan Wrath attacks if you do them at an inopportune time and she teleports as you initiate these. You can either go aggressive and unload all your special attacks and abilities, trying to get a combo off and not wasting them when she teleports, or play more purposefully and wait until after an attack to punish her with these abilities. 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