God of War Speed Scale

Speed Feats and Scaling from low end to high end.

Finite Speed Scale

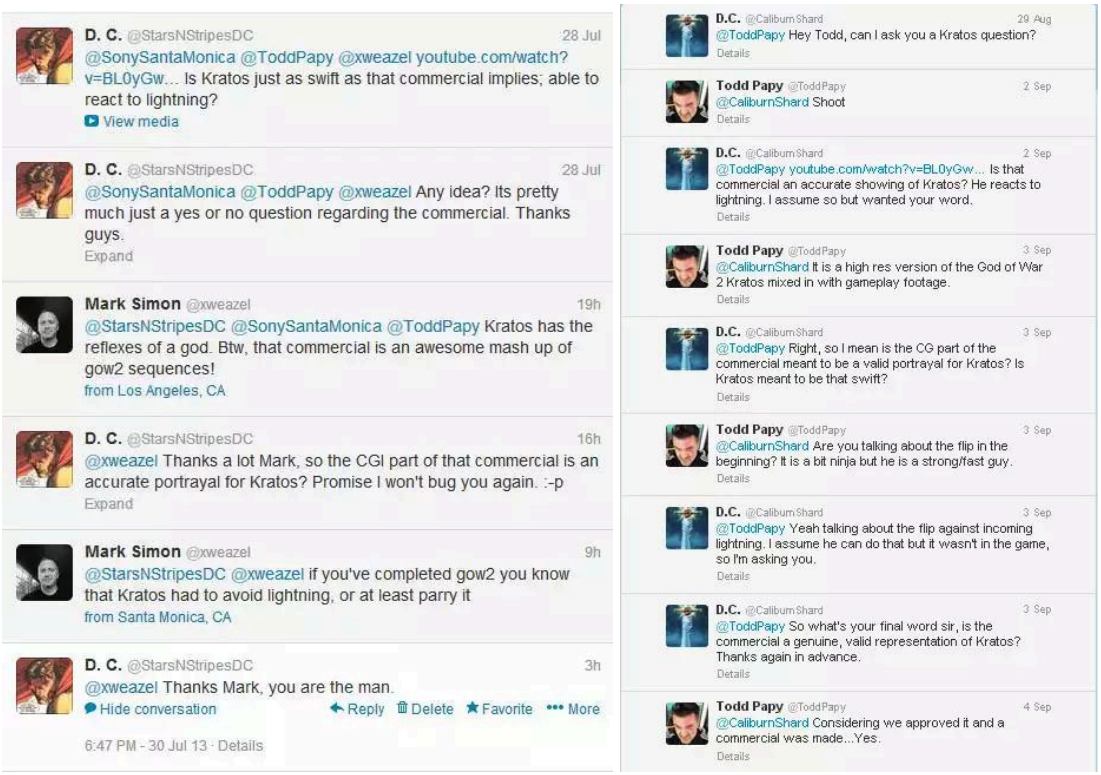
Arrow dodging, subsonic speeds. Note he does this very offhandedly almost as a passing thought:
https://gfycat.com/faithfulspanishcolt

Is able to react to a thunderbolt reflecting it from the Golden Fleece:

> "I will show you the true power of the gods!" Zeus cried. Golden nimbuses of lightning enveloped Zeus' hands, then he slammed his fists down on the rocky mountaintop. The curtain of energy raced across to sweep Kratos backward.
>
> With the Blade of Olympus held aloft, he deflected the worst of the energy storm. Then he advanced on the King of the Gods. Zeus might be a hundred times his size, but the Blade of Olympus evened the odds. Zeus leaned forward on both hands.
>
> Kratos unleashed the Atlas Quake and sent Zeus staggering back. He quickly followed with the Rage of the Titans to add extra power to his sword thrust.
>
> "Even with the power of the Titans, you cannot beat me. I am the ruler of the gods!"
>
> "You are weak, Zeus. Submit and I will let you serve me!" Kratos intended to infuriate Zeus so that he would make a mistake. It worked.
>
> Zeus let out a battle cry.
>
> "Kratos, you are no god! You are not worthy of a throne on Olympus."
>
> Zeus threw a thunderbolt and was rocked back when Kratos used the Golden Fleece to turn it back on its user. But Kratos found that the Cronos Rage had little effect. He rushed forward and stabbed out with the blade, pinking Zeus'

In a commercial for GoW he's shown leaping out of the way of a bolt of lightning:
https://i.gifer.com/8Cn9.gif

This is noted by multiple devs as an accurate representation of what he's capable of:



D. C. @StarsNStripesDC 28 Jul
@SonySantaMonica @ToddPapy @xweazel youtube.com/watch?v=BL0yGw... Is Kratos just as swift as that commercial implies; able to react to lightning?
View media

D. C. @StarsNStripesDC 28 Jul
@SonySantaMonica @ToddPapy @xweazel Any idea? Its pretty much just a yes or no question regarding the commercial. Thanks guys.
Expand

Mark Simon @xweazel 19h
@StarsNStripesDC @SonySantaMonica @ToddPapy Kratos has the reflexes of a god. Btw, that commercial is an awesome mash up of gow2 sequences!
from Los Angeles, CA

D. C. @StarsNStripesDC 16h
@xweazel Thanks a lot Mark, so the CGI part of that commercial is an accurate portrayal for Kratos? Promise I won't bug you again. :-p
Expand

Mark Simon @xweazel 9h
@StarsNStripesDC @xweazel if you've completed gow2 you know that Kratos had to avoid lightning, or at least parry it
from Santa Monica, CA

D. C. @StarsNStripesDC 3h
@xweazel Thanks Mark, you are the man.
Hide conversation Reply Delete Favorite More
6:47 PM - 30 Jul 13 · Details

D.C. @CaliburnShard 29 Aug
@ToddPapy Hey Todd, can I ask you a Kratos question?
Details

Todd Papy @ToddPapy 2 Sep
@CaliburnShard Shoot
Details

D.C. @CaliburnShard 2 Sep
@ToddPapy youtube.com/watch?v=BL0yGw... Is that commercial an accurate showing of Kratos? He reacts to lightning. I assume so but wanted your word.
Details

Todd Papy @ToddPapy 3 Sep
@CaliburnShard It is a high res version of the God of War 2 Kratos mixed in with gameplay footage.
Details

D.C. @CaliburnShard 3 Sep
@ToddPapy Right, so I mean is the CG part of the commercial meant to be a valid portrayal for Kratos? Is Kratos meant to be that swift?
Details

Todd Papy @ToddPapy 3 Sep
@CaliburnShard Are you talking about the flip in the beginning? It is a bit ninja but he is a strong/fast guy.
Details

D.C. @CaliburnShard 3 Sep
@ToddPapy Yeah talking about the flip against incoming lightning. I assume he can do that but it wasn't in the game, so I'm asking you.
Details

D.C. @CaliburnShard 3 Sep
@ToddPapy So what's your final word sir, is the commercial a genuine, valid representation of Kratos? Thanks again in advance.
Details

Todd Papy @ToddPapy 4 Sep
@CaliburnShard Considering we approved it and a commercial was made...Yes.
Details

In the lost pages Atreus perceives Kratos carrying him running at "impossible speeds." Note that lowballing Atreus at this point can kill draugr, draugr are undead warriors that in confusion and rage refuse they're Valkyrie and engage them in combat, fighting with so much power and likely speed that they generate flames burning the draugr to they're grotesque form. Moving at speeds enough to generate flames would at least be in the hypersonic ranges so Atreus believing Kratos is moving at "impossible speeds" likely isn't exaggerated, especially since Kratos killed one of the draugr the boy had been fighting faster than he or the draugr could react, and if you take into account a draugr fighting a Valkyrie then speeds really go up.

Kratos carrying Atreus: 45:00-45:15
Kratos kills the Draugr before it can react: 58:00-58:30
Draugr vs Valkyrie: 15:00-15:50
https://youtu.be/rR8abxOHDls

Zeus fires a lightning bolt from Olympus to Egypt.

Athena descending from Olympus at quote "speed of thought."

Atropos sending a message at "Infinite speeds."

Posieden leaping from Olympus

Sub relativistic to light calculated feats:

https://vsbattles.fandom.com/wiki/User_blog:Matthew_Schroeder/God_of_War_Speed_Feats

Speed of Thought travel speed in falling off Olympus, Relativistic+:

> "You didn't see this coming?" Hermes smirked. "Aren't you supposed to be the Goddess of Foresight?"
>
> When she turned her level stare upon him, he smothered that smirk with a cough. "When next we meet," she said, low and deadly, "I will share what I foresee for *you*."
>
> "I, uh … was only *teasing*." He swallowed hard. "Only teasing …"
>
> "And that is why I haven't found it necessary to hurt you. Yet." Her sword cut the air in front of Hermes's nose. To his credit he did not flinch. Much.
>
> She gathered herself, and with a twitch of will she burst from the chamber, leaving Hermes gaping owlishly behind her. At the speed of thought, Athena descended from Mount Olympus to the rain-lashed cliffs. She arrived as Kratos hurtled into the ragged clouds below.
>
> The messenger had had the right of it. She'd had no inkling that suicide would be the end of Kratos's story. How could she have been so blind? How could Zeus have let this happen?
>
> More important: How could Kratos be so disobedient?
>
> *The Grave of Ships*, she thought. That's where Kratos's fall had really begun. It had to be. *The Grave of Ships in the Aegean Sea* …

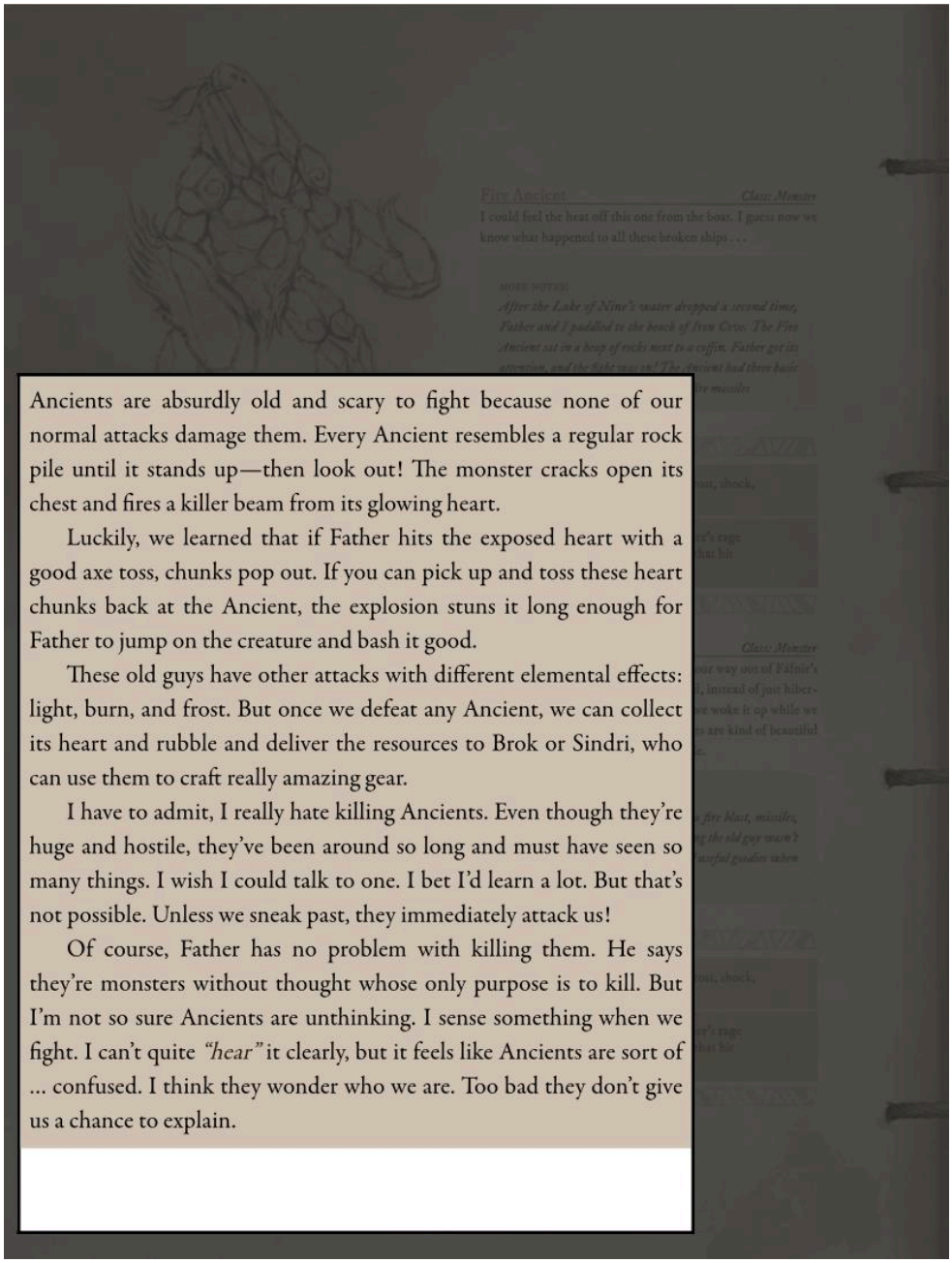
Hermes dodging the light of Helios.

Relativistic to light, 30% the speed of light

https://vsbattles.fandom.com/wiki/User_blog:Kepekley23/God_of_War:_Hermes_dodges_the_Head_of_Helios_calc
https://youtu.be/QB62yccd2CY



Ancients and Soul Devourers are stated to shoot beams and even use light to attack:



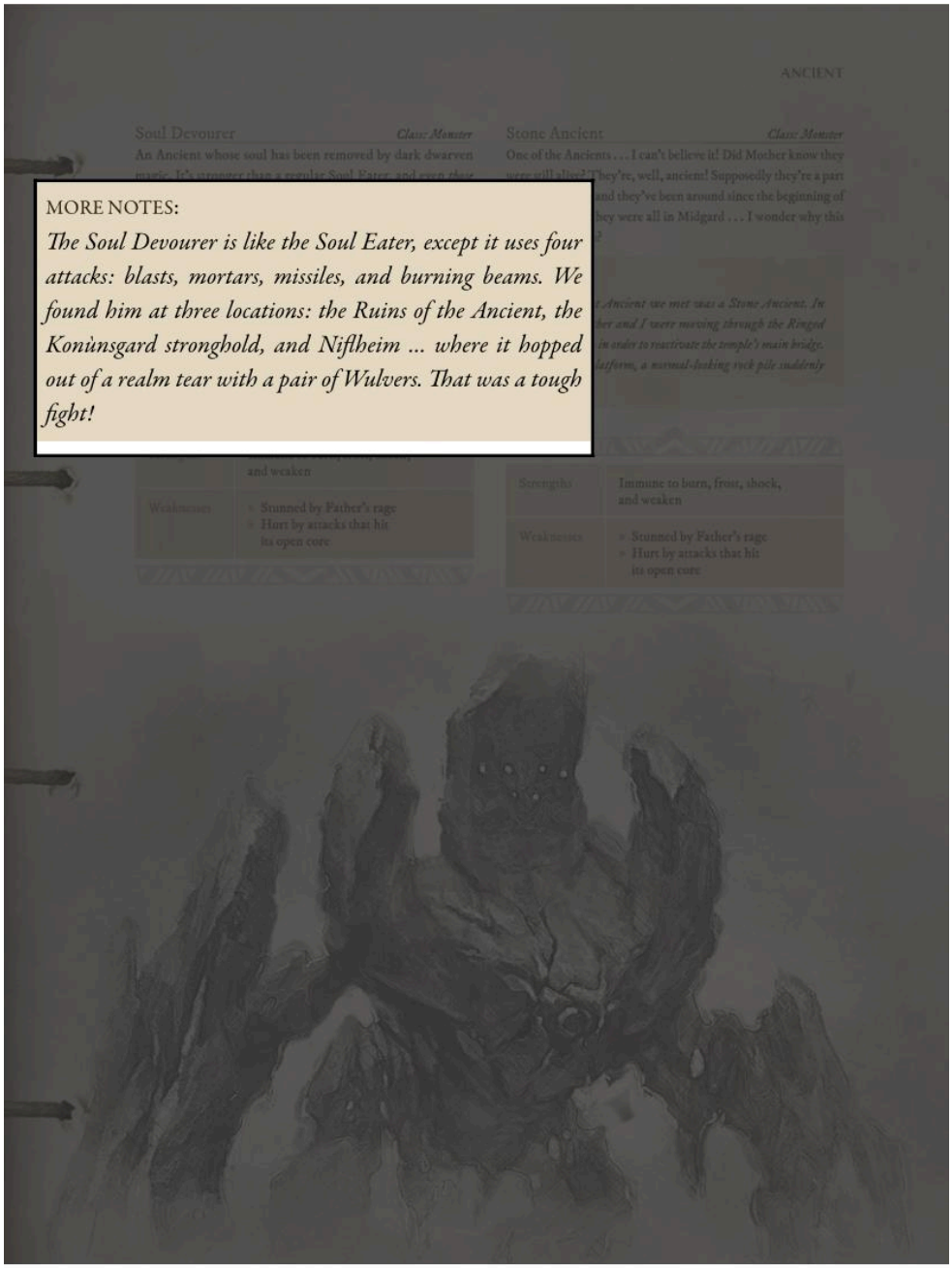
Ancients are absurdly old and scary to fight because none of our normal attacks damage them. Every Ancient resembles a regular rock pile until it stands up—then look out! The monster cracks open its chest and fires a killer beam from its glowing heart.

Luckily, we learned that if Father hits the exposed heart with a good axe toss, chunks pop out. If you can pick up and toss these heart chunks back at the Ancient, the explosion stuns it long enough for Father to jump on the creature and bash it good.

These old guys have other attacks with different elemental effects: light, burn, and frost. But once we defeat any Ancient, we can collect its heart and rubble and deliver the resources to Brok or Sindri, who can use them to craft really amazing gear.

I have to admit, I really hate killing Ancients. Even though they're huge and hostile, they've been around so long and must have seen so many things. I wish I could talk to one. I bet I'd learn a lot. But that's not possible. Unless we sneak past, they immediately attack us!

Of course, Father has no problem with killing them. He says they're monsters without thought whose only purpose is to kill. But I'm not so sure Ancients are unthinking. I sense something when we fight. I can't quite *"hear"* it clearly, but it feels like Ancients are sort of ... confused. I think they wonder who we are. Too bad they don't give us a chance to explain.

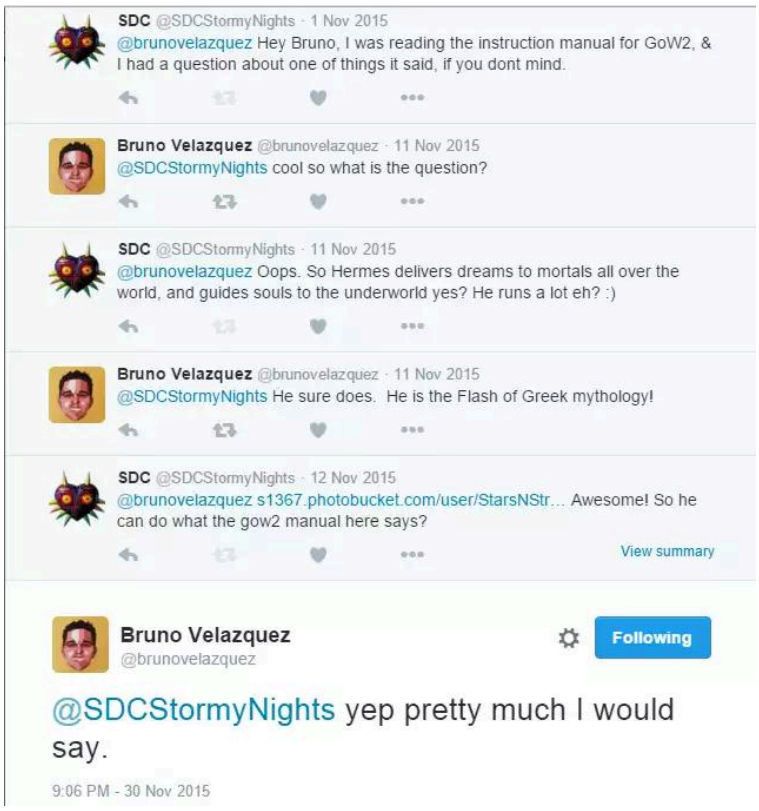


Warriors of Zeus are confirmed to dash at the speed of light with creators stating Zeus is godly by comparison so blatantly FTL just be statements alone with Kratos scaling:



https://imgur.com/gallery/CqD2toh





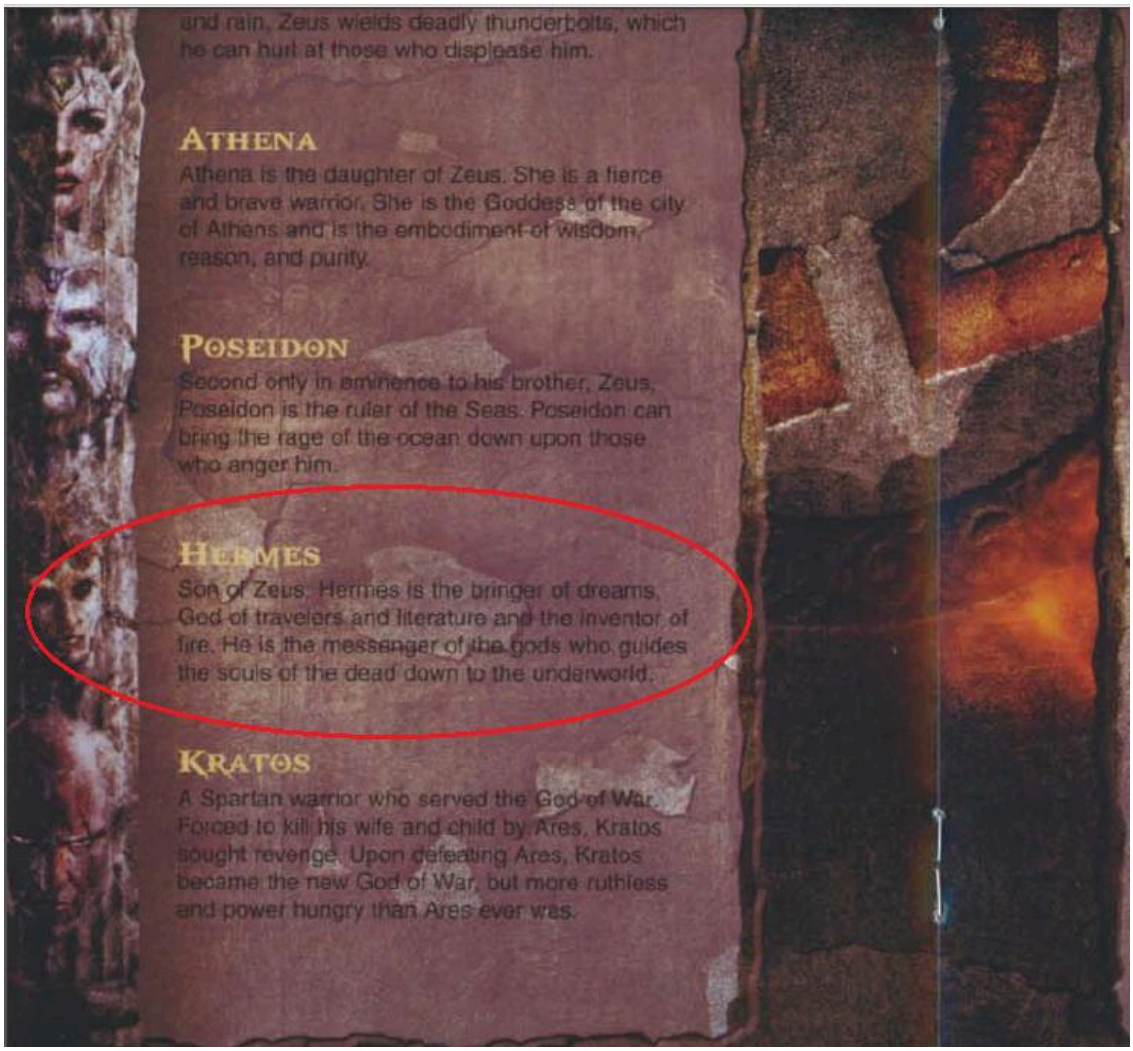
In the Alfheim sanctuary when freeing the light from certain sections, Kratos is actually able to shift his perception to other areas before the light can actually touch any of the constructions

that form the light paths, showing how Kratos's raw movement and perception is faster than light.
3:38:40-3:39:00
https://youtu.be/hRMX9Rzq1AA

MFTL+ calc for Primordals scaling:
https://www.deviantart.com/nekroz-of-mokey/art/God-of-War-Feats-783623944
https://youtu.be/fbMZc_clZU4
8.7 trillion times faster than light

Infinite Speed Scale

Hermes delivers dreams to mortals and souls to the Underworld, stated to have immeasurable magnitude:



and rain, Zeus wields deadly thunderbolts, which he can hurl at those who displease him.

Athena

Athena is the daughter of Zeus. She is a fierce and brave warrior. She is the Goddess of the city of Athens and is the embodiment of wisdom, reason, and purity.

Poseidon

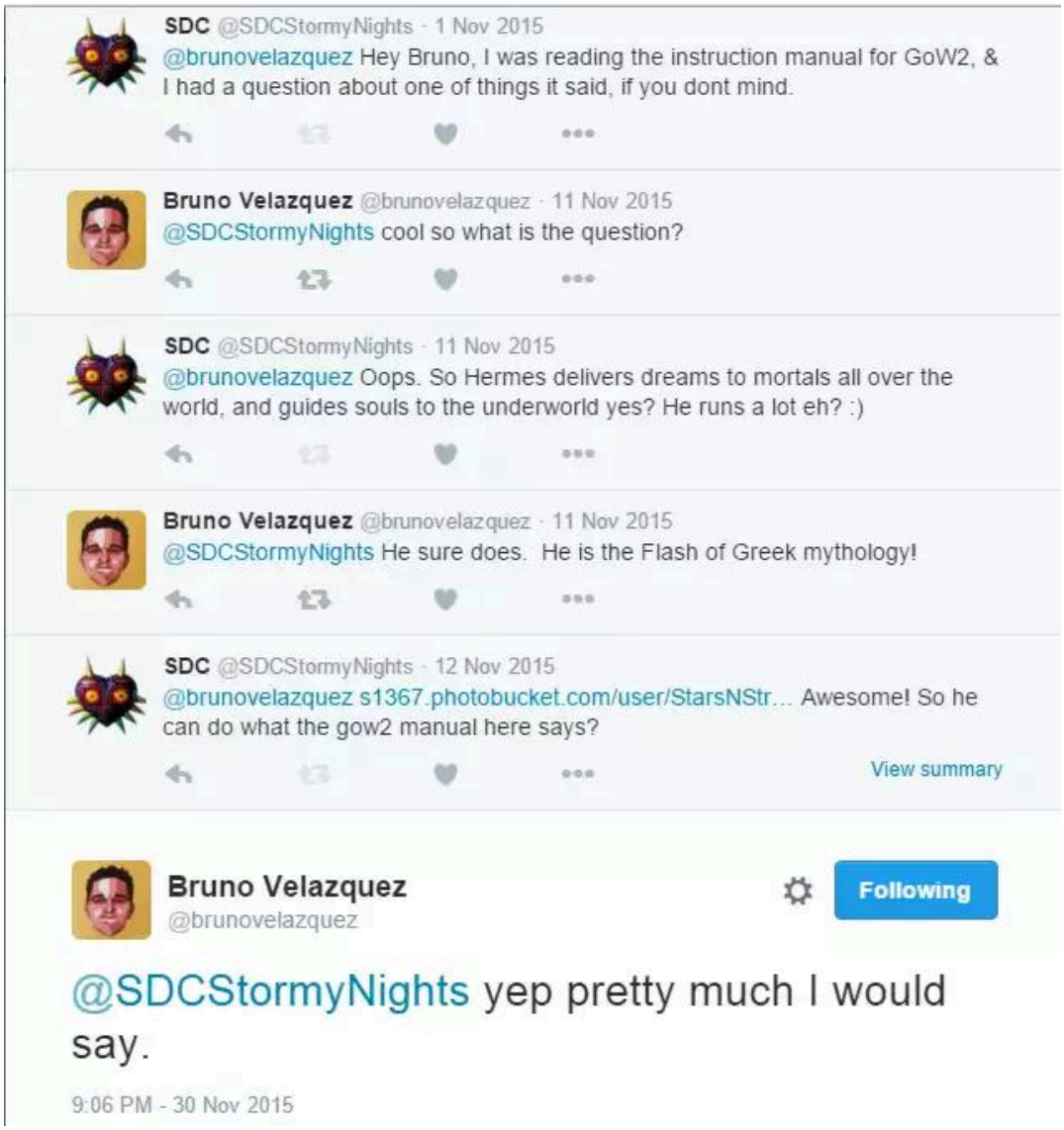
Second only in eminence to his brother, Zeus, Poseidon is the ruler of the Seas. Poseidon can bring the rage of the ocean down upon those who anger him.

Hermes

Son of Zeus, Hermes is the bringer of dreams, God of travelers and literature and the inventor of fire. He is the messenger of the gods who guides the souls of the dead down to the underworld.

Kratos

A Spartan warrior who served the God of War. Forced to kill his wife and child by Ares, Kratos sought revenge. Upon defeating Ares, Kratos became the new God of War, but more ruthless and power hungry than Ares ever was.



SDC @SDCStormyNights · 1 Nov 2015
@brunovelazquez Hey Bruno, I was reading the instruction manual for GoW2, & I had a question about one of things it said, if you dont mind.

Bruno Velazquez @brunovelazquez · 11 Nov 2015
@SDCStormyNights cool so what is the question?

SDC @SDCStormyNights · 11 Nov 2015
@brunovelazquez Oops. So Hermes delivers dreams to mortals all over the world, and guides souls to the underworld yes? He runs a lot eh? :)

Bruno Velazquez @brunovelazquez · 11 Nov 2015
@SDCStormyNights He sure does. He is the Flash of Greek mythology!

SDC @SDCStormyNights · 12 Nov 2015
@brunovelazquez s1367.photobucket.com/user/StarsNStr… Awesome! So he can do what the gow2 manual here says?

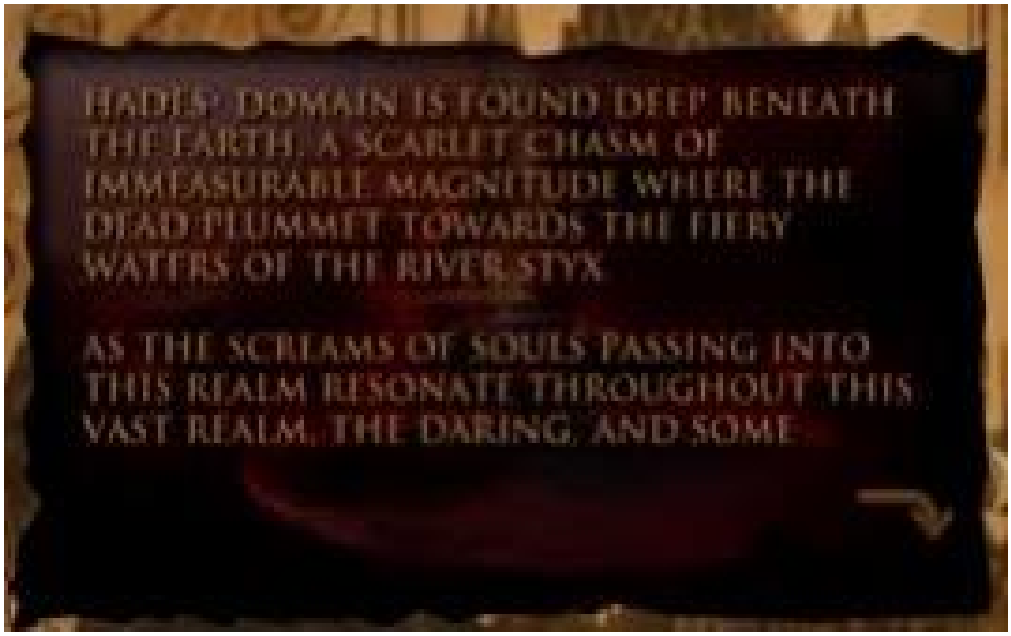
View summary

Bruno Velazquez
@brunovelazquez

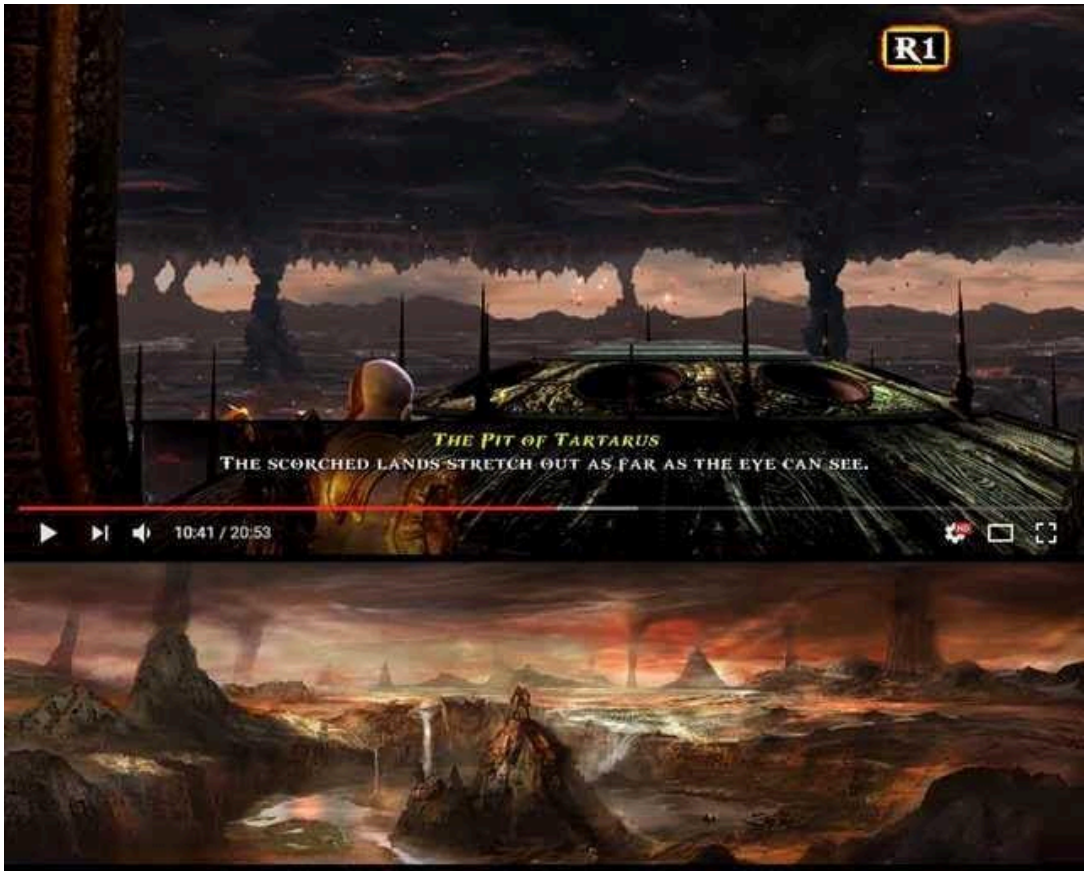
Following

@SDCStormyNights yep pretty much I would say.

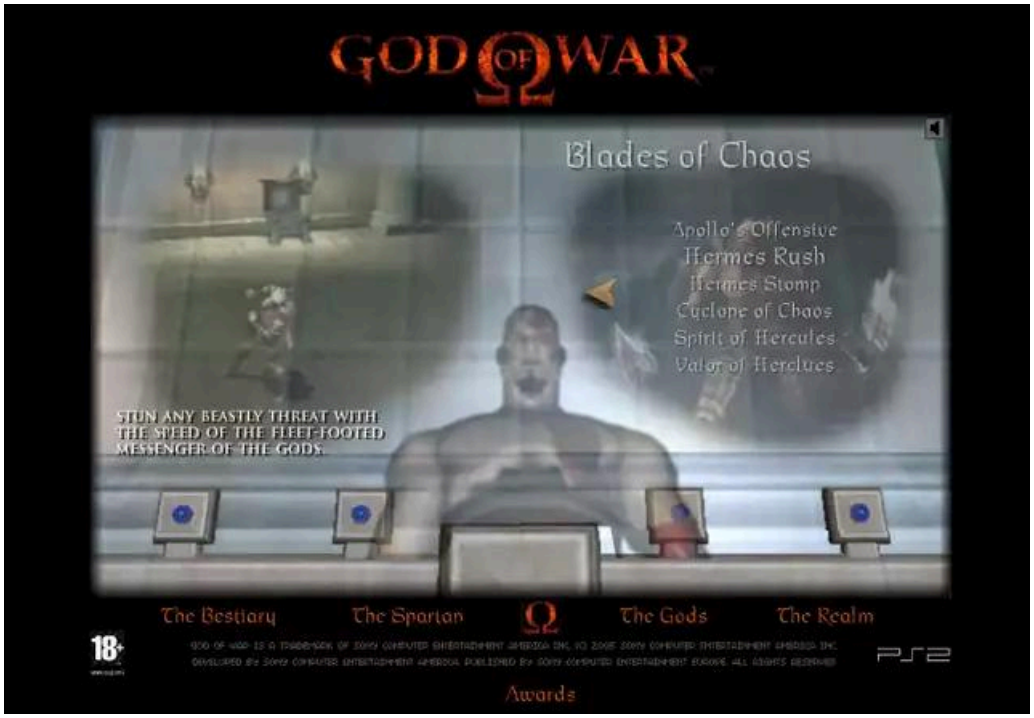
9:06 PM - 30 Nov 2015



Tartarus has stars:



Kratos back in GoW 1 has Hermes rush a move stated to move as fast as Hermes himself.



Sister of Fate sends a message with speed that's stated Infinite:

With exquisite care, she ran her talons along the threads, plucking out one here and another there, reweaving them so the length remained the same and yet the content was changed. Atropos tested the tension of a thread where it was tied to a post. She smiled at her achievement of altering the threads without leaving a trace either Lahkesis or Clotho could detect.

Fate determined by only one and not three. Heady power.

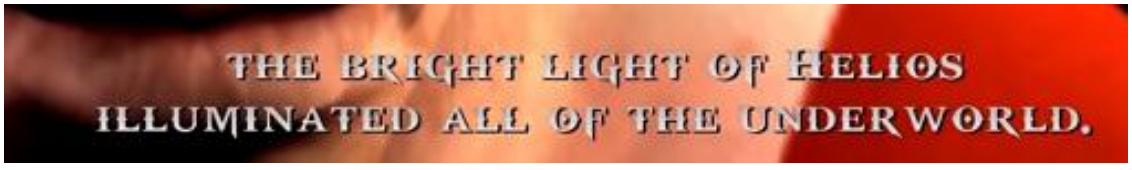
Before she could follow this logic and pursue it in other ways, she closed her eyes and sent forth her projection. The speed of her journey was infinite, and Atropos appeared in Iris' chamber, a ghostly image of herself. Atropos looked around the neat, well-appointed bedchamber high atop Olympus and immediately knew she had found the right place.

A shimmery curtain appeared across the chamber. A rainbow formed. Its misty substance brightened and turned solid, arcing from one side of the chamber to the other. Through this arch strode a smallish, pert goddess, but one well proportioned, wrapped in white clouds that constantly flowed to reveal delightful patches of bare skin and then modestly hide them again as she moved.

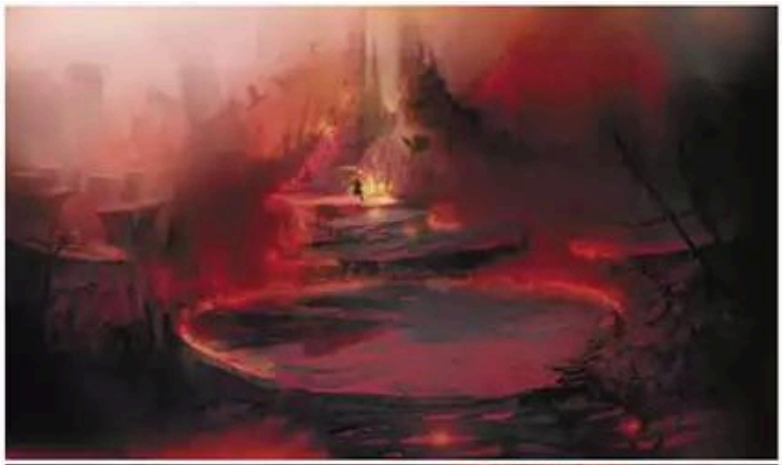
Atropos understood why Iris and Hermes had never become lovers. Each was too consumed in personal beauty and self-aggrandizement. But why hadn't Iris successfully challenged Hermes as Messenger of the Gods? Using her beauty, Iris could certainly have influenced many of the gods—and possibly some of the goddesses—in the same fashion that Hermes used to cement his position on Olympus.

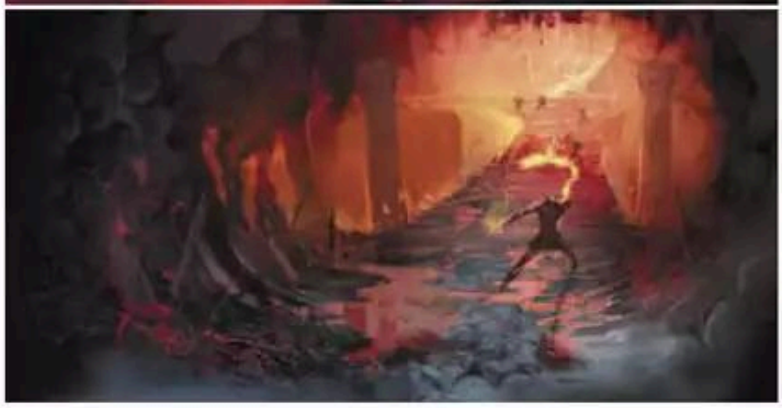
Iris stared at her with wide-set eyes in a round face. Her skin was the purest alabaster, causing the violet-colored eyes to seem more piercing than they were.

Helios' Light illuminates the entirety of the Underworld in moments and it has very consistent statements and confirmation for being infinite in size:



Infinite distance
https://youtu.be/Vh0aPnqanNU

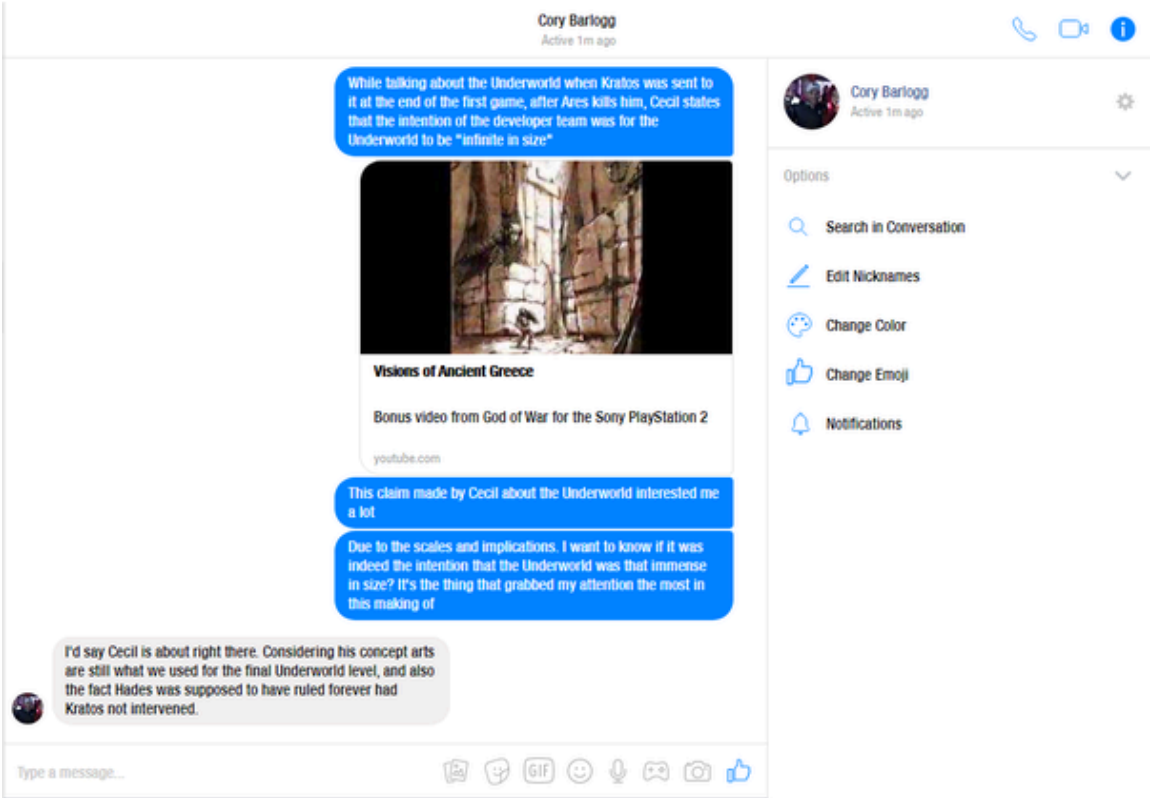




CECIL KIM

CONCEPT ARTIST

I did these pieces early on ... even the level design wasn't solid yet. The interpretation I was thinking is that there was no gravity, but at the same time, features are kind of shifting. Also, there is this infinite distance in the background — stuff is flying, falling or exploding.



Limitless Domain



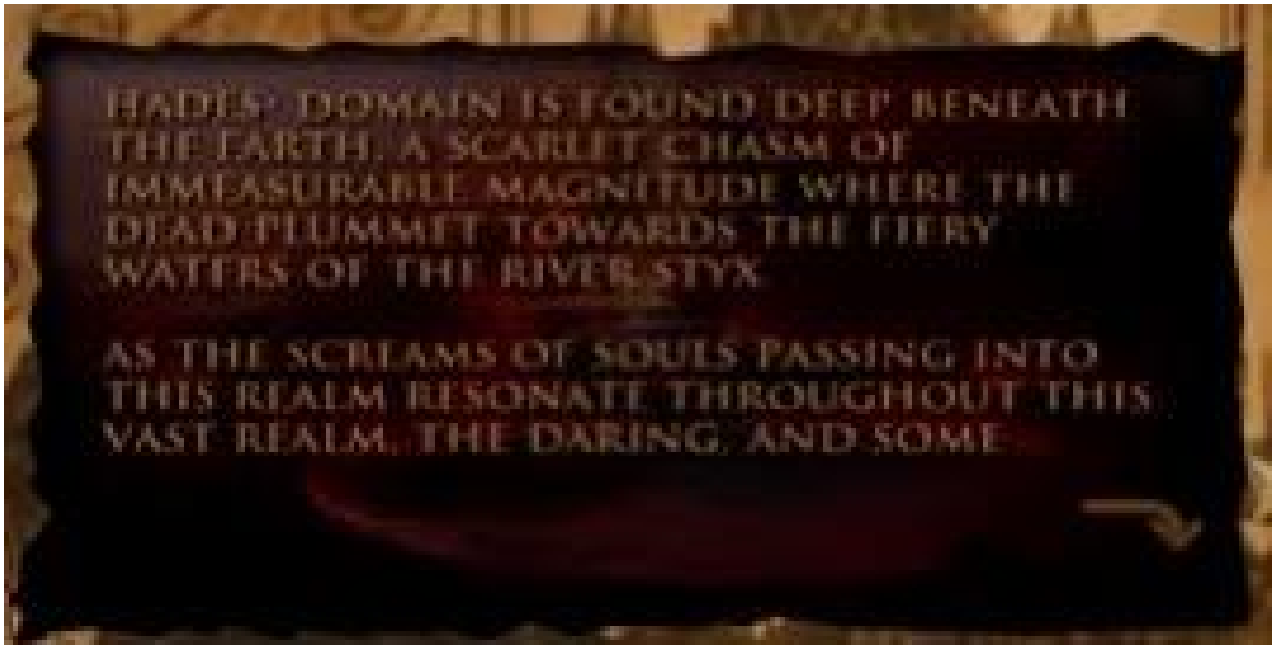
Impossibly deep

Kratos. His despair at being cast again into the Underworld vanished as determination replaced the memory of the ugly visions he had endured. His heart beat rhythmically and sent blood pounding through his veins. Seldom had he felt this way. Victory after a difficult battle approached the feeling, but what he experienced now was life, not dealing out death.

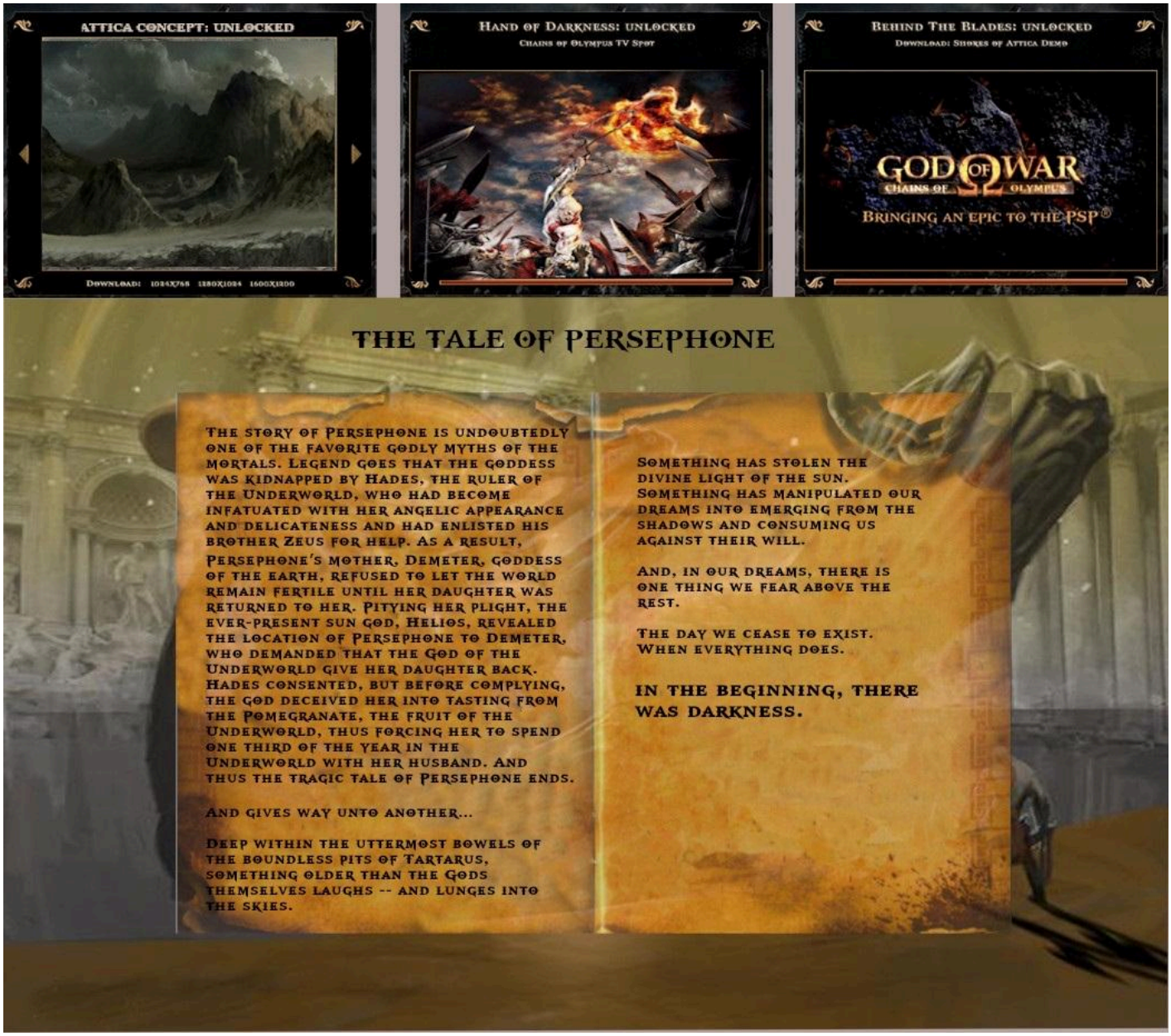
Purpose firmed within his breast as he considered how Gaia now aided him against Zeus.

High above he saw a faint hole opening to the sky. Smoke drifted across the opening, and he knew this way would lead him back to Rhodes. As hope flared that he would quickly be free of the Underworld and Hades' deathly grasp once more, the hands that had clawed at him before sprang from the rocks and again attempted to hold him, to pull him down, to fling him into the abyss toward the River Styx at the bot-

Immeasurable magnitude



Boundless Pits



His light banishes Nyx from the universe daily:

Finally the ocean began to boil at the far horizon. The frothing churn raced toward the shore where Athena stood, and an instant later a vast waterspout roared up to mate the sea with the infinite sky. Poised amid the mountainous column of water stood Poseidon, brawny arms crossed over his thick chest. His crown was crusted with barnacles, and his trident dripped blood and entrails.





Just going off of the statement, Valkyries traveling to and from each realm flying across infinite length branches:

CHAPTER 51

"Now we just need to figure out what door this key opens. It has to be somewhere around the temple…" Atreus said.

"And beyond that, hopefully some trace of a secret path to Jötunheim!" Mimir added.

Returning to Týr's temple, Kratos located the door that matched the one they had seen beside the diagram of the key. Unlocking the door with the key, he threw it open to reveal a small antechamber at the foot of a narrow staircase.

"Great. We're inside! But… what *is* this place?" Atreus asked.

"Your guess is as good as mine, little brother," Mimir answered.

Suddenly, the large Jötunheim door swung open by itself, along with a simpler, smaller door they could reach, which led across a Bifröst bridge to another door with an ornate carving on it.

"Does that mean something?" Kratos asked of the carving.

Atreus shook his head.

"Lift me up to see it," Mimir said.

Kratos placed Mimir's eye squarely before it.

"The talisman! I suspect we'll be needing that," Mimir said.

Using his knife, Kratos pried the talisman in the form of a carved wolf's head from its socket on the door. He swung open the door to reveal a mystic gateway to a strange environment, like a tree branch stretching out to infinity.

"There it is! We've got it!" Atreus said.

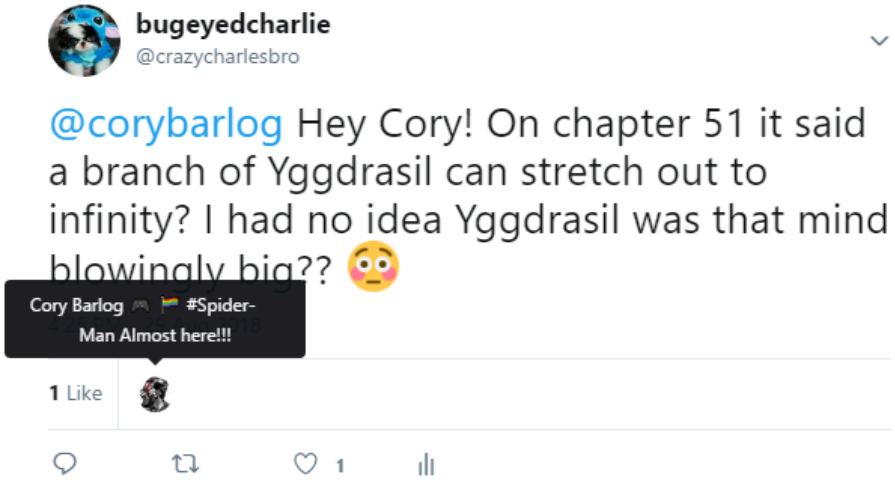
"The panel in Odin's library showed him holding this," Kratos said.

"Yes… yes! That's it. I understand now. It showed Týr walking the realm between realms. Normally to stray from the path is certain death. Well, Týr always followed his own path, if you catch my meaning."

"The realm between realms…" Kratos said.

"So you're saying Týr's shrine was showing him stepping off the branch of the World Tree. And you're thinking, to reach the secret path to Jötunheim, that's what *we* need to do?" Atreus asked.





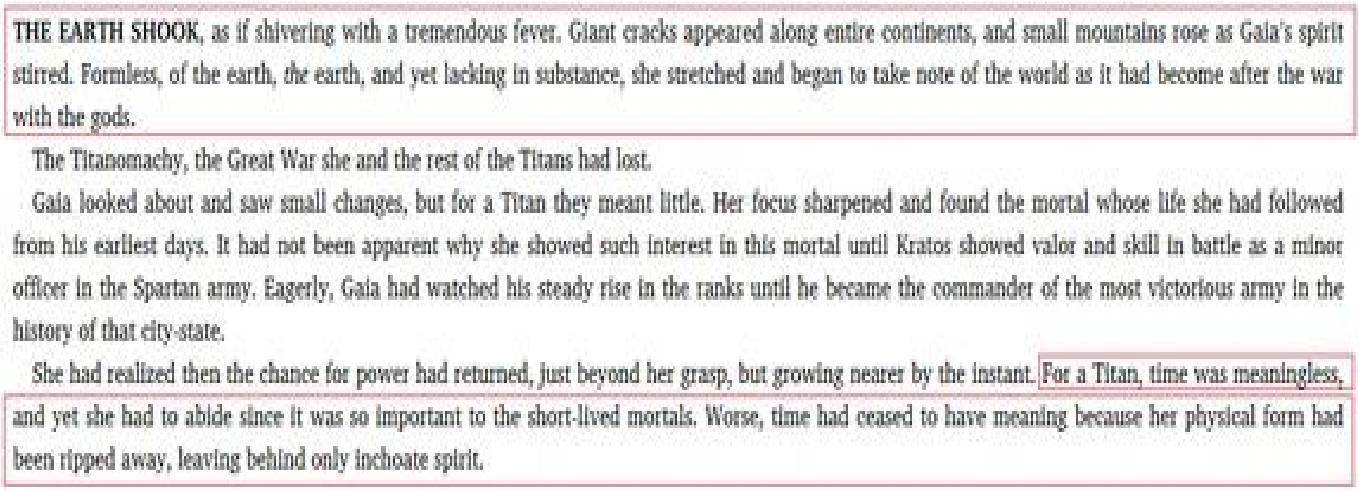
Inaccessible Speed Scale

The Primordials existed before time or substance, within the Primordial Chaos who's explicitly nothingness incarnation, a Void.



https://images-ext-2.discordapp.net/external/qg-THibAv8ruFBrBbKK2ngxlpwM1CLwa7FqhWb3cO08/https/media.discordapp.net/attachments/731924803057090653/733493128589213726/The_Primordials.gif

Titans are stated to find time to be meaningless and something they only tolerate for the sake of humanity:



THE EARTH SHOOK, as if shivering with a tremendous fever. Giant cracks appeared along entire continents, and small mountains rose as Gaia's spirit stirred. Formless, of the earth, *the* earth, and yet lacking in substance, she stretched and began to take note of the world as it had become after the war with the gods.

The Titanomachy, the Great War she and the rest of the Titans had lost.

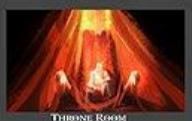
Gaia looked about and saw small changes, but for a Titan they meant little. Her focus sharpened and found the mortal whose life she had followed from his earliest days. It had not been apparent why she showed such interest in this mortal until Kratos showed valor and skill in battle as a minor officer in the Spartan army. Eagerly, Gaia had watched his steady rise in the ranks until he became the commander of the most victorious army in the history of that city-state.

She had realized then the chance for power had returned, just beyond her grasp, but growing nearer by the instant. For a Titan, time was meaningless, and yet she had to abide since it was so important to the short-lived mortals. Worse, time had ceased to have meaning because her physical form had been ripped away, leaving behind only inchoate spirit.

The domain of Death in the Ghost of Sparta Artbook timeline is shown to have no time pass in between the points Kratos enters it and leaves, likely implicating it to be timeless as Thanatos is a primordial entity.

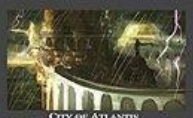
God of War
Time of Day - Color Keys

Mount Olympus


Throne Room
- -

Atlantis Top


Boat Ride
4:00 PM - Afternoon


City of Atlantis
6:00 PM - Evening


Heart of Atlantis - Temple
7:00 PM - Sunset


Temple Flashback
- -


Temple Balcony
9:00 PM - Night

Volcano

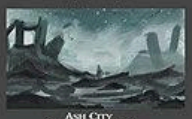

Crash Site
9:00 PM - Night


Interior
11:00 PM - Night


Scylla Boss Fight 2
3:00 AM - Night


Escape
5:00 AM - Dawn

Ash City


Ash City
6:00 AM - Dawn


Hillside
8:00 AM - Morning


Hub
10:00 AM - Day

Burnt City


Gravedigger Moment
11:00 AM - Day


Rooftops
12:00 PM - Noon

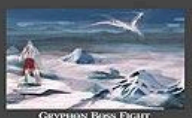

Backdraft
1:00 PM - Afternoon

Ice Mountain


Passage to Ice Mountain
3:00 PM - Afternoon


Spelunkin'
3:30 PM - Afternoon


Mountainside Climb
4:00 PM - Afternoon


Gryphon Boss Fight
5:00 PM - Evening

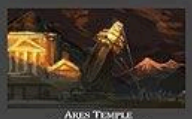
Sparta


Approaching Sparta
5:30 PM - Evening

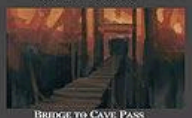

Sparta Flashback
- -


Underground
6:00 PM - Evening


Cliff of Sparta
6:30 PM - Sunset


Ares Temple
7:00 PM - Sunset

Ice Mountain II


Bridge to Cave Pass
8:30 PM - Dusk


Spelunkin' 2
9:00 PM - Night


Fissure Vista
10:00 PM - Night

Volcanic Pass


Gauntlet Run
10:00 PM - Night

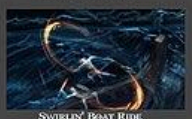

Midas Meets Lava
10:30 PM - Night

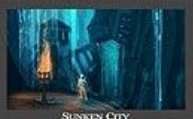

Golden Fall
10:45 PM - Night

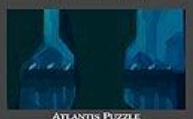

Scylla Mercy Kill
11:00 PM - Night


Vortex Vista
12:00 AM - Midnight

Atlantis Bottom


Swirlin' Boat Ride
12:30 AM - Late Night


Sunken City
3:00 AM - Early Morning


Atlantis Puzzle
4:00 AM - Early Morning


Death Portal
5:30 AM - Early Morning

Death's Domain


Petrified Approach
- -


Thanatos Temple Interior
- -


Into the Abyss
- -

Suicide Bluff

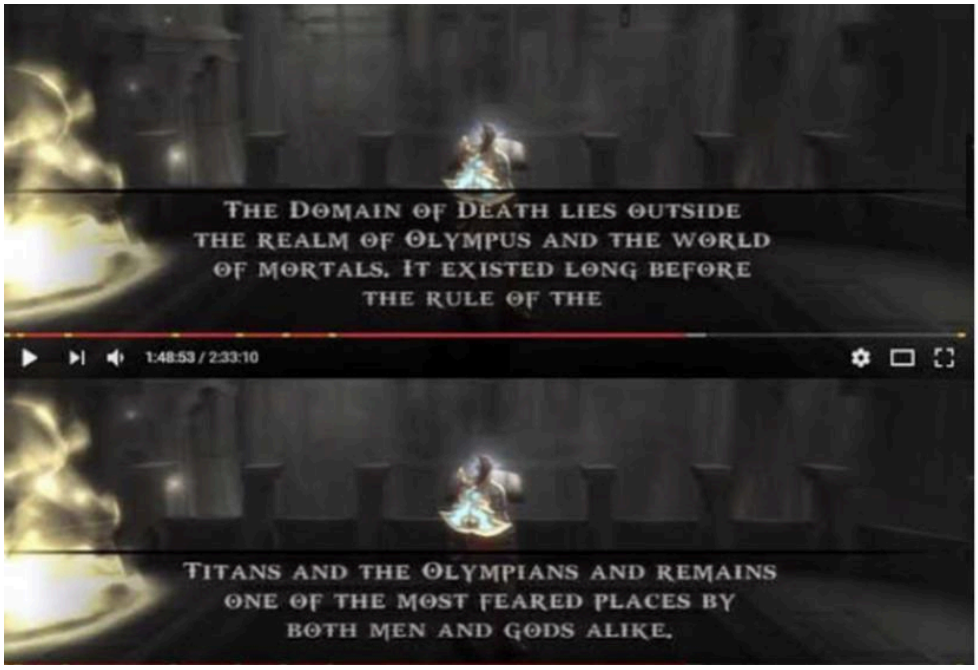
Climb to Safety
5:30 AM - Dawn

Thanatos Boss Fight
6:00 AM - Dawn

Carrying Dead Weight
6:15 AM - Sunrise

Credits
6:30 AM - Sunrise

Existed before the Titans and Cronus did predating time:

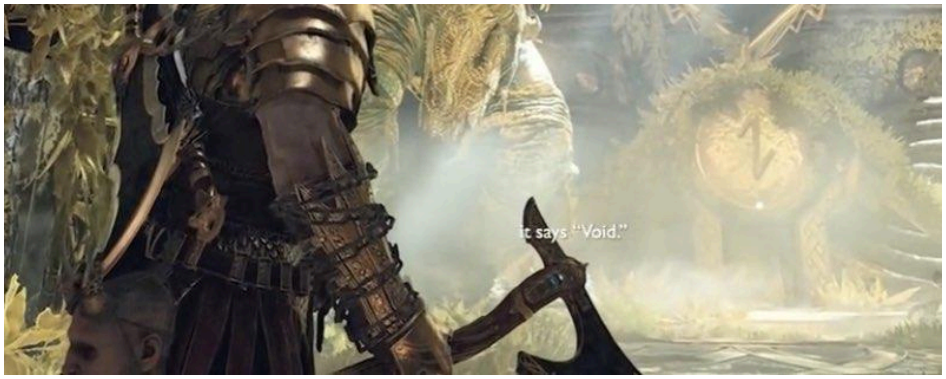


In the Norse cosmos the realm between realms is a void explicitly in description. And it's a place Kratos and Atreus pass through all the time.
Here Mimir directly calls it a void



In a riddle that describes the realm between realms it describes it. It's comes before time and will continue after, is nothing in between and yet has no darkness or shadows, and the answer to the riddle is Void





The Light of Alfheim is something that transcends the realms and opens the way into the realm between realms, within the travel room it takes you to realms within movements with its use.

The bridge inside the realm travel room automatically aligned itself to the Alfheim bridge door, and in so doing, a Bifröst bubble opened. They stared at a cosmic light shower that transcended all that existed in their realm. A kaleidoscope of colors and strange images suddenly surrounded them—bits of a reality that had fallen between the cracks, lost in this realm between realms.

"So, this is not Alfheim?" Atreus asked.

"No, we are still stepping between the two realms."

"But we are not moving?" Atreus asked.

"All nine realms occupy the same physical space, only on different planes of existence. The Yggdrasil tree cuts between those planes; its roots exist in all nine realms at once…"

It's also used to charge Atreus's arrows and there are Valkyries and gods like Baldur who can outpace those arrows



Kratos can avoid the Lightning of the dragon, this being relevant because it's explicit that the dragons can reach Dwarves who can step into the realm between realms yet and still pose a danger meaning it's attacks can reach between realms.

Dragon fight:https://youtu.be/3SAuuHCOkyI

Sindri explains Dwarf abilities:https://youtu.be/fbdahK2q6e4

Valkyries can fly in the realm between realms as shown when the Valkyrie Queen flies out from a realm tears which are just holes in reality leading to nothing.
https://makeagif.com/i/ALw3TE

Immeasurable Speed Scale

The Valkyrie Gunnr is stated to arrive at every conflict across the realms big or small to seek out worthy Souls for Valhalla and always be the first to arrive every time(even Kratos questions this to be literal or not and Mimir stands by it). And Gunnr is not strongest or fastest as the Valkyrie Queen was able to seal away all corrupted Valkyries and has all they're abilities and skills.
16:15-16:40
https://youtu.be/yosf6_S_wQc

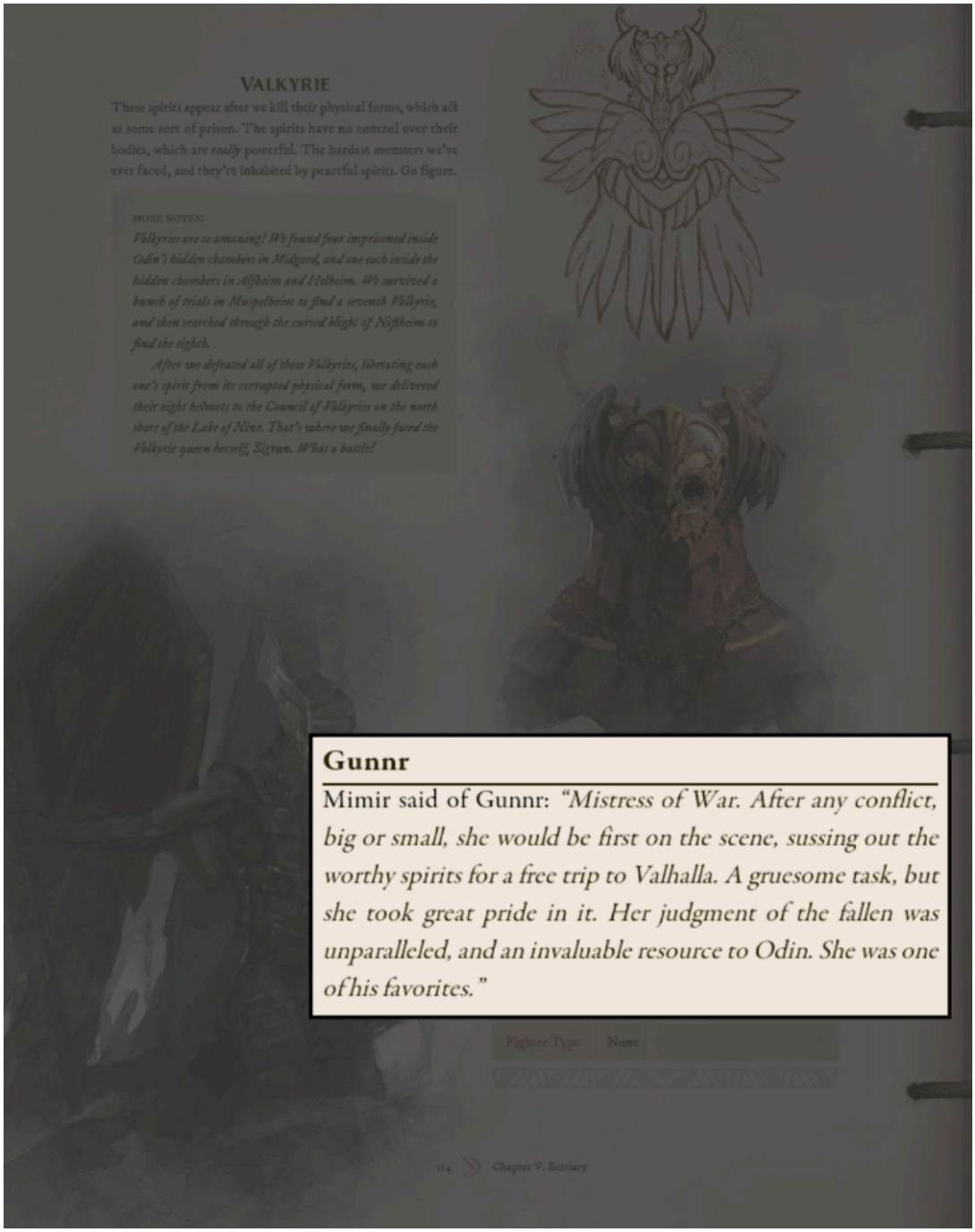
Valkyrie

These spirits appear after we kill their physical forms, which act as some sort of prison. The spirits have no control over their bodies, which are *really* powerful. The hardest monsters we've ever faced, and they're inhabited by peaceful spirits. Go figure.

MORE NOTES:

Valkyries are so amazing! We found four imprisoned inside Odin's hidden chambers in Midgard, and one each inside the hidden chambers in Alfheim and Helheim. We survived a bunch of trials in Muspelheim to find a seventh Valkyrie, and then searched through the cursed blight of Niflheim to find the eighth.

After we defeated all of these Valkyries, liberating each one's spirit from its corrupted physical form, we delivered their eight helmets to the Council of Valkyries on the north shore of the Lake of Nine. That's where we finally faced the Valkyrie queen herself, Sigrun. What a battle!



Gunnr

Mimir said of Gunnr: *"Mistress of War. After any conflict, big or small, she would be first on the scene, sussing out the worthy spirits for a free trip to Valhalla. A gruesome task, but she took great pride in it. Her judgment of the fallen was unparalleled, and an invaluable resource to Odin. She was one of his favorites."*

Fighter Type	None

Sigrun

The Valkyrie Queen

Mimir said of Sigrun: *"Queen of the Valkyries, although she does not appear to refer to herself as such. When Freya, the original queen Valkyrie, left her wings to Odin, Sigrun grudgingly took the position in her stead. Now she is free to reunite the Valkyries and attempt to stem the tide of the dead flowing into Midgard."*

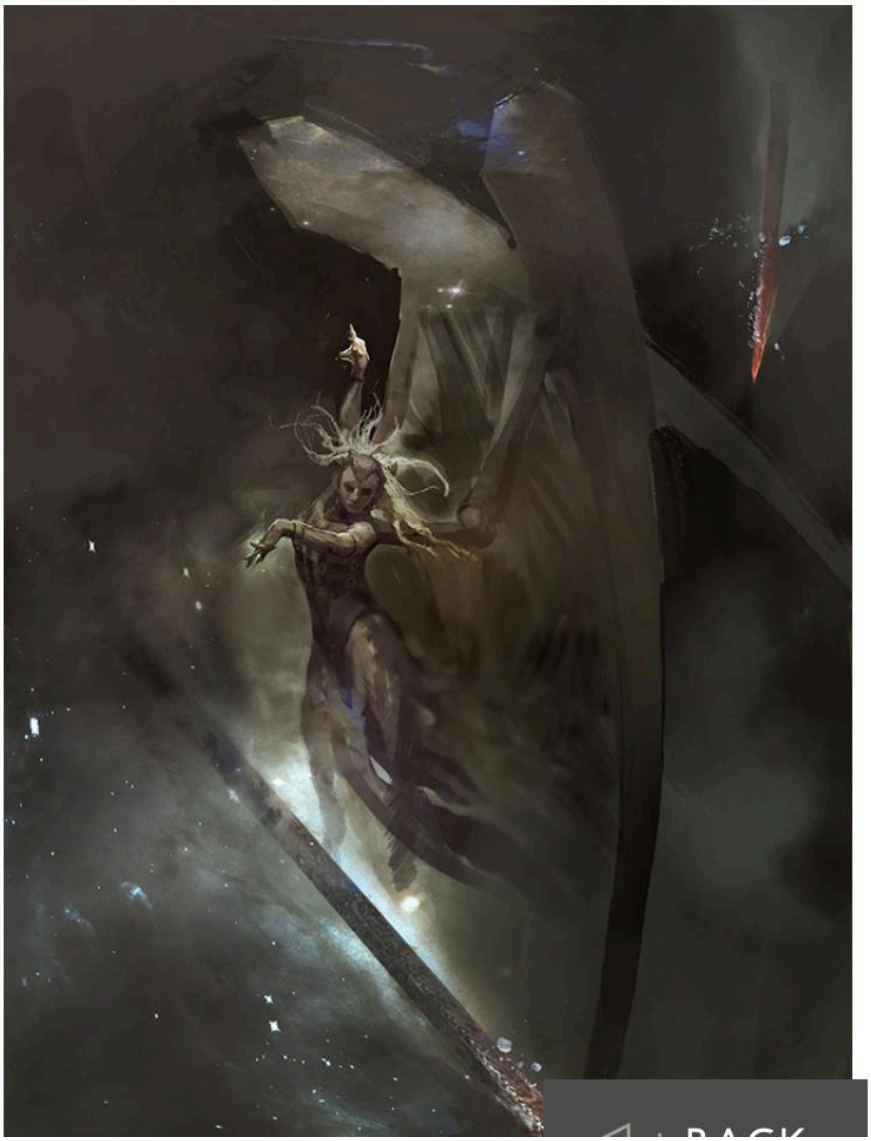
Location	Council of Valkyries (cliff above the Lake of Nine's north shore beach, west of Njörd's oarsmen)
Fighter Type	All Valkyrie moves combined!

Arguments here being of course conflicts even in a single realm should be happening moments apart from one another if not at the exact same time and add all the realms her flight must be allowing her to arrive before she even left.

Even inaccessible shouldn't be letting her do this as not all souls go with they're Valkyrie, they'll fight off they're Valkyrie after the shock and rage of battle becoming draugr.
15:00
https://youtu.be/rR8abxOHDIs

There is some mention of the Valkyries utilizing the Bifrost but the only thing distinctly stated is they use it to manifest weapons from different realms so it's unclear if they actually use it for anything else.
https://godofwar.playstation.com/stories/creating-valkyries

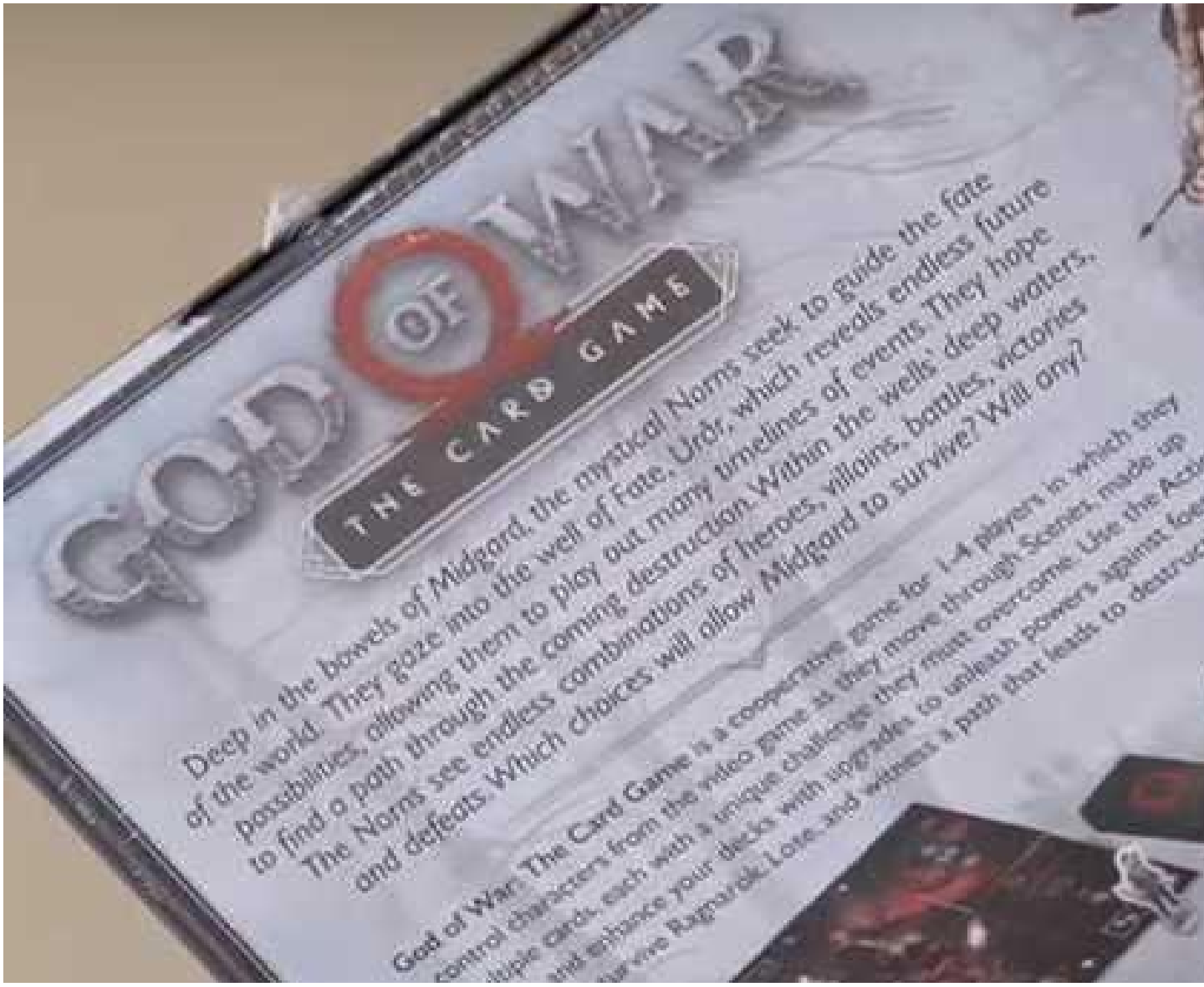
The Valkyries' unique usage of the Bifrost in this way was important to the rest of their design as it would dictate what toolkit was used. Raf mentioned, "That was something we really tried to play into with the design as well…how we were going to utilize the Bifrost, which was being designed at the same time that these characters were being created. Even the weapons could be materialized and pulled from different realms. All of this was being played into, the combat designers and us - working closely with them to make the characters."



Using the argument that the Yggdrasil is 5d through its apparent presence in all realms simultaneously despite different space times and it's statement of transcending time and space as well as the arguments pertaining that it holds infinite timelines. Here we simply argue any who interact with or affect the Yggdrasil scaling to it should then be 5d and so they're own existential moments would ignore space and time allowing for immeasurable speed.

"All nine realms occupy the same physical space, only on different planes of existence. The Yggdrasil tree cuts between those planes; its roots exist in all nine realms at once..."




GOD OF WAR
THE CARD GAME
Deep in the bowels of Midgard, the mystical Norns seek to guide the fate
of the world. They gaze into the well of Fate, Urdr, which reveals endless future
possibilities, allowing them to play out many timelines of events. They hope
to find a path through the coming destruction. Within the wells' deep waters,
The Norns see endless combinations of heroes, villains, battles, victories
and defeats. Which choices will allow Midgard to survive? Will any?
God of War: The Card Game is a cooperative game for 1-4 players in which they
control characters from the video game as they move through Scenes, made up
of multiple cards, each with a unique challenge they must overcome. Use the Acti
and enhance your decks with upgrades to unleash powers against foe
survive Ragnarök. Lose, and witness a path that leads to destruc