

ASSASSIN'S CREED

VALHALLA



Guide

Assassin's Creed
Valhalla



General Tips

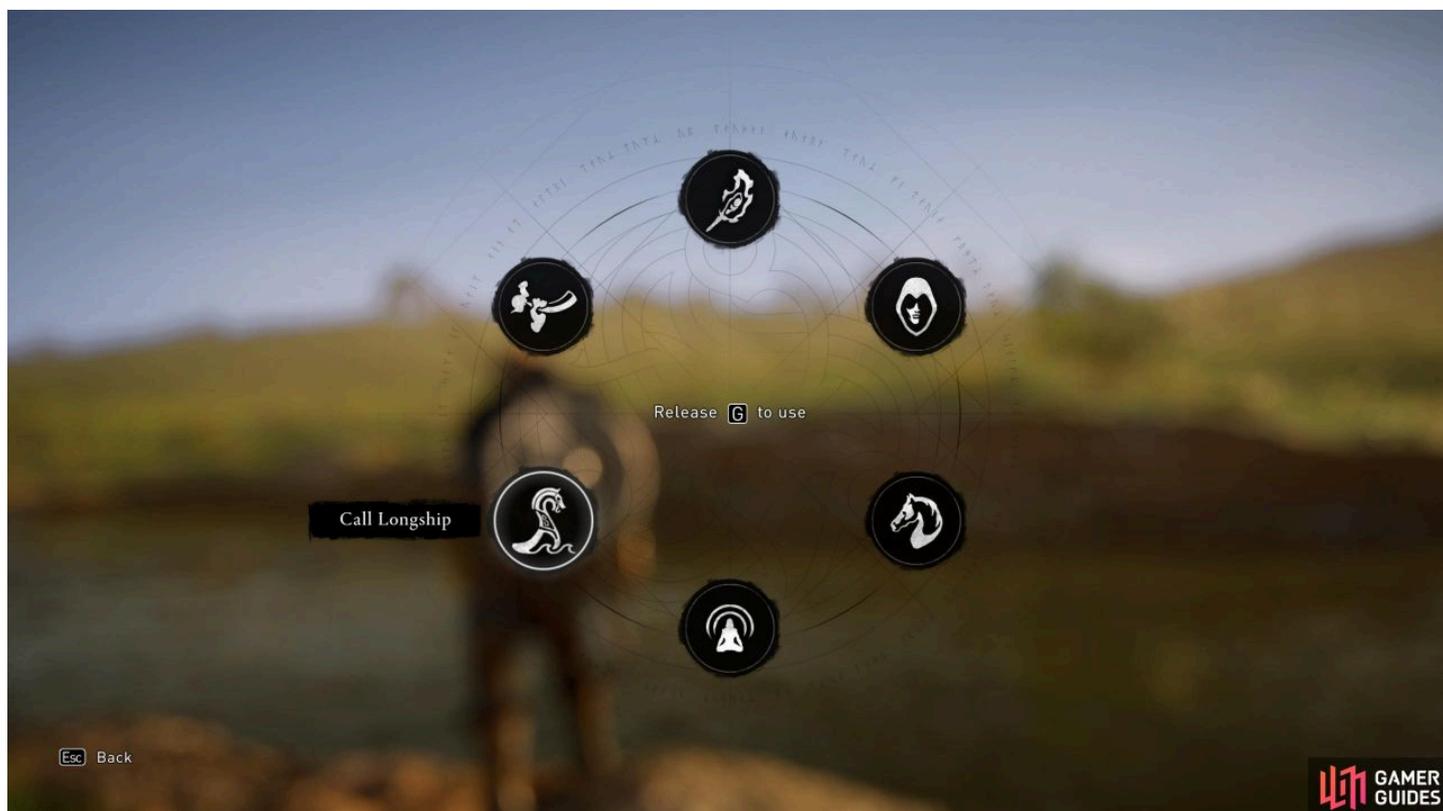
- Whenever you enter a new region, look for the nearest synchronization point on the map. Using this will not only grant you an easy fast travel point to the area, it will also highlight particular items of interest on your map, such as wealth items and mysteries.
- If you're unhappy with the skills you've chosen at any given time, you can choose to respec for free from the Skills menu. Just select Reset All Skills in the bottom right of the Skills menu. This is a useful feature which will allow you to play around with different builds throughout the game.
- Whenever you see an object which looks fragile, it probably is. To be sure, use your bow to highlight things like wooden barricades over windows and water wells. If your crosshair is red while aiming at the barricades, this means they're destructible.
- If you spot treasure beneath the ground, there will always be a way to access it nearby. This will often come in the form of cave entrances located along shorelines, down water wells in settlements, or through barricaded tunnels in ancient ruins.
- There's no need to be frugal with your silver. Aside from upgrades for your mount and other

minor features of your settlement, you won't be using it for much. Instead, you should purchase **Leather** and **Iron Ore** from any merchant that you encounter. You can then use these materials to upgrade the valuable **Quiver** and **Rations** supply from your inventory.

- Following from the above tip, you'll want to make sure that your quiver is always full before you enter a fight. Arrows can be incredibly useful to take out units stealthily, but they will also prove invaluable for exploiting weak points in elite units.
- To loot the larger chests found in monasteries which provide Raw Materials, you'll need at least one other crew member to help you open them. If you find yourself in a monastery and you've already killed everyone but can't open a chest, use your horn to summon your crew for help.
- If you find yourself in the middle of nowhere without any nearby synchronization points, but you need to travel to somewhere in the general region, you can summon your ship to almost any waterway on the map from the Quick Actions Wheel.
- Most barricades blocking entry to underground tunnels or rooms within buildings can be destroyed with a basic attack. However, some will consist of large rocks stacked together. Whenever you encounter these, there will always be a fire pot nearby. Pick one up and throw it at the rocks to destroy the barricade.
- When you approach a quest objective, use your raven to scout the area and highlight the precise region of the objective. Once you're in the vicinity of the objective, use Odin's Sight to highlight its precise location, as well as any nearby objects of interest such as wealth items.
- Beware certain mushrooms! Most mushrooms found throughout the world can be eaten to replenish your health or adrenaline bars, but some will quickly deplete your health. In general, yellow mushrooms are good for you, while red and black ones are bad.
- Be sure to make use of the Feast Buff in your settlement. This can be activated by ringing the bell at the entrance to your longhouse. Once done a brief cutscene will play, at the end of which you'll have various buffs to your stats which will last a few hours.

Note

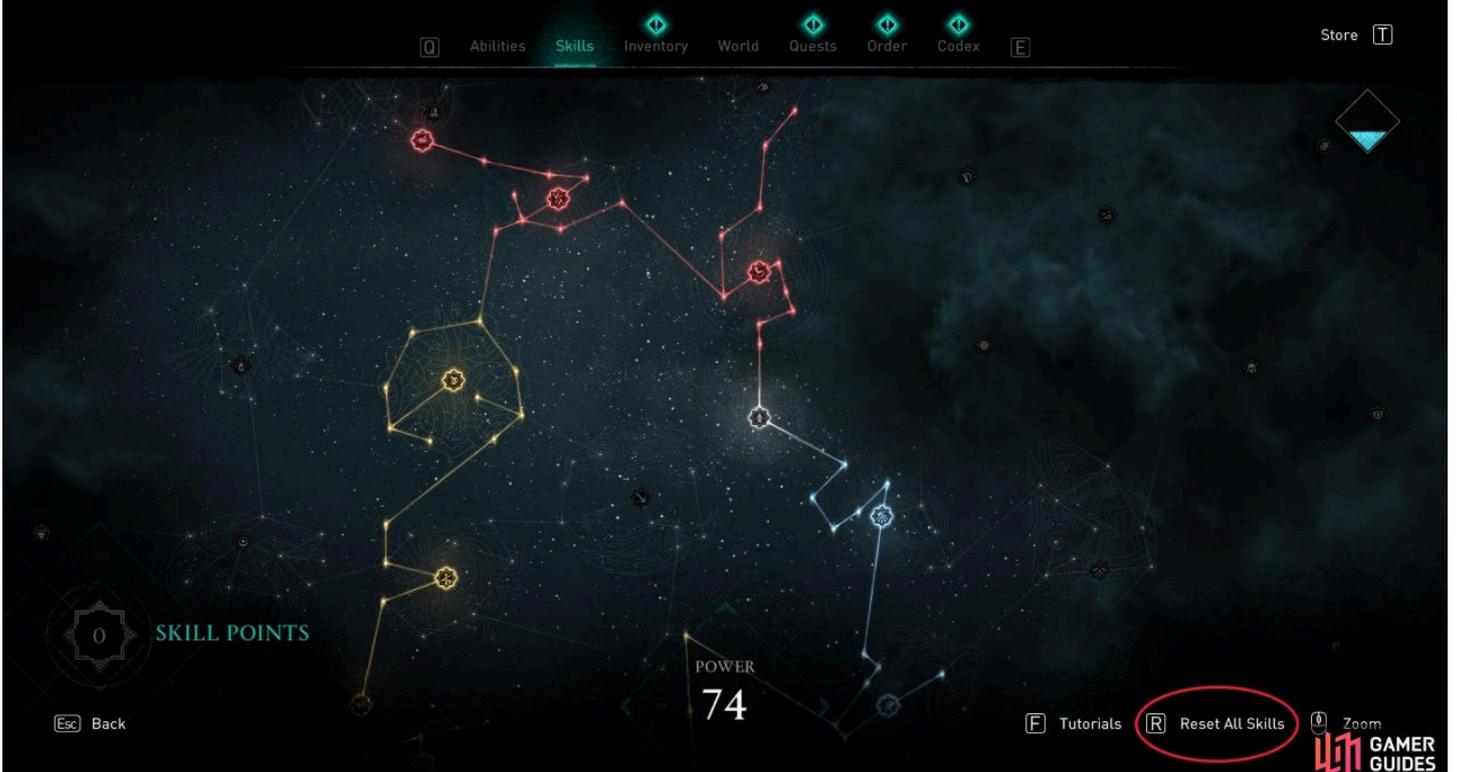
Any Feast Buff boosts that you receive can be improved when you build a structure in your settlement which states that it improves the feast buff. These buffs can be particularly useful before you attempt boss fights such as the Daughters of Lerion or Lost Drengir, so be sure to feast before you challenge them!



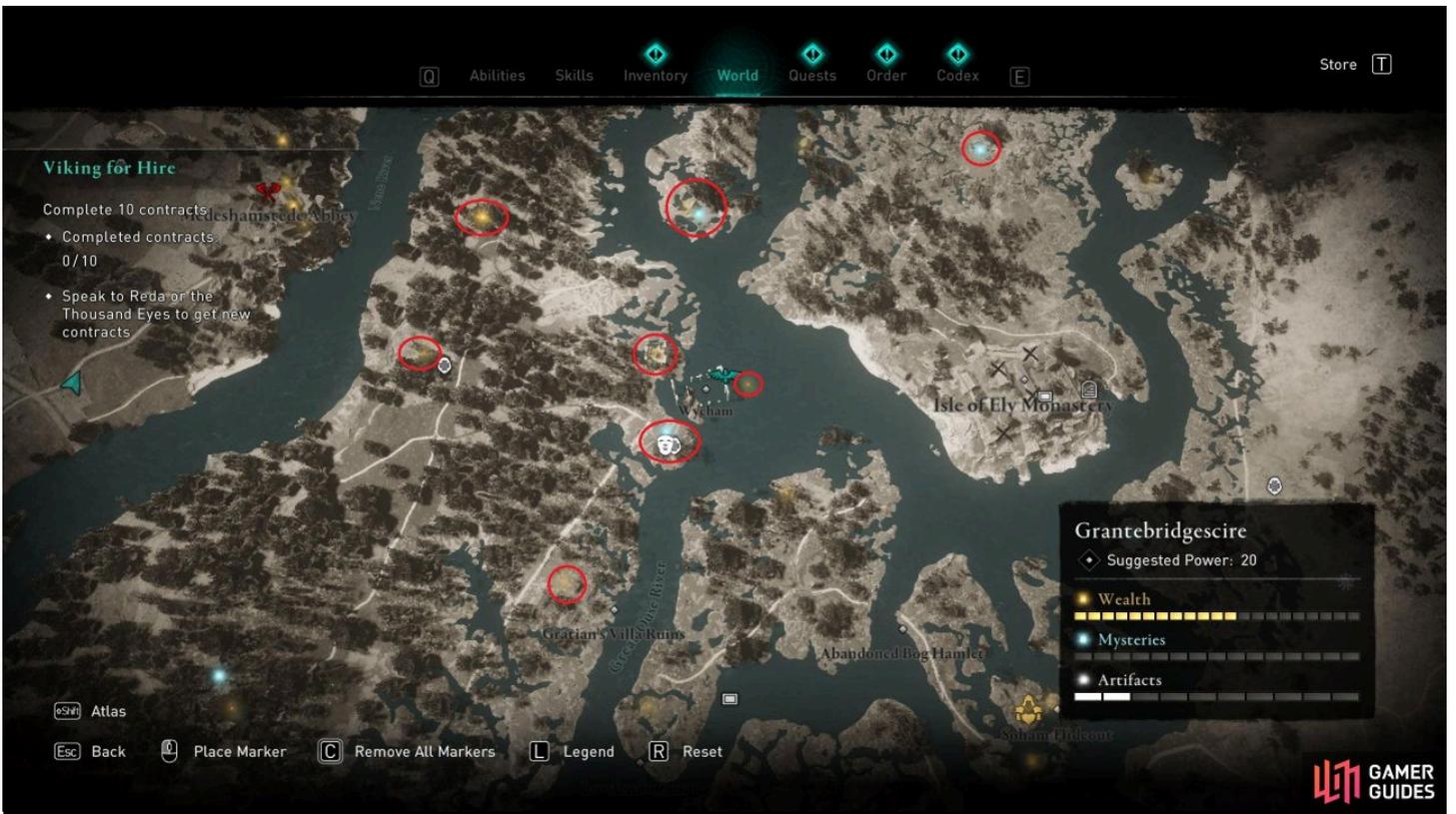
- 1 Use the Quick Actions Wheel to call your longship to any waterway.



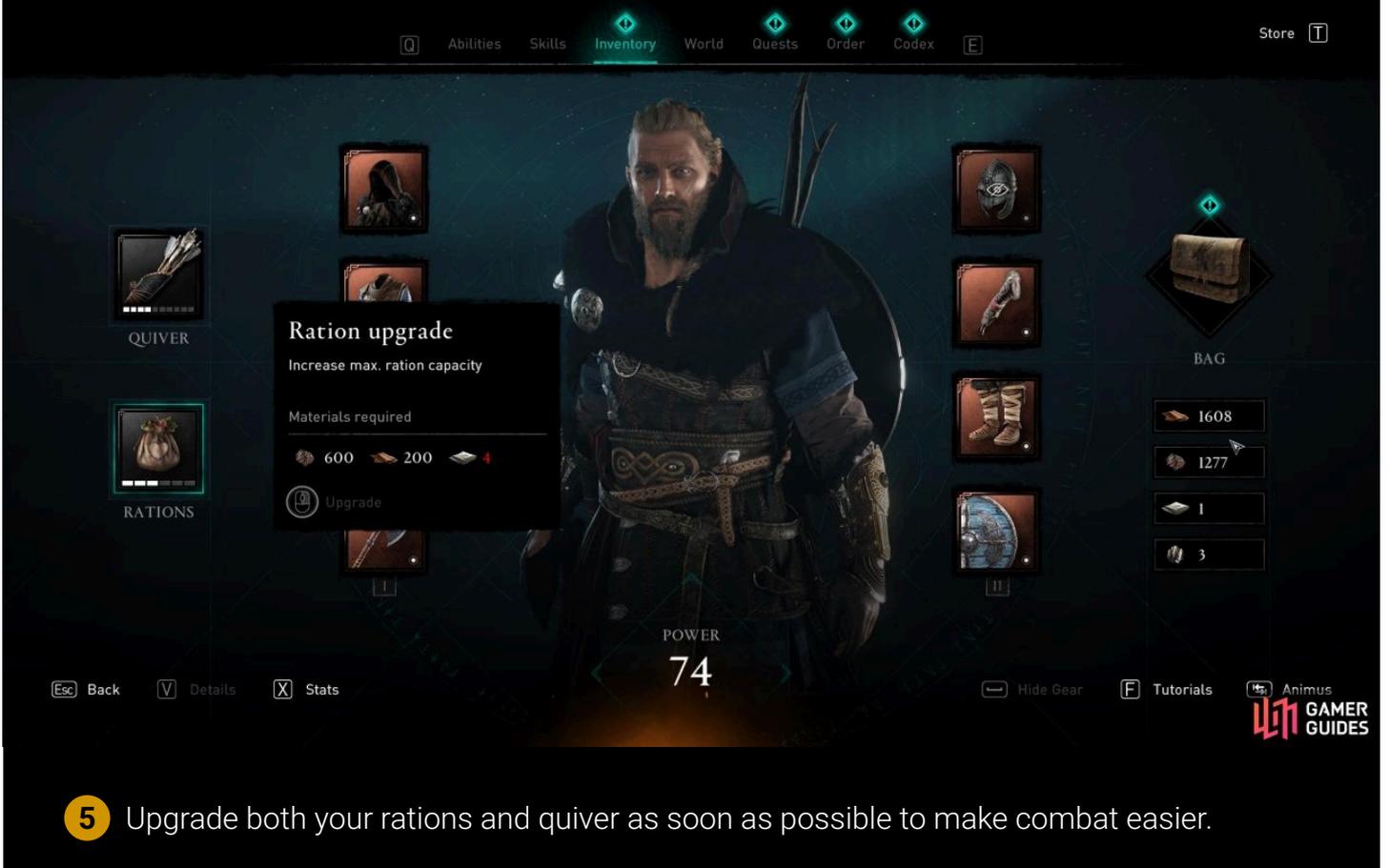
2 Use fire pots to destroy sturdy barricades such as a bunch of rocks. You will always be able to find one near a breakable barricade.



3 You can reset all your skill investments at any time if you want to experiment with different builds.



4 Using a synchronization point will mark wealth items and mysteries in the region on your map.



5 Upgrade both your rations and quiver as soon as possible to make combat easier.



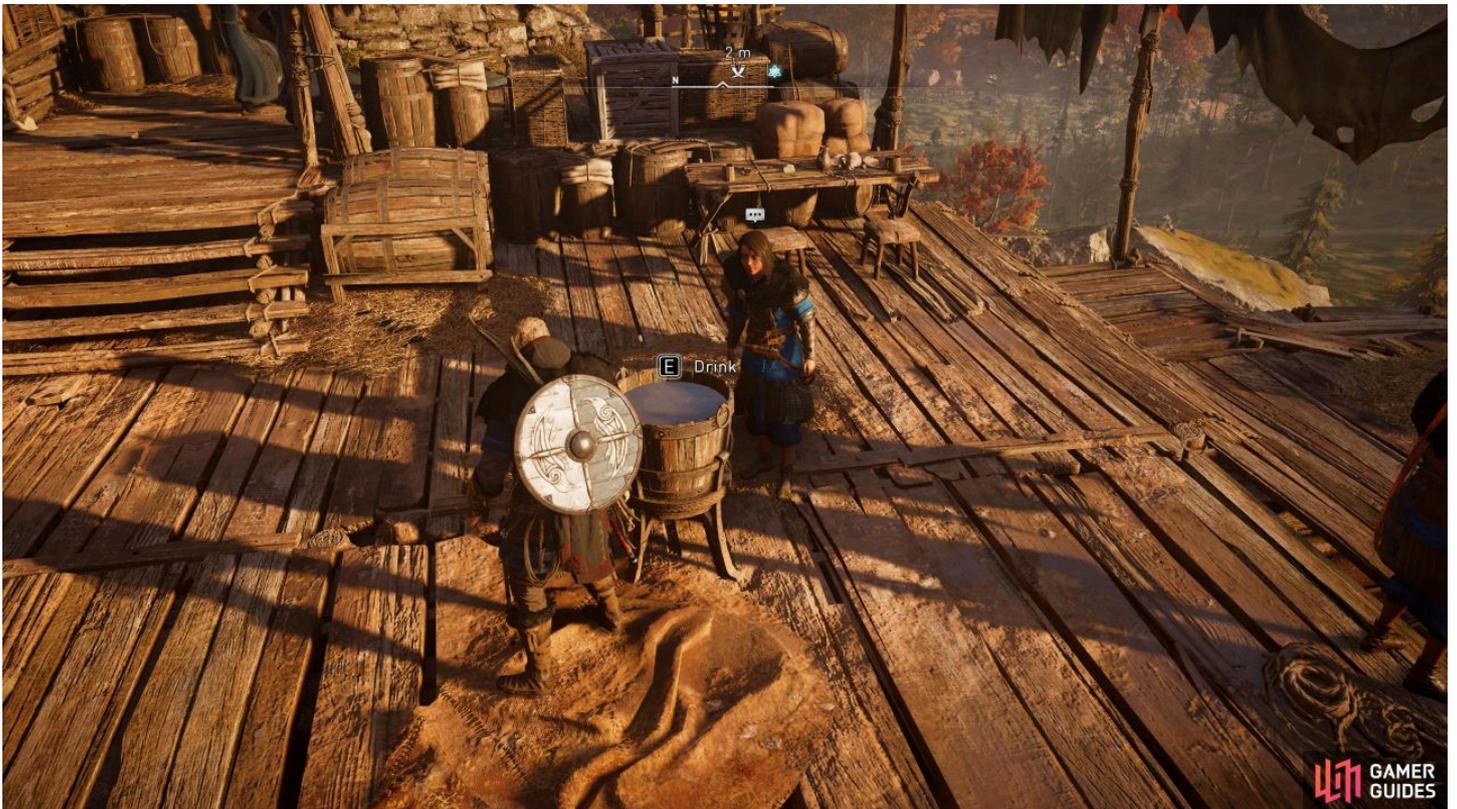
How to Earn Silver

- **Drinking games** can be found in most major settlements, and are a great way to earn silver. You can bet between 100 silver and 200 silver per game, allowing you to double your earnings if you win.
- **Flyting contents** operate in much the same way as drinking games in terms of earning silver. Unique characters in major settlements will challenge you to a flyting contest, allowing you to bet 100 - 200 silver beforehand. See our guide to [flyting](#) to ensure that you win.
- **Fishing** can be a slow process in Valhalla, but that's only if you use a rod or your bow. There are places throughout the game world such as swamps, shallow rivers, and springs where you can run (or ride!) through the water, slashing with melee weapons as you go. Collect enough fish and you'll be able to sell them for a decent price to any merchant, including the Fishing Hut at your settlement.

Note

One of the best places to hunt fish with melee weapons is Roaring Meg's Spring, located just northeast of Lincoln in Lincolnshire, near the east coast of England. Here you will find a high concentration of fish in a small spring.

- **Stealing** is another way to earn silver, but the amount gained will vary considerably depending on what you steal. The most profitable method involves exploring every settlement that you come across, using Odin's Sight to highlight the location of any minor treasure chests. These often contain at least 100 silver, alongside other trade goods which can be sold to traders.



1 You'll find drinking games in most major settlements, marked by drinking horns on your map.



2 You'll find flying contest opportunities in most major settlements, such as Manning seen above, who can be found in Stavanger.



3 The location of Roaring Meg's Spring, just northeast of Lincoln.



4 Roaring Meg's Spring offers a high concentration of fish in a small area.



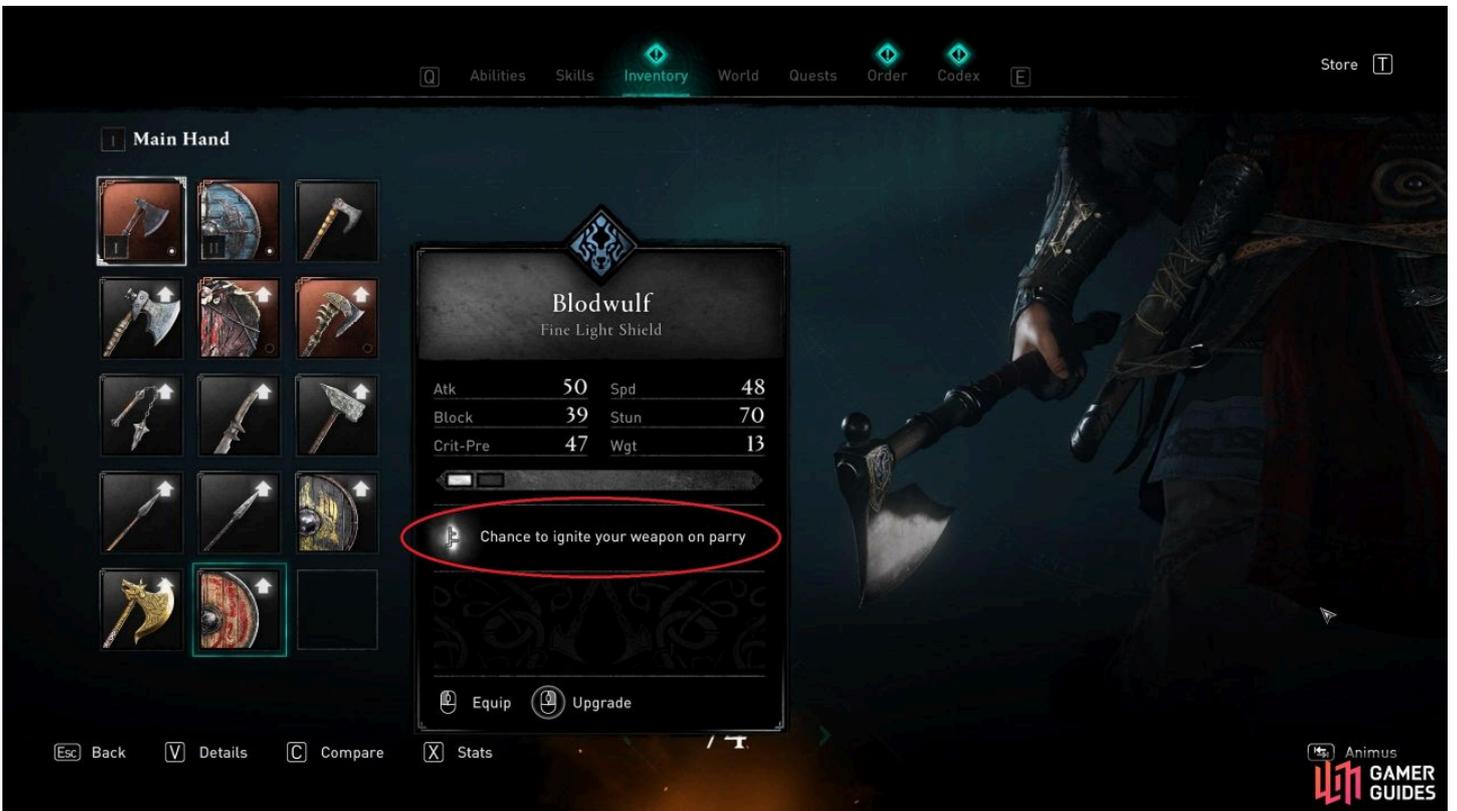
- 5 You'll find minor treasure chests in many buildings throughout the game world, often containing large amounts of silver.

Combat

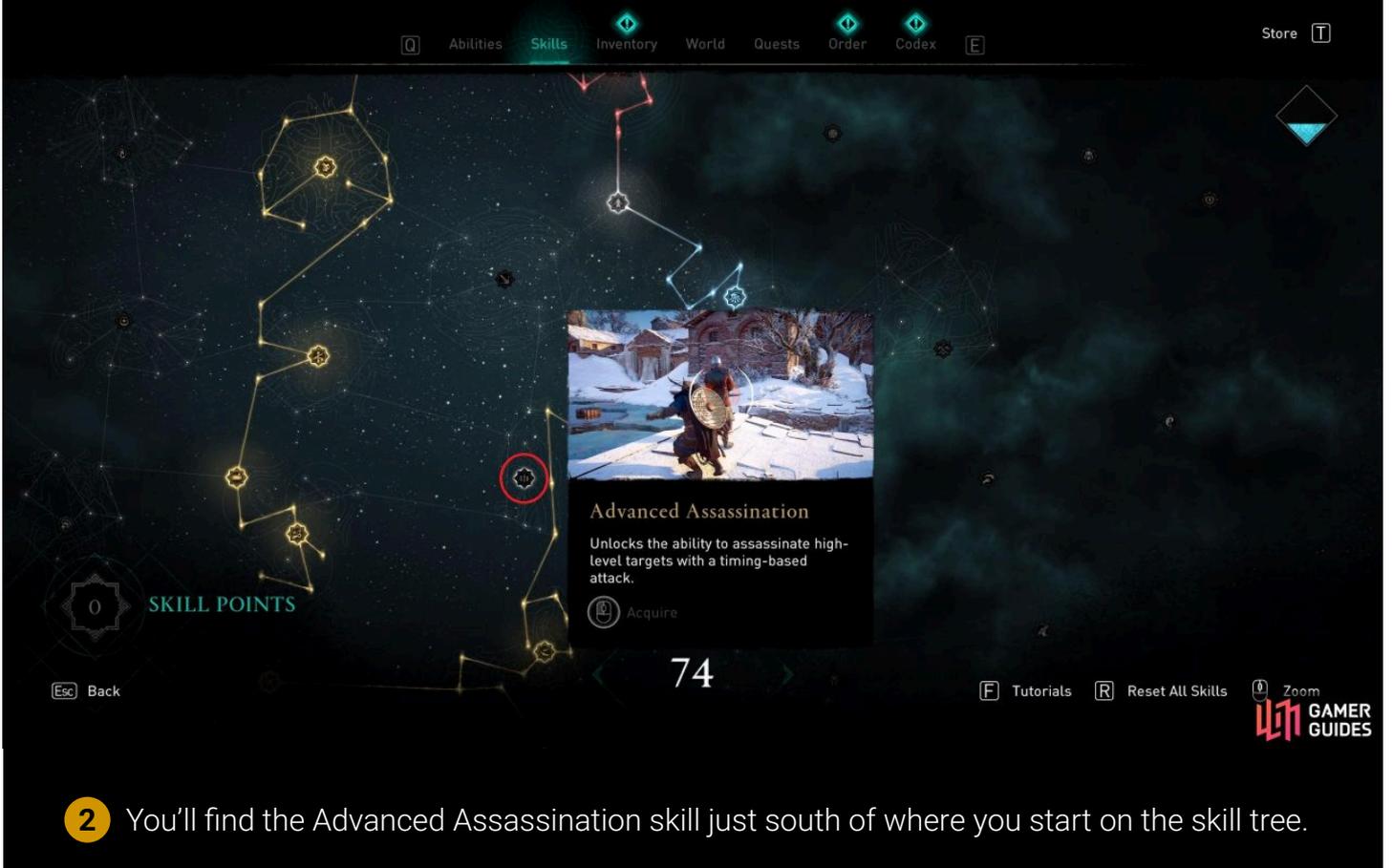
- The combat in Valhalla can sometimes be chaotic, and there are plenty of scenarios in which your enemies will seek to set you on fire. If this happens, you needn't use any rations or run from the fight to revive. Instead, perform a quick roll (by holding dodge) to extinguish the fire.
- Be sure to experiment with different types of weapons including axes, swords, spears, and flails. Each weapon type provides different passive abilities, but is also capable of different heavy attacks. No weapon is necessarily better than another, but using all that you come across will allow you to experience the full range.
- As with melee weapons noted above, bows also come in different types: Hunter, Predator, and Light. Each have different passive abilities which relate to their maximum potential range and damage, while also allowing you to use different types of arrows. **Predator** arrows deal the highest damage at the longest range. **Light** arrows deal less damage but have a higher rate of fire, and **Hunter** arrows provide a balance between the two.
- If you come across a poison cloud in specific places such as cursed areas, or if an enemy creates one as their special attack, you can disperse the cloud by throwing a torch at it. In a cursed area this will disperse the cloud for only a few brief moments, but it should be

permanent against most opponents.

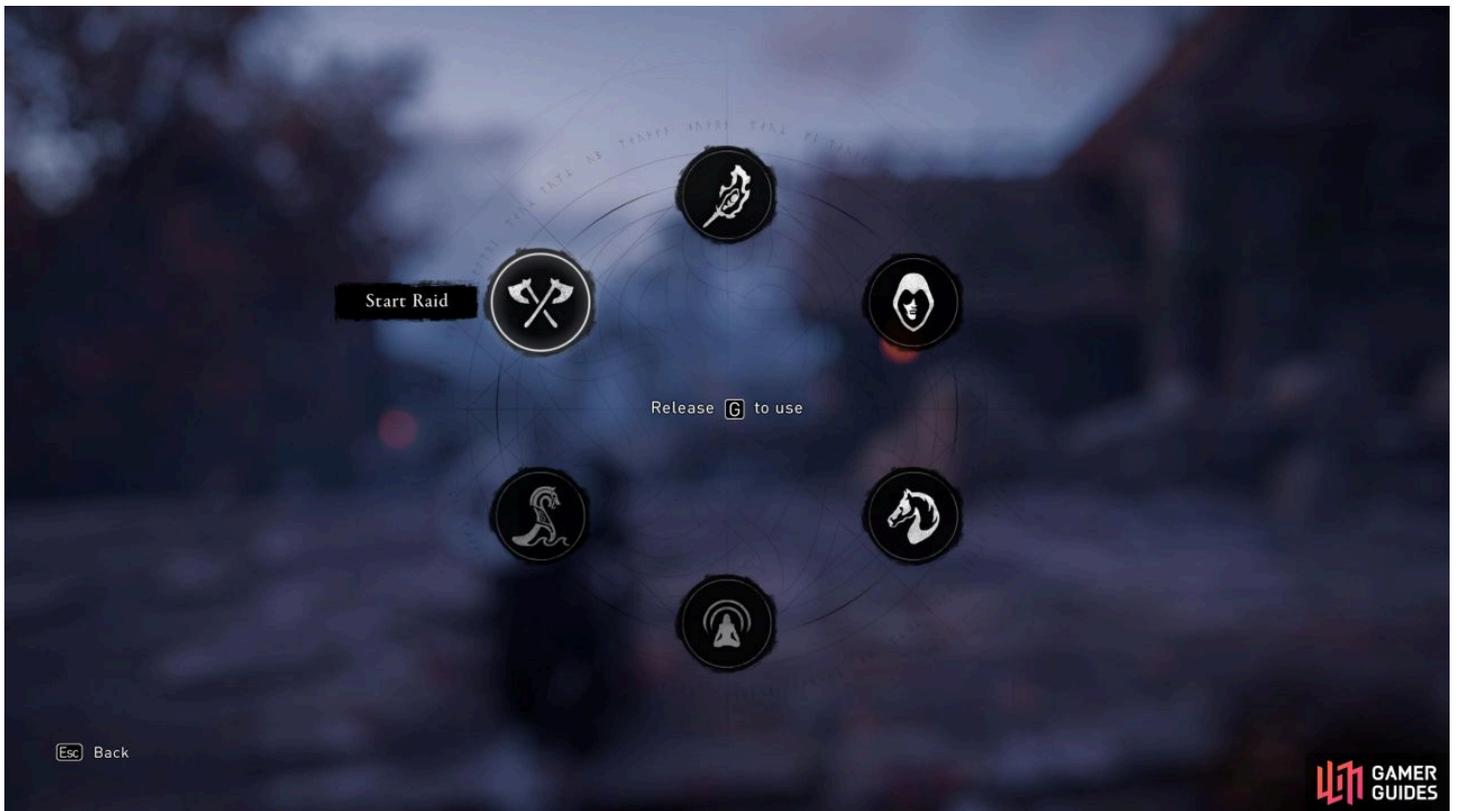
- Whenever you're fighting an elite unit with a lot of health, create some distance between them and yourself. You can then use your bow to highlight weak points, usually located on ankles, forearms, or on the back of some units. Hit these to make enemies vulnerable to stun attacks and inflict massive damage.
- When fighting any enemy you should aim to parry or block their attacks as often as possible. This will leave them vulnerable to attack while you hold your ground. Timing is key: execute the block or parry just as an attack is about to hit you, not when you first see the enemy begin the attack animation.
- You'll want to upgrade your **Rations** and **Quiver** from the inventory as soon as possible. Focus on investing in Rations at least three times before you begin to think about using your Leather and Iron Ore for anything else. More rations means more instant heals during combat, and increased quiver capacity allows you to kill more enemies out of reach.
- If you're in a settlement, monastery, or small camp that you want to raid but your ship and crew aren't nearby, blow your horn to summon your crew, thereby beginning a raid. You will need at least one crew member to help you open some special treasure chests, especially within monasteries.
- Take note of the passive abilities present on weapons and armor. Some of these can be incredibly useful for specific fights, such as the Blodwulf shield acquired at the end of [An Island of Eels](#), which provides a chance for your weapons to ignite.
- If you'd rather not spend your time bringing down elite units with a lot of health, unlock the **Advanced Assassination** skill (part of Way of the Raven branch) as soon as possible. This will allow you to take down most elite units in just two hits, if you can catch them off their guard.



- 1 Take note of passive abilities on weapons and experiment with them when you find new ones.



- 2 You'll find the Advanced Assassination skill just south of where you start on the skill tree.



- 3 Use the Quick Actions Wheel to start a raid from within a settlement, rather than from the shore.



- 4 A number of successful parries can leave multiple enemies vulnerable to stun attacks.



5 Look for Weak Points on elite units to make them vulnerable to stun attacks and inflict massive damage.



6 Throw torches at poison clouds to disperse them temporarily or permanently in some cases.

Ravensthorpe: What to Build First

- **Hidden Ones Bureau** - This building will allow you to identify members of the Order of Ancients throughout the world. Upon building it Hytham will teach you the classic Leap of Faith skill. You can bring Codex pages and Medallions from Order of Ancients members in exchange for new abilities and ability upgrades.
- **Barracks** - The Barracks will allow you to customize your crew and create a custom Jomsviking which you can equip with gear from your own inventory. This warrior will become a member of your longship crew, accompanying you during raids. Other players can hire your Jomsviking, earning you 100 silver each time they do. The Barracks also come with an NPC who offers Orlog games.
- **Trading Post** - With a trading post established in your settlement, you'll have a permanent, reliable place to return and sell any trinkets that you gather while exploring. It also offers combined goods from all trading posts in the game world, including basic supplies such as arrows, but also unique weapons, runes, and schematics.
- **Hunter's Hut** - This building will open up quests with Petra, who you can romance eventually. You can also hand in regular and legendary animal parts to Wallace, who will provide you with rewards such as runes, ingots, schematics, and trophies. This building should be high on your list of what to build next for the quests alone, but the rewards can also be lucrative if you enjoy hunting.

Tip

When handing in animal parts and fish, hover over the icon for each part / fish to see how many you currently have in your inventory.

- **Fishing Hut** - This building allows you to use the fishing line, which provides an easy way to catch fish if you're not fond of shooting with your bow or slashing through the water with melee weapons. The fishing line is also required to fish the greatest variety of specimens from small, regular, and big fish of different breeds. You can hand in your fish in exchange for rewards such as runes, ingots, and schematics.

Note

The Stable & Aviary provides a convenient place for you to purchase mount upgrades and skins, in addition to changing your raven skin. However, you can still do this at most stables throughout

the game world, so you might find it worthwhile investing in the Hunter's Hut or Fishing Hut instead.



1 The Hidden Ones Bureau will allow you to hand in Order medallions and codex pages in exchange for unique abilities and upgrades.



- 2 The trading post will provide you with a shop for runes, weapons, schematics, basic materials and more.



- 3 The barracks allows you to create a custom Jomsviking for you crew.



- 4 You can manage your crew from the barracks in your settlement.



5 Creating a barracks will also provide you with an Orlog NPC in Ravensthorpe.



6 You can hand in animal parts such as antlers, hooves, tusks, claws, and much more in exchange for rewards at the Hunter's Hut.

Hunter's Hut

Hunt down legendary animals and deliver their pelts to receive a reward and a hunting trophy in the longhouse.

2



Elk of Bloody Peaks



Black Shuck



The Corpse Feeders

?

?

?

?

?

?

Esc Back

F Tutorials
GAMER GUIDES

- 7 Visit Wallace in the Hunter's Hut once you've killed a legendary animal in exchange for a trophy for the longhouse.

Fishing Hut

Deliveries

2

Cold Storage

Randvi's set out a task to smoke fish to save for the coming months.



0/2



0/3



0/4

Rewards



Honey Trap

Tarben's been using honey from nearby hives, and a bear's been raiding them. Rather than hunt it, he wants to distract it with fish.



0/2



0/2



0/3

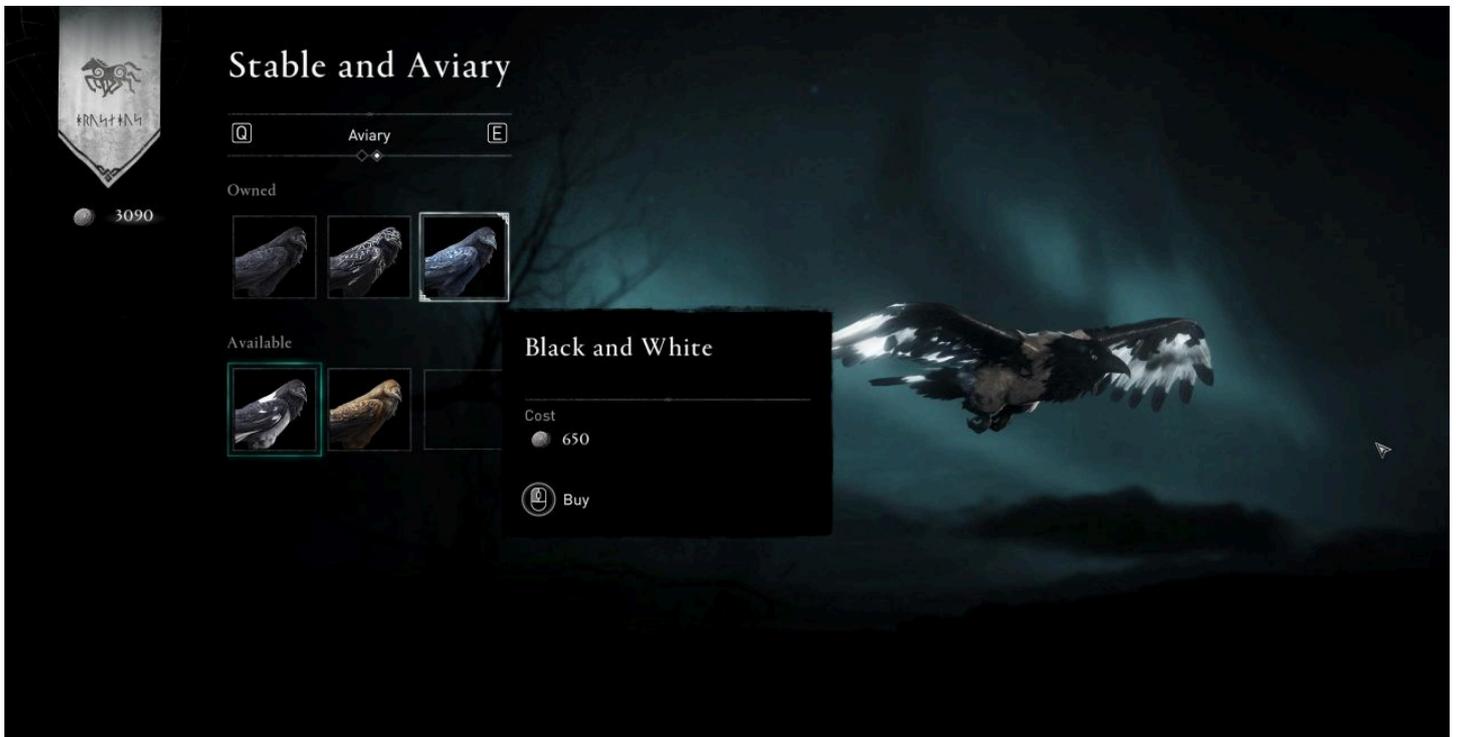
Rewards



Esc Back

F Tutorials
GAMER GUIDES

- 8 You can hand in numerous types of fish at the Fishing Hut in exchange for valuable rewards.

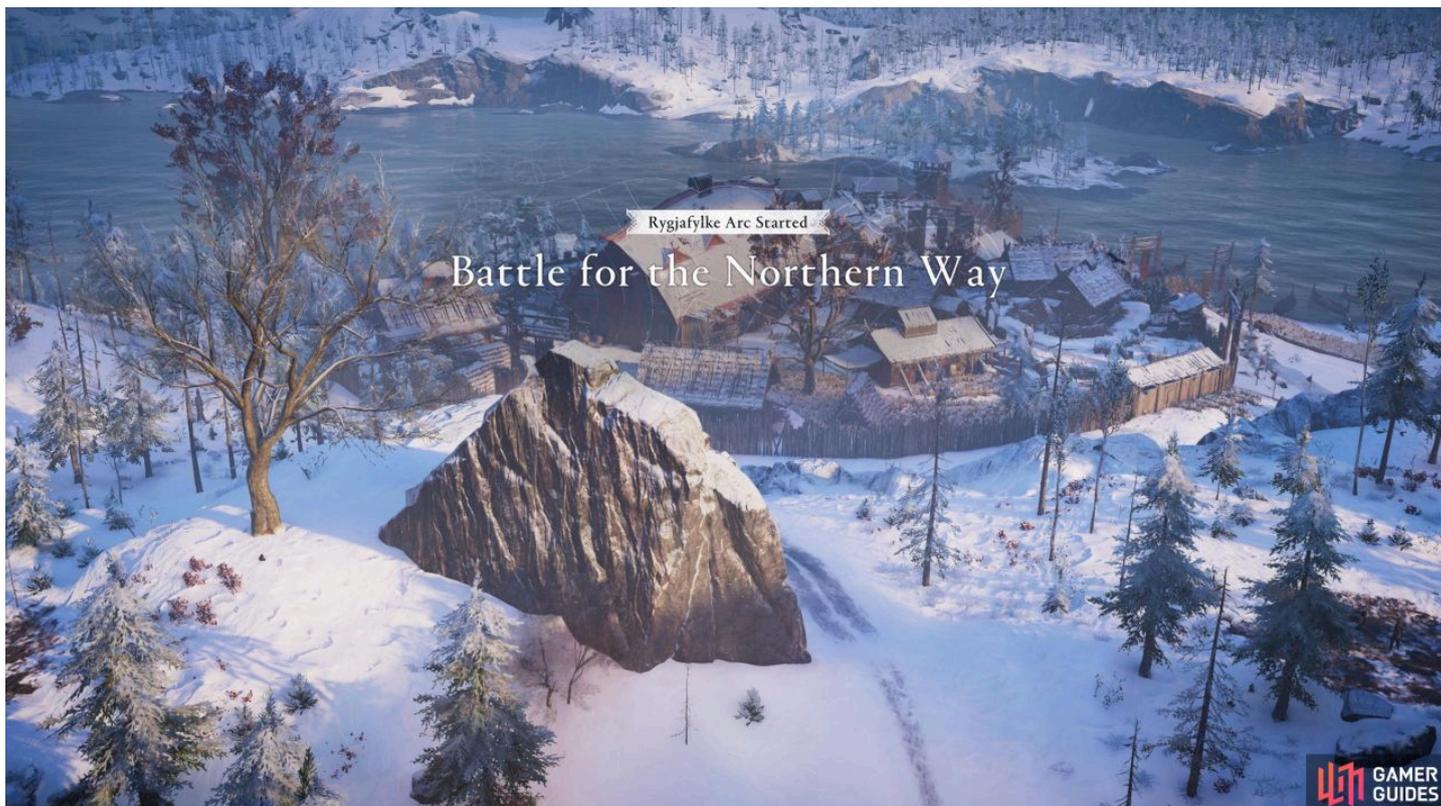


9 You can customize your raven and mount using the stable and aviary.



10 You can improve the attributes of your mount from the stable and aviary.

Honor Bound



Find Your Crew

The chapter begins with a cutscene in which Kjotve the Cruel expresses his plans to enslave Eivor and destroy their clan. When Kjotve leaves, Eivor sees a chance to escape the clutches of slavery before it begins, and takes it. Don't be fooled by the urgency of the cutscene. You'll have plenty of time to loot items from the surrounding landscape, including within the nearby buildings.

The first thing you'll want to do before moving from the docks is replenish your health. This can be done by picking cloudberry from the nearby bushes. These can be found throughout the world, allowing you to gather enough to form a ration, which can be used during battle for a quick heal. You'll start the game being able to carry only one ration, but this can be upgraded up to a maximum of six from your inventory.

Tip

Use **Leather** and **Iron Ore**, which can be gathered from the land or looted from treasure chests, to upgrade both your rations and quiver from your inventory, the latter increasing arrow capacity.

In addition to cloudberry (and later other consumables depending on your location), you can also gain health by eating food from cauldrons. You'll find plenty of these in most settlements, including small

military camps in the wilderness. Once you've fully replenished your health and gathered a ration for later, take some time to loot the nearby houses and the crates surrounding them. You'll find a fair bit of silver and other trade goods which can be sold to merchants.



- 1 Be sure to regularly pick cloudberry to replenish your health and rations.



- 2 If health is low and you'd rather not use rations, look for a cauldron from which you can

eat.



3 To loot from crates you'll first need to destroy them with a basic attack.

When you're fully healed and done with looting, open your map and set a custom marker at the synchronization point to the north. You should aim to synchronize with each new point as you encounter them. Not only do they provide spectacular views of the surrounding landscape, they also serve as fast travel points and reveal the location of Wealth, Mysteries, and Artifacts in the region.

Note

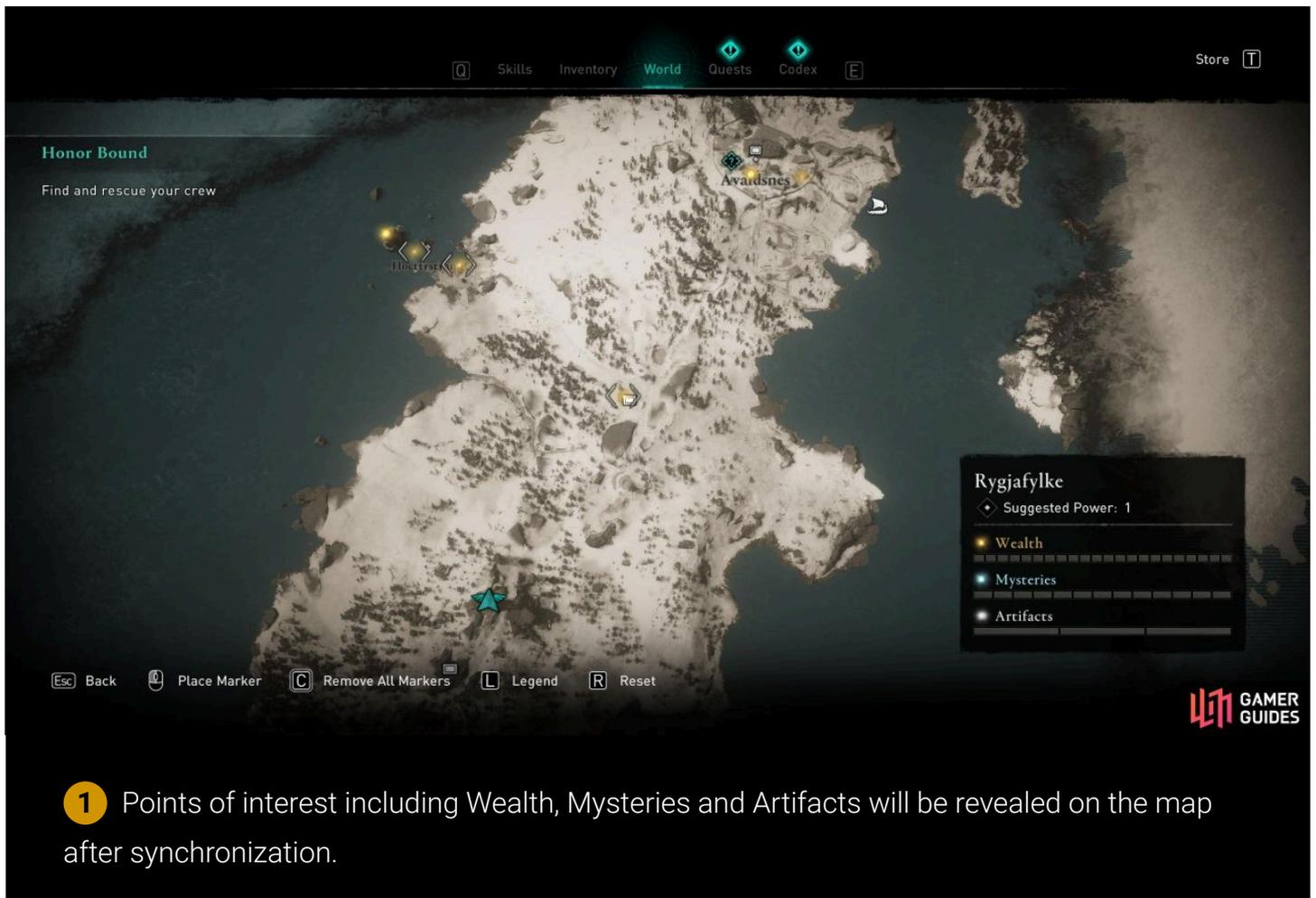
Wealth, Mysteries, and Artifacts are discovery opportunities in AC: Valhalla. **Wealth** provides crafting materials and valuable items, **Mysteries** provide side quest opportunities, and **Artifacts** come in the form of treasure hoard maps, schematics, and other collectibles.

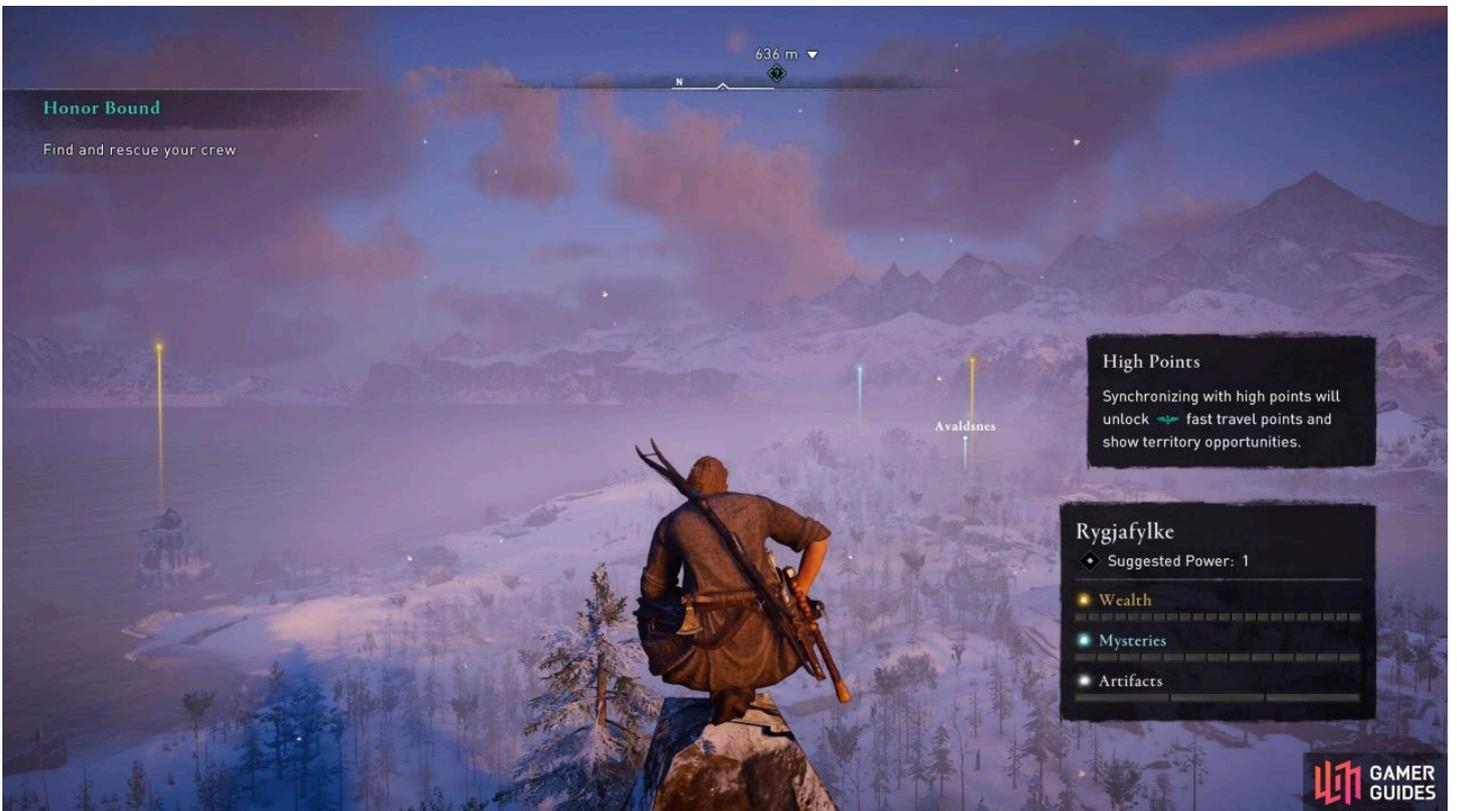
Once you've used the synchronization point, you'll notice new points of interest on your map. You can always come back to these later if you prefer, but there's no reason not to pick them up on your way to Avaldsnes. In general, they're good sources of XP and they will contribute to your material pool, which can then be used to upgrade armor, making future battles that much easier. You can select up to three Wealth, Mysteries, and Artifacts on your map at any given time, which will then be highlighted on your compass for easy navigation.

Tip

In addition to the compass at the top of your screen, be sure to make use of your raven companion, **Sýnin**, when searching for specific points of interest. She has the ability to fly great distances, even to the point of entering enemy camps, without alerting them to your presence.

After taking in the view, jump down into the pool. You'll need to gauge your jump somewhat to ensure you hit the water. Gone are the days when you could jump from any height and be sure to land on a welcoming haystack. Climb out of the pool and head northeast until you approach a small camp guarded by one of Kjotve's warriors. Take them out with your bow from a distance, or charge directly at them for a melee fight. You don't yet have the ability to assassinate, so your bow will be the main form of stealth kills for now. With the warrior dead, continue northeast to the Wealth in the centre of the map.

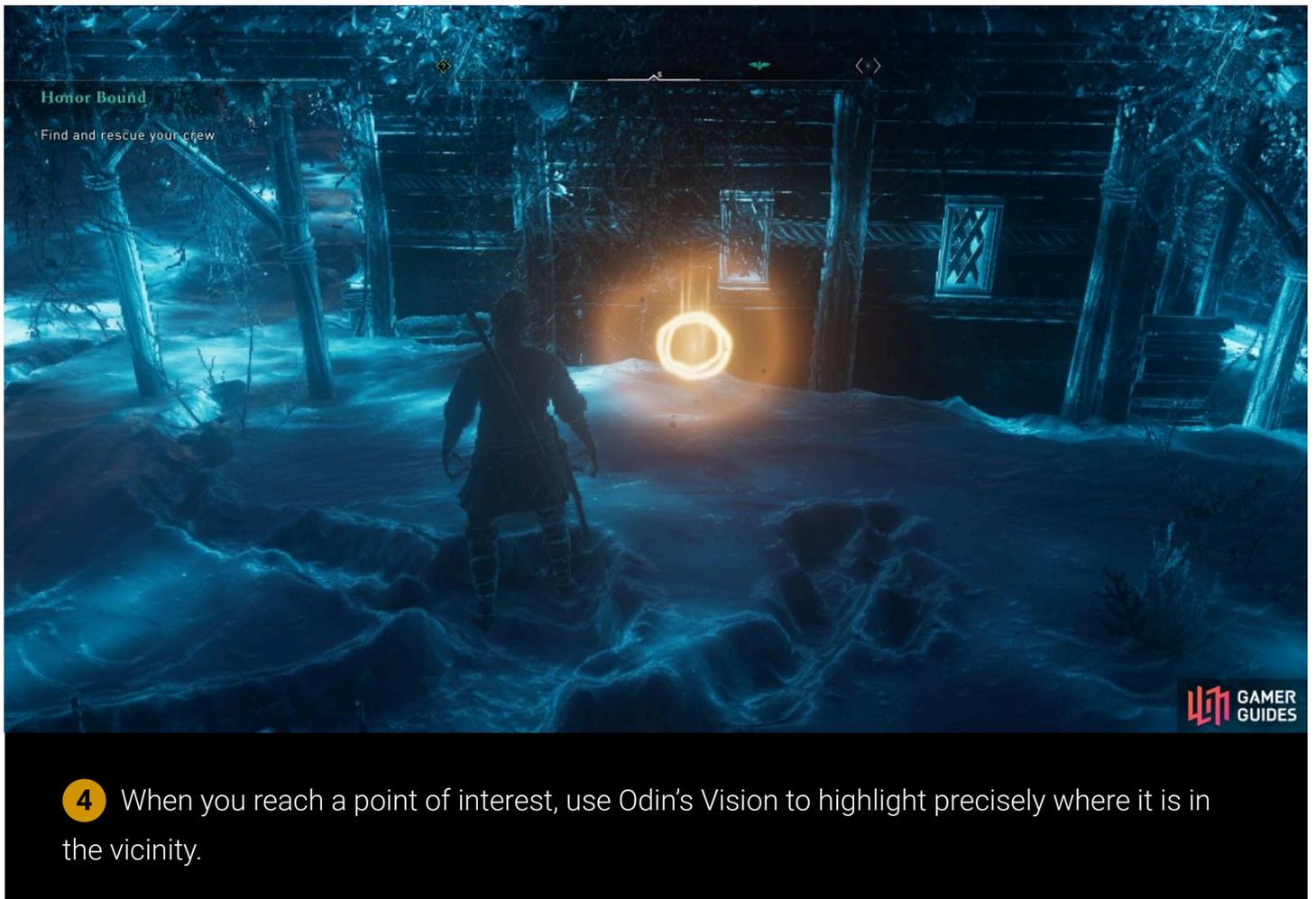




2 You can see the points of interest in the landscape while exploring, with the option to add up to three to your compass.



3 Use your raven companion, Sýnin, to explore points of interest and plan your approach.



Once you reach the wealth point of interest to the northeast, you can use Odin's Vision to highlight precisely where it is. This one is easily found, but some will be more hidden in places that can be difficult to reach without breaking a few obstacles or climbing to them using your parkour abilities. Loot the chest in this house and don't forget to break the crates for some minor loot, then turn your attention to Hoettrstrand in the northwest. As you approach the camp use Sýnin to inspect the potential threat, noting multiple warriors standing guard by the ships. You can also use Odin's Vision to mark any nearby enemies in red, making it easier to plan your attack without being overwhelmed.

You'll notice when you enter Hoettrstrand that a red line will be present at the bottom of your compass, indicating that this is a restricted area. All this means is that you're not welcome here, and any guards will be hostile. Kill the guards, making use of dodge and roll to avoid their attacks (which can be lethal without armor at this stage) and then take note of the wealth location. This is a good example of wealth which is more difficult to attain - this time being trapped under ice - which requires a bit more thinking to gain access to. Use your bow or axe to break the surface of the ice, then jump into the water and dive to the loot chest.

Warning

After breaking an ice sheet, you'll want to spend as little time as possible in the freezing water.

You'll soon lose health due to the cold and the ice can reform, trapping you beneath the water and forcing you to break it with melee strikes.

After looting the wealth beneath the ice, head northwest to find more under water, this time within a ship wreck directly below some floating tree trunks. Take the plunge and enter the shipwreck from the southwest to gain access, then return to the surface and use the tree trunks to reach the rock formation to the north. Follow the wooden platforms until you reach the mast of an abandoned ship. Leap onto the mast until you reach the tip of the highest spar, then jump to the wooden platform to the east. Climb the rock surface to the southwest and follow the path until you see a raised ladder. Use your bow to break the link which is holding up the ladder, then climb it to the wealth above.



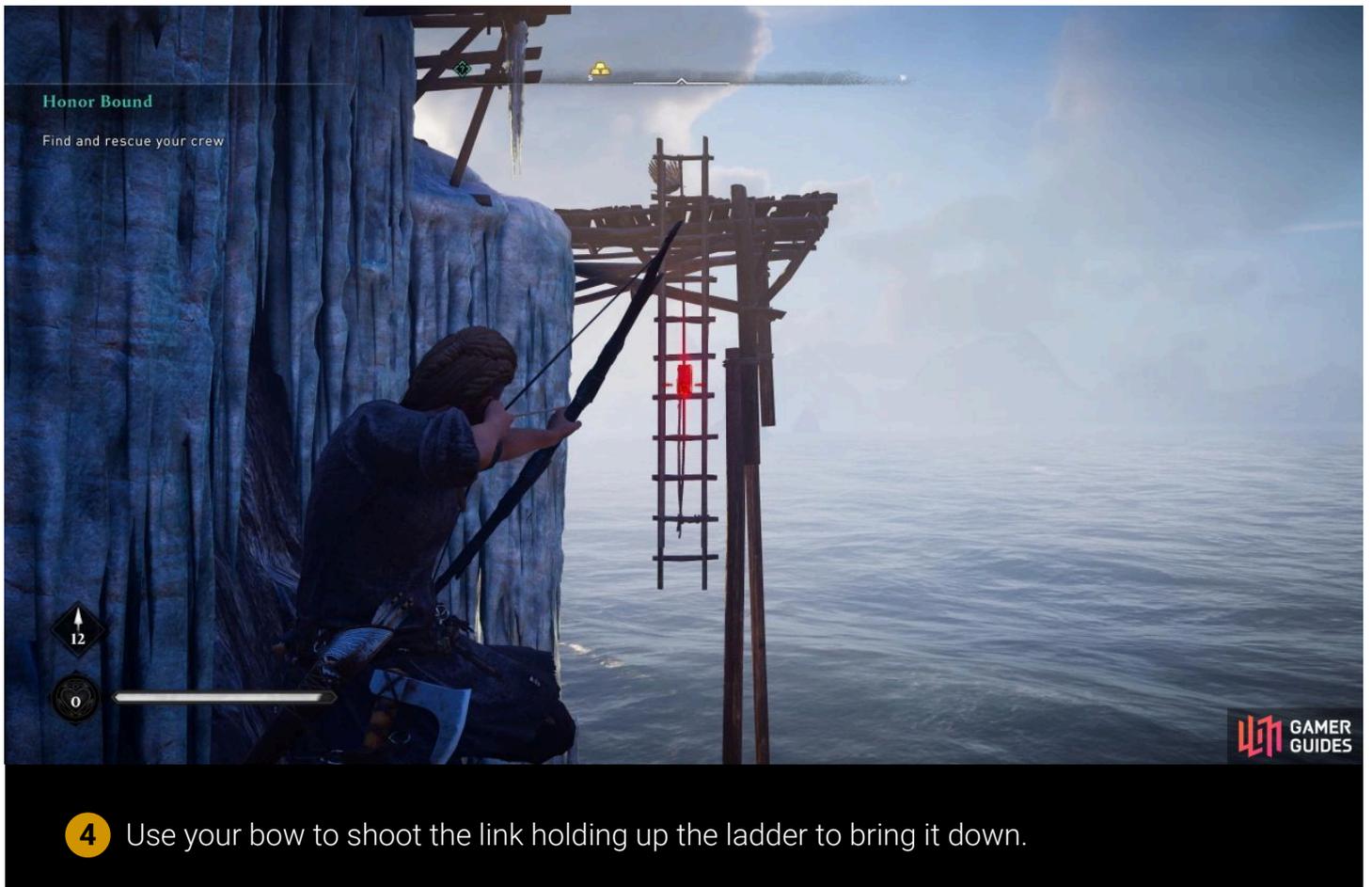
- 1 Use your bow to break the surface of the ice, providing access to the water and the wealth beneath it.



2 Use the tree trunks and wooden platforms to avoid the freezing waters.



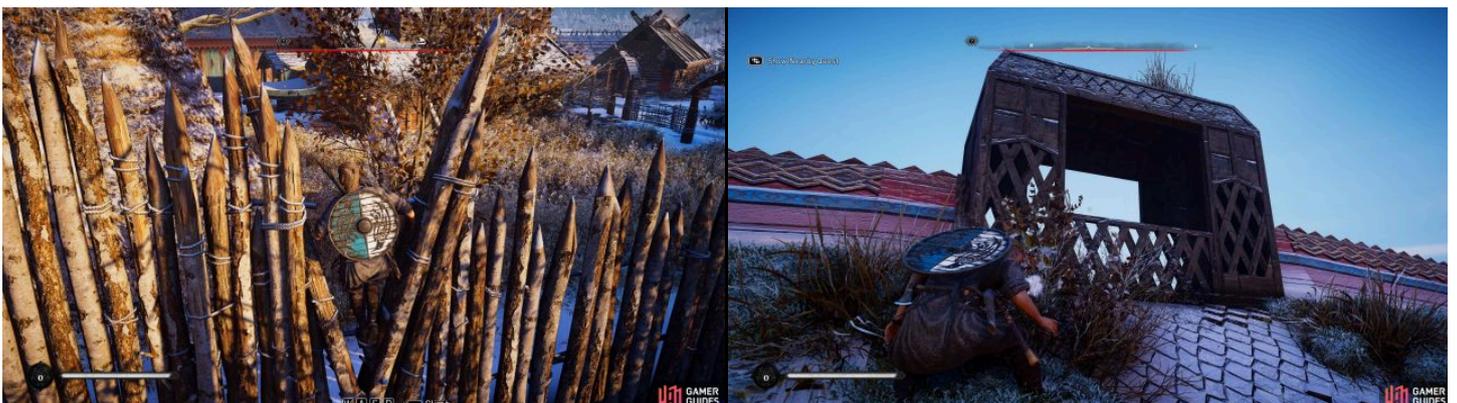
3 Jump from the tip of the highest spar to the wooden platform to the east.



Tip

If you're struggling to get down from a high rock, hold crouch and face in the direction of your choosing to climb down slowly. You'll sustain a lot of damage if you try to jump from a high surface.

Now that everything at Hoetrstrand has been looted, head northeast to the main objective in Avaldsnes. As you approach the settlement you'll be introduced to Dag, a fellow warrior of the raven clan. He'll provide you with a Raven Clan Shield, which you should equip as soon as possible to your secondary hand slot in the inventory. This will prove useful in the fighting to come, allowing you to block multiple light attacks in a row during battle. Continue northeast and enter the settlement by climbing through a hole in the fence posts.



Enter Avaldsnes from one of the breaks in the fence post to avoid alerting the guards. (left),
You'll need to enter the longhouse from the rooftop. (right)

From here you only need to carve a path to the longhouse, so try to avoid guards where possible. Those you do encounter can be taken down quietly with an arrow to the head. If you find yourself being attacked by multiple guards, make good use of your shield to block their light attacks, and then follow up with your own counters. Either way, your main objective here is to reach the roof of the longhouse, so climb it as soon as you get the chance. At the very top of the building you'll find an opening. Climb down from here to trigger a cutscene, leading to your first boss fight.

Boss Fight - Rikiwulf

As first boss fights go, this can be a tricky one. Rikiwulf's main weapon is a two-handed axe. The axe has a decent amount of reach, but due to its size is cumbersome to wield. This is a forgiving element of Rikiwulf's combat style; for the most part he's slow and predictable. However, he's also able to use two one-handed hammers, which he'll use to inflict strikes at great speed.

Tip

As can be seen in the first image below, certain areas of Rikiwulf are highlighted in yellow. These are **Weak Points**, which can be found on almost any enemy. If you manage to hit a weak point it will stun the target, leaving them vulnerable to a special attack such as Stomp.

The good news is, any incoming attack with the large two-handed axe will be indicated by a red aura surrounding Rikiwulf. Whenever you see this, be ready to dodge or roll out of the way, but be careful not to do it too soon. If you try to evade a heavy attack from Rikiwulf too soon, he'll alter his attack path to your new location and the strike will likely hit, causing significant damage with the two-handed axe.



- 1 Keep your distance from Rikiwulf and shoot whenever you get the chance.



- 2 Look out for the red aurora surrounding Rikiwulf, indicating an incoming sweeping heavy attack.



- 3 When Rikiwulf wields the hammers, wait for him to finish the combination of light attacks before countering them with your own.

If you do manage to avoid the heavy attack in time, now is the time to immediately counter it with a series of swift light attacks. Rikiwulf will be vulnerable for a brief period after every heavy attack, so you'll want to get the light attacks in as soon as he misses. After a few strikes have landed, try not to get too greedy and be ready to evade the next attack. You'll benefit from creating as much space between you and Rikiwulf as possible, giving you plenty of time to respond to an attack and allowing you to shoot him from afar whenever you get the chance.

Tip

When you evade an attack with a dodge or roll, try not to spam these maneuvers. In most cases you'll only need to use them once to create enough space between yourself and the foe.

When you bring Rikiwulf down to half of his health, he'll switch to the two one-handed hammers, changing his fighting style dramatically. Now you'll have to contend with much faster charges, though you'll still get a warning when an attack is incoming in the form of time briefly slowing down. Wait for the combination attack from Rikiwulf to finish, then immediately counter it with a series of heavy and light

attacks of your own. Continue this pattern until you entirely deplete Rikiwulf's health, and you should leave the fight relatively unscathed.

Free Your Crew

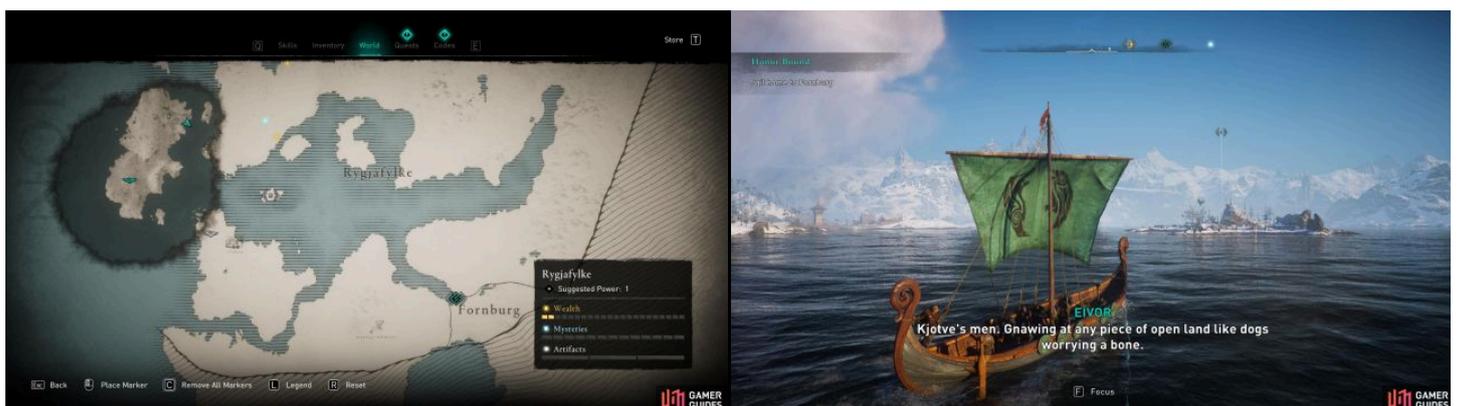
When Rikiwulf is defeated a brief vision will ensue, during which you'll see Odin and one of his wolves. Follow Odin and the wolf through the doorway to end the vision and bring you back to the longhouse. At this point you'll be given your first armor set - that of the Raven Clan - which you should equip, along with Varin's Axe, before you do anything else. Now that you're dressed more appropriately for battle, free your crew by unbinding the bonds from the crew member on the floor, and opening the gate for the rest behind bars. It's time to get to your ship.

Trivia

Odin is said to have two wolf companions - Geri and Freki - who accompanied him in battle, but also at the feasting table. Wolves feature prominently in Norse mythology; it is foretold in the Poetic Edda that Odin will be slain by the wolf Fenrir in the battle of Ragnarök.

With your crew set free, they will now follow you to battle outside the longhouse. Head through the main door to the east, where you'll find numerous guards waiting. These consist of a combination of shield-wielders and dual-wielders. Make use of heavy attacks to break through shields, and combine light attacks to swiftly bring down the guards. If you find yourself in a rough spot, allow your crew to do the work while you replenish by eating some nearby cloudberries. When the first group of guards are dead, make your way through the gateway to the east, where a number of archers will be waiting.

It's a bad idea to charge the archers alone. They will pick you off easily if you don't maneuver through their arrow fire effectively. Wait for your crew to assemble at the gateway, then charge the archers with them, using your shield to block any incoming arrows as you move forward. If you have any arrows of your own, now would be a good time to use them. Otherwise, you'll have to decrease the distance between yourself and the archers by charging at them, since they have an annoying tendency to be just out of reach unless you close the gap.



Sail toward Fornburg in the southeast, taking note of the island in the centre of the fjord along the way. (left), When you see the island of Ikke en Oy, lower the sail and approach it to trigger a raid. (right)

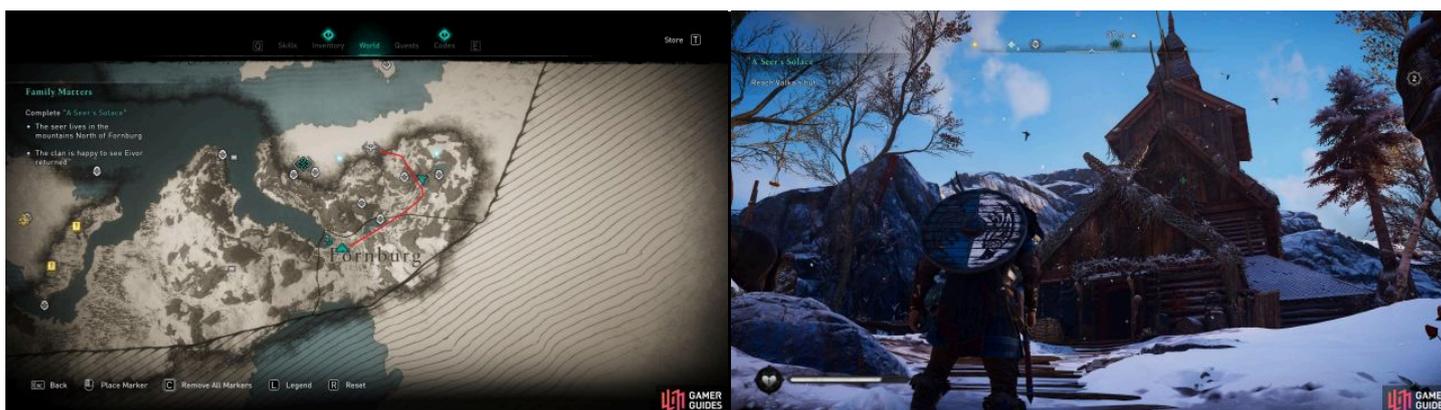
When all the guards are dead, climb in the ship and take command. Check your map to see the destination of Fornburg in the southeast. You'll also note an island on the way (named Ikke en Oy, which means "not an island" in Norwegian), which you'll be raiding. Head southeast-east and raise the sail to increase speed. As you near the shore of the island, you'll be prompted to initiate a raid of the island. This will propel your ship toward the shore, allowing you to exit with your warriors. The experience here will be much like the fight you just had, only this time with more loot. Enter the main house on the island and loot the chest to acquire **Bone-Biter**, one of many unique weapons you'll be encountering in your adventures.

Once you've looted the house, take from any corpses that you might have missed and then return to the ship. You can now continue southeast to Fornburg. Upon reaching the docks, speak to Randvi, who can be found waiting there. After the conversation, the quest will complete.

A Seer's Solace



This is a relatively simple quest which triggers immediately after completing [Honor Bound](#). It's recommended that you complete the tasks associated with [Family Matters](#) before moving on to this quest, but if you'd rather press on with the story, you won't be missing anything invaluable.



Take the path to the synchronization point for the most rewarding explorative journey. (left),
When you reach Valka's Hut, entering it will trigger a cutscene. (right)

The purpose of this quest is for Eivor to seek guidance from Valka the Seeress. You'll find her in a hut to the northwest of Fornburg. You can head directly there from the path leading out of Fornburg to the northwest, or you can take a longer route beginning at the northeastern end of Fornburg, leading you to the synchronization point to the north. This will have the added benefit of revealing wealth and mysteries

in the surrounding area, which would otherwise be hidden from view. Choose whichever path fits your appetite for exploration, so long as it ends with Valka's Hut.

Trivia

Valka's Hut strongly resembles a stave church, primarily Christian buildings which were first built during the 12th century in Scandinavia. The remnants of pagan cultic structures which came before them are sometimes found beneath stave churches, and some stave churches (such as that of Urnes) incorporate both Pagan and Christian iconography.

When you reach Valka's Hut, enter through the main door to trigger a cutscene. After this you will be beckoned to follow a mysterious figure outside. This is soon revealed to be your adoptive brother, Sigurd. Continue to follow him up some steps and through the snow, until you reach an entrance. Go through the doors to trigger another cutscene, at the end of which you'll find yourself back in Valka's Hut. Once there, go through the dialogue options in the order of your choice (the outcome will be the same). When the conversation with Valka ends, the quest will complete.

Family Matters



Now that you've made it back to Fornburg in one piece, take some time to interact with the locals, sell loot to the merchant, engage in a drinking game with Tekla, and speak with Alvis for a round of [Flyting](#) to earn +1 Charisma.

Speak with Gunnar

The only mandatory thing you need to do for this quest is speak with Gunnar to sharpen Varin's Axe and reinforce the handle. Gunnar will also mention that you can return to him at any time with ingots to enhance your equipment. When prompted, select Varin's Axe and enhance it to a Superior Bearded Axe, then exit the menu to continue the conversation. Before you leave, be sure to ask Gunnar how he's doing for an amusing dialogue.

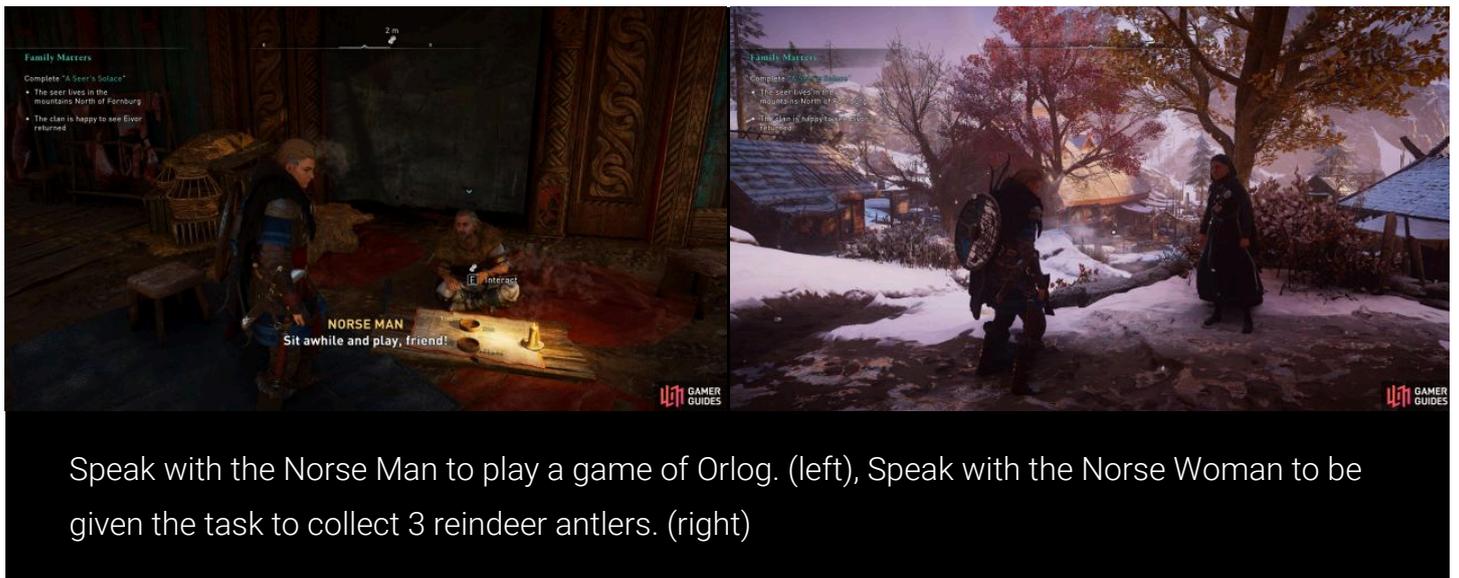
Help the Locals

You'll notice that when speaking with Randvi, the king is not yet ready to be seen. At this point you could choose to complete [A Seer's Solace](#) and then return to Randvi to progress with the main story, but you'd be missing out on some side objectives. To find them, you should speak with more people in Fornburg. In particular, you'll notice four teal icons pointing to specific people. These are also shown on your map. They include:

- Tove
- Svend
- Norse Man
- Norse Woman

Note

There is no mention of these side objectives in the quest log. The only indication that they're available comes from the teal icons, and paying attention to what each person says when you speak with them.



Tove

You'll find Tove at the southwest corner of the settlement, waiting by the archery range. As you approach Tove she'll ask you to teach her a thing or two about archery. Oblige her by stepping up to the platform, and take some arrows from the nearby iron container if you need to. When ready, shoot all the targets in the range, including two mannequins on the ground, two fire pots on the ground, three pots on the ledge beneath the frozen waterfall, and two more mannequins above those. Once all the targets have been hit, Tove will thank you for the demonstration and offer a new tattoo schematic which can be viewed at the tattoo shop in Fornburg, which is owned by Svend.

Svend

Now that you've earned the new tattoo schematic, visit Svend - the tattoo artist - to view it. You'll find Svend outside his shop just east of the central longhouse. You can apply new tattoo schematics to almost any part of your body, and you can also change your hair style and color by speaking with Svend.

Norse Man

When you're done with Svend, head back to the longhouse to the west, out side of which you'll find the Norse Man sat on the ground, just west of Randvi. Speak with him to play the minigame of **Orlog**, the rules for which are described by him. It doesn't really matter if you win or lose, just that you've had a go.

Norse Woman

Finally, you'll find the Norse Woman, who is a hunter, standing outside a triangular building northeast of the longhouse. Speak with her to ask for advice on where to hunt. She'll ask you to bring her **three sets of reindeer antlers** in exchange for the knowledge. This sounds like a simple enough task, right? Well, unless you're stupendously lucky, you can expect to spend at least an hour searching for these antlers. Naturally, you'll find them only on stags, and these can be found with other deer in the woodland to the west of Fornburg. You'll want to use any cover that you can find here; the deer are extremely skittish, and difficult to hit on the run.

Tip

Cloudberry bushes provide excellent cover for you to wait from within, but keep in mind that when you pull the bowstring, Eivor will rise slightly, revealing their location to the deer. You'll need to be quick with firing once you've identified a target.





2 Be sure to use cloudberry bushes for cover to avoid startling the deer.



3 You'll find arrows throughout the woods while hunting.

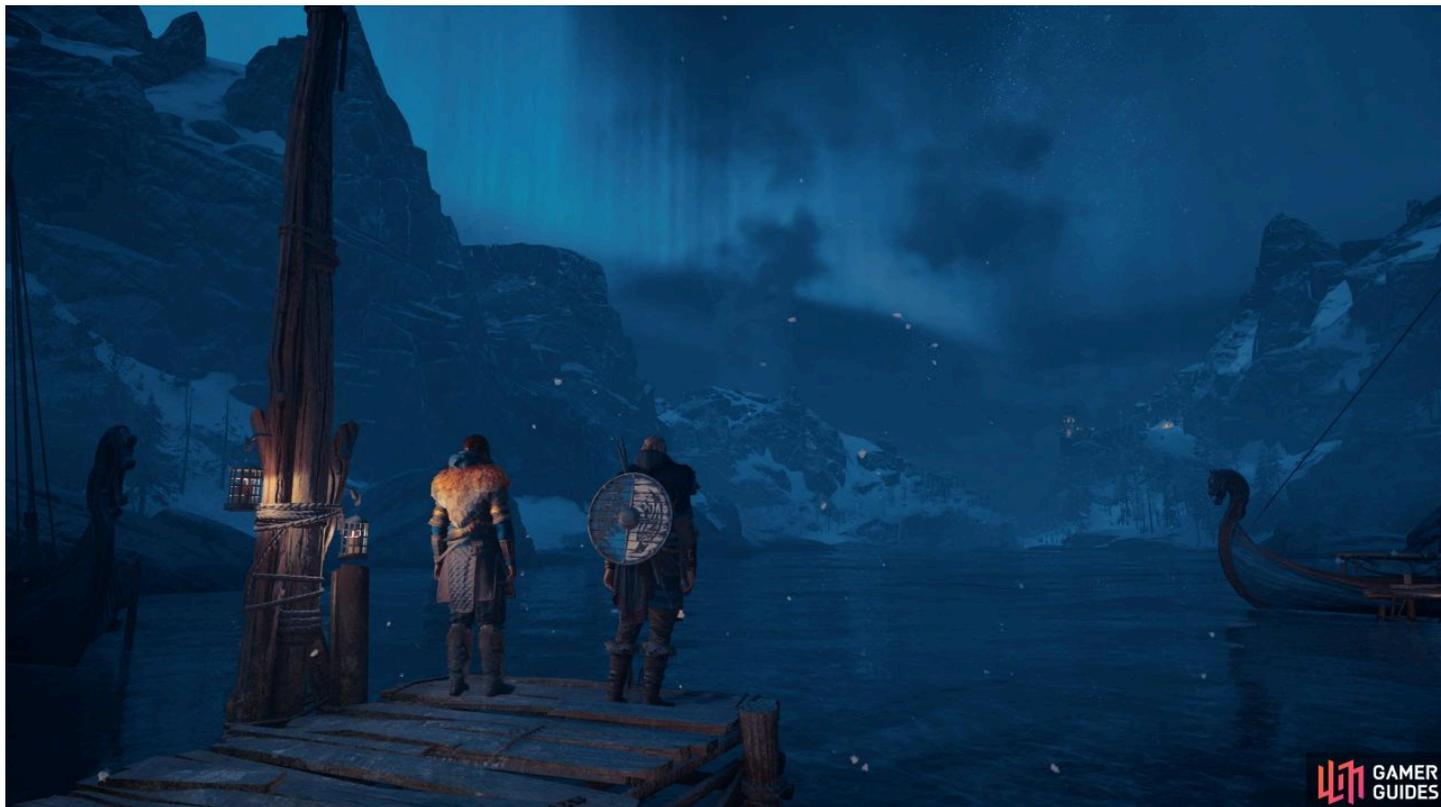
Not all reindeer stags that you encounter will provide antlers, so you'll likely need to kill more than three reindeer before you get what you need. If you're having trouble finding the reindeer, use **Sýnin** to identify any in the surrounding area. If you kill all the deer in the small woodland area to the east of Fornburg and

still need more reindeer antlers, try hunting in the larger woods to the west. However, you'll need to be careful in these woods; they contain wolves, bears, and boars which have the potential to overpower you before there's any time to react.

Complete 'A Seer's Solace'

With all of the above optional objectives covered, the last thing you'll need to do is complete [A Seer's Solace](#) by visiting Valka to the northwest of Fornburg. After that, return to Randvi outside the longhouse in Fornburg to complete the quest.

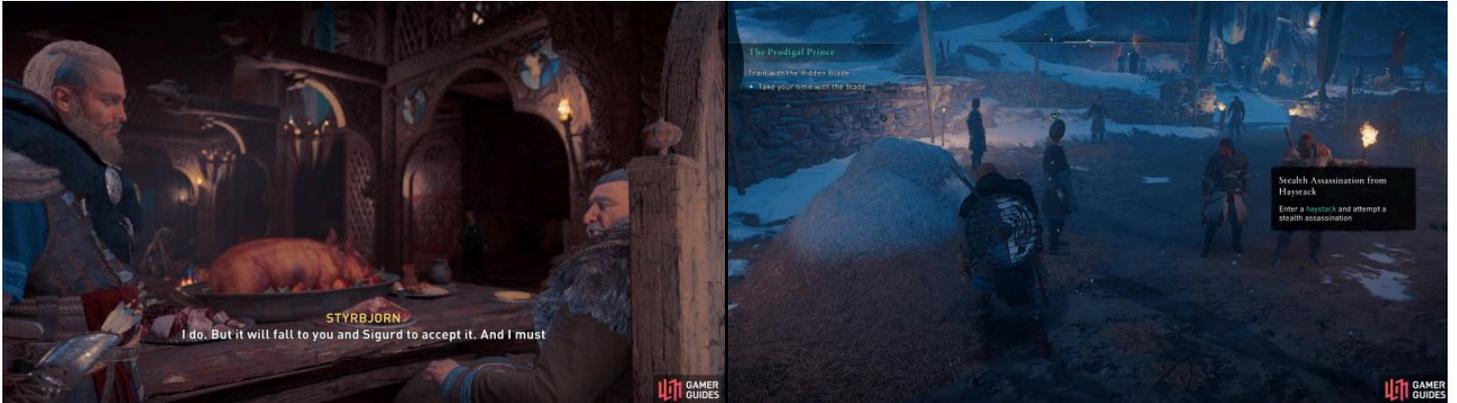
The Prodigal Prince



This quest begins immediately after [Family Matters](#). Make your way to the docks from the longhouse, where your foster-brother Sigurd has just arrived home after two years away. After greeting Sigurd at the docks, walk with him back to the longhouse. After the cutscene, listen to Sigurd's tale from the table. After a while he will beckon you over to him, at which point you can choose to go there immediately to progress with the quest. However, you can also take some time to speak with Styrbjorn, Randvi, Hytham, and Basim. When you're ready, speak with Sigurd and go through the linear dialogue options. He'll tell you a little more of Basim and Hytham, and then present you with a special gift: the hidden blade of the Assassins.

Trivia

The remnants of burnt stone found in some longhouses have instigated debates over their interpretation. Some suggest that they indicate the presence of a primitive sauna, while others have theorised their use as part of an in-house brewery.



Be sure to speak with others before seeing Sigurd in the longhouse. (left), Follow Basim's instructions when using the hidden blade. (right)

Follow Sigurd, Basim, and Hytham outside, where they will take you through the basics of learning how to wield your new blade. As with previous AC titles, this will essentially become your main means of assassination. While Basim is eager for you to use the blade, Hytham is more reserved, with questions of your intentions. Listen to Basim's instructions and use the blade to take out targets from different positions. You're taken through a basic assassination in plain sight, an attempted assassination of a more powerful target, a ledge assassination, and an assassination from above. When you're done, speak with Sigurd and walk to the docks to complete the quest.



GAMER GUIDES

We hope you enjoyed this free sample. [Subscribe to Premium](#) to access our full catalogue of PDFs.