

## 2. Valley of Eternal Spring

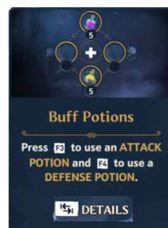
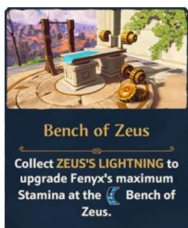
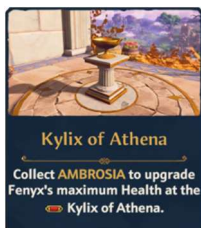
### 2.1 Story Line



This part is only the story. Feel free, to open chest and do any quest you find. You fly from the observatory to the valley and go in direction of the Hall of Gods. On the way you can tame an Anemone at ❶. Perhaps save before you go near. Now you can ride to the hall. A longer scene follows, the painted can



be skipped. Now look around. You have 7 stations, where you can improve your character:



First go to Hermes' Heroic Tasks. You sure have enough done to get some reward. Take all tasks and some are finished. Reward are bolts, Ambrosia, weapons and skins, and items (**Refroged Bow of Oysseus** and **Reforged Sword of Achilles**). Use all and at last go to River Styx Cistern. Here you can buy skills for the coins of Aron. Preferences for the skills are at this time to the double jump in the air, climb faster and fly faster. You will need **Heavy Lifting**, **Ares' Wrath** and Phosphor's Clone to solve some rifts. But you have to find Phosphor first and don't have enough coins now to do it all. Make the skills, they help you most for now, then look for the godly powers you can reach.



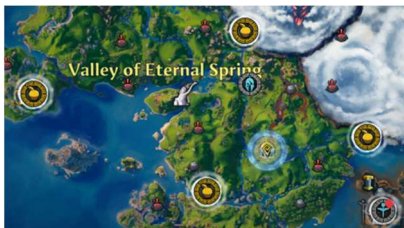
Next task is to reach the top of the Aphrodite Statue. Reach the apple in her hand and fulfil the task. The map is cleared and you search for aims. On the head is an Ambrosia and near the head a birdcage. Free the piece of Nike, look at the map behind for the next one. It should be in the area of Ares in the east. After searching high from the apple fly to the apple tree and have a long scene with Aphrodite. The pearl is in the north west of the area, use your Anemone to get there. The pearl is in a seashell, guarded by a cyclopes. Roll it over the sandy way to the beach. Most of the way it rolls alone. Blocking stone and a gate at the end with three aims to open. Gather the Sea Foam and return to Aphrodite, long way or fast travel to the statue and fly! Or ride along the coast and gather some loot. Returning to Aphrodite and placing the foam on her you get another blessing from her.



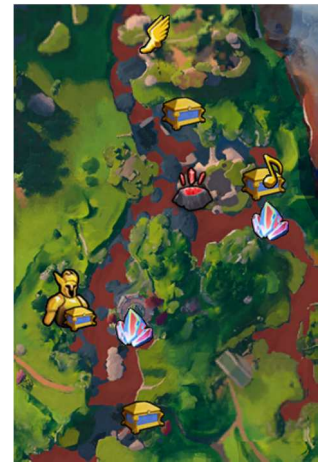
Typhon is really angry and sends his wrath the Wraith of Achilles over you. Longer scene and the new task to find the tears of Aphrodite. They are all in a rift.



You see three apples on the map. There are three rifts. We do the left one first. On the flight there you can find an Ambrosia on a small island and then fly to the rift, the **Aphrodite's Bewilderment** with **Hubristic One-Eyed Giant Helm**. On the way to the next tear in the south east you can gather Amrosia. The next rift is **Adonis's Fall** with **Spring's Laurel Helm**. Now we



make more than just the last rift. Travel back to the Hall of Gods and start in direction of the apple, but you land at the temple on the right. Go back to the west and jump down to the plateau with the first chest. To open the gate light the three fire basins: standing in front on is right of the gate, up, one is right back in the dark canyon and one is left back on a plateau. Go north west for the next chest. Look now for three switchest. The first is left and up and on the left over a bridge. The last is standing before the gate and look away from the gate, Hardeast between two rocks, two jumps away. Hard work for a chest with only a new visual. Now go north on the left side, find a mushroom and after a jump to the other side the quest zone. To open **Kalliope's Distress** with the **Stormy Helm of Vulture** you have to use three switches. First use your axe on the left side and then pull the cube from the switch. Then jump down in the hole beside and find a switch three jumps down. Next is a little tricky. Climb up on the left side and shoot a bow in the small fissure and light the bowl behind. Last is up in the air over the vent. Now you have all crystals light and can enter the rift. Leave the temple right and find the next chest. Around are enough stones for the three switches. This position is ideal for Fare Side and find some new aims. Leave over a vent and look for **Bolt of the Blue**. Phosphor is a good companion (and with a lot of power). Next aim is in the in the Gates of Tartaros. It's easy, just fly to the marked aim, get the seed and return to the bird. Now you have a companion with possibilities. Now go to **Gaia's Soul** (under the big tree in the lake area) and throw the tears on the root. After visiting Aphrodite nearby on a little island and a longer scene you have to find the **Apple of Discord**. It is in the far west in the temple of Aphrodite. Enter over the vent in front and ride up to the locked apple. You have to put two more apples on the pedestals to unlock it. You find it on the right, on the next rock with the puzzle. Throw two or three apples to the big one and return to place them. And make the puzzle (2 coins). Then go back and roll the apple down to the lowest area. Not opened the gate? Two aims over the gate. Return to Aphrodite and see the scene (the painted can be skipped). Now you have to find the essence of Aphrodite in the rift at **Gaia's Soul** in the **Vault of Aphrodite**. Bring the essence to Aphrodite in the **Hall of the Gods**. After that update the possibilities and talk to Aphrodite. She give you a new task to find four creatures and defeat them. I done first the rest of the Clashing Rocks to get more power (look at 1.3). After that kill the beasts to get **Phosphor of Companionship**, **Lovebird**, **Stonegazer** and **Zeus' Lightning**.





## 2.2 Rifts in the Valley



- A. Aphrodite's Bewilderment, Hubristic One-Eyed Giant Helm
- B. Adonis's Fall, Helm Spring's Laurel
- C. Kalliope's Distress, Stormy Helm of Vulture
- D. Vault of Aphrodite, four chests
- E. Achilles, a Real Heal
- 1. Helping the Anemoi easy rift with **Bristled Pelt** gear.
- 2. Odysseus's Prison, a training with the bow. **Brood of Typhon Helmet**
- 3. **Arena of Agility**
- 4. **Messenger's Path** First difficulty is to reach the rift. Find your way up to the temple of Athena and climb to the highest point. Save! Then fly to the high rock with the red clouds. Jump twice at the beginning to reach height. Ares' Wrath only if you are on the rock and to low. You need Ares' Wrath also for the chest. **Shade of Tartaros Plate** and **Ambrosia**
- 5. **The Aiolan Path** Rolling some balls. The second is a game of luck. **Stormy Breasplate of Vulture**
- 6. **Path of Erebos** You need Heavy Lifting and Ares Wrath for the chest **Hide of the**
- 7. **Mastering Phospor's Clone** Guess, what you need! The constellation quest nearby gives you 12 coins.
- 8. **Medusa's Liar** Ubisoft Flightsimulator. After that you can fly. Visual **Bristled Summer Pelt**
- 9. **Arena of Fortitude**
- 10. **Atlas's Burden** I would it named: Sysyphos's punishment. Rolling around all those balls isn't very funny. **Visual Envy of the One-Eyed Giant**
- 11. **Arena of Heroism**



## 2.3 Chests in the Valley



1. For the second switch look left behind a bush. Inside an aim to release the big cube. **Love's Embrace**
2. Fight chest with bow **Resistance**. Look to the beach: a hidden quest at the south.
3. Fight chest with **Horns of Revels**. Right a shoot switch to open the gate. Push the block from behind on the switch.
4. Fight Chest with **Forbidden Labrys**.
5. Down by the river. Shoot two arrows with fire from the wall before through the right grid to light two fire bols. **Visual** for **Darkglare Plate**.
6. Chest and lyre is guarded by Aello, the Storm Swift
7. Stand on the switch and shoot a fire arrow in the shown order on the bowls. **Brood of Typhon Breastplate**
8. Shoot the aim above from the switch, shoot and fire arrow to the bowl left, use both switches in the rooms, go down and light the fire bowl for the third and find the last right beside the entrance. **Visual Spring's Embrace**.
9. New visual **Reflection** for the bow. Go to the Navigation Quest behind and find the Hidden Quest **A Trojan Gift**.
10. Get the Ambrosia at the bridge and fly from the bridge south. You see a pillar with a block, jump down and throw the block to the switch or





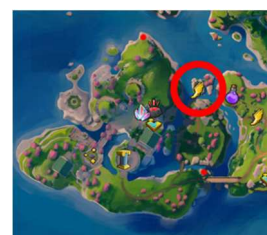
better on a guard. This activates the gates in the water. Dive through and go right under water along the stones to find two switches. The third is over the water. Find the small lyre (**132421**).

11. Next chest is around the corner: swim in the area, throw a stone into the weak wall on the other side, shoot two fire arrows in the bowls up and lower down. Dive at the bubbles for the chest in a tunnel for the helm **Shroud of the Hunted Deer**.
12. Fight chest **Vanity's Laurel**
13. Fight chest **Skin of Hunted Shark**
14. Fight chest axe **Tempest**
15. Beach: Aim at the switch above and throw stones until the gate opens **Autumn's Embrace**
16. Chest with lyre Shoot a fire arrow to the three bowls at the statues, then use the switches **42142**
17. Put a light weight on the switch in the broken ship (Clone!) Zeus' Lightning
18. **Nocturnal Helm of Vulture**
19. **Departed Shade** sword
20. **Nocturnal Breasplate of Vulture** The third gabbage is at the puzzle.
21. A small lyre smash the big block in front **32314**
22. New visual **Wildfire** for the axe.
23. Visual **Shroud of the Hunted Shark** three aims with three switches
24. Bow **Whirlwind**
25. **Skin of Moonlight Revels** Three switches, one left up in the corner, one opposite left and one opposite right of the entrance in a corner
26. **Bristled Summer Helm** Stand on the switch high above, on shot on the aim right ahead, one fire arrow to the bowl down right. Use the two switches to release the chest

## 2.4 Puzzles and Navigation

Most are very simple and need no help. Two are a little tricky.

1. This one is in the east at the big rift. Roll the moon up the way to its place. Then the navigation is released.
2. Don't fly. Run to the rocks left, climb / jump up and uses your mount. Follow the way at the second sheep right and straight to the light. Jump from your mount and fly the rest of the way.



## 2.5 Mounts and Monsters

Not in list: Monsters in the story line

- 1 Anemone
- 2 Bolt
- 3 Tyrian appears randomly, be very slow while converge.
- 4 Sepia
- 5 Alabaster
- 6 Indika
- 7 Cypress



- 1 Aello, the Storm Swift defends the small Lyre **2413, Wings of Revels**
- 2 Kelaino, Legendary Dark Vulture, **Phosphor the Patriach**
- 3 Ozomene, Mystical Harpy **Wings of the Hideous**  
Mystical Fragment

**READ 6. Of Hidden quests!**

- 4 Nightmare of Daidalos, Legendary Minotaur **Phosphor of Passion**
- 5 Lieutenant Okypete, the Swift Wing



## 2.6 Hidden Quests

### 1. Flipping Houses



The quest start in a destroyed village up on a rock. You have to destroy all pillars and ports in the village. If you mark the quest as followed



you see how much you are missing. After you destroyed all 20 items go to the back and see the lake down under. Here go to the portal and interact to finish the quest. Btw near my circle east you can find the horse **Alabaster**.

### 2. Oceans of Offspring



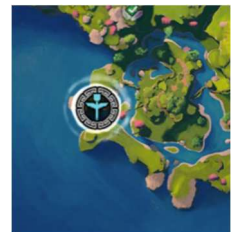
Appears as you are near the shell. Fly and swim to the pillars in the sea. Dive and find a switch. Return to the shore and interact with Hera in the now open shell. Behind her in the rock is a chest.



### 3. We are not alone



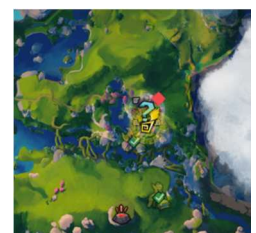
Don't know, what this quest triggers. At the first mark you find the **Chime Bell**. With this item you can gather Stamina Orbs. The next quest is up the rock beside (see the orbs). Follow the clouds, but you need Ares' Wrath to fly to the last one. And if you don't are the Master of Ares' Wrath you will be despaired. For this one is an easy alter-native: Travel to Eros' Haven and fly from there to the aim. You only have to land on the aim. The next artefact must be solved by flying there. Use Ares' Wrath when ever you have an orb around. See also the movie.



### 4. A Trojan Gift



Put three pink pieces in the bowl. Two are free around, the last is blocked by three fire bowls. Shoot the third arrow through the gap between the pillars. Then you free the Navigation Quest in the round temple. Use your mount for the first distance to the rocks, then climb, fly to the right side (flat) and run.

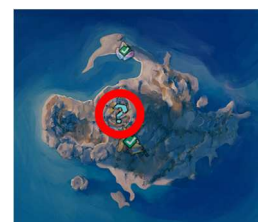


### 5. Crazy Cupid Love

The temple beside the puzzle. Put a weight on the switch behind the temple, fly up and shoot the aim on the left. Reward are a lot of blue mushrooms.

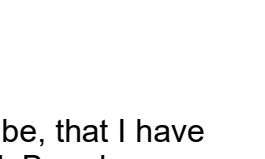
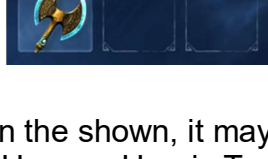
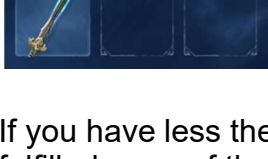
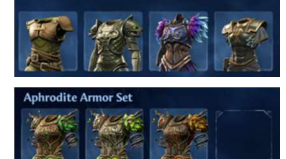


6. **Warning:** Don't defeat Ozomene, Mystical Harpy on the island now. Wait, until you have freed Athena and talked to her. Then you will get another visual for the Nike Helm





## 2.7 Collected Items



If you have less then the shown, it may be, that I have fulfilled more of the Hermes Heroic Task Board:

Sword **Challenger Sword**

Visual Tempered **Axe of Atalanta**

Axe **Fabled Guardian Axe**

Visual Tempered **Bow of Odysseus**

Bow **Fabled Sureshot Bow**

Visual Tempered **Sword of Achilles**

Sword **Fabled Victor's Sword**

**4 Zeus' Lightning, 3 Coins, 3 Ambrosia**

The white crystal is from the Hermes Task:  
on Scattered Island. It's a good training.

