

### 3. War Den

#### 3.1 Story Line



Follow the quest **Jaws of War** and find Ares as a rooster together with a bear. Long video and at its end you have opened the rift **Vault of Ares** with his essence. This rift is very long and at the end the essence is stolen by an unknown person. Return to Ares and get the next two tasks. Lately now you should climb up the statue of Ares to unlock the map. From the top you fly to the **Sanctuary of Erebus** to find the melody, which you have to play and the visual **Snake's Sting Breastplate**. Travel back to Ares's Statue and start from here north. On the way is the first hint to the treasure. Shoot a fire arrow left to the bowl and place the big block on the switch. Take the hint in the middle. On the way to the serpent skeleton you meet **Lieutenant Briareos**. Find your way to the head of the snake, destroy the three red stones and fill the tooth gaps with the three teeth, one left of the skeleton, two down at the see. The mouth opens and you can use the bow for the Odysseus Challenge. Take the coins and the salpinx. Find Ares near the entrance of the fortress. After the scene clear the entrance, go to the higher place before and play the salpinx. Enter the fortress and go straight to the place with the snake statue. Go left and two stairs up, pass a minotaur and clear the next entrance. Take the block and throw it toward the blocked switch high above. Climb the front wall up. Two switches, one with the block, the second with a clone. Use the switch for the first light. Change to the room right. Again two switches, but now a heavy one. The block is behind a blockade, but you can climb over and throw the block through the door. Place the big block left and a clone right, then use the switch and a gate opens to the last switch on the rooftop. The first horse is illuminated. Fly across the courtyard in direction of the big broken arrow to reach the other side. You will land in a "Boxing Ring" and can open a chest with the bow **Temptress**. Stairs up you find a hall with a lot of beams after you used the switch right from the entrance. Enter the little cage for the first switch and follow the beams to the next. Very easy, except one switch, protected by several beams. You can protect you from the beams with a block on the right side, but if you are fast, you don't need it. Switch and away. After the last one a gate opens to the second hose switch: The center is open. Entering the room (ride with the horse) you meet your brother, the thief. He give you the essence of Ares and after a fight with **5**, Ares, the rooster saves your life. Around the throne are three chests. Return to the Hall of Gods and free Ares. You get the helm **Grizzled Jaws of War** and new jobs: Hot Pot and Pay-Bagock. For Hot Pot you jump into the Messing Pot, which you found at the beginning at Clashing Rocks. **Hot Pot** is like a Arena, but no chest and no reward. For **Pay-Bagock** you have to kill two minor enemies in War's Den for a broken armor, but do this on the way through War Den. The second part of **Nike** is south near rift 5 on a tower with a big crossbow.



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### 3.2 War Den Rifts



1. **Apollo's Sorrow** easy done! Just rolling some ball **Guise of the Unknown Visitor** helm
2. **Avoiding Medusa's Gaze** **Armor of the Unknown Soldier**
3. **Arena of Champions**
4. **Mastering Ares's Wrath** You should have **11 SP** to have one flap with the wings after two Ares's Wrath or even three of Ares Wrath. Might be possible without, but very useful. Visual **Dispair of Tartaros Plate**
5. **Arena of Wisdom**
6. **The Hydra's Many Heads** one of the harder vaults. You need again 11 SP and be patient. Wait for the right timing for your jumps, for your start of the travel. Start the moving platforms after a head appears, then you can move save. Visual **Skin of Duslight Revels**
7. **Defying Kronos Helm Victorious Headdress**
8. **Arena of Strength**
9. **Wraith Liar Herakles**, the Corrupted Hero, **Crest of Herakles**
10. **Atalanta's Escape** Visual **Polar Jaws of War**
11. **Arena of Humility**
12. **Torment of the Styx** Visual **Ruthless Hide of War**
13. **Aiolos's Strength** What a nice rift! Pinball Wizard is back. Visual **New Olympian Patron Robe**

### 3.3 War Den Chests



1. Visual Inferno
2. Crystal Shadow Hammer
3. Two aims inside, stand on the switch and use **Athena's Dash** or fast run Visual **Charge of the Soldier Helm**
4. Visual **Beamglare Plate** switch is on the island
5. First stand on the switch outside and send two fire arrows to the bowls. Then crush the weak wall and shoot an arrow to the fire above. Left right left right left to the bowl. Visual **Darkglare Mask**
6. **Breastplate of the Eagle**
7. Left of the blockade is a block. Throw it onto the balcony over the entrance. Then go to the switch, use it and run. You should have enough LP to just run through. Get the block from the balcony and use **Phosphor Clone** for the second. Leave over the balcony. **Grizzled Hide of War**
8. That's tricky. Watch the **movie**. And don't believe I done it the first time! Visual **Jaws of War**
9. Visual **Inferno**
10. Two switches left and right for the blocked aims. **Winged Helm of the Eagle**
11. The chest is under water. Dive on the other side of the square and enter through the door and find the chest with a **Victorious Garb**.
12. Look at the lighted pot: left use look left and light all pots of the looking left for visual **Hide of War**.



13. The key is opposite of the chest. Fly there and open the weak wall. Throw blocks towards the switch on the right side of the chest until the blockade of the chest is off. Then fly back for the visual **Unknown Visitor's Bronze Guise**.

14. Visual **Eagle-eye**

15. This chest is worth a video. **Snake's Sting Helm**

16. Visual **Wrap of Dark Victory**

17. **Chest and Lyre**. First use the four switches in the caverns. Fly over the laser at the entrance, use the switch and run through the laser barrier. Only the left one needs some help. Put the block on between the first laser, crouch and go in and right. The switches at the lyre use from left to right with **31425**. The lyre gives you **213234**.

18. The leaver is on the island in the north. Fly fast! Visual **Charge of the Soldier's Breastplate**.

19. **Midnight Fragment**

20. Visual **Ruthless Jaws of War**

21. Night chest with switches start down left.

22. Visual **Talon** for the bow.

23. Visual **Creation** for the axe

24. Fly to the end of the canyon from north, very low behind red fog

25. Look at the corner and shoot the arrows to the matching fire bowl in the cavern. Visual **Unknown Visitor's Bronze Armor**

26. **Sword Gleam of Helios**

27. Visual **Headdress of Dark Victory**

28. Visual **Beamglare Mask**

### 3.4 Monsters and Mounts

- ① Xenippus
- ② Muse
- ③ Sepia
- ④ Paragon
- ⑤ Crater
- ⑥ Aethon
- ⑦ Bolt

  

- ① Lieutenant Briareos  
**Wings of Moonlight Revels**
- ② Perversion of Echidna,  
Legendary Chimera  
**Phosphor of Zeus's Skies**
- ③ Lieutenant Gyes  
**Tempestuous Wings of Zeus**
- ④ Kottos, Mystical Hekatonchire  
**Sprintrunner Sword**
- ⑤ Ghost Lieutenant of Tartaros  
**Wings of the Monstous**



### 3.5 Hidden Quests

1. **Apple of his Eyes** Start of the quest is on the little island in the south east with the constellation challenge. You have to fetch an apple on the wall and bring it back to the island. As you cannot carry anything while flying you have to run. Look, that you jump down as low as it is possible and near the island, before you throw the apple onto the island. Then position it in front of the statue.



2. **The Indiana Jones Bridge** No Quest, but funny. On the island is a gate and on the other side is an invisible bridge back to the mainland.



### 3.6 War Den Navigation Constellation and Lyre



1. Look at the wall. Left fire pot, looking left, so shoot all left-looking fire bowls on the field **311243**
2. Not so easy: Use the leaver and run into the house. Shoot an arrow on the left aim, run through the laser and jump over the laser. Shoot aim right. Run to the switch.
3. Look away from the lyre. Left on a rock a vase, destroy it, right on the shoulder of the right statue a vase, destroy it. No shoot a fire arrow on the left and right pot, the third is behind the left statues head.
4. Two blocks are needed to throw from the middle left and right. Both are up left and right of the entrance. **11423**
5. **See chest 17**
6. For the blocked ball at the pillars use the shield near by the left free place, the other one is in the right cave on groundlevel behind a weak wall. The cave with the laser is tricky. Stand on the switch and run in. Then go to the switch left and get the ball out. Now go right and climb up, go to the switch at the laser and pull the block on the switch below. Now you can leave.
7. Start your shot at this moment.

Other Lyre:

**231424**

**213234**



### 3.7 Collected Items



**Total Collected**

204 61 41