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Assassin' s creed cultists guide

Space is a secret organization found in Assassin's Creed Odyssey. They replace the Templars known from previous games. Our cultist guide to AC: Odyssey will help you kill every member of this organization. Here you can also reveal the identity of the Cult leader, check out tips on how to learn Cultists sites, and learn how to debunk them. Next Space Kultiti Kosmos Prev FAQ eyes How can you recognize other ships at sea? Cultists is a secret organization assassins creed: Odyssey. Its members are hostile to the hero. You eliminate some of them during the game. This section contains information that will allow you to find cultists hideouts, how to track them down and what rewards you can get for it. Where's the cult? You can't miss an encounter with cultists in the game. The hero will infiltrate their hiding place in Chapter 3. After moving on to Serpent's Lair chief quest. This quest is quite linear, and during the stay in their hiding place, the hero will not be attacked. After a visit to the Cultists hideout, a new section will be added to the pause menu - Cultists. From there on, you will be able to track them down and remove them. Note - Hunting cultists takes place regardless of the progression in the subsequent stages of the main thread. You can still engage in key quests without the need to grind on cultists meetings. A chart of Cultists of Cultists shows about two dozen members of the cult. Here in the game there is a certain hierarchy. Lower cultists respond to higher (Sages). The only exception is Deimos. He doesn't have any objects. The identity of this character is discovered during the very first visit to the hiding place. All lines of the scheme lead to one unit - the ghost of space, who is the leader. To destroy the Cult, you will have to look for the lowest ranking members. Killing them gradually reveal you the identity of Sages. Identifying cultists After clicking on any cult, the game will show you your bio. Some are known to be the hero right away. You can start tracking down a particular person as well as learning about the rewards of killing them. Prizes are always a legendary golden item and a new Mysterious Fragment. These artifacts are mainly used to improve Leonidas spear. The identity of most cultists is a mystery at first. In such cases, you first need to collect traces that allow you to determine the figure you are looking for. For low-grade cultists, you only need one proof, while more important members of the cult (like the one above) require five feet. There are a few different ways you can get Clues that allow you to identify cultists. The cult page informs you of the requirements you must satisfy to identify this person - the example above shows The main character is to visit the Attika silver mine. The most common ways to get clues: Killing Cultists from the same branch. A dead cultist can leave a clue. Complete the main and side quests. Clues can be obtained from quest givers or, i.e. they can be found after defeating the enemy, which was important to a particular quest. Visiting sites that indicate the game. Go there and start looking for a clue. Weakening the region's Nation Power. Breaking down the region's Nation Power can force Cultist to leave its hiding place. More unusual methods of getting clues are, i.e. purchasing hints from traders or participating in Arena battles. After collecting enough traces, you can open the given cult bio and learn the identity and location of the Space Cult. These icons also appear in regions that have not yet been discovered. Before you exit, make sure that your level meets the mission requirements. Reaching the hiding place of a particular sedential companion, you should do a quick renovate with Ikaros; These characters are often well equipped and very good to fight Kill then in any way you can. After defeating every cult, approach them and confirm assassination. More information on specific cults and space cult-related issues can be found in the section of the guide on these issues. Killing cultists from the top row of (Sage) Cult represents eight Sages. Deimos, as already mentioned, has a unique character. The remaining seven Sages must be located and killed. The sages are harder to identify. One thread is not enough. Instead, you need to collect clues from the bottom row of Cultists, which are in the same branch. The picture below shows an example where killing five Cultists from the top left branch allowed us to learn Nyx's identity. Identified Sage can be killed just like other Cultists. You can start tracking this character, find it icon on the map and then kill that person, however you want. Killing The Wise men gives you additional rewards. You can get valuable artifacts, lots of gold and XP and even a complete set of legendary items. In addition, each deceased Sage leaves an indication that allows the identification of the Ghost of Space. There are 8 Sages, which means you have to collect 8 pointers to learn about the Spirit of Space Identity and Location. Next Space Kultiti Kosmos Prev FAQ eyes How can you recognize other ships at sea? Update: We've added locations to every cult in this game now so you can sweep up all you have left to find. After even more betrayal, a new and mysterious enemy appears in Misthios. On the Space Cult Trail you can access a whole new tab in your menu: cults. From here, you can track your goals as you collect the information needed to debunk Identity. It's not always easy to do, so here are some tips on how and where to find more Cultists in Assassin's Creed Odyssey. Assassin's Creed Odyssey Cultist Guide To Unsa casa cultists, you first need to find clues to their identity. To get hints as to where you should go, enter the Cult menu and hover over an undiscovered enemy - it should make you push in the right direction. If it says to continue your odyssey, then you have to progress further into the game to find them. If it says help people nearby, then you will need to complete a side search for a nearby thread to unmask the cult. Otherwise, you can go to the specified location. Once you've unmasked Cultist, you'll be able to track them on the map - which should make them pretty easy to find. Some Cultists can be sedated easily. Others are very strong soldiers, so be careful and go prepared. For their death, each cultist will drop part of the legendary armor kit. These are some of the best armor kits that you can get in all of Assassin's Creed Odyssey. Subscribe to the VG247 newsletter Get all the best bits of VG247 delivered to your inbox every Friday! Once you've removed all five Cultists in the branch, you'll be able to hunt their sage. Once Sage is done, you will get a weapon that goes with the armor kit. Like armor, these weapons are some of the best in the game. Don't worry too much about the legendary armor pieces you collect behind the level either, when you defeat Sage, all your armor that will scale to their level. Assassin's Creed Odyssey Cultists places If you're struggling to work out where to find new Cultists to kill, here are the sites of those we've found so far. We've only included the first branch so far, and will add the rest, as everyone will begin to get further through the game: Eyes Of Space Cultists locations in Elpenor - Defeated during snake grass quest in Sotera - Available as soon as the Cultists menu unlocks Midas - Available as soon as the Cultist menu unlocks Hermippos - Uncovered during socrater's side quests in Athens Master - Also discovered during the Socratic side quests in Athens Silver Vein Cultists places off The Epithesos Expected - killed during the first meeting with Deimos Chimera to track as soon as you unlock the Cultists menu, and be found at the southern tip of Andros Centaur of Euboea - He is also available right away, and as his name suggests is found in the northeastern part of Euboea Silver Griffin - you can find Silver Griffin's clue silver mine location, located in the Silver Mountain district in the heart of The South of Attica. After that, you can track him to the southwest of Mykonos. Machaon feared - on this cult thread is found in northeast Achaia, make your way through the cliffs of Scavenger's Coast and you'll find a clue about the corpse next to the sea. Cultist Clue Nearby appears on the screen when you are close. Delian League Cultists sites in Brison - Brison has been discovered during story quests by Phidias sculptor, which Pericles asks you to help escape the Podarkes of Athens mercilessly - Found during the Trouble In Paradise questline on Mykonos, where you can also romance Kyra Lobates Stoic - you'll find this guy's clue, killing Podarkes cruelly mentioned above. He has been found east of Lemnos, located in the northeast of the map. Rhexenor Hand - This cultist is killed during a Main Story quest - musing Tale. Kodros Bull - When you reach, find and complete chip on your shoulder side in search to find and kill this cult. He is also the national leader of the island, so you can only weaken the island to lower your level and kill the Kodros bull, as you would any other leader. Peloponnesian League Cultist Sites Monger - Monger is killed during the main story of Korinth Silanos of Paros - This cultist is also killed during the Main Story Lagos Archon - You also find this Cultist during the story of Kallias - Another Cultist you find during the Main Story Skylax Fair - you'll find a clue to this cult in the Nation's Fort Lokris, located east of Fokisas and north of Boeot. The cult is the leader of euboea heroes in cult sites Beloved Beast Sparta - You Fight Loved Ones arena Pephka Deianeira - Can kill during main story pallas silencer - You buy a clue about this cult from blacksmith Korinth. He will only be there if you fight for the Achaia nation of Athens in the battle of Okytos Great - This Cultist is available to track right from the start. He is very south of Attika, at the Poseidon Temple in Cape Sounion Swordfish - you fight and kill this cult during the Myths and Minotaur side-suck you find messara. It is part of the Quests of the Place twists and turns the first civilization story. Worshippers from Bloodline Cultists sites in Chrysis - She fought and killed during the main story. If you choose to save the baby and she escapes, head to Argos argolis and find a side in search of Death coming to us all just outside the eastern gate. Dion - For this cultist, you need to complete side quests from Dion on Kythera Island. You can find I, Dion, in the center of the island. Melite - You can find this cult in the center of Messara, at Kresila's Residence Harpalos - Harpalos is located in Keos, ka Ala Ares, located in the center of the Lion Hill area of Zoisme - This cultist is malls, far north of the map. She is found northeast of Xerxes Bay in the Wild Bear location of God in the Aegean cult places of Asterion - This cultist is found on his ship near Skyros and Andros Melanthes - To get a clue about this cult, you need to kill the leader messara sokos - To find Sokos, you need to start the victory battle lies. During the battle, he'll enter the fray. You do n't need to Fight to claim your legendary item and cross him off the list. Just destroy your ship and then you can sail off to sunset. Octopus - You can find this cult sailing with other hostile ships between Messara and Thera, located south of the map. Mytilenian Shark - a clue about this cult is found in a lootable shipwreck called a castle amphitrite. It is northeast of the island of Thera that you visit during the Main Story and northwest of Anaphi - between the two islands. The location is on a level with the bottom of the Melos, so don't go further north than that. Looking for the best weapons and armor or where to find the best crew members? Check out our final guide on all things Assassin's Creed Odyssey. Sometimes we include links to online retail stores. If you click on one and make a purchase, we can get a small commission. For more information, go here. Here.