

# Assassin's Creed Odyssey - Honour, Trials & Politics – The Hunt for the Boeotian Champions Begins!



**Platform:** PS4

**Date:** March 28, 2025

**Video Link:** <https://youtu.be/nqLFZgUAdxo>

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## Summary of the Session

In this dense and explorative session, Kassandra continues her quest to reclaim her Spartan citizenship and political legitimacy by carrying out the demands of the Kings of Sparta. After returning from Olympia with glory, she sets out on a dual mission: to lead Spartan forces in Boeotia and to take down the four feared Boeotian Champions. Facing political tensions, emotional conversations, and unexpectedly brutal confrontations, Kassandra must also confront the limits of her current level and strength. This session delves deep into world exploration, mythic atmosphere, and strong narrative turns including her alliance with Kyra and the battle against Podarkes the Cruel.

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## Session Highlights

- Reflective monologue about the story creator mode in Assassin's Creed Odyssey
  - Political recap with the Kings of Sparta and their trials
  - First confrontation with the Spartan polemarch Stentor
  - Engaging quest to track and eliminate the Boeotian Champions
  - Surprise encounter with Kyra and Spartan rebels on Mykonos
  - Emotional backstory and flirtation scene between Cassandra and Kyra
  - Boss fight with Podarkes the Cruel, revealing him as a Cultist
  - Deep wilderness exploration and lore-rich environmental storytelling
  - Exploration of mysterious monoliths and the Cave of the Oracle
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## Chapters – Key Moments in This Session

00:00:00 – Welcome Back! The Odyssey Continues in Olympia  
00:01:00 – Deep Dive: Story Creator Mode & Interactive Storytelling  
00:04:00 – King's of Sparta Quest Recap (Spartan Citizenship Arc)  
00:04:53 – Breaking a road fight and the ambiguity on taking sides  
00:20:12 – The Conqueror (Meet the Spartan Polemarch)  
00:37:00 – Exploring Mysterious Structures – Symbolic Pillars  
00:43:43 – The Cave of the Oracle  
00:55:15 – First Champion Encounter – Defeated by a tough opponent (32 VS 34 XP)  
00:50:00 – The Forge: Attempting to Upgrade the Spear  
01:01:00 – Visting the Forbidden Island (by accident)  
01:08:00 – Attempting to upgrade the spear (not enough fragment)  
01:08:55 – Trouble in Paradise Quest  
01:21:00 – Meeting the Rebel Kyra  
01:10:00 – Fighting with Kyra against the Athenians  
01:41:00 – Kira's Backstory & Building the Rebellion  
01:25:00 – Kyara With a Cause Quest (Sabotage Mission: Destroying Supplies on Delos)  
01:51:00 – Tomb Exploration – Traps, Snakes, and Secrets  
02:07:00 – Return to Kira – Romantic Flirtation with Cassandra  
02:09:00 – Boss Fight: Podarkes the Cruel – Cultist Eliminated  
02:15:00 – Inventory Management & Cultist Progress Update  
02:15:00 – Cultist Hunting: Searching for a Wolf Den in Phokis  
02:25:00 – Beautiful Wilderness Exploration & Environmental Commentary  
02:35:00 – Hunter's Rest – Still No Cultist Found  
02:45:00 – Final Combat: Clearing Bulis Military Camp  
02:50:30 – Wrap-Up & Reflections on the Session

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## Main Quest Progression

- **Main Arc:** Spartan Citizenship & Boeotian Conquest
  - **Quests Activated:**
    - “The Conqueror” (Meet Stentor in Boeotia)
    - “The Champions” (Hunt and defeat 4 elite warriors aiding Athens)
  - **Major Outcome:** First encounter with a Boeotian Champion (loss), redirected to level up first
  - **Key Decision:** Temporarily delay champion hunting to assist the rebellion on Mykonos
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## Side Quests

- **Trouble in Paradise:** Assist rebels against Podarkes' forces
  - **Kyra With a Cause:** Destroy Athenian supply caches on Delos
  - **Tomb Exploration:** Discovery of ability point statues
  - **Mykonos Rebellion Arc:** Build alliance with Kyra and Spartan reinforcements
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## Items Collected

- **Ancient Tablets** (x2)
  - **Cultist Fragment** (x1 – from Podarkes)
  - **Marble Morality Scroll**
  - **Multiple Gear Upgrades** (Rare armor, weapons looted during raids)
  - **Underwater treasure caches**
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## Character Level/Stats

- **Level at Start:** 32
  - **Level at End:** 33 (nearing 34)
  - **Spear of Leonidas Progress:** 4 fragments; requires 5 more to reach level 5
  - **Ability Points Spent:** Deferred to unlock higher tier after spear upgrade
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## Locations Visited

- Boeotia (Battlefront, Champion zones)
  - Forests of Thebes
  - Mykonos & Delos
  - Cave of the Oracle
  - Ancient Forge & Forbidden Island
  - Hunter's Rest
  - Prometheus Encampment
  - Marble Quarry
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## Dialogue Choices & Consequences

- Asserted dominance when confronting Stentor
  - Chose diplomacy over impulsiveness with Kyra
  - Flirted with Kyra, unlocking emotional subplot
  - Decided to sabotage supplies rather than direct assault
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## Combat & Skills Unlocks

- **Combat Highlights:**
    - First Champion Fight (loss – difficulty spike)
    - Epic fight against Podarkes (Cultist Boss)
    - Multiple stealth raids on Athenian camps
  - **New Tactics:**
    - Bow use prioritized for softening tough enemies
    - Environmental stealth with synchronized strikes
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## NPC/Character Development

- **Kassandra:** Reflects on her dual role as mercenary and Spartan daughter
  - **Kyra:** Revealed orphaned backstory, raised by mercenaries, building a rebellion
  - **Stentor:** Shows continued distrust; bitter but reliant
  - **Podarkes:** Cultist agent hiding under Athenian legitimacy
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## Crafting & Upgrades

- Attempted spear upgrade (insufficient fragments)
  - Collected loot for future weapon enhancements
  - Unlocked ancient tablets for extra ability points
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## Lore/Story Notes

- Cult of Kosmos influence expands into Boeotia
  - Podarkes executed Kyra's family; personal vendetta adds stakes
  - Spartan citizenship still pending: final step is completing the trials
  - Discussion of Story Creator mode hints at narrative flexibility in-game
  - Prometheus myth referenced in side content
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## Achievements Unlocked

- **Cultist Eliminated:** Podarkes the Cruel
  - **Tomb Raider:** Successfully navigated a multi-trap tomb with secret statue
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## Memorable Moments

- Discovering a massive bear and panther den (retreat!)
  - The eerie design of the Cave of the Oracle
  - Emotional exchange and flirtation with Kyra
  - The triumphant (yet stealthy) takedown of Podarkes
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## Narratology

This session highlights the balance between progression gating and narrative pacing. Cassandra's attempt to tackle the Boeotian Champions reveals the importance of leveling and preparation, underscoring Odyssey's RPG mechanics. Her dynamic with Kyra brings warmth and personal stakes to a rebellion otherwise steeped in tactical decisions. The political dimension of Spartan loyalty versus personal agency remains a recurring theme.

The world design continues to function narratively: mysterious monoliths, tombs, and environmental lighting enrich the journey, subtly encouraging detours and immersion. This

chapter is defined by a rising tension between obligation and personal choice—Kassandra is a blade, yes, but a thoughtful one, and this duality breathes life into her arc.

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## ✨ What to Prepare for the Next Session

- Reach Level 34 to resume Champion Hunt
  - Return to Boeotia and confront remaining elite warriors
  - Continue cultist hunting to collect 5 more fragments
  - Upgrade Spear of Leonidas at Ancient Forge
  - Deepen alliance with Kyra and Spartan forces
  - Investigate wolf den in Phokis for hidden cultist
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## Additional Notes

- Player reflected on Ubisoft's story creator and its game design potential
  - Lighting commentary points to the visual strength of the engine
  - Fragment and cultist management emerging as a key gameplay layer
  - Future sessions may benefit from map journaling to track cultists more efficiently
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