

Gallente Cosmos Mission Guide - Video Series

[guide](#) , [pve](#)

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #1 September 9, 2018, 2:20pm

I recently started a new character, with the goal of creating a comprehensive Cosmos mission guide in video form. I'll admit to being pleasantly surprised that the name Cosmos Cramer hadn't yet been taken. 😊

The first two videos are up on my Youtube channel, [Riley Entertainment](#), with many more to come. Update: As of Sep 1, I've also started a [Gallente Cosmos Mission Guide](#).

Introduction to the Cosmos

This video is geared towards new players, as an introduction to NPC factions and standings.

Gallente Cosmos Part 1 - The Graduation

This is part 1 of the Gallente Cosmos mission guide, introducing the Data Centers.

Future videos will offer insight into how to explore the Cosmos on your own, as well as playthroughs of the Cosmos missions and static D.E.D. sites. I'll also provide a summary of the available agents, the standings required to speak to them, where to find any required items, and the rewards gained. Every video will provide a full time index in the description, so that you can easily find the information you're looking for. Watch from end-to-end, or skip around to use them as a reference – it's all the same to me!

Some past Eve-related videos that might also be of interest:

Gallente Epic Arc

This was a full spoiler-free playthrough of the Gallente Epic Arc, flying an Ishkur (my favourite ship!).

CAS Combat Day

This is a playlist of videos from "CAS Combat Day" events. These events are public PVP roams in the Syndicate and surrounding regions, organized by members of the NPC starting corporation Center for Advanced Studies.

8 Likes

Gallente Cosmos guide?

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #2 August 25, 2018, 5:38pm

The next video is up:

[Gallente Cosmos Part 2 - Beizan Picholen](#)

This chronicles the mission chain called Beizan Picholen, from agent Avrue Auz in the Creodron Factory in Lirsautton. If you've ever wondered what the strange cosmic signature in Lirsautton called Mamo's Backyard is all about, here's your answer! (Did you say Mamo? It can't be! THE Mamo Guerre?!)

In the next video in the series I'll explore and document the Cosmos agents and sites in the Algintal constellation.

1 Like

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #3 September 1, 2018, 7:32pm

The next video is up:

[Gallente Cosmos Part 3 - Algintal](#)

This is a thorough examination of the Algintal constellation, detailing all Cosmos agents and sites.

I've also put together a website that lists all the beacons, sites, and Cosmos agents:

[Gallente Cosmos Guide](#)

The next videos in the series will be playthroughs of the Gallente Cosmos mission chains.

1 Like

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #4 September 9, 2018, 2:27pm

The next video is up:

[Gallente Cosmos Part 4 - Activist Fuel](#)

And the [Gallente Cosmos Guide](#) has been updated.

I'll be continuing to post playthroughs of the Gallente Cosmos mission chains, but I also have something special – and a bit different – in the works. Keep an eye out for more news from the Algintal constellation... 😎

1 Like

[Giddy_McFee](#) (Giddy McFee) #5 September 12, 2018, 11:14am

ill be checking this out. I was going to do my own blog/guide etc but you've potentially saved me the trouble.

1 Like

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #6 September 29, 2018, 4:59pm

The next three mission chains made of a trilogy of sorts. The videos for them are up:

[Gallente Cosmos Part 5 - On the Trail](#)

[Gallente Cosmos Part 6 - A Storm Brewing](#)

[Gallente Cosmos Part 7 - Uproot](#)

Part 7 actually has a pair of combat missions, which was a whole lot more fun than the usual deliveries. 😊

And a few extras:

[Voice Recording Outtake - If We Lose Our Hiccups...](#)

[A Parody News Broadcast](#) surrounding the events from part 4 of the series. I have some ideas for a similar parody for parts 5 through 7; but those types of videos take a lot of effort to produce, so it may be a while before it's done (and based on the lack of response, it seems I might be the only person who finds it funny 🤔)

I have one more of the level 2 playthroughs coming, a video on the Federal Data Center in Muer, and then will be putting together guides for the static D.E.D. sites in Algintal before moving along to level 3 playthroughs.

1 Like

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #7 October 6, 2018, 4:27pm

The next video is up:

[Gallente Cosmos Part 8 - Tourist Run](#)

That's the last of the level 2 playthroughs. The next video will document the pirate dog tag agents at the Federal Data Center in Muer.

1 Like

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #8 October 13, 2018, 3:36pm

Part 9 of the series is all about the pirate dog tags. Get your faction standings up right quick!

[Gallente Cosmos Part 9 - Federal Data Center in Muer](#)

These agents are definitely the way to get yourself into level 4 missions as quickly as possible, if that's your thing. The standings gain you get with the Navy corporations is huge.

I've added a [dedicated page summarizing the Federal Data Center agents](#) to the web site guide.

The next handful of videos will document the static D.E.D. sites, starting with the Contested Gallente Roden Shipyard's Outpost.

1 Like

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #9 October 27, 2018, 3:37pm

Two more videos are up since my last post here, along with a web page detailing the two D.E.D. sites. The links below are to the web page summary, which has a link to the playthrough videos.

Gallente Cosmos Part 10 - Contested Gallente Roden Shipyard's Outpost

This site, located in Fluekele, looks to be involved in several Cosmos missions that I have yet to run. The final room also has a chance for Coreli C-Type deadspace modules.

Gallente Cosmos Part 11 - Contested Canyon of Rust

This site, located in Alsottobier, appears to be the potential money-maker of the D.E.D. sites in Algintal. It has named NPCs that may spawn in the first and/or second room (Wyrkomi Head Engineer and The Negotiator). The final room also has a chance for Coreli A-Type deadspace modules.

As someone whose main activity in Eve Online is combat site exploration, I'd compare these two sites to the Serpentis Drug Outlet (1/10) and Serpentis Narcotics Warehouse (3/10), respectively, in terms of money-making potential. Difficulty-wise, they're on par with their actual ratings. However, being in a static location, I did find that the Canyon of Rust in particular seems to attract some attention.

The next video will document the Azure Chasm in Colelie.

2 Likes

Shaoylaenn_Campbell (Shaoylaenn Campbell) #10 November 3, 2018, 4:15pm

The next video is up:

Gallente Cosmos Part 12 - Contested Gallente Azure Chasm

This site, located in Colelie, will be involved in several Cosmos missions I've yet to run, and is the home of level 4 Cosmos agent Ampsin Achippon. The final room has a chance for storyline module blueprints.

The next video will document the Skeleton Comet in Deltole. The Skeleton Comet is farmed almost 24/7, so getting footage for it has been interesting...

2 Likes

Shaoylaenn_Campbell (Shaoylaenn Campbell) #11 November 18, 2018, 4:49pm

This one took a little longer than the others, but the next video is up:

[Gallente Cosmos Part 13 - Contested Gallente Skeleton Comet](#)

This site, located in Dodixie, looks to be involved in several future Cosmos missions I've yet to run. It's also where you'll find the hacking containers that drop Serpentinis and Yan Jung faction materials used to manufacture the storyline modules.

I've also put together a guide on which containers drop which faction materials:

[Gallente Cosmos Hacking Containers](#)

It took many times running both the Skeleton Comet and Yan Jung Relic Site (which I'll detail in a future video), but I can confirm that the Nano Fabric and Tachyon Stetoscope do drop on rare occasions – but only from the Yan Jung Relic Site as far as I can tell.

The next video will return to the level 3 Gallente Cosmos missions, starting with Nilla Elermare at the Roden Shipyard Outpost.

2 Likes

[Feronanthus](#) (Feronanthus) #12 November 18, 2018, 8:38pm

You're doing God's work by documenting a part of the game which severely lacks documentation.

3 Likes

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #13 December 31, 2018, 4:35pm

I took a bit of a break after documenting the static D.E.D. sites to actually play the game for a bit... But I'm back playing through the Gallente Cosmos mission chains. Here's the next video:

[Gallente Cosmos Part 14 - Rescue Ison Flosin](#)

2 Likes

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #14 January 26, 2019, 3:19pm

And the next video is up:

[Gallente Cosmos Part 15 - Revenge is Sweet](#)

I recently moved into a new place, hence the longer-than-normal wait between posts... The upside is that I have a much better Internet connection now, and even bought myself a decent webcam. I plan to stream on Twitch occasionally in between finishing up this guide...

1 Like

[EVGA_Max](#) (EVGA Max) #15 February 17, 2019, 1:05pm

I am going to set aside some time to sit and watch these, thank you for making the effort for the PVE community.

1 Like

[Flying_Squidwolf](#) (Flying Squidwolf) #16 February 23, 2019, 1:29am

I've been playing for 10 years and I've never done COSMOS or the Epic Arcs 😞

1 Like

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #17 March 3, 2019, 3:12pm

Videos for all of the remaining level 3 Gallente Cosmos agents are up:

[Gallente Cosmos Part 16 - Federal Inspection](#)

[Gallente Cosmos Part 17 - The Power of Information](#)

[Gallente Cosmos Part 18 - Ore Harvesting](#)

[Gallente Cosmos Part 19 - Path to Enlightenment](#)

The next video will document the Yan Jung Relic Site in Deltole.

2 Likes

[DeMichael_Crimson](#) (DeMichael Crimson) #18 March 9, 2019, 12:33pm

Thank you, excellent job, definitely needed to be done.

Bookmarked this thread and subscribed to your Youtube channel for future reference.

[Giddy_McFee](#) (Giddy McFee) #19 March 10, 2019, 9:28am

[@Shaoylaenn_Campbell](#) - Thanks for getting together a Gallente Cosmos Guide. One question. the listings that you have on your website [here](#)... Is that the order that they should be completed in?

1 Like

[DeMichael_Crimson](#) (DeMichael Crimson) #20 March 12, 2019, 4:25am

Following parts 1 - 3 is definitely the way to start. I haven't checked the rest of the guide for order of agents but it definitely looks good, especially for reference. Back when I did Cosmos years ago, I basically tried to do all lv 1 agents first, then lv 2, next lv 3, ending with lv 4.

Course I found out that I couldn't do that with some of the Factions, especially with the Amarr Cosmos Agents. They have a lot of agents chained together which need to be done in a specific order. When working them, agents and mission completion will jump around a lot.

I helped write this guide which worked great to complete all of the Amarr Cosmos Agents:

[http://web.archive.org/web/20160225230248/https://wiki.eveonline.com/en/wiki/Amarr_Cosmos_\(Guide\)](http://web.archive.org/web/20160225230248/https://wiki.eveonline.com/en/wiki/Amarr_Cosmos_(Guide))

Anyway, according to my notes the other Factions also have a few Cosmos Agents that are chained together:

Gallente Federation

Barmalie System - The Ebony Tower

Pandon Ardillan - Level 2

|

Audaerne System - Natura Seminary

Preaux Gallot - Level 2

|

Barmalie System - The Ebony Tower

Ystvia Lamulette - Level 2

Fluekele System - Contested Gallente Roden Shipyard

Nilla Elermare - Level 3

|

Fluekele System - Central Administration

Aminn Flosin - Level 3

Caldari State

Colelie System - Survey Station

Aakeo Oshaima - Level 2

|

Fluekele System - Central Administration

Veko Tallaja - Level 2

|

Jolia System - Grand Future Information Center

Gara Kort - Level 4

Otomainen System - Rush Town Ruins

Akira Helkelen - Level 3

|

Otitoh System - The Diamond Ace Den

Ryoke Aura - Level 3

|

Otomainen System - Foul Creek Ranch
Goru Nikainen - Level 3

Minmatar Republic

Barkrik System - The Carnival
Dagras Kutill - Level 3 (Buy mission objective items to complete missions 2 of 3 and 3 of 3 for access to next agent)
|
Barkrik System - The Carnival
Rozor Mothrus - Level 3

Thukker Tribe

Augnais System - Nickel & Dime Store
Pattok Nortul - Level 1
|
Augnais System - Nickel & Dime Store
Iliere Angetyn - Level 2
|
Deltole System - Municipal Junkyard
Krester Ruppstof - Level 3
|
Parchanier System - Latent Transmitter
Drusk Amakkit - Level 3

I also helped compile this list of Cosmos Agent locations:

http://web.archive.org/web/20160225230111/https://wiki.eveonline.com/en/wiki/COSMOS_constellation

Before running each Factions Cosmos, I'd research various guides to see which items were needed before actually talking to the Agents. That gave me time to gather the items first which allowed me to easily complete each mission in their series within the bonus time.

Unfortunately most of the guides I used back then have now become inactive, however some can still be accessed through Internet Archive.

2 Likes

Wrtuk Formur in Deltole Thukker Level 4 security

Looking for agents in space

Giddy_McFee (Giddy McFee) #21 March 12, 2019, 11:59am

Thanks [@DeMichael_Crimson](#) - I did the amarr one on my main years back, i think i completed it but may have missed some, im doing the caldari one at the moment, well i am actually doing as you mention in the reply and collecting all the items needed first, its a shame that ccp dont relook at these as one mistake can lock you out of so much

1 Like

DeMichael_Crimson (DeMichael Crimson) #22 March 12, 2019, 12:56pm

Yeah, definitely smart to research and gather up as many of the items first before speaking to the agent, takes a while to find some of those items with the main priority of gaining max rewards for each mission.

I agree, getting locked out from access if you fail, quit, decline or let the mission offer expire is messed up, especially since those missions can only be completed once in the life of the character.

Back before CCP's 'Agents Made Easy' game mechanic change, the very first mission in each Cosmos Agent's series could be declined and then later would be re-offered again. Then after the change, a decline was coded to be the same as a fail.

I really enjoyed Cosmos back when I did them, would be great to redo that content again. Anyway, hope you have good luck and much success.

Giddy_McFee (Giddy McFee) #23 March 12, 2019, 7:36pm

Why dont you do it again 😊 a whole fresh take on them

1 Like

DeMichael_Crimson (DeMichael Crimson) #24 March 13, 2019, 3:51am

Yeah, I've thought about doing it all over again with a fresh character.

However I'm still working on getting this character positive with all Factions That's a long term goal which requires having high Empire Faction standings to act as a buffer.

Currently I have positive standing with 14 Factions and negative standing with the 6 Pirate Factions. Angel, Guristas, Sansha and The Syndicate can be made positive by running the Epic Arcs so those won't hardly affect my positive standings.

However getting positive with Serpentis and Blood Raiders will definitely affect my positive standings. They have some Cosmos Agents available which will incur negative derived standings towards the other Factions, thus the need to build up a large amount of positive standings before working them.

There's also Angel and Guristas Cosmos Agents which will give derived positive standings to Serpentis (from Angel) and Blood Raiders (from Guristas), of course that will also incur negative standing hits to the other Factions, so once again the need to build up a very large buffer of positive standings with the other Factions before working the Pirate Factions.

My only concern is what affect it will have on Concord standings. I'm currently at +2.56 modified standing (+0.70 base) with Concord. There's no way in-game to gain standings with Concord and since they control high sec systems, definitely need to keep them positive.

Now if my Concord standing starts taking negative hits while working Serpentis and Blood Raider Factions, then I'll just have to keep those Factions negative.

Anyway, that's still a long ways away from now. Hopefully CCP will eventually add some content that gives Concord Faction standing.

Giddy_McFee (Giddy McFee) #25 March 13, 2019, 12:25pm

I am similar in that i have negative standings with all pirate factions, standings of around +4.5/5 with caldari and amarr and +2/2.5 with Gallente Minmatar. It does seem a bit of a ball ache trying to juggle those standings whilst trying to achieve something in game, it isn't as if you can counter a negative hit with 2 or 3 opposing missions, each hit seems to take forever to reverse.

1 Like

DeMichael_Crimson (DeMichael Crimson) #26 March 13, 2019, 8:43pm

I currently have the 4 main Factions up around +7.50 with all of the lessor ones between +2.00 to +5.00 standing. Figure I get the main 4 up around +8.00 standing and then start working the Pirate Factions.

Anyway, it can be done, just takes a long time.

Giddy_McFee (Giddy McFee) #27 March 13, 2019, 9:05pm

I think you have much more patience than I @DeMichael_Crimson 😊

1 Like

Shaoylaenn_Campbell (Shaoylaenn Campbell) #28 March 15, 2019, 1:05am

Thanks for keeping this thread alive, guys. 😊

I ended up coming down with bronchitis a week and a half ago, so I haven't been playing Eve. I can still feel it in me, but it's dwindling. Nasty stuff. 😞

To answer the question about the order to run the Gallente agents in, yes – the order I've done them both in the videos and on the web page are reasonable if you plan on running them all. For the agents that are “chained”, I have them grouped together and in order; and indicate in the “Requirements” and “Rewards” columns specifically what you need from the prior agent.

If you're mainly in it for the faction gain, you could easily skip the level 1 agent and first few level 2 agents, and instead go straight for Tourist Run. Then do all the level 3's except Power of Information.

The Gallente agents are definitely the most orderly of the four factions; and Amarr is the trickiest. DeMichael Crimson certainly has a treasure-trove of info there!

1 Like

[DeMichael_Crimson](#) (DeMichael Crimson) #29 March 15, 2019, 5:29pm

I suggest if actually going for standing gains to not bypass the lv 1 agents, their reward will actually be a large gain to players who start with low positive standings.

In my opinion ever little bit of standing gain helps.

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #30 March 30, 2019, 10:41pm

The next video is up...

[Gallente Cosmos Part 20 - Yan Jung Relic Site](#)

Just a handful more episodes, and the Gallente guide should be complete!

2 Likes

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #31 April 1, 2019, 3:27am

Something a little bit unexpected happened... I logged in to verify that the level 4 Cosmos agents wouldn't talk to me with my Gallente Federation standings still at 5.04. I'm expecting them to open up at a standings of 6. But instead of something along the lines of a slightly cryptic "Sorry, I have no jobs for you." I got the "Upgrade to Omega" dialog. This was when I clicked "Start Conversation".

So... level 4 Cosmos agents are unavailable to Alpha characters? Is this expected?

1 Like

[Leah_Crowleymass](#) (Leah Crowleymass) #32 April 1, 2019, 1:24pm

Oh, bummer- that's very a recent change that restricts L4 Courier and Security missions to Omegas as part of the ongoing bot war. Interesting and unfortunate that the COSMOS missions got caught in that.

Also, thanks from my side for putting these videos together- I just stumbled on this thread, but am really looking forward to watching them!

2 Likes

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #33 April 1, 2019, 10:27pm

Thanks for the info 😊

I was going to check regular level 4 missions next, which might have confused me further. lol

I had originally planned to make this an alpha-only play-through. I guess I'll just have to make a bundle of ISK this week so that I can plex my way through the rest of the series. 😊

2 Likes

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #34 June 18, 2019, 3:15am

I guess my claim of making enough ISK in a week to plex into an omega clone was my April Fool's joke this year. 😁

I was off playing Deus Ex and re-acquainting myself with Age of Empires II the past few months. But during that time I also occasionally went out exploring. A week ago I finally got myself into that omega clone and started filming again. The next video should be out this weekend!

1 Like

[DeMichael_Crimson](#) (DeMichael Crimson) #35 June 18, 2019, 3:47am

Welcome back, good to hear you're Omega now.

I always keep my account subbed as Omega regardless if I log into the game or not, mainly so my character can continue training skills. Also whenever I do log in, my character is ready for me as Omega and not handicapped by Alpha restrictions.

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #36 June 22, 2019, 3:34pm

Shaoylaenn here is always Omega. Cosmos Cramer, on the other hand, he's just my Cosmos character. 😊

The next video is up:

[Gallente Cosmos Part 21 - Fanning the Flames](#)

This includes brief notes on my road to Omega status (ie. making ISK by farming Serpentis Den escalations), finishing the Federal Data Center Agents in Muer, and getting my faction standings up.

In the next video, we'll search for the elusive Maschteri Markan. 🧐

1 Like

[Shaoylaenn_Campbell](#) (Shaoylaenn Campbell) #37 June 29, 2019, 3:40pm

The next video is up:

[Gallente Cosmos Part 22 - Maschteri Markan](#)

My recommendation for this one... If you're exploring in the Algintal area, stop by the site where Maschteri can be found periodically. Don't accept the mission until you have him. As near as I can figure, it's more likely he'll appear towards the end of the daily cycle (ie. within a few hours before downtime). Not great for those of us in the Americas, as we tend to be asleep around then. 😞

1 Like

[DeMichael_Crimson](#) (DeMichael Crimson) #38 June 29, 2019, 4:42pm

Shaoylaenn_Campbell:

Don't accept the mission until you have him.

Yeah, Maschteri Markan is a rare spawn. I suggest doing that for all Cosmos missions whenever possible to ensure you can collect both the mission and bonus time rewards.

system1 (system) closed #39 September 27, 2019, 4:28pm

This topic was automatically closed 90 days after the last reply. New replies are no longer allowed.