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Home game role-playing game Dark Soul 3 featured from the software guide namco bandai PC PS4 game tips Dark Souls III - So you can get married In many role-playing games there is the ability to marry mates and/or other characters, but the way this version is presented in Dark Souls III is much more grim than you're used to. Marriage is not a children's game in from the latest software hit. Warning: From here, numerous spoilers follow! Read on only if you don't mind learning some great secrets around a few quest lines. Still here? It's cool. Marriage in Dark Souls III is directly related to the most hidden end of the game - the Usurpation of Fire. I'll explain everything step by step so that you can make all the important decisions at the right time - it's surprisingly easy to make a mistake and block that end until the next game or new game (me, etc). First of all, you need to prepare /tackle Yoel and Yuria Kvestline. And it looks like this: Right after you killed Vordt's/on the high wall of Lotreek, you have to take the Gargoyle ferry (ferry) and drive to the undead settlement. . Instead of approaching the gate and entering the zone, you need to turn left, in an area where dogs will be released on hapless hollows trying to get into the settlement. You will hear the voice in what appears to be a sea of undead Londor pilgrims. One of these pilgrims is not quite dead yet. His name is Yoel and you just need to talk to him a few times to get home with your Firelink Sanctuary. Once he's there, he'll offer the player his strength. The most important of these is the ability to pull out your true power, which will give your character Dark Sigil (Dark Seal) which will cost a free level. You have to activate this ability 5 times before you reach the catacomb level for Yoel to die the right way (he will definitely die, but if you want to do it right, you'll have to strain/strain it 5 times). There are ways to remove dark seals and associated hollow to death, but if you want to experience the end needed for marriage, you have to keep these things all over the play-through. You may be wondering how you can get Yoel to give you more free (free) levels to get to 5. To achieve this, you must die. Find a bonfire in Next to the cliff/rock face and then just die to increase the hollow value - you have to reach 5 as soon as possible, so you don't accidentally forget about it and go too far in the game before Yoel dies. So you took with Yoel before/for 5. Well done. Leave the Firelink sanctuary and return. Yoel must now be dead. Next to its location you will find yuria, which sells various special things. It will also launch the next part of the quest chain as soon as the time comes. Be sure to talk to her and make friends with her. The next important part of your quest is related to two characters that you will find on the Road of Sacrifice. They are called Arry and Horace. Paul Arri depends on the character of the player - if you are a man, Henri will be a woman. If you're a woman, Arry will be a man. Make sure you present yourself correctly (the correct introduction) when you see two near the campfire. After talking to them, go to the Cathedral of the Deep and get the Deacons of the Deep Boss done. Return to Firelink and talk to them again before heading to Farron Keep, The Abyss of Observers and Catacombs. Find Andri in the catacombs before moving to the second area - she/he will look for Horace. When you see her/him for the first time, tell him you haven't seen Horace. If you continue your journey through the zone, you will run into Arry again. She/he didn't find Horace. Stay here - don't go to the high lord Volnir, the catacomb boss. Instead, destroy the suspension bridge and head down to the smoldering lake. You can cheese Demon Boss who is on your way by luring him up the stairs. He is a big fool and will fall/go down as soon as he arrives at the top. When you come to the lake itself, turn right and stay close to the wall. Dodge bolts the ballist by rolling. You will come here in a small niche where you will come through Horace. He's gone mad and he's attacking you. Fortunately, he's an easy opponent. Defeat him and then return to the fire in the catacombs to continue the journey and talk to Arry again. Tell her that you found Horace and that he fell by the lake. She'll be happy to hear that. Now you can continue your journey and kill the boss of the catacombs. Back to Firelink and talk with yuria. She will tell you about her plans to marry you arry, as all Hollow leaders will eventually have to marry. This will suggest that some grim events/enterprises will do so. And so it is! Walk through the level in the Boreal Valley until you reach the campfire in the church of Yoshkar-Jorshka. Arry will rest against the wall/wall. Talk to her a few times. This is the last time before the ceremony that you will speak to her/with him. Interesting note: If you want to spare Arry from marrying you and make the quest evolve in a different direction, you can find his/her kidnapper in the middle of the statue in the church. He hid with a chameleon spell. But since this guide is about getting married, you can't do it. All you need to know is that you can end this storyline here by killing the kidnapper - you'll also annoy Yuria so much that she disappears. But you can gently push the hidden pilgrim or activate him in some other way to talk to him; Just don't kill him. After killing the pontiff's boss, return to the yury at the Firelink Sanctuary. She will tell you that your partner is ready and can start the ceremony. Enter the area directly in front of the spiral staircase/screw staircase leading to/from Anora Londo. From there you will enter the hall where the ceremony will take place. (an area that is usually an illusory wall will be opened). Talk to the pilgrim waiting in front of the camera to get your wedding ring, the ceremonial sword. Enter the cell. You will see Arri lying motionless (hopefully lifeless, given what will happen) in front of you. It is time to enter the sacred state of marriage. Click on Arri X to push the sword into her/his head. Yes, it's anything but traditional, but you shouldn't blame the people of Londo. Talk to Yuria after successfully completing the wedding to experience the Usurpation of the Fire end once you have successfully finished the game with your victory over Cinderella's soul. Belonging: Blue Guardians Location: The Path of victimsThe Path of the Victims Of the Cartacombe Fire CartusIritill of the Cold Valley henri from Astora - Dark Souls III, through these lands with his companion Horatius to destroy the Saint from the Depths. The character will be of the opposite sex in relation to the protagonist. Storyline Edit For the first time we meet this character together with Horati in the location of the Path of the Victims, next to the fire Unfinished fortress. There he/she will tell you that he is a non-fire, like the protagonist, and now they are going to the Temple of the Deep to find Aldrick. If you talk to Horatius, he'll give the Blue Guards the item. After the victory over the Deacons of the Depths Henri and Horatia will appear in the Temple of Fire and in conversation will say that they are going to Iritill, where the Devourer of the Gods is rumored to have gone. Henri then travels to the Catacombs of Cartouche, where he can be met twice. The first time in the aisle, not far from the long staircase on which the ball rides from the undead (climb stairs, then turn right, in the corridor, where there are 4 reviving skeletons, turn again right and below will see the NPC). Henri will stand alone and say that he and Horati separated and he (a) can not find it. Asks if you've seen it. Note: this meeting is not mandatory. If you pass the location and find Horace, Henri will immediately move to the next place. Next time he will stand on a rocky ledge in a cave with a diapiadated suspension bridge, on a hill on the right side. After talking to Henri, cross the bridge, hit it and wait for the end of the animation of the destruction of the bridge, use it as a ladder and go down. Kill the Fire Demon and move into the smoldering lake location. Stick to the right side until you see in the rock, at the end of the passage you will meet Horace, he will be hostile. If Horace is not killed by the character: after the assassination of the Supreme Lord Volnir, go back to where you left Horace, you will find Henri's body and Henri's sword. Horace will also be aggressive. This will be the completion of the quest line (if you did not find Horace or told Henri about his whereabouts, Henri will survive and move to the next location). If Horace is killed by a character: after the assassination of the Supreme Lord Volnir, Henri can be found near the fire of the Church of Jorshka in the location of the Iritill Cold Valley (whether you tell Henri about the death of Horace or not, he (a) will still appear here). He will give the ring of evil eye and teach the gesture silent determination. There is a camouflaged pilgrim in the corner of the Church of Jorshki. He can be killed to save Henri, or left to get a secret ending. Important: Killing the pilgrim will quarrel you with Yuri, which will deprive you of a secret ending. If the pilgrim is killed: Next time you will meet Henri in Anor Londo. The sign of the call will be at the main gate, which open with a lever. Using the sign, the character will be called as a phantom to help kill Aldrick, the Eater of the Gods (helping Henry in killing Aldrick, you defeat him only in Henri's world, but not in his own). Note: if you have already killed Aldrick by this time, there will be no call sign and you will not be able to complete his/her quest chain this way. After helping Henri, talk to Ludlet to get Henri's sword. After that, you can meet henri, who went crazy, or in the same place where he was in the smoldering lake location (in case you told Henri what happened to Horatia), or at the top of the hill, next to the very first fire in the location of the Temple of the Depths (where the stairs are long) (in case you did not tell Henri what happened to Horati). If you did not kill the pilgrim, talk to Yuri after reaching the campfire Anor Londo (if you do not, neither the pilgrim nor Henri will appear). After that, Henri will be killed by a pilgrim (Henri is hollow, so he/she may not be dead) and moved to Anor Londo, where he will lie behind the illusory statue of Gwyn. There the pilgrim will hand you the sword of recognition, after which you will be able to conduct the ritual of betrothal, strengthening his dark mark and completing the quest to get the ending of the Dark Lord. If you quarrel with Yuri (for example, taking off the dark marks) or she did not appear in the Temple of Fire, the pilgrim will be dead, and on the corpse of Henri will lie his/her sword. His/her set can now be purchased from the maid. If, after the murder of the Deacons of the Depths, do not talk to Henri in the Temple of Fire, and go all the way to the fire, the Church of Jorshki will need to do the following, so that Henri appears in the Church of Jorshka correctly: We speak with Henri in the Temple of Fire. We move to the fire Supreme Lord Volnir. We run out and see if Horace is down there. If we don't move to the Temple of Fire and back, we look again. We're going to run and kill him. We move again to the fire Supreme Lord Volnir. We run out and see if Henri has appeared. If we don't move to the Temple of Fire and back, we look again. Appeared q talking to him. Moving to the Temple of Fire and to Volnir's fire. We run out and see if the monument of Horace appeared below. We move to the Church of Jorshka and finally see Henri. If you miss at least one item under the circumstances, Henri will not appear in the Church of Jorshka! DialoguesEdition At the first meeting: Welcome to you. I'm Henri from Astor. The same non-burning as you are. It's Horace. My friend and companion. Are you looking for ashes, too? We're in the middle of the Path of Victims. Beneath us is the Forest of Torment. Behind the flooded forests is the citadel of Farron, and in it - the Legion of the undead. Even further is the Temple of Depths. We are looking for a temple where the gloomy Aldrick lives. Maybe our paths are going to go away now, but you and I are looking for overlords. Next time our paths cross, we'll probably be able to help each other. Let the flame light up your path. Oh, yes, Horace... He's not very talkative. But don't judge him. He is a selfless, kind knight, a wonderful companion in a difficult journey. Without his help, I would have cursed this torturous case a long time ago. Meeting in the Temple of Fire: Oh, so we met again. We've already met on the Path of Victims. I'm Henri from Astor. It's good to see you safe and sound. We reached the Temple of the Depths, but Aldrick's coffin was empty. The cannibal must have gone to his true home. I was told about it by a doll from an empty coffin. It is said that Aldrick came from Iritilla in the Cold Valley, this is a legendary ancient city... Pilgrim told me that this city is behind Farron's citadel. That's where we're going... Meeting in the Catacombs: Oh, hello, what luck. My companion Horace didn't come here? To my shame, I fell into a trap, and we split up. And since then, I haven't find it. Oh, Horace. Where did you run? Am I abandoned? Oh no, what a terrible thought... Nothing to say: Yes, it is clear. Horace is a brave knight. He can no doubt take care of himself. He's probably looking for me right now, with double zeal. If you get it, please tell him. That I'm in the catacombs... I'll set up the prisms to show him the way, as I always do. Please give it to him, please. Let the flame light up your path. To say: My God. To think, in the depths of these catacombs there is a lake. What a relief. I knew Horace was alive and would not stray far. Thank you. We're both in debt. It's hard to express the depth of my gratitude, but that's it for now. Please take it. And may the flame light up your way. I'll be going to the lake soon. Meeting in Iritilla: Oh, I thought it was you. It's good to see. I never found Horace. But my duty must be fulfilled, even if I have to do it alone. I'm a non-burning seeker. For the children I knew, peace to their souls. Everyone has their reasons, right? Please take it. Paying for my stupid request. And as a sign of protection. Let the flame light up your path. You can't have the courage. You do your duty alone. I can learn a lot from you. Let the flame light up your path. After Aldrick's murder at Henri's call: Yes... We did it... I'm owed. Thank you. Really. Horace, we did it, really... If you attack: What happened? Please stop! Have you been taken away by the devastated people? Then I'll put you back. Horace! Help me! And let the flame look after us! If you kill the first Horace: Oh, Horace, for what? Don't leave me, but not you... Like everyone else. Oh, Horace, Horace... If you kill the first Henri: Forgive me, Horace... I'm in pain... to leave you... If you kill Henri when Horace stays in the Smoldering Lake. Oh, Horace, that's it, I'm sorry... I'm too weak alone... NotesSEst Henri can be called to battle with the Deacons of the depths and with the Pontiff Salvan. Henri is hollow, but obviously retains his mind, as he/she has a goal - to kill Aldrick. Most likely, that's why after the goal is achieved - Henri finally goes crazy. The sword of the killer of the undead inflicts increased damage on him/her. Dressed in a set of an elite knight, uses a coat of arms and a sword Henri. Can teach the gesture Silent determination. The same gesture is used by someone in the same armor in relation to Tarkus Iron in one of the teasers for the first part. If you kill Horace and tell Henri about it, Henri will leave the catacombs, and in his/her place will remain a rainbow pebble, also from the top of the bridge will be visible the same pebble at the bottom, where we killed Horace. If we go down, we see that apparently Henri has done something like a memorial, putting a spear and a shield Horace on a stone. Henri will continue to perform his quest after that, but at the same time is related. Henri will be cut short if told, the quest for a secret ending will be lost. After the handover of the Sword of Henri, Ludlet will tell the protagonist not to look for him/her, as Henri knows his destiny and knows what will happen when her duty is fulfilled. Indeed, after the end of Henri's storyline, he/she can be found in the form of a hollow on one of the two locations to which he/she is related. Henri is present in the cut-scene of the secret ending. As The character is dressed in armor, but for some unknown reason he may be half-naked. If in the location of the Path of victims to attack and kill first Horace, not trinshing Henri, he will fall to his knees and say Horace, just do not leave me. Not you. Oh, Horace, for what? when the location restarts, he will appear on his knees saying only Oh, Horace, for what? is killed in the current state for three blows, does not attack the player and after death will say Horace, forgive me... I couldn't do it alone... To continue henri's quest line, you can't miss a single meeting with him/her, otherwise the chain will break. GalleryDit Video Edit Henri Storyline from Astora Astor

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