


Soldier' s peak dragon age

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Sofia Dryden fighting inside Soldier Peak End Dryden RebellionAll combatants, killed by demons, with the exception of Avernes and several wardensArland Ihin remains King Ferelden Destruction Fereldan WardensExpulsion gray wardens of FereldenVeil thinned around the peak of a soldier who claimed that the demons gw Grey wardens ferelden Ferelden when its leader, regional commander Of the Grey Sophia Dryden, was cornered and killed in the Grey Fortress , along with most of her supporters. As a result, their pedigree secured the throne of Ferelden, while the Grey Guardians were banished from the kingdom for two hundred years. Background edit the source King Ferelden died without leaving an heir, and so the struggle for the throne began immediately, with the young Arland fiercely competing with his cousin, Arlessa Dryden, for the crown. Arland won the throne through a campaign of intimidation, dividing the nobles to enlist the support of fear. His rival, Sophia Dryden, was jailed for treason when she pushed her claims while awaiting execution. However, many continued to support her claims, and were appeased after Dryden was allowed to join the Grey Guards. Sophia Dryden's Editing Source prelude flourished in the Guardian, and dazzled her comrades with her skill and charm. She was soon promoted to the rank of warden-commander of Ferelden and turned the once redundant guards of Fereldan into an elite, respected and popular order. However, Commander Dryden is still bitter about her failed bid for the throne. Meanwhile, King Arland became perceived as increasingly violent (perhaps even insane) after he killed Arle Rouen and his entire family simply for criticizing his spending. Many nobles turned to Dryden for help. Dryden embarked on plans for an uprising (contrary to all that her order advocated), which disgusted some of her fellow wardens who had left Ferelden in protest. The Battle of Pique, when King Arland learned of Dryden's plot, he sent soldiers to besiege the Soldier's luggage, and at 7:5 the storm began a long bloody battle. The master scout of the warden was killed, and the guards barricaded themselves in the helte. Commander Antlar, commander of the royal forces, intended to fight in the war of attrition, trying to starve the remaining guards, despite the fact that the he-hold had months of supply. Eventually, Fereldan's forces stormed the hel, where fierce fighting broke out. The guards fought valiantly, though they pushed further and further back. Eventually, Commander Dryden ordered his oldest magician and ardent supporter, Avern', to do everything he could to push the king's men away. Avern's used the magic of blood to cause a rush of demons; however, he soon discovered that he could not them, and so the demons began to kill both the Grey Guards and Fereldan soldiers. Averquez ran to the Tower of Peak with a small number of Guardians, where he sealed himself, and did not appear. Commander Dryden fought off enemies in order to be killed in his office. The soldier's Peak was claimed by demons, while Sophia Dryden was never heard of again, nor was the soldiers-guards or Fereldans who went there. King Arland declared his triumph over her, radiating the Grey Guardians of Ferelden and depriving the Drydens of all lands and titles. The Order maintained a villainous reputation in Ferelden for 200 years until King Maric Ihin allowed the Guards to return to their country. Links edit source 1.0 1.1 Dragon Age: The World OfDas, vol. 1, p. 113 Edit Share Levi Dryden, Michael Dryden (once the quest is complete) Dragon Age: Origins - Peak Soldier Chief - the ancient base of the Grey Warden, which sits atop a maze of abandoned mountain tunnels in the northern part of Ferelden. Soldiers Peak after completing the quest. Background information (edited by editing source) Storm Age (edited source editing) Main article: Battle at the Peak Soldier In 7:5 Storm, Peak Soldier was besieged by Fereldan soldiers loyal to King Arland Ihin, who were sent to kill warden-commander Sophia Dryden and her followers who rebelled against the tyrannical king. After a bloody battle in which almost all the Wardens inside were killed, Soldier's Peak was abandoned and later forgotten. As a result of the battle, the veil inside the snowth was thinned and the ruins were captured by demons. Participation (edited editing source) Fifth Blight (edited source editing) Home article: Fifth Blight This section contains spoilers for:Dragon Age: Origins. In his youth, Averquez, the only survivor of the battle who lived in one of the fortress towers for almost 200 years, using the magic of blood, got into a dream with Levi Dryden. Auverquez called Levy to the fortress (although he did not know about Levy's legacy as Dryden) in order to attract the necessary reinforcements to finally break the 200-year deadlock. The winding labyrinth of abandoned mine shafts that must be passed to get to the hla was too dangerous for Levy himself to pass through. Some time before the Fifth Blythe, Levy sought the help of Commander-in-Chief Duncan. Duncan promised to help Levy, but fifth Blythe arrived first on Ferelden, and Duncan was forced to deal with it. When Duncan was shot down at the Battle of Ostagar, Levy was looking to find the last of Fereldan's guards, in the hope that they would make a promise that Duncan could not. During the Fifth Blythe, the Guardian, their comrades and Levi went to the soldier's peak to uncover the truth about Sophia Dryden and her rebellion. There they met the old magician warden, Auverquez, and learned invasion of demons. After clearing the fortress and strengthening the Veil, the Warden left the fortress under the tutelage of Levi. Levi and his brother Michael settled on the Soldier's Peak and began to use it to store their trade goods. The quests edit edit the source of the Soldier Peak Ancient History characters edit source Famous elements edit the source Antique crossbow warden, above average crossbow. The power of Asturias, the long word of the Grey Guardian of Asturias. Avernes clothes, a robe that improves the magic of blood. A shadow belt, a belt that reduces hostility. Starfang (great word), two-handed greatsword or Starfang (long word), longsword. The warden of the prison commander armor set, a set of armor once worn by warden commanders. The warden of Tower Shield, a shield with a low chance of accidental fall, identical to warden's shield. Winter breath, powerful magic staff. Entries in the Code (edited source of editing) Code entry: Letter from entry to the Code of Banna Matuin Wolf: Statement from Commander Atlar Codex: Record of the Code of Avernas: Record of the Code of Sofia Dryden: Sofia Dryden in the Journal Code Entry: History of the Peak Soldier: History of the Peak Soldier: Chapter 2 Code entry: History of the Peak Soldier: History of the Peak Soldier: History of the Peak Soldier: : The story of Drydens Special Objects edited the source Of the Storage Chest: The only side of breast storage in origin. Make sure you have collected all the loot from the inside before further card travel (after completing the hel guard); the doors won't open anymore. Gallery edit source Warden-commander OfficeFirst Floor Soldier Peak MapSecond floor peak soldier MapAdd photo in this gallery Trivia edit source If the warden returns to the cleared keep with Shale as a party member, there will be a group of three crows on the ground who jump around and follow Shale. It is not possible to interact with them, but anytime Shale moves crows quickly to follow. Cm. also :edit the source of editing Community Content is available according to CC-BY-SA, unless stated otherwise. Dragon Age: Origins - The Warden's Keep Soldier's Peak is the central quest in DLC Warden's Keep for Dragon Age: Origins. Step-by-step guide (edit the editing source) Note: Once the quest is completed and the veil is sealed, you won't be able to re-enter the hold. So if you want to access the loot available in locked chests, bring a lock-collector to the party. Courtyard (edit source) Note: If both Alistair and Morrigan are in your party when you first arrive at the soldier's peak, there will be a brief banter between them. This will also happen if the starting point involves pairing either Shale and or zevran and Stan and Alistair are also not in the party. As the party enters the courtyard (after the original cutscene) and approaches the stairs of 3 Arland Corpses, Lord Arlanda, and Attack of Arland Skeletons. Take the Southwest Path where the warden Acolyte and the 4th Warden Skeletons attack. View the statue, unlock the quest of Ancient History and enter the Codex: The Story of the Peak Soldier: Chapter 1. Return to the courtyard where the warden is the Master Scout (Elita), 2 Arland Skeletons, and 2 Warden Skeletons attack. Kill them and you'll get. An antique crossbow warden approximately 15 Fire Bolts At low levels, withdrawing down the path can be a sensible move, since groups of corpses can climb one by one, thus not allowing a break in battle if you stay in the main yard. They can even climb together, giving you 8-12 corpses to fight at one point. Go back to the camp party if you suffer any injuries before you push further inside. Climb the stairs and enter the he-hwas. First floor (edit source) You have a different vision, providing more information about the fall hold when the king and wardens square off, as they say in the Statement of Disobedience on the Wall. Open the door to the lounge room where the party will meet Arkane Horror and two Small Demons of Rage. A note on the table unlocks the Code entry: A letter from Bann Matuin Wolf. Arkane Horror must be disconnected and defeated with a four-man attack, and the Fury Demons easily defeat the Cold Cone. There are doors to the west and east. Note: There is a blocked doorway to the north where you can see some Arland Corpses and Warden Skeletons walking in the next room, but they don't see you. Open the western door to the barracks, where Commander Antlar waits with three skeletons of the warden. There is a note on the balcony that gives the Code of Entry: A prayer from Commander Antlar. Go back to the rest room and move the east door to the hallway. There is an eastern door to The Mess Hall, which has an unlocked chest, and a western door at the end of the corridor leading to the archives (behind the barricade). The archives are guarded by corpses (at the low level) and by an archivist and two fierce demons (the archivist is the demon of the lieutenant's rage, and they appear only at higher levels). The book of a large archivist on the floor is connected with the conflict that led to the fall of the x keep, and will cause the cut of the scene in the past to hold. A smaller book unlocks the Record code: The History of the Soldier's Peak: Chapter 2, which is linked to the quest of Ancient History. Take the stairs to the second floor. The second floor (edited by an editing source) The first room on the second floor is divided into two parts by the remains of the barricade. As the party approaches, the scene shows that the Guardians (particularly a magician named Averquez) summoned demons to help them protect the hel, but were betrayed. As the cut-out scene ends, the abomination of rage will appear and attack the party. In addition to this demon, the party will have to deal with some of his assistants during the fight. As the fight begins, there will be 4 undead wardens (one in each of the purple glyphs on the floor) who will heal the abomination on a regular basis. Secondly, as the demon's health nears zero, the two Big Fury Demons appear and attack, and the Demon boss will replenish his health. Destroy corpses as they respawn to prevent wasting attacks on abomination. A force field or kiting with a tank can keep the abomination from attacking, and the curse of mortality can prevent it from getting therapeutic effects. Tactical move makes it easy: If you drive a furious abomination to the stairwell entrance to the room, the undead wardens healing magic won't reach abomination and the party can take it quite easily. (Not working at 1.05, the exact patch is unknown.) At the end of the battle, the Guardian will have a brief dialogue with Levy, who is shocked to discover that the Guardians will summon demons to help. Note: The demon's boss loot includes the breath of winter. Take the stairs to the shrine where Shambling Corpse and a pair of Shambling skeletons) attack. A bottle of raspberry jam on the table unlocks a record of Codex: A History of the Soldier's Peak: Chapter 3 and will promote the Ancient History quest. There is a door to the east (leading to the Bridge), but it is sealed with a magic barrier. In the west, the door leads to the Commander's neighborhoods, where the party can meet Sofia Dryden. Error! A mistake can occur that will prevent the doors of the sanctuary from unlocking if you kill the second set of dead wardens too quickly and they fail to cause more demon fury. This has nothing to do with aligning your characters. Meet Sofia Dryden (Editorial) Meeting with Sofia Enter The Commander quarters on the second floor of Helta to meet with Sofia. The dialogue will present the Guardian with the opportunity to attack her immediately or accept her offer. Record Code: Sofia Dryden will be updated at the end of the conversation. Sofia is Levi's great-grandmother, but was obsessed with the demon (Levy himself point out that what the group encounters is not his relative anymore). She has been locked in helm since the Ferelden Wardens conflict and only wants to be released, free to roam the rest of the world. She will offer the Guardian a promise to seal the fault in Fada. In exchange for Sofia's freedom, the Guardian will have to kill Avernus. Averquez is in the tower of Avernes, past the bridge from the second floor. A quick overview of the Guardian's options: See the party's reaction below for the reaction of some comrades to the Guardian's choice. Accept Sofia's deal by telling her to tell Levi about Sofia. She says she'll answer any questions Levi asks after you help her. If you do that, you can't make her sweeten the deal. Accept Sophia's deal and convince her to sweeten the deal. She tells you that Hidden gold here (treasure turns out to be 8); she will tell you where it is after you help her. Note: If you first ask her to tell you about the tower, you can't ask her to sweeten the deal. You can ask her about the tower after she tells you about the gold. Note: If you ask her for this gold, and then ask her to tell Levi everything he wants to know about Sophia, she will refuse to tell Levi anything. Accept Sophia's deal and convince her to seal the veil first, and then you will help her (you can't ask her if you first ask her to tell you more about the tower). This continues in the Call circles section below. Accept Sophia's deal without asking for a reward or telling Levi anything. Note: There is an opportunity to convince her by lying to her, asking her to seal the veil and then you will help her. Even with 1-4 coercion, she doesn't believe you. Reject Sophia's deal. It causes 4 undead wardens and attacks. Accepting Sofia's request will add the Hell Deal quest to the Guardian's diary. Note that you can still choose to help Avernus instead of Sofia. After talking to Sophia (or if you killed her) explore the book on the table for entry Codex: Sofia Dryden in the magazine. Return to the sanctuary: The magic barrier on the east door is now gone. Open it to go to the bridge. Maximum XP and Golden Strategy Edit Source Result with most XP and reward: Agree to a deal Sofia. Convince her to sweeten the deal. Go to the Tower and kill Avernus. Kill him there instead of getting him back and killing with Sophia 'uest'(he's causing more enemies to fight you in the tower). Go back to Sofia and fix the veil. Get the Location of Gold from Sofia. Kill Sofia. The bridge edit source bridge is a brief passage between the hold and the tower. Several undead wardens will attack as soon as the party reaches the bridge. They don't pose a big problem, but be careful with the various traps outlined on this aisle. They will require a Lockpicking score (Cunning - 10) (Deft Hands rank No 10) 40 disarm, but they can be bypassed by embracing the sides of the bridge, or walking straight through the center of one character at a time. Enter the tower. The Avernes Tower (editing source) Open the door to an investigation where a group of four wardens killed the attackers. In this room, the great book Ability Notes contains some of Avern's notes on his latest experiments (and a short cut scene). Next, the book on the table opens the record code: Avernes's Notes, and the alchemical blend holds the climax of Avernus's gruesome research. If the Guardian does not examine the book and notes in the room before inspecting the concoction, there will be no hint of the nature of the concoction. Note: Drinking blend will open up diabolist achievement and blood strength There will be no shaken-up Available after the soldier's peak quest is completed, so he must be drunk at this stage of the quest (although a possible solution exists, see The Power of Blood). Both doors from the Study lead to the Sanctuary, where the party can meet with Avence. Meeting with Avence (editing source) Meeting with Avenoth at the Sanctuary of the Guardian will meet with Avence. During the initial dialogue with

Avern', the Guardian can ask a number of questions (and even allow Levy to ask about his great-grandmother). What happens here depends on what happened to Sofia: You told Sophia that you would kill Avernis, and you convinced her to fix the veil. If you can convince him that he is no better than demons you can convince him to let you decide his decision when you have what you need from him and you can ask him to continue his research (otherwise he asks if he can continue it). If you ask him to continue his research (only by humane means or without any restrictions) or tell him to do what he wants, he stays in Hea. Or you can attack him. If you say that death is the only verdict and Morrigan is in the party there may be a change of approval (see below). Or you could get him out of Hea. It makes your decision and leaves Keep Forever. You told Sophia that you would kill Avern' but the veil had not yet been fixed, and he tells you that to save Hea the Demons must be cut off forever. He asks you to hold your hand in your arms until the demons are examined. If you can convince him that he is to blame for all this, then you can convince him to make your decision after he has helped you. Attack him. Otherwise he says that you have to go back to the Great Hall to restore the rip in the veil that the demons were using to terrorize the peak soldier. He says he'll need protection while he recovers his injuries. If you've already killed Sophia, if you convince him that he's to blame for all this, and that he's no better than the demons, then he agrees to help fix the situation and makes any decision you think is right (If you don't convince him of this, and you're helping Avernus kill Sophia, then you can fight him in battle after he fixes the veil otherwise you will kill him in the cut scene). He asks you to help defeat the demons. He says you have to go back to the Great Hall to restore the rip in the veil that the demons were using to terrorize the peak soldier. He says he'll need protection while he recovers his injuries. Fighting Avern's in the Tower, if you are fighting Avern's, he retreats to the balcony and calls 4 dead wardens and 2 skeletons of the warden. There are glyphs of paralysis at the bottom of each set of stairs. Explore the Tower (edit the editing source) before Sanctuary, the Guardian can examine a corpse dangling from with Wall to unlock the entry code: The Story of the Peak Soldier: Chapter 4 and the Advancement of Ancient History quest Note: If Avern's goes away with the warden he starts moving to the exit of the tower, but can't reach it. However, if and when this happens, as soon as the party goes to the bridge, Avernus will appear in front of them. And maybe slow down again. No matter when the party enters to keep on the other side of the bridge, Averquez will be with them. Return to the Sanctuary, you appear elsewhere depending on what happened in the tower: If you made a deal with Sofia (without repairing the Veil in the first place), you will appear in the Sanctuary. If you killed Avernus, Sophia's happy. She'll take you to the Four Circle of Call. If you don't kill Avernis, and he's with you, they're preparing for battle. You can choose a side with any of them. The one you're fighting calls two Skeletons. After the battle, the winner will automatically take you to 4 Calling Circles. If you didn't kill Avernis, and he's not with you because you exiled him, then you automatically show up at 4 Invocation Circles. Otherwise, you will automatically appear on the 4th Invocation Circle. Note: If Sofia and Averquez fight here, the one supported by the Guardian will be invincible during the ensuing battle. Note: If Sofia and Avernus fight here and you are on Sofia's side, this will unlock terror on the coast if imported into Dragon Age II. Siding with Avenge and allows him to continue his research (whether ethically or not) will open Dark Epiphany. Be careful if you decide to side with Avernus here; It will use Fireball vs. Sofia, no matter who is standing nearby. This can make a large amount of friendly fire for your party. Calling Circles (edit the editing source) What happens here depends on who you helped or killed. If you convince Sofia to repair the veil (before you see Avern's) and you are here to repair the veil, then Sofia is one repairing the veil. If you abandoned Sophia's deal and killed her and brought Avernus back to repair the veil, Avernus is the one who helps repair the veil. If you made a deal with Sofia (repair veil first): If you killed Avern', then she says she will leave The Store now. If you can intimidate you can get her to answer Levi's questions; she initially refuses, but if you are intimidated again you may be able to convince her to talk to Levi and tell him about Sofia. If you let her go, she says she'll never see her again. Or you can attack Sophia. Whichever you choose, it continues in the Veil Repaired section below. If you met Avern's but didn't kill him (either let him stay or exiling him), she's outraged. No matter what you say, she's attacking. This is in the Veil Repaired section below. If you made a deal with Sofia (no repair veil first): If you killed a killed (in the tower or in the sanctuary), then Sofia is one repairing the veil. If you met Avendos, but did not kill him, returned him and killed Sophia, then Averquez is the one who repairs the veil. Repair veils (edited by source editing) You arrive in the room where the Demon Fury and the 4 Dead Guardians are attacked. The one who restores the veil asks you to protect them from the Spirits and Demons when they untangle the conscript circles to restore the veil. One by one, the veil-repairer will go to 4 call laps and the Demons will appear: First Round: 3 Small Fury Demons around the gate disappear into the southwest corner. Second round: 4 Great Shades around the southern and western walls. Third round: 2 Ash Wraiths and 2 Small Demons of Rage along two walls. Fourth round: Demon Desire (Boss) (drops 3 50 0). Note: There is a small pause between each wave during which the Guardian can heal and be saved. If you play On Nightmare, the pause is removed. Error! During the battle (meets when Ash Wraith spawned, if the Warden agreed to kill Avern's and follows through with him) you can get stuck in an endless loop in which Sofia constantly tells the Guardian that she remembers the deal and closes the Void. There are two ways to deal with this error. First, get out of the game and load the save, and secondly, choose another option, betray Sofia. Thus, after you have defeated Avernis, Sofia will become hostile and will start attacking you when you kill her, the game will continue normally, as if nothing had happened. The same applies if the game is stuck in a loop, if you decide to side with Avernus, only this time you have to betray Avernus. Error! At the beginning of the battle, Averquez may not enter the call circle, especially at high screen resolutions. The script will be suspended indefinitely if this happens. To get around this, you can try the following bug fixes: 1. Once you tell Avernus you're ready, prepare for a quick run back to the door, this simple action gives Avernus a path of space to walk to the nearest call lap. 2. Different combinations of screen resolution, or switching to window mode, and then restart the script, transferring to the bridge and back 3. Knocking Avernus into a circle using Shale's Hurl Rock ability (it takes some time) or a few fireballs 4.If you don't have a slate or magician character who can use a fireball in your company you can try to move your characters in an Avernus way before it gets there. This will make it move around your character and into a circle. As well, Spam Escape (Esc) Is the key as you do to skip through the dialogue. Continue spam until the end of the dialogue to bring up the menu. This should correct the pause of script 5. Another possible solution is to talk to a member of your party immediately after skipping Dialogue 6. If yet fails, you can also use the quest to debug the console command type runscript zz\_gwb\_debug without quotes, and then choose to make a jump qgt; warden hold (repair) and that will fix/teleport you to the end of DLC. The video of a simple run to the door Of The Fix for Summoning Circle Failing to Start BUG What happens after the veil is repaired depends on who you side with: If you sided with Sofia and convinced her to repair the veil (before you go to Avern's), now you have to go to the tower. Hell's Deal quest is added to Guardian magazine. First, go back to Sofia's cabin to search it, and then head to the tower. This continues in the Bridge section above. If you have sided with Sofia and have already killed Avernas: if you persuade her to sweeten the deal, she tells you about a cache in the neighborhoods of Commander (do not ask her about Avertes at first or you will not be able to ask for your payment). If you can intimidate you may be able to also threaten her in response to Levi's questions (even if it wasn't part of the deal). At first she refuses, but if you are intimidated again you may be able to convince her to talk to Levi and tell him about Sofia. If your deal involved Sophia answering Levi's questions, she talks to Levi and tells him about Sophia. Whatever your deal is, it says your business is at the end. If you let her go, she says she'll never see her again. Or you can attack Sophia. If you sided with Avern': If you persuaded him to obey your judgment and you decide to kill him, he lets you kill him (there is no fight). If you do not convince him to obey your judgment, and you attack him, he resists. If you ask him to redeem himself by exploring ways to help the Guardians, tell him that he must live with what he did, or that you refuse to judge him, he says he will stay in Hel to try to atone for his deeds. If you expel him from the Guardians, he'll leave Hel. Veil Repaired (edited source) After Sophia is dead/released and Avernis is taken care of, Levi thanks you. He comments on what you have decided to do with Sofia and Avenge; if you let any of them live he says he's not sure it was the right decision (but it has nothing to do with it or the quest). He is sad that there was no evidence to clear his great-grandmother, but decides to focus on the future. He decides to stay at his peak as a merchant, offering you a significant discount. Once the dialogue with Levi is over, walk to the opposite side of the room and interact with Asturias's portrait over the fireplace. Choose Recite Grey Warden Oath to reveal Asturias Stash. Reward (edit source editing) If you killed Sophia you Chief Of Glove Warden Chief Armor Chief Chief Boots If You Killed Avernus You Get: From Asturias Stash: Asturias Can Shadow Belt Heavy Glove Slab Plate Explosive Bolt 150 Leaving The Store edit source If you brought Avernus back from the tower and he ran into Sophia in the sanctuary and you helped one of them kill the other, you were taken automatically to 4 Call circles before you could rob their equipment. Go back to the sanctuary to get it. If Sophia told you about the gold in the Commander's Quarters, go and get it. Hidden Stash contains 8 Note: Remember that when you leave the fortress and travel around the world map you cannot re-enter (except for console commands). Complete the search for Ancient History and receive the Alchemical Mix before you leave. Returning to Hold (edited by source) After the party leaves the store (even if it's only to camp and back), Levy and his brother Michael Dryden will open a store in the store. Return to the area to access your goods. In addition, a party storage chest will be available. Note: Michael is notable for the fact that the Guardian can sell him some armor, and he will upgrade them to a higher level based on the current level of the Guardian. The upgraded armor is then available for ransom. This works with breasts as well (xbox360ps3 confirmed). Keep items that you need to upgrade, leave and return. Items need to be updated. Michael is also known as the only blacksmith capable of crafting Starfang. The reaction of the party (edit the source of the editing) Talking to Sophia (edit the source of the editing) If you group and you ask Sophia Dryden about her deal, you will get approval from him. You don't have to agree to the deal she describes to get approval - zevran is impressed that you are ruthless enough to even consider haggling with demons. Note: However, there is no change in the statement with zevran if Stan or Shell are also in the party, as they will speak first (removing zevran from ever entering into a dialogue) and thus removing the opportunity to get bonus approval from him. While Leliana interrupts and seemingly objects to your acceptance of the deal with Sofia, there seems to be no actual change in approval if you keep making the deal. If your military hound is in the party when meeting Sofia, he will growl and bark like a reaction to the demon inside her. This will give you a new opportunity to just attack her in plain sight, given your dog's natural instincts. Talking to Avern', if you have Morrigan in your party and convince Avern's to obey the Guardian's decision, then decide that death is the only solution, Morrigan disapproves (-5). If you have Morrigan in your party and convince Auvernes to obey the Guardian's decision, then decide to listen to Morrigan and let Auvernes live, Morrigan approves (No.4). If you have Wynne in your party and you ask continue her research without limitation, she says there should be consequences for The Auverless' actions. If you say his death sentence and and Wynn then approves (No. 4), or if you tell her you have reasons to spare him or that his research may help the wardens, then Wynn does not approve (-3) (unless you drop him from Keep Wynne has no change of approval). Note: however, if the scene does not draw any comments from either Morrigan or zevran, there will be no change in the statement. This can happen if another party member such as Alistair or Stan reacts in the first place. Trivia (edited by source) Names on The Statement of Disobedience on the ground floor: Captain Melo, Black Ferre, Chairman-Thrower Lopez, Sir Derek Orlais, Jason Longbow, Altan Kiebler, Cartography Martyr, David Silent, Dustin Color-Blind, Ebenger of the Bovine Brothers, Pharell Feral, Sir Graham Untriring, Jason Without les Argonauts, Langley Nefarious, Lucky Lacuna, Mad Dog Smeadows, Matthias Bloody, McGuiirk , Sergeant Red Morrison, Santos Silent Scimitar, Vitriolic Eric, Weak Eye Santos, and Welburn Exhaustive Fire - bear a striking resemblance to those of the Warden Peak creators. Inquiries (edited by editing) - Dragon Age: Origins - Warden's Keep Credits - MobyGames MobyGames soldier's peak dragon age. soldier's peak dragon age bug. dragon age origins soldier's peak best choice. dragon age origins soldier's peak vial. dragon age origins soldier's peak level. dragon age origins soldier's peak secret treasure. dragon age origins soldier's peak ancient history. dragon age soldier's peak demon deal

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