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## Dragon age inquisition answer a request

Highlighted Highlights Use the back arrow in the browser to return to a layer or; Use the drop-down menu to select Dragon Age: Origins, Dragon Age II, or Dragon Age: Inquisition. The choice setting in tapestry decisions made in tapestry will be exported to Dragon Age: Inquisition as part of the selected world state. Click any tile to drill down into a selected theme or chart. Select a tile until it is associated with a question. From there, you will be given the option to decide what decision was made at that specific plot point. Customize as much or as much tapestries as much as you want. The Keep automatically adjusts your world state accordingly using its self-solveralgorithm. You'll see the auto-resolution pop-up if you make a choice that conflicts with one (or more) choice you made earlier. Once a decision is made, the tag on the tile will turn white so you can keep track of the changes you've made. Retention of choices in tapestry The automatic solver will automatically resolve any plot inconsistencies in your world state by overwriting them with valid choices. This means that the choices made previously may need to be changed to ensure that they always have a valid world state. There are two ways to resolve this issue: view the change list summary When the auto solver needs to change a previously set choice, you'll see a list of those impacts in a popup. This contains a summary of all the changes that the auto solver needs to make to allow you to set a specific choice. It's up to you if you want to continue and make the highlighted changes or choose a different decision. Set the locks in the tape To make sure that the auto solver doesn't overwrite important decisions, click the lock icon under a choice to block the decision. This means that occasionally you will need to manually resolve conflicting choices. By sharing the Tapestries To share the world status currently uploaded to the tapestry, click the globe icon located in the upper-right corner of the header bar. First, make sure that the friend you want to share your state of the world with is your friend in the Keep. To add friends, go to the card with the person's icon and type that friend's EA (Origin) username in the search field. It may take some time for them to appear on your friends list. Then, go back to the first tab with the globe-pen icon and click the 'Share' button. A pop-up will appear. Here you can add or change the title and description of the world status and select the friend you want to share it with. Once shared, your friend will receive a and will be able to add the state of the shared world to one of their available slots. Message 4 of 18 (97.973 Views) Highlighted Highlighted Highlighted Edit Share Answer a Request from Hasmal is a war table operation in Dragon Age: Inquisition. Capture[Edit and Edit Source] Complete the main mission in Silent Whispers. This can be completed by Haven or Skyhold. Operation Testo[edit - edit source] Commander Cullen, I understand that the Inquisition is working with Redcliffe's wizards. I'm surprised someone from Kirkwall can tolerate any deal with them, but it puts you in a position to help us. The Circle of Hasmal suffered significant damage during the revolt. Instead of following the Seeker Lord, many of our Templars elected to stay and face the consequences, but our resources are limited. In addition, we have loyalist wizards with us. The people of Hasmal would be happy to throw them at the wolves even if they had nothing to do with the rebellion. In its present form, I fear that we may fail in our duty to protect them. I trust you sympathize with our situation. I humbly believe that our charges are transferred to the Inquisition. Knight-Commander Brycen Advisor Suggestions[edit & edit source] Josephine - 0:15:00[edit - edit source] We can arrange a safe ride from Hasmal and let city leaders believe there should be a favor. Leliana - 0:15:00[edit - edit source] Hostility to wizards remains, but there are ways to travel without warning. Cullen - 0:12:00[edit - edit source] We have some templars of our own. The Templars of Hasmal will be comfortable working with them; can ensure safe passage for magicians. Results[edit : edit source] Josephine[edit & edit source] My Lady Ambassador, Hasmal extends her gratitude for your assistance with this Wizard-Templar madness. It's refreshing to deal with someone who offers more than empty promises. Please accept a sign of our gratitude. Let us hope that this new friendship will continue to benefit both of us. Seneschal Lisbeth Leliana[edit - edit source] Sister Leliana, Magicians should arrive by the day. Elder Charmer Lynden sends his sincere thanks for seeing them safe from Hasmal. Fisher Cullen[edit - edit source] Commander Cullen, Your Men arrived this morning. It's nice to see that the Inquisition still trusts the Templars to carry out their duties. Once we make sure that hasmal's circle is stable and that no dangerous object falls into the hands of unsuspecting scavengers, we will join yourselves. Knight-Commander Brycen Rewards[edit - source edit] All advisor war table operations Community content is available in CC-BY-SA, unless otherwise specified. Next Main storyline quests In Hushed Whispers (running with wizards) Prev Main storyline quests The Threat Remains Way to unlock: Automatically, after meeting Lucius during The Threat Remains, main mission. The search-giver - (M4, 2) Despite Lucius' abrupt mannerism you should not renounce the potential alliance with the TemplarsThis mission unlocks after coming into contact with the Templars and Lucius commanding them. This meeting (rather cool) takes place his arrival in Val Royeaux (M4,2). NOTE - taking further steps in this research means taking attempts to gain the support of the Templars. This means that you will not be able to ally yourself with rebellious wizards (apostates) (apostates) as a result, you won't be able to complete the Mission in Hushed Whispers. Before embarking on this mission, make sure they're the Templars you actually want to ally with. To upgrade to the main part of this mission, you must collect at least 15 power points. Just like in the case of the previous main mission, I recommend completing several side missions, because most of them are rewarded with one, at different power points. After getting the required amount of points, return to Haven and walk to the war room. Find the Solo Champions operation, shown on the previous screen, and confirm that you want to spend 15 power points on it. Note - the level of party experience that the game recommends, is about 4.7. I advise you to go a mile further and advance your party members to, at least, the level of eight experience, because that's the level of the final head of the mission. After meeting Lord Abernache to reach Barris' place of stayAfter seeing several cutscenes, the party reaches the lower level of Thierinal Redoubt (M11.1a). Listen to the conversation with Lord Esmeral Abernache, whose course you won't be able to influence too much (you can choose the unique dialogue option if you've previously unlocked the appropriate perk). After the conversation, head west. You need to meet another important PNG here -Knight-Templar Barris (M11.1b). During the conversation, you can choose one of the regular dialogue options, or a special one, which becomes available if Cassandra is traveling in your group. Soon, your group approaches a larger courtyard (M11.1c) and Barris offers to take part in a templar rite, which should help your character determine his priorities. You can agree to participate or, follow lord Abernache's suggestion, reject your part and ask for an immediate hearing with Lucius (the decision-making moment was presented in the screenshot above). Interact with the knobs to raise the flags you choose If you have agreed to take part in the rite, now you need to take an interest in the three knobs. They are connected with the flags symbolizing Andrasta, the Templars and the normal people. Interacting with the knobs raises the flag, halfway, connected to it. Using a knob twice makes the flag return to the top. As Barris mentioned, in the previous conversation, there's nothing like a wrong choice here. Which flag is placed above the remaining two (using the knob twice) does not play any vital role in the fight, as much as if you want to justify your choice or switch to comment. Only to a small extent can they change the relationship between your party and the party members who took the trip, with him, to templar headquarters. It is necessary to defeat Denam and the rest of the infectedThe next step is to enter the western building. After obtaining the Lower Barracks, you meet Knight-Captain Denam (M11.1d) and you will find that he is showing hostile intentions. If you took part in the rite, Mr. Abernache will be annoyed and die, as a result. If you have passed on the rite, Abernache will remain alive. Regardless of the decision you made initially, regarding the rite, you will now be attacked by Denam and the Red Templars. Right after the battle begins, focus on weakening Denam (attack him to the side or back, because by default he hides behind a shield) and also on eliminating enemy red templar shooters. Continue to kill the archersDo after winning the battle, Barris will temporarily join the party and you will have to cross the Redoubt, towards lucius' place of stay. Take the only available exit, kill the new Templars, who hid in the next hallway. While exploring the area, keep an eye out for crates and open closed doors (you're going to need the rogue for it). Head south and find the stairs upstairs. Above the stairs, you get to another courtyard (M11.1e). While exploring the courtyard, eliminate archers, especially those that are harder to approach (many of them are standing on wooden scaffolding). Join the Fighting TemplarsDo after securing the courtyard, enter the nearby building and treat other Templars. Head southwest, then, turn west and north. Approach the area, where the Templars fight and lend your hand to eliminate hostile ones (again, pay attention, above all, to the archers). If you want, after the fights, you can have a rogue break-in in the western room, where you find a corpse of an officer (and a chest) and listen to the conversation with Barris. Climb the stairs to meet LuciusKeep heading north and, after reaching large stairs, turn west. Lucius is already waiting for you, at the top of the stairs (M11.1f). After a brief introduction, it turns out that it is the Demon of Envy, which drags you into the Nightmare (M11.1g). Your new goal is to get out of this quirky place, which is to restore your character to his senses (for pretty obvious reasons, the rest of the party isn't available here). Avoid the green flamesScene first, you don't need to fear any threat like that, head west and see the scene of the conversation with the demon envy, thanks or that you learn that his desire is to take control of your character's body. The choice of dialogue options is not essential. Keep heading west and take the room door with statues (M11.1h). Here, you need to look at your step, because any contact with the green flames drains a lot of health points. Crossing the room with flames is less problematic than it may seem at first. Note that some of the statues turn, from time to time, at 90 degrees - it is use that to your advantage and rush to the next areas, when the flames appear elsewhere. In this way, change the sides between the northern and the southern end of the chamber. At the point shown in the screenshot, you will have to do another thing - you need to get here on the crates to move on. On the southwest side of the room with the flames (M11.1i) you run in a unique obstacle (one of them on the screen above). If your class of characters is warrior, it will be a wall that you can destroy, in the case of the rogue, it is a locked door and, in the case of the magician, it is a barrier. Overcome the obstacle and walk in a small room, where you can start the demonic side mission Dogma, which was described in the chapter with detailed procedures for side missions. Talk to ColeNow, for a change, walk to the northwest part of the room (M11.1j). In an attempt to leave this position, there seems to be an opportunity to talk to the mysterious Cole. The apparition affirms his willingness to help you leave the nightmare. After the conversation, return to the main hall, wait for the flames to disappear, and take the newly unlocked passage to the West (M11.1k), in the second part of the nightmare - the Prison. The place where Cole meets and light the fireDo after arriving at the second part of the nightmare (M11.1l), head east. Just like before, you can look at shortcuts or skip them. Here, you will meet the Demon of Envy again. Examine the nearby rooms and find Cole again, inside one of them (M11.1m). Listen to his suggestion and turn on the Veilfire here. Now, you need to reach four other places, where you need to start fires as well (M11.1n). Finally, reach the point at the end of the main corridor - the flames that appear here unlock the passage onwards. Note - Around, you can find the second inscription connected with the demon dogma side mission. It is recommended to see that part of the walkthrough, for a moment, now. Beware of green hazard signsLocate stairs (M11.1o). Thanks to their climb, you will proceed to the third part of the nightmare and this time, you start in the forest (M11.1p). After listening to a short conversation, leave the starting point. While exploring this part of the nightmare, you need to remember two things. First, don't stop anywhere any longer, because the green marks on the ground play a warning role, and if you don't change your position, your character will suffer damage. Secondly, expect to eliminate ghosts. Fortunately, in most cases, a single attack gets the job done. Now you need to follow the linear path of a lever. Pull the lever and walk into the Thierinal Redoubt Courtyard. Here, you need to look for the passage shown in the screenshot above (M11.1q), which was hidden among bushes and a wooden structure. Check out the third inscription, connected with the demonic side mission Dogma and head up. Ultimately, you need to get back to the point, where lucius (M11.1f) at the beginning of this research. This time, you're invading the Demon of Envy here. See the short scene, during which you leaves the nightmare. Talk to Barris before you go looking for veterans and the lyrium cacheo Then you arrive at The Great Hall (M11.1r) listen to the conversation with Barris. You will learn that you need to find three veterans and a cache of lyrium. Note: Before you go out, discover the new, very important, element of this mission. The bar that can be seen in the upper right corner of the screen represents the current state of the Great Hall defense. After leaving the Great Hall and focusing on exploring adjacent areas, it begins to gradually run out. You can't let it run out completely, or you're going to fail the mission. Also, after it drops below 30%, Barris later dies on this mission. In general, it is recommended to divide the process into smaller blocks. Return to the Great Hall whenever it locates each of the three veterans and the cache of the lyrium O, when the bar drops below 50%. Every time you come back, you will have to fight the monsters, but it will not be too difficult to win. Note - In the Great Hall, there is a power cache. It is better to use it a little later, because you can do that only once. One of the veterans at the barracksThe area adjacent to the Great Hall can be explored in any order you want. South of the Hall, there are the Upper Barracks. You can get there by taking the door to the ground floor or, on the balconies above (M11.1s). Explore the barracks and, at the same time, eliminate infected demons and Templars. In the area, there are two veterans (M11.1t) - one of them is on the ground floor, in the northeast part of the barracks, and one upstairs. After reaching each, help him eliminate hostile creatures and listen to a short conversation. Note - There is no need to explore the barracks that thoroughly right now. You can do it later, that is, when you no longer have to run against the weather. The last veteran north of the Great Hall, there are the Officers Quarters. Again, you can decide if you want to take the passage to the ground floor or the one on the balconies above (M11.1u). Likewise, be ready to fight monsters and try not to take too long. I advise you, first, to reach the last, third veteran (M11.1i). He is staying on a large balcony on the upper level and again, you need to help him fight a small group of monsters. The place where the keyGo is located on the ground floor now and take the door in the middle, in the main courtyard. In this way, you arrive at Lucius' private room, where you meet Cole and find the Seeker's Key. Other than that, it's a good idea to explore the room thoroughly because, what you can find here, is a large chest with precious loot. The lyrium cacheElipen Lucius' chamber and head to the door a little west. Since you already have the key, you can open it and access a new room. Climb the stairs and locate the Lyrium Cache Now you can go back the Great Hall (M11.1r). Remote characters can attack Templars while on scaffoldingI recommend starting by opening the power cache. Then, he talks to Barris, after which a great battle ensues, in the Great Hall. Your task is to eliminate infected Templars, who cross magical barriers on a regular basis (M11.1x). You need to keep fighting until the barrier energy bar, which you can see on the screen, runs out completely. I advise you to stay attentive to the deployment of party members, during the battle and, for example, deploy those at a distance higher up, on wooden scaffolding. Before heading to the Envy Demon's lair, heal a little, in the previous part of this mission, you allowed the Templar Defenders health bar to drop below 30%, towards the end of this battle Barris dies. Otherwise, stay alive. Regardless of the course of the action, deactivating the magic barriers gives you access to the Demon of Envy (M11.1y) lair. Head west but, before climbing the stairs, check out another Supply Cache. Entering the burrow begins a shortcut and begins the battle with the Demon of Envy. The boss's successful AoE attacks can paralyze your party, for a moment - avoid such situations. How hard it will be to fight the Demon of Envy for you, depends on the level of development of your group, because this will affect the damage they will suffer. No matter how strong they are, remember to change positions often, because green markings on the ground mean that spikes pop up here, in an instant. The Envy Demon himself does not have a series of attacks that are too vast at his disposal, but his attacks are sufficiently harmful and annoying. First of all, try to keep the group members away from the monster. Also, try to spread them over a larger area, because the demon tends to use AoE attacks that, in addition to the damage they do, make your group members panic. Apart from that, you need to keep in mind that the enemy will move around the entire arena so, follow its position, on a regular basis. Defeat TemplarsYou can use all kinds of attacks to damage the Demon of Envy. Of course, you can try to slow it down, deal with fire damage or lightning. Of course, keep an eye on your group's health bars and heal them every time they take damage and bring them back to life after their health bars run out. After depriving the demon of a quarter of his health, he hides behind a barrier and sends a group of infected Templars in your own way. Defeating the Templars is not difficult. Ignore changes in the demon's appearance and use the same attacks.Later in battle, the Demon Envy the shape of your character, which in no case means changing tactics. Keep using the same attacks you did. Keep fighting until you kill the Demon of Envy and, after the victory, remember to look for the body to collect a legendary weapon, between Try to leave the arena and you will meet the Templars. If Barris survived, he's the one you're going to talk to. Otherwise, you're going to talk to Fletcher. During the conversation, you will have to make an important decision (it was presented on the screen above). It is possible: enter into the alliance with the Templars and let them retain their independence - This choice earns Blackwall. Cassandra, Vivienne and the favor of the Iron Bull. Those against this decision are Sera and Solas.Disband the templar singing and include their soldiers in the Inquisition - This choice earns you the favor of Sera and Solas. Those against it are Blackwall, Cassandra, Vivienne and the Iron Bull.No matter what you do, you cut back in Haven. It's a good decision to include Cole in the party After you go back to the war room in Haven, listen to the conversations. One of them will be interrupted by Cole entering the room. You have to decide whether to take Cole into the party or to try to kill him (this will end in failure - it will erase that memory from the minds of party members). I recommend, of course, that he join the party. This is the end of this long search. Rewards to Complete Mission:New Main Mission Unlocked: In Your Heart BruceNew Ally: ColeNew Unlocked Position: Thierinal RedoubtExperience (Lots)1600 Influence Points3 Power Points Next Main Missions in Hushed Whispers (siding with wizards) Prev Main storyline quests The Threat Remains Page 2 Download Game Guide Our guide to Dragon Age: Inquisition is a pure mine of knowledge for this RPG game developed by BioWare. This guide has been divided into three main parts: Strategy Guide, Game Walkthrough, and World Atlas. This guided for Dragon Age: Inquisition is a pure mine for the knowledge of this RPG game, developed by BioWare. This guide has been divided into three broad parts. The first part of the guide is a strategy guide. Its basic premise is to familiarize yourself with all the key elements of the game, thanks to which it will be easier for you to start your adventure with Dragon Age: Inquisition. Your guide includes useful information about creating and developing your character, getting new allies and party leadership, holding combat conversations, closing rifts, and managing the Inquisition. In addition to this, the guide offers answers to the most frequently asked questions, which will help you solve the most common problems. The second part of this guide is a complete walkthrough for all available missions in the game. This, above all, means the missions that you perform as part of the game's plot, although it also includes detailed procedures for missions connected with group members and minor tasks. The walkthrough account of all possible choices and indicates the consequences of such choices. Apart from that, the detailed walkthrough enriched with maps of the places where missions are completed. The last, third, part of this guide is a vast world atlas. Most of the atlas has been dedicated to high-resolution maps that have been marked appropriately. Subsequent maps have been marked for the most valuable loot, where collectibles or vantage points are located. The rest of the world atlas includes, among others, chapters on processing (updates, schemes, alchemical ingredients, recipes, and so on), traders, opponents you meet, coaches, or the best of the items available in the game. Dragon Age: Inquisition is the third installment in the popular RPG series, which is a continuation of the events of Dragon Age: Origins and Dragon Age II. In the game, you control a completely different character, although you will meet the characters known in previous episodes, during your journey. The three main parts of this official guide to Dragon Age: Inquisition include: A Strategy Guide - Presentation of all key elements of the game - character creation and development, formation of your party and management, combat, conducting conversations, closing rifts. Complete information on how to command the Forces of the Inquisition. Answers to all frequently asked questions. A complete walkthrough for the game - Detailed descriptions for all major and secondary missions available in the game (including those connected with individual teammates), including important choices and their consequences. Maps you visit, as you complete those missions. A world atlas - A complete set of maps for the locations you explore within the game, with the most important areas, inside those places, marked (precious loot, collectibles, points of view, important characters and others). In-depth description of the processing system, including lists of ingredients, patterns and recipes available. Information about merchants, opponents, coaches and the best items. Jacek Stranger Halas & Patrick YxU Homa Next Introduction Author : Jacek Stranger Halas & Patrick YxU Homa for gamepressure.com Guide contains : 561 pages, 1010 images, 128 maps and annotated illustrations. Strategy Guide Last updated : May 11, 2016, visit Strategy Guide Walkthrough Last updated : May 11, 2016, visit Walkthrough World Atlas Last updated : May 11, 2016, visit World Atlas Use comments below to send updates and fixes to this guide. Page 3 Download PDF game guides, ePUB & iBooks Free iOS App Become an Andraste Herald! Our guide to Dragon Age: Inquisition is a pure mine of knowledge for this RPG game developed by BioWare. This guide has been divided into three main parts: Strategy Guide, Walkthrough of the and World Atlas. This guided for Dragon Age: Inquisition is a pure mine for the knowledge of this RPG game, developed by BioWare. This guide has been divided into three broad parts. 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Information about merchants, opponents, coaches and the best items. Jacek Stranger Halas & Patrick YxU Homa Next Introduction Author : Jacek Stranger Halas & Patrick YxU Homa for gamepressure.com Guide contains : 561 pages, 1010 images, 128 maps and annotated illustrations. Strategy Guide Last updated : May 11, 2016, visit Strategy Guide Walkthrough Last updated : May 11, 2016, visit Walkthrough World Atlas Last updated : May 11, 2016, visit World Atlas Use comments below to send updates and fixes to this guide. Guide.

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