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If you go to Pearl, you can get Isabella to give you duel lessons either to play cards or with a bit .. Fun.. on his ship. How can you get Morrigan to join? I'm interested in her, but she doesn't seem to want to go. Is it supposed to be tempered or something? If so, how can I harden it? In: Dragon Age: Origin Companion quests Edit Lelian's Share Past is a companion to Leliana's quest in Dragon Age: Origins. It is based on incidents that occurred during Leliana's DLC Song, Step-by-step (edited by source) Talk to Leliana after Lottery. You should be able to ask why she joined Chantry. If you choose the right options, you should get an update to the Code. This can only be done if its approval rating is above 25. Once her approval is around 30, make sure to ask her omenne shooters and spies in Orla. She'll tell you about the bards. Note: Her options for dialogue regarding minstrels and spies in Orla cannot appear if you are in an affair with Leliana and her approval was quickly raised to 71 or higher (Adore) through gifts. This can still happen even in a player not having an affair with her. Applying version 1.02 (or newer) bug patch in the game can fix this problem, but it has been reported by many users that the bug still exists in current versions of the patch. You can also simply downgrade her approval rating to 70 or lower (Warm or Care) and she will tell you about spies. Her endorsement can be reduced by dialogue, action, or by the help of a console developer, but one of the easiest ways to reduce her approval is to use Festive Gifts and DLC pranks (particularly ugly boots, but rotten bow or charcoal work as well). In addition, you can choose to end the relationship with her to reduce her approval and still harden her. Meet the Killers This conversation should prompt a chance meeting that begins her search after you leave the camp and travel around the world map with her in your party. You will run into the killers hired by Marjoline. Only the leader must be killed to finish the fight. Go to Denerim and enter the residence indicated by the killer's contact (second door on the right when you enter the Denerim Market area from the northwest corner; the door is marked as Assassin's Contact for Leliana when selected). Kill two Kunari guards before entering the foyer. Confront Marjoline. If you raise Leliana's demand that Marjoline stay away from her life, she will leave, but swears that between them is not over. However, if you suggest to Legliana that she cannot let Marjoline's actions go unpunished, you will get into a fight with Marjoline. Two guards and two mobile magicians will take part in the fight. They have the following profiles: Guards: Same guards as the two you at the entrance to the house. Wear massive armor and fight with mauls: Use the following: War Cry (with supremacy) Rally (perhaps with motivation.) Travelers: Saarebas, their poles seem to do do Damage. Might Throw the following: Spell Can Stonefist Healing Heroic Defense Heroic Defense Dispel Magic Rock Armor Earthquake Marjoline: Unarmed and Unarmed, but does 30 damage per kick. Uses the following: Dodging The Song of Courage Dirty Fight Fascinating Song After fighting Marjolaine, there is a chest in the bedroom that contains a longbow named Marjolaine in Recurve, which is limited to Leliana, as well as a variety of selections of other valuable orlesian gear such as pieces from the Cavalry Armor and grandmaster versions of various runes. Make sure to take all the loot out of your chest as the building becomes inaccessible as soon as you are gone. Note: If you want to find a certain item in the chest, you should restart before first entering Denerim, since it is time that these items will spawn and determine what you will find afterwards. No matter how the meeting ends, there is no change of approval from Leliana and party members (Alistair, Dog, Morrigan, Sheil, Stan, Wynn and Sevrans confirmed). Leliana's tempering 'edit source' Leliana begins the game as a repentant former bard, a duplicitous and deadly combination of killer, entertainer and courtier. However, she greatly enjoyed the intrigue of her previous life as a bard, more so than her new life as a sister- this leaves her feeling internally contradictory. At the end of this quest, the words of her former mentor Marjoline caused an internal crisis. The player can help Leliana understand his feelings by returning to the camp. Effects (edit the source of editing) Depending on the chosen conversation options, one of the two results will occur: Leliana's faith in the Creator and her new, more virtuous path will be confirmed and strengthened. As a result, it remains unfading. Leliana will decide that her new me was just an attempt to escape from her previous life after the betrayal of her mentor, and that the real Leliana - a worldly bard who loves all the danger, intrigue, and sometimes even murder that goes along with this way of life. This leads to her hardening. Whether Leliana's personality is tempered can affect the game in different ways. Tempering dialogue step-by-step guide (edit source editing) Tempering dialogue begins when talking to her in camp after the quest is completed. She'll say, Oh, hello... Is there something you wanted to talk about? There are many ways to get to the colloquial selection list, which can lead to her hardening. The key point in the conversation is when she eventually admits: What we do ... what we did -- hunted people down, killed them -- part of me loves it. It enlivens me, and it scares me. I am... I feel like slipping. There should be a choice of four answers, two of which will affirm it. The ones that will harden it: You don't slip. That's who you are. Don't punish yourself for what you like. As long as one of these two lines is chosen, Leliana Choosing either of the other two options will result in it remaining unspecified. The rest of the conversation does not affect its hardening. Note that tempering must be done before any suggestion of the queen Anor, otherwise it may be impossible to harden Leliana afterwards, even if her approval is at 100. If Marjoline dies, Marjoline mistakenly believed that the reason for Leliana's exit from the monastery was to take revenge on her. She took the first step by sending people to kill Leliana. Marjoline couldn't have been allowed to pursue Lelyana, so you killed her. If you let Marjolen go edit the source Marjolen mistakenly believed that Leliana's reason for leaving the monastery was to take revenge on her and take the first step by sending people to kill Leliana. Lelyana told Marjolen to leave and never come back, but Marjoline doesn't seem to be finished. The result is edit source If you kill Marjoline you can join Leliana during the epilogue by telling her that you want to go with her, adventure along or travel to Orlais. If you let Marjolen live, Lelyana will go to Orlais to deal with her. Leliana won't let you come. Notable items (edited by source) Forest Stream edit source Kunari Sword - obtained from Assassin leader Antiwan Longbow - obtained from House Of Assassin leader Marjoline edit source Marjolaine's Recurve in the chest Accidentally found: Heavy Mole Chevalier in Chevalier armor in Chevalier gloves Chevalier Boots Standard Bearer Helmet Heavy Infantry Helmet Helmet Helmet Reward 'edit source' 250 XP to solve the quest of additional XP for killing guards , Travelers, and Marjolen Notes edit the edit source of the rooms with travelers have pressure cookers in the doorway, and the launch of their activates fireball-like explosion. An easy way to win this fight is to let all members of your party run back to the first room of the house as soon as the fight starts and close the door. Only one or two guards will be stretched, not supported. Send him or them (care to stay in the room). If you can, use Mana Clash (with a closed door) to send two magicians. Then enter the room and fight Marjolaine (cone cold and shield stun talents to work perfectly) - or you set all your party members in range mode and shoot Marjoline from the doorway. When her health hits 75%, she will run to you and activate the fascinating song alone. Having at least one 2-hander with indomitable will help tremendously with this battle. If not, just move as many party members as possible from the AoE song and shoot her until she dies as she will never deactivate the song. After that, you may even be able to save your game before you go back and trim away the rest of the enemies. Content available under CC-BY-SA, unless otherwise stated. Noted. Noted. dao should i harden leliana. dao harden leliana or not

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