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Alistair dragon age dialogue guide

in: Dragon Age: Origins companion quests Edit Share Alistair's Family is Alistair's follow-up quest. While this search is quite short and easy to complete, it can be crucial because one possible result is that Alistair's personality has hardened, affecting his reactions at a number of points later in the campaign. Acquisition|] source editing|] In order to receive this search, Alistair must have the approval of a warm or interested (26+) and you need to know who Alistair's father is. This can be learned when entering Redcliffe Village for the first time, but only if Alistair is in your party. If you missed this opportunity, you must complete the Holy Ashes Urn before it will be revealed. Once these preconditions are met, the next time you initiate a dialogue with Alistair (or go to Denerim with him in the party), he will tell you about his sister, Goldanna, and ask you to visit her the next time the party is in the Denerim Market District. Walkthrough|edit|] edit source|] Learn more about Alistair's parenting via one of the following methods: Visit the Denerim Market District with Alistair. Approach Goldanna's house to the left|west of Wade's Emporium. Alistair's going to start babbling. Enter the house. Goldanna and Alistair will talk. She resents him and is only interested in money. Giving money or not affects the outcome of the search or Alistair's approval. Alistair drags you outside the house for another conversation away from his sister. This conversation can lead to a hardening of Alistair's personality, changing his reaction to certain events later in the story. (Optional, consequences of the story) Harden Alistair with the following sequence: Answer Everyone is for yourself ... initiate hardening of the dialogue in a subsequent conversation. Raise Alistair's approval to Friendly or Adore, if he's not already there. Talk to Alistair. He's been thinking, and he wants to stand up for himself more. Any answer other than that's not what I thought. Don't do that! will toughen it up. Approval Guide / Dialog|edit editing source|] Arrival in Denerim OR automatically activated anywhere if the manager tries to talk to him after he gave his mother's medal, but I used some of his other gifts to get him back to work. While playing Dragon Age, I played male and female Wardense. Romantics are Alistair, Zevran, Morrigan and Leliana. Most of them were good friends with those who weren't romantically involved. Some of the NDCs join you faster in the tent than others. Some fall in love, others fall in love with adventures. There are many, many ways to do that, but here are a few simple ways to quickly get to Alistair's favor and continue with romance / sex / friendship. These are my real choices of dialogue for the manager to quickly like or enter into a romance. Alistair is Scout at heart so he gives permission to do nice things for people, likes to hear good things about Duncan and enjoys positive attention. He's only interested in women. To get on those good sides you'll have to talk to them every opportunity you get. Spend some time in camp talking to all of them to get their full stories. When you first meet him, he argues with the mage. Talk to him for the rest of the scene, and then click on him again. +2 Approval – Ask about Duncan, tell him he seems kind, if tough, man. +2 Approval – If you don't ask him about the mage fight, he'll ask you about being gray manager. Tell him that's what you want to be. If you take this more as an aspect of role-playing and your character is shrouded, you can avoid this branch without asking about the mage. +1 Approval – Feed the prisoner in the cage in a side search. If you don't take the key as a reward and do it out of your ownhessment, you'll get approval +2. +1 Approval - When you talk to Duncan before you go to the Tower of Ishal Alistair he makes a comment about dressing the dress and dancing of Remigold. Tell him I'd like to see it... +4 Approval – After waking up in Flannan's cabin you go through a variety of dialogues until you say, I think we should go. +1 Approval - After you pass through Lothering, you will throw and spin with nightmares. Thank him for being worried and tell him you're okay. Talk to him while you're at camp. +6 Approval — Do you want to talk about Duncan? — This does not mean that I do not regret his loss – No damage has been done, Alistair – He had you. - No, I totally understand- Maybe I'll go to Highever with you when you leave. +3 Approval / Start a romance (for women only) by telling him: Has anyone ever told you how hot you are? Any of the results are fine except to tell him that it's nothing to get excited about or that you'd rather he didn't return the compliment. In other words, don't moustache the poor man. +4 Approval – Ask him about being a Templar. When he talks about leary, tell him it's terrible! that he would do something similar. +1 Approval - Ask him about how he became gray manager. - I mean before that. You don't look like a religious species. Why did the great priest want to keep you? I'm sorry, I'm sorry. So this Arie Eamon eamon edging you up? I'm going to have to ask you a few questions That must have been difficult for them (for example, you can get more approval saying that explains the smell, but given my manager's hit on him 30 seconds ago, I don't usually put my hygiene down.) - Uh ha. Raised by flying, pious dogs. I'll get it. (I think this actually gives you -1 but you All in all, more approval and get some fun things to answer back with go this time.) Only those in whom we love each other madly in my tent. +4 Approval – Why did you stay templar if you hate Chantry? Oh, oh? I don't think I've ever seen you wear it (the mag here has an extra line, although I don't remember exactly what it was about. I think it's something in the sense that: Then you should have been a mag.) And what's the real reason? Then do something more exciting. I think I understand. I guess my home is with the Grey Wardens now. With you. - They can be rebuilt. +3 Approval – the infamous Lamppost in the winter conversation – - If you were raised by a Fox, have you ever...? You know what I mean. Now you're making fun of me. Why do I? I kicked the lamppost in winter! You never had a chance? Do you think I'm beautiful? I would never hurt you. +5 Approval. Ask him what changes after joining. I mean, what's changing physically? Just try that line on me. I don't feel anything like it. What can I say? I'm a growing girl (then I hit him once on the shoulder, because what a woman wants to be told is that she's an over-the-books dish or does her butt really look big in that armor?) - I've had some weird dreams. - His time has come? Why Orzammar? - I've never wondered that, I understand. (If you're taking an RP song and you're not happy to hear it, some of them can result in negative.) He'll be remembered. +3 Approval – Ask him what it was like to be a Grey Manager with others. No, I'd like to hear about them. Sounds like you had a lot of fun. I'm sorry, this must be hard for you. - Not at all. +3 Approval - Unless you use Alistair Dialog Mod lady Olivia who delays gossip, he'll go into camp gossip when you click on it, now. Play along with it for more approval. It's time for juicy gossip, I guess? If you want to run everything you need to do is ask. - Sounds like fun, ask! As long as you're holding a conversation, it doesn't seem to matter what you tell him about anyone but the Morrigan. When it comes to her... you two really don't like each other, do you? - I don't have to like it, it's useful. +4 Approval - Ask him to speak privately. I have to tell you how much I enjoy your company. - I feel the same way. +2 Credit Memo - Kiss It. Give him a statuette found in Lothering which is one of his special gifts and you should be about +64 Approval. You may ask him to join you in your tent, but he will reject you at this time. Don't push him! He's a shy guy, and ask after the first time results in him getting flustered and negative approval. Now you can go anywhere on the map, but I usually go to Redcliffe and start the first part of the assignments there. Bring Alistair if you want to pick up some clearance and let him play tank. Alistair stops you and you get a scene before you go into town. +5 Approval – What's on your mind? — You're not just a bastard, are you royalty? I think I understand. Are you sure you're not hiding anything else? You're a prince. Somehow this idea is very ... Exciting. — (Everything to finish the conversation is fine.) +3 Approval – Stop by to talk to Barn Teagan after speaking with Thomas on the bridge. Say whatever you want and ask him what evil things are going on. Alistair will want to help the village. Tell Teagan, of course, you'll help. You got a crying girl near the door named Kaitlyn. Tell her you'll find her brother for her and then get out of Chantry and around the corner to her house. You'll find her brother lurking in the locker. Be nice to him and ask him why he was hiding. (You will need at least 2 blocks of persuasion.) They're going to tell you about grandpa's sword. You can convince him that you will use it to help the village or promise to give Kaitlyn some money to help his family (if you are kind. I suppose given all of the above dialogue your manager doesn't want to harass little boys with big dreams.) Go back to Kaitlyn and make sure you have some gold on you. Tell her you found the sword and pay her 500 silver (or five golds for it. Keep a bad typo with 500 gold on it. The whole village probably isn't worth it.) Alistair will give +2 approval. It also affects other party members well and badly, but it is for other positions. Alistair will now be at adore level and ready to sleep with his manager if you ask him. If he's not there, you can ask him about his edux the next time you're in camp. Tell him you're hurt he didn't believe you. I think I can understand that. - I doesn't sound stupid at all. Don't worry about it, no harm done. He will approach and launch his own personal search to find his sister. Tell him you're ready and don't make overly abrasive comments to approve +2. The next time you click on it he will tell you that he is starting to have feelings for the manager and wants confirmation. +4 Approval – Miss constant battles, or do you miss it? - I think I already know or it's too early to tell (any of this makes him want to kiss her.) - Either tell him she liked it or she'll need more testing to be sure. Any one of them is fine. +8 Approval – Invite him to bed. As long as you don't say something obviously rude or shoot him in the saddle, it won't matter dialogue. To go through a romantic scene with him then you will get several options to talk to him after the fact. You can either make a slight joke with him about being struck by the lightning or tell him he was great in bed. (Which I think is safe to assume that most men would like to hear that one is virtual or other.) For him to actually fall in love, you have to end your personal quest and take him to see your sister. If you want to wait, he'll approach the warden and initiate sex if you're patient. You will need to complete any of the Blight tasks (complete the curse in the forest in one way or others, do Circle Tower, finish Orzammar, or go through Haven to see the end with Eamon one way or another.) You will also need to complete his personal task, and have high enough approval. If the manager meets all these criteria, he will approach her and start a conversation where he will ask her to spend the night with him. Key points to remember so as not to infuriate him: Killing Conner is bad, but using blood magic to kill Isode is much, much worse. If possible, save Mages of the Circle using Liania Andralle and save Conneen's life by sending Wynne, Morrigan, Irving or yourself (if you play Mage Warden) to Fade. Alistair's not a mercenary. Things like homeing up with Branka, killing all of Daesh, and I guess Si Ashes poisoning doesn't go down well with him. That's the last thing I didn't do, so I don't know exactly how he reacts to ashes. Hooking up with Zevran or Leliana will eventually make him jealous and he'll ask you to choose him or another person. He generally approves of helping people and will give approval to the release of Smith's daughter, as well as the release of a captured elf mage in a jewel down in the ruins of the Werewolf (unlocks Arcane Warrior.) Here's a list of his special gifts. You can marry him if you play Human Noble and become queen. He's not too inclined to be king, but if you toughen his personality, he gets it better. If you don't play human nobleman and want to stay with him after he's king, you need to toughen his personality. Otherwise, he'll break up with her. If you need help becoming queen, I have a place to do it. You don't have to make him king. If his personality hasn't hardened, especially, he'll be happy to stay Grey Warden. The only way to spare his life is to do the Dark Ritual or leave it at the door. If you don't, and he loves her, he'll take a death blow with Archdemon. Without fashion, there is no allowing the warden to come out in a blaze of glory for the man he loves if he stays in your party. (Male wardens/friends can, but not the woman he loves.) If you recruit Loghain, Alistair leaves. That's his crisis point. That doesn't make him, and the only way he's going to stay in the game is to marry him with an anor. They won't keep the manager on the sidelines if you put Loghain through joining. He ended up with your warden as a love interest at that moment. ===== Dragon Age Origins. Toolset and all its characters belong to Bioware and their owners. This blog is dedicated to their work with fiction, tutorials and things they can share with other fans. The actual content of this blog, however, is created by me. Do not copy it throughout or part without link back. 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