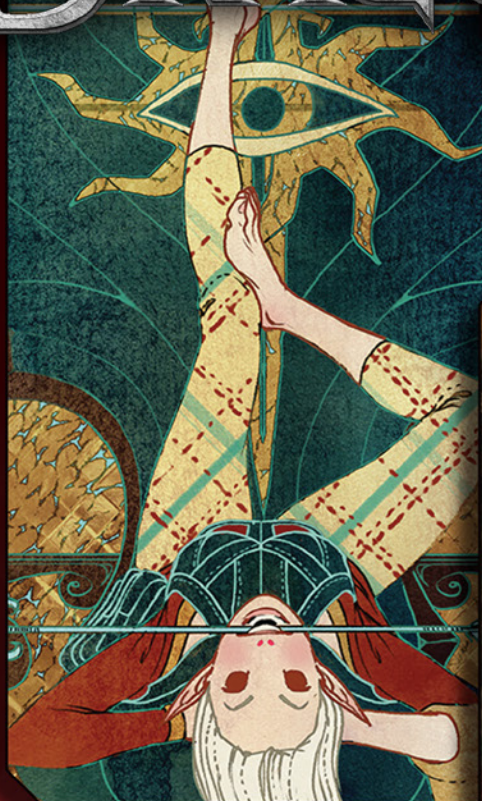




DRAGON AGE™

FACES OF THEDAS



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WELCOME TO FACES OF THEDAS!

Faces of Thedas is a who's who of interesting characters and organizations for the *Dragon Age* tabletop roleplaying game. Most of these characters and groups feature prominently in the *Dragon Age* video game series, though some are more active in novels, comics, or other related stories. From fan favorites like Varric and Alistair to characters deeply involved with the setting like Flemeth and the Divine, *Faces of Thedas* presents these people and groups of Thedas in a way that's specifically focused on their use in the *Dragon Age* RPG.

WHAT IS THIS BOOK?

This is a character guide for the *Dragon Age* RPG. As such, it includes statistics and advice on playing and using these characters in the game. In many cases, the characters were built like player characters and they can use used as such. Thus, if you always wanted to play Cole or Varric or Sera, now you can.

If you don't own or play the *Dragon Age* tabletop roleplaying game, you won't get much use out of the character statistics and play advice. However, this book is a still a useful guide to many of the characters in the *Dragon Age* setting, with their histories and personalities carefully researched and detailed. If you like this book, you would also enjoy the *Dragon Age RPG Core Rulebook*, as it contains quite a lot of official information about the lands, people, and history of Thedas, the *Dragon Age* setting. It can also introduce you to the rewarding hobby of tabletop roleplaying games. You can find it where you bought *Faces of Thedas*.

WHAT IS IN THIS BOOK?

This book is organized largely as a character folio, with individual entries for each character or group. When necessary, sidebars are used to call out specific details or concerns with using the character in a campaign. Each entry is current roughly up to the events of *Dragon Age: Inquisition*, since many of these characters' fates may shift substantially based on how that game is played by individual gamers.

There are three main types of entries:

MAJOR CHARACTERS

These are major movers and shakers in Thedas or characters who otherwise feature prominently into stories, adventures, and the setting as a whole. These characters not only get full statistics and character histories, but we also discuss how to use them in play and even how to advance them in ability for long-running campaigns.

MINOR CHARACTERS

Minor characters are important but less influential or focused. Many, but not all, of the companions players travel with during the *Dragon Age* video game series fall into this category.

Note that "minor" in this case doesn't mean easy to defeat, weak, or otherwise unimportant. Rather it compares them with world-changing figures such as Alistair, Flemeth, or Loghain.

ORGANIZATIONS AND GROUPS

These entries focus on groups commonly found in Thedas and provide details and rules for using them. From the Antivan Crows to various Qunari and dwarven organizations, these entries focus on specific organizations and how to use them in play, both as NPCs and as groups for player heroes to join and belong to.

Also included in *Faces of Thedas* are optional rules for creating and managing relationships among characters in *Dragon Age* campaigns. Romance, rivalry, and friendship are incredibly important in the *Dragon Age* series, and they are equally important in many tabletop campaigns. With these rules, players and GMs can represent important relationships among characters, particularly those which spur them to deeds of great heroism or villainy. As these rules are optional and generally intended for use by player characters, specific mechanics for relationships are not included with the major and minor character entries.

While *Faces of Thedas* covers numerous important individuals in Thedas, it is impossible to include every interesting character in one book. Some potent or important individuals didn't make it, often set aside for fan favorites or characters who are a bit easier or more dynamic when used in play. Despite this, there are plenty of characters of various sorts to liven up your campaigns.

So, without further delay, let's move on to *Faces of Thedas*!

WHERE ARE HAWKE, THE WARDEN, AND THE INQUISITOR?

At one stage of the development of this book, we considered adding entries for the various player characters in the *Dragon Age* video game series. The idea was to hit the high notes and discuss major decision points.

We didn't do that. After a time, it became clear that such entries would be frustratingly vague or unfocused, repeatedly interrupting by, "But if you did this when you were playing *Dragon Age*..." Instead, we wrote the entries in this book as neutrally as possible to the possible choices and interactions in a player's *Dragon Age* video game experience, and trusted that readers knew their Hawkes, Wardens, and Inquisitors far better than we did anyway.

This means that in many cases, we discuss potential allies and romantic partners in terms of possibilities. Even if a particular player romanced Zevran in every play-through of *Dragon Age: Origins*, others may have ended their relationship with a knife in the assassin's guts. Given that, we took care not to lock these characters into a particular version of themselves, but instead left them as open as possible for use in campaigns and adventures.

ANDERS

ANDERS, THE APOSTATE

FULL NAME: Unknown
ROLE: Iconoclast Apostate, Career Runaway, and Reluctant Grey Warden
RACE: Human
ALLEGIANCES: Ferelden's Circle of Magi (Reluctant); Grey Wardens (Conscripted)
HOMELAND: Anderfels

In many ways, Anders's history is the archetypal Circle experience: a happy, unremarkable childhood; a period of terror and paralyzing confusion when his magical ability first manifested; a violent uprooting; and a tumultuous transition to a cloistered life lived under the unwavering gaze of the templars.

Little of his life is known—a surprising feat for a man who's had, at any given moment, the Templar Order, the Grey Wardens, and all of Thedas hunting him. His given name is lost to history. The name he has taken, Anders, is one of the few signs of his origin—along, of course, with the distinctive blonde hair and blue eyes of the mountain men.

His career as a jovial fugitive began as an apprentice. While most mages who flee before their Harrowing do so out of fear of death or Tranquility, Anders did so flippantly. His rationale: "They never let us have picnics. It looked like fun."

For years, his breakouts were simply a part of life at Ferelden's Circle, and any time he wasn't on the lam, it's safe to assume he was plotting his next escape. It was a game: Anders up to his old tricks. Every once in a while, he'd give the templars the slip and lead them on a merry chase. They'd drag him back looking a bit worse for the wear and with a new half-baked scheme already taking shape. Any other mage would've ended up Tranquil after the third or fourth such escapade, but Anders's seeming harmlessness coupled with a rare gift for healing magic kept him from that fate.

Anders's final flight from Kinloch Hold occurred just prior to Uldred's coup. For the templars forced to seal the Circle Tower's massive doors with their friends and charges still

within, the timing was far too convenient to be coincidence. The templars dispatched half a dozen of their best mage hunters with orders to deal with Anders. It went unsaid that the objective was to neutralize a presumed maleficar, and Anders's survival was strictly optional.

The templars caught up with him along the Amaranthine Coast. Anders offered token resistance—only his captors' unprovoked roughness told him something had changed. Fortune smiled on him, however: The templars and their captive took shelter in the ruins of the fortress Vigil's Keep and an ambush by darkspawn took care of his jailers. The templars' demise freed him to cast spells, and the timely arrival of Ferelden's Warden-Commander finished off the darkspawn. Leaving the Keep, Anders and his new "friend" came face to face with templar reinforcements intent on arresting a dangerous fugitive. Powerless to intervene, the templars only watched as the Warden conscripted Anders on the spot.

It's a testament to Anders's eternal optimism that darkspawn and Wardens were a windfall. He resolved to make the best of a bad situation. He played the part of a good little Warden, all the while planning his next disappearing act.

PERSONALITY

Roguish charm and a rapier wit? Check. Dashing good looks? Double check. A virtuous heart? Well...two out of three isn't so bad. Anders isn't really a saint or a sinner. More than anything, he's a joker and a trickster, going wherever his whim and whimsy take him.

He's not one to be tied down (though his frequent run-ins with templars mean he's not too put off by the idea of being tied up) and his escapes are purely for his own amusement, without any real purpose in mind. He's selfish: While he ostensibly belongs to the Libertarian Fraternity of mages, his sole contribution to the Libertarian cause consists of escaping—alone—with an occasional manifesto or diatribe thrown in for effect.

To hear him tell it, he's a scowflaw, a coward, a unrepentant flirt and romantic, and a generally selfish ne'er-do-well. The truth is—while he's not much for causes or martyrdom—Anders *does* have a conscience. He even listens to it on occasion.



*"Since when is Justice happy?
Justice is righteous. Justice is hard."*

RELATIONSHIPS

Anders is a people-person. Even the templars at the tower had a strange kind of affection for him. You've got to work hard—or be some sort of humorless tool—to *not* become fond of him. His sense of humor and irreverent personality win him plenty of friends wherever he goes. Despite getting along with everyone (except for the aforementioned humorless tools), life as a professional runaway doesn't lend itself to trusting others enough to confide in them.

From a young age, Anders possessed a definite affinity for felines. His current companion cat was a gift from the Warden-Commander, an orange tabby kitten that Anders promptly christened Ser Pounce-A-Lot. (Interestingly, doodles in tomes in Ferelden's Circle Tower library depict a tiger by that name mauling templars. But that's almost certainly coincidental.)

A lasting, meaningful relationship with Anders is a tricky needle to thread: There's got to be mutual loyalty, discretion, and an implicit understanding that his stay is strictly temporary. Sooner or later he'll need to move on, either of his own volition or in shackles, but Anders never forgets those with whom he shares a real bond. With his lovers, he tries to pack into a short period all the passion and sentiment that other quote-unquote "normal" couples experience over years. When it's time, he goes; there's no rancor or regret, just fond—sometimes steamy—memories.

PLAYING ANDERS

Escapee Anders's driving motivation is to escape the Circle and evade the templars. It's not out of righteous indignation—it's *fun*! And if he manages to get free and stay free, that's a nice bonus. The plight of mages is terrible, sure—a crying shame. But changing that? That's someone else's job.

A run-in with Anders before the Battles of Vigil's Keep and Amaranthine is a chance encounter with a runaway apostate. He's not actively looking for adventure; he gets his fill of excitement with his daring escapes from the Circle. That said, he's got a heart, and on some level he believes in the rightness and fairness of the world. He's not going to stand by and let someone die, not if he can help it. But if a dragon needs slaying, that sounds like a job for...someone else. Gold's nice, and Anders doesn't turn down reward money, but he's no mercenary. After all, he can't spend money if he's dead.

Anders, as a rule, sees no reason for him or anyone else to take things seriously. Don't bother appealing to Anders's better nature; the jury's still out on whether he has one and he's not one to put his neck on the line for some abstract ideal. Instead, play on his self-interest. Enlisting Anders requires appealing to his primary concern: his own amusement. Fun, giggles, and delicious irony aren't standard adventurer compensation, but then again, Anders is hardly ordinary, is he?

ADVANCEMENT

After the battle at Vigil's Keep, Anders agrees to play host to the Spirit of Justice that had become his friend. (See **Anders, the Abomination**.)

ANDERS, APOSTATE AND GREY WARDEN

LEVEL 10 MAGE

ABILITIES (FOCUSES)

2 COMMUNICATION (DECEPTION, DISGUISE)

2 CONSTITUTION (SWIMMING)

4 CUNNING (ARCANE LORE, HEALING)

2 DEXTERITY (LOCKPICKING)

5 MAGIC (ARCANE LANCE, CREATION, SPIRIT)

2 PERCEPTION (DETECT DARKSPAWN, EMPATHY)

1 STRENGTH

3 WILLPOWER (MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	75	12	4

WEAPON	ATTACK ROLL	DAMAGE
STAFF	+2	1d6+1
ARCANE LANCE	+7	1d6+5

SPECIAL QUALITIES

SPELLPOWER: 15 (17 for Creation, Blood Magic) **MANA:** 100

SPILLS: Arcane bolt, arcane shield, dream sending, flame blast, glyph of paralysis, group heal, heal, mana drain, memory, mind blast, lifeward, revival, and spell shield.

FAVORED STUNTS: Fast Casting, Mana Shield, Mana Surge, Masterful Casting, Sustaining Spell.

CLASS POWERS: Arcane Lance, Long Lance, Power Lance, Spell Lance, Summoning Mode.

SPECIALIZATION: Spirit Healer (Master).

TALENTS: Chirurgy (Journeyman), Creation Magic (Master), Spirit Magic (Novice).

EQUIPMENT: Inconspicuous apostate armor, definitely not-magical staff, Ser Pounce-A-Lot, and dried mackerel.

THREAT: MODERATE

ANDERS, THE ABOMINATION

FULL NAME: Unknown

ROLE: Mage Freedom Fighter and Avatar of Vengeance

RACE: Human (Possessed)

ALLEGIANCES: Mage Underground; Free Mages/Rebel Mages

HOMELAND: Anderfels

The Battles of Vigil's Keep and Amaranthine mark a turning point in Anders's life. The charming, somewhat foppish rogue mage perished on the battlefield and became something else entirely.

His short stint with the Grey Wardens introduced him to a spirit of Justice inhabiting the body of a slain Warden named Kristoff. The two became friends and—despite Justice's constant moralizing sermons and lectures—the spirit became a sort of lodestone to orient Anders's shaky moral compass.

Hawke's judgment created two distinct possible fates for Anders.

JUSTICE IS SERVED

The Champion summarily executed Anders, bringing an end to the mage's suffering and the threat posed by Vengeance. Anders's legacy did not die with him, however; his death at Hawke's hands served as a lightning rod for like-minded mages chafing under the yoke of the Chantry and the templars. These disciples elevated Anders to martyrdom for his valiant and ultimately doomed blow against their oppressors.

THE DASH'S MOST WANTED

Hawke let Anders flee. Though he took temporary refuge with his surviving contacts from the Mage Underground and later with Fiona's Free Mages (see the entry on **Fiona**), he can't tarry in any one place. He lives a life on the run, scrabbling to stay a step ahead of templars, Wardens, and the plethora of others out for his head. Rumor places him in the Anderfels, the Free Marches, Seheron, Minrathous, and the Brecilian Forest—sometimes simultaneously. Such rumors should be taken with a tablespoon of salt.

The onslaught exacted a grave toll on Anders's conscience and Justice's borrowed body. The spirit could reanimate the cadaver but not repair the grievous wounds suffered in battle. The mage was well-acquainted with the madness that overtakes Fade beings when they possess corpses. Unwilling to leave a dear friend—and a noble spirit in its own right—to such a fate, Anders offered his own living form as a host for Justice.

One expert on the Fade and its denizens suggests that a demon is merely a spirit, twisted against its true purpose. Justice was virtuous and pure; Anders was not. All his anger and indignation—bottled up and pushed down so deep even he forgot it—was a poisoned well that corrupted Justice into a demon of Vengeance, feeding on and fueling Anders's bitterness and outrage.

The Templar Order sent a mole to keep an eye on Anders, and the willing possession gave his observer the justification he'd been looking for to put down the apostate. The templar thought to bring Anders to justice, but instead he found Vengeance.

The corrupted spirit took control of him. When Anders came back to himself, his attacker—and the band of reinforcements composed of templars and Anders's former Warden comrades—lay dying around him. A hunted and haunted man, Anders fled, eventually making his way to the city of Kirkwall in the Free Marches. A clandestine clinic in the Darktown slum was a desperate attempt to atone for the lives he'd taken and to come to peace with what he'd voluntarily become.

A chance meeting with Hawke, the soon-to-be Champion of Kirkwall, was the catalyst for Anders's fanaticism. Through their association, Anders witnessed firsthand the increasingly heavy-handed measures taken by the city's templar Knight-Commander Meredith against mages. Those abuses spurred him to action; he involved himself in the Mage Underground, an informal network of contacts that ferried mages to freedom.

Tensions mounted as Meredith waged her campaign to break the resistance of Kirkwall's mages through violence and oppression. Anders fervently embraced the causes of mage freedom: the abolition of the Circles; an end to the templars'

iron-fisted abuse; and acceptance of mages as people, not monsters to be shunned and caged.

Vengeance's influence pushed Anders to conclude freedom for mages would never be granted, and must be won by violent struggle. The Chantry and those like Meredith would never relinquish their power. To the troubled apostate, war offered the only solution and Anders resolved to strike the first blow.

Kirkwall's Grand Cleric Elthina called the city's mages and templars to a conclave to hopefully broker peace. Before the talks began, Anders detonated a magical explosive device hidden in the Chantry. There could be no compromise, he said, and so he removed any possibility or illusion of one. Any hope of peace went up in the inferno that killed the Grand Cleric and every soul inside the building and rained flaming debris all over the city. Anders turned himself in to Hawke to face judgment. Whatever vestige of Anders or his friend remained knew he must answer for his crimes. Those who perished deserved Justice.

PERSONALITY

Gone is the whimsical career-runaway; that Anders died a lifetime ago. His friendship with Justice awakened a keener awareness of and empathy for the plight of all mages. It's a cruel joke Fate played on Anders: Merging with Justice unmade all the good that they could have done. Anders's body was a tainted vessel that poisoned the virtuous spirit and the resulting Vengeance possessed a wickedness and fury greater than the sum of its parts.

There is no zealot like a convert, and Vengeance's hushed whispers chip away at Anders's desperate desire for atonement. He struggles to contain the corrupted spirit and must constantly fight for control and even his own sanity. Though he vainly rationalizes his actions as serving a higher purpose, Anders's own psychological trauma and repressed bitterness gave rise to Vengeance and still feed the demon. As Justice fades away, Anders is losing his moral compass and sense of fairness. Vengeance is not introspective or critical or overly concerned with fairness. Vengeance is impulsive and reactive and unrestrained.

ANDERS. JUSTICE VENGEANCE ABOMINATION

LEVEL 10 MAGE

ABILITIES (FOCUSES)

3 COMMUNICATION (DECEPTION, PERSUASION)

3 CONSTITUTION

5 CUNNING (ARCANE LORE, HEALING, RESEARCH)

3 DEXTERITY (INITIATIVE, STEALTH)

7 MAGIC (ARCANE LANCE, CREATION, SPIRIT)

2 PERCEPTION (EMPATHY)

2 STRENGTH

2 WILLPOWER (COURAGE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
13	95	13	6

WEAPON	ATTACK ROLL	DAMAGE
QUARTERSTAFF	+3	1d6+1
ARCANE LANCE	+9	1d6+7

SPECIAL QUALITIES

SPELLPOWER: 17 (19 for Creation and Spirit Magic)

MANA: 120

SPELLS: Arcane bolt, fade shield, fireball, fist of the Maker, group heal, heal, inferno, lifeward, mind blast, pull of the abyss, revival, spell shield, and stonefist.

FAVORED STUNTS: Bolstering Spell, Disrupt Magic, Fade Burst (3 SP), Lethal Spell, Mana Surge (2 SP).

CLASS POWERS: Arcane Lance, Avatar of Vengeance, Fade Armor, Long Lance, Mercy, Power Lance, Spell Lance.

SPECIALIZATION: Spirit Healer (Master).

TALENTS: Chirurgy (Master), Creation Magic (Journeyman).

EQUIPMENT: Healer's kit, Warden battlement leathers, and mage staff.

THREAT: MAJOR TO DIRE

RELATIONSHIPS

Fugitive, apostate, or abomination: any one of these would put a serious strain on any friendship. It's little surprise that Anders's combination of the three doesn't win him many friends. When he added "mass-murderer" to the mix, making lasting attachments didn't get any easier. Most of his friendships—Hawke, Varric, Isabela, and others among the Champion's circle—imploded when the Kirkwall Chantry exploded. Even among those who share his convictions about the Chantry's slow strangulation of mages, he is considered a lunatic extremist. As such, his meaningful relationships as of the Kirkwall Rebellion could be counted on the fingers of one hand.

Fraternization of any kind after the Kirkwall Rebellion inevitably leads to guilt by association. Those willing to forgive him his crimes and the misery he brings to everyone he encounters have a long and unpleasant path to tread. He's most likely to value those who don't deny, excuse, or ratio-

POSSESSED BY JUSTICE

Anders's joining with Justice grants him powers unique to his condition as a spirit host with one foot in the Fade.

AVATAR OF VENGEANCE

Anders releases the twisted spirit of Justice, harnessing its seething force to punish his enemies. This mode grants Anders's offensive Magic ability tests a +4 bonus, while all ability tests not directly related to exacting Vengeance on a foe suffer a -3 penalty. This includes healing or defensive spells—even on himself—or other non-aggressive actions as judged by the GM.

Vengeance is always waiting and watching. Whenever Anders witnesses an injustice, Vengeance strains against its leash. To maintain control, Anders must pass a **TN 14 WILLPOWER (SELF-DISCIPLINE)** test or be dominated by the twisted spirit. To deactivate Avatar of Vengeance, Anders must pass a **TN 16 WILLPOWER (SELF-DISCIPLINE)** test. Moreover, if anyone draws the spirit's ire while this mode is active and Anders doesn't wish them harm, he must deactivate it with the same ability test.

FADE BURST

Anders may perform the Fade Burst stunt for 3 SP. A coruscating wave of energy causes 1d6 penetrating damage to all enemies within 4 yards. Demons and other creatures of the Fade take 1d6 + Willpower penetrating damage instead.

MERCY

Anders channels the vestiges of his friend Justice to heal, soothe, and shield. Once activated with a Minor Action and a **TN 14 WILLPOWER (COURAGE)** test, Anders's tests for the Heal action and for defensive and healing spells receive a +3 bonus. Tests to use any harmful or offensive magic suffer a -4 penalty. Unlike Avatar of Vengeance, Mercy does not require a test to deactivate. Mercy also replaces the Spirit Healer specialization summoning mode.

nalize his multitude of sins, for he knows and accepts his guilt. What he wants and needs in friendship (or something more) is someone who helps him to regain his own true self and come to peace with the never-ending struggle within. Anders wants to be the good person Justice convinced him he could be, but he can't see the way forward through the fog of anger and remorse. He needs a guide.

PLAYING ANDERS. THE ABOMINATION

An encounter with Anders inevitably deals with his mounting frustration and disillusion. By the year of the Kirkwall Rebellion, Anders is irreparably convinced that there can be no peace between mages and templars. That worldview doesn't allow for shades of grey. Helping mages is good, which justifies all actions toward that end. The Chantry and the Templar

Order oppress mages; anyone who works with them is an enemy of the mages.

After the Kirkwall Rebellion, Anders is a pariah, arguably the most universally despised person alive. Even among the Rebel Mages, he's an extremist. Some agree with his intentions, even sharing his conviction that it could never happen peacefully, but only the most bloodthirsty fanatics condone the cold-blooded murder of hundreds. There's hardly a mage alive who's in any way pleased with his actions or the avalanche they triggered: templar crackdowns, a vote of independence, the Templar/Chantry split, and the Mage-Templar War. Be warned: Any run-in with Anders after Kirkwall is almost certain to be antagonistic. If Vengeance should slip its leash, may the Maker have pity on its foes, for Vengeance certainly will not.

ADVANCEMENT

The destruction of Kirkwall's Chantry made Anders the most universally despised person in all Thedas virtually overnight. Assuming he wasn't summarily executed by those present (see the **Variations** sidebar), Anders is on the run. His progression depends on his relationship to the spirit residing within him.

Anders might retain control and his own sanity by rehabilitating Vengeance into Justice, banishing the spirit back to the Fade, or learning to leash Vengeance and channel it only under conscious control. In his Abilities and Focuses he will bolster Cunning, Communication, and Willpower, affording him greater self-control and skill at avoiding confrontation. Haunted by those he's killed, Anders abandons offensive and destructive magic in favor of protective and curative spells, with only a few non-lethal spells for self-defense. Mercy becomes more powerful and he eventually loses access to his Avatar of Vengeance Power.

Of course, it's just as likely the possessed mass-murderer loses himself entirely to Vengeance. The thing that was once Anders loses access to the Mercy Power; the corruption of Justice is complete and Vengeance knows nothing of compassion or restraint. The Avatar of Vengeance Power gradually grows easier to activate and progressively harder to resist (the target numbers for activation and deactivation decrease and increase, respectively). Ability Points and Focuses go toward Magic, Constitution, and Strength—whatever allows it to better wreak bloody, merciless Vengeance on the deserving. It abandons Creation Magic entirely in favor of Talents and Spells in the Primal and Entropy schools: The more brutal, the better.

ALISTAIR

FULL NAME: Alistair Theirin

ROLE: King of Ferelden

RACE: Human (Elf-Blooded)

ALLEGIANCES: Kingdom of Ferelden, Grey Wardens, The Hero of Ferelden

HOMELAND: Ferelden

Years after freeing Ferelden from Orlesian rule, King Maric Theirin continued to adventure, exploring deep roads, battling darkspawn, and settling debts with witches. On one such adventure, he fell in love with an elf named Fiona, who bore him a son, Alistair. As children born of an elf and a human look entirely human, and having no fondness for her own heritage, Fiona asked Maric to raise the boy ignorant of his elven blood. Their friend Duncan, Warden-Constable of Ferelden, offered to help them conceal the child. Thus, Alistair was raised by Arl Eamon of Redcliffe, believing himself to be the illegitimate child of Maric and a human servant who died in childbirth.

Ten years later, when Eamon's wife began to suspect Alistair might in fact be Eamon's illegitimate son, Alistair was sent to a monastery, where he was trained by the Chantry for many years to become a templar. However, Alistair gave up on his training shortly before he would have taken his vows. That was when Duncan, now Commander of the Grey in Ferelden, found him and recruited him into the Grey Wardens.

Not long after his Joining—the ritual during which trainees actually become Grey Wardens—Alistair met the recruit who would one day become known as “The Hero of Ferelden” or simply “the Warden.” Alistair assisted the Warden and

several other recruits with their pre-Joining trials, during which they first met two Witches of the Wilds, Morrigan and Flemeth. After the Warden's Joining, they fought together in the Battle of Ostagar, where the Fifth Blight first took hold in force and where Teyrn Loghain betrayed King Cailan, Alistair's half-brother, abandoning him to his death. Alistair and the Warden were the only two Grey Wardens to survive the ensuing slaughter.

Alistair continued to travel with the Warden and Morrigan on their quest to unify Ferelden against the darkspawn. Along the way, they recruited Leliana, Oghren, Shale, Sten, Wynn, and Zevran as well. During their journeys, the Warden helped Alistair track down Goldanna, the woman he thought was his half-sister. Alistair hoped for a warm reunion, but Goldanna harshly turned him away, a heartbreaking encounter the Warden helped him through.

Loghain was ultimately brought to justice for his betrayal at Ostagar. After Loghain's execution, the Warden, who by then had become a guiding force in Ferelden, declared Alistair to be King. Anora—Maric's widow and Loghain's daughter—who had been vying for the throne, was then imprisoned. Many called for her execution, but Alistair knew she would need to take the throne in his stead if he should die in the coming battle against the Archdemon.

Fortunately for Alistair, and for Ferelden, he survived the final battle with the Archdemon, ending the Fifth Blight and taking his father's name as King Alistair Theirin.

Much like his father, Alistair continued his adventures after he became King of Ferelden. In his travels, he visited Vigil's Keep, where he approved the conscription of Anders into the

ALISTAIR

LEVEL 15 WARRIOR

ABILITIES (FOCUSES)

4	COMMUNICATION (ETIQUETTE, LEADERSHIP, PERSUASION)
3	CONSTITUTION (STAMINA)
2	CUNNING (HERALDRY, HISTORICAL LORE, MILITARY LORE, RELIGIOUS LORE)
4	DEXTERITY (BRAWLING, INITIATIVE, RIDING)
3	MAGIC
3	PERCEPTION (DETECT DARKSPAWN)
5	STRENGTH (HEAVY BLADES +3, MIGHT, POLEARMS, SPEARS +3)
3	WILLPOWER (SELF-DISCIPLINE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
9	110	14 (18 WITH SHIELD)	10

WEAPON	ATTACK ROLL	DAMAGE
LONG SWORD	+8	2D6+8
DAGGER	+4	1D6+6
ALISTAIR'S PIKE	+8	2D6+10

SPECIAL QUALITIES

FAVORED STUNTS: Defensive Stance (1 SP with shield), Dual Strike (3 SP), Threaten (1 SP), Seize the Initiative, Sway the Crowd.

CLASS POWERS: Expert Strike, Quick Strike, Veteran.

ALISTAIR'S PIKE: One of Alistair's few indulgences as king has been the commissioning of a custom pike designed just for him. Inspired by the jests of his former companion, Oghren, Alistair has become quite the "little pike-twirler" with this particular spear. It grants +2 damage, one degree of Two-Hander Style, and the spears focus for anyone who wields it. In Alistair's hands alone, it also grants the Master level of Quick Reflexes.

SPECIALIZATION: Templar (Master).

TALENTS: Armor Training (Journeyman), Command (Master), Mounted Combat Style (Novice), Oratory (Novice), Pole Weapon Style (Journeyman), Quick Reflexes (Master)*, Two-Hander Style (Novice)*, Weapon and Shield Style (Master). *From Alistair's Pike.

EQUIPMENT: Dagger, heavy plate armor, heavy shield, long sword, and Alistair's Pike (custom masterwork ironbark two-handed spear).

THREAT: DIRE

Grey Wardens, and he visited the Free Marches, where he met Hawke, future Champion of Kirkwall. Alistair did not keep himself to political travels, however, when he learned of the possibility his father might still be alive.

In search of his father, Alistair left the throne of Ferelden empty while he traveled to Antiva with Varric and Isabela, friends and companions to the Champion of Kirkwall. It was in Antiva where Alistair learned his family shared the blood



"Swooping is bad."

of Calenhad the Great, who himself possessed the blood of dragons. This connection was the reason his father was taken by the magister Aurelian Titus.

Alistair's quest then brought him into confrontation with his former companion, the Qunari Sten. Sten, now an Arishok, at first refused to help Alistair, seeing his quest as foolish. But a duel between the two finally convinced the Arishok to assist.

Ultimately, the four companions—Alistair, Varric, Isabela, and the Arishok—were able to hunt down Titus, who planned to use Maric's blood to take over Thedas for Tevinter. Titus had imprisoned Maric in a Tevinter machine powered by blood magic. Maric's injuries from his ordeal inside the machine were too great, and Alistair was forced to kill him to end his suffering. Their quest completed, the four parted ways, and Alistair returned home to Ferelden to rule as King.

PERSONALITY

Alistair is one of the few truly good people in Thedas. He believes in the Grey Wardens' duty, he believes in fighting against injustice, and he believes in the people close to him. The closer he is to someone, the harder it is on him if they

INITIATIVE BONUSES AND TIMING

Magical and Masterwork equipment can offer a wide variety of bonuses to those who make use of them. This can cause confusion when those bonuses relate to Initiative and the equipment was not readied at the start of combat. If a combatant has a piece of equipment that modifies initiative rolls, the GM should keep track of specific initiative values rather than just initiative order. This way, if someone readies a weapon that allows them to re-roll initiative or add a bonus to their initiative roll, it will be much easier to see how this adjusts initiative mid-combat.

But what about Seize the Initiative? Since Seize the Initiative states, “You remain at the top of the order until someone else seizes the initiative,” no amount of initiative bonuses or re-rolls can push a character ahead of one who has used Seize the Initiative.

EXAMPLE

Alistair, Varric, and Isabela are ambushed by Tevinter mages. Alistair gets a 14 on his initiative, Varric a 12, Isabela a 17, and the mages a 15. This makes the order Isabela, mages, Alistair, and Varric. The mages use Seize the Initiative, putting them at the top of the initiative order. The new order is mages, Isabela, Alistair, and Varric. When Alistair's turn comes around, he readies his pike, which grants him the Master level of Quick Reflexes, allowing him to re-roll his initiative. This time he gets a 22, putting him ahead of Isabela, but the mages still remain at the top because they used Seize the Initiative to get there. The new order is mages, Alistair, Isabela, and Varric. Varric also uses Seize the Initiative, putting him at the top and making the order Varric, mages, Alistair, and Isabela. Alistair cannot keep un-readying and re-readying his pike to continually re-roll his initiative. The re-roll can only happen one time in any given encounter.

VARIATIONS

Several other fates could have befallen Alistair during the last days of the Fifth Blight. Rather than ruling Ferelden alone, he could have married either his widowed sister-in-law Anora or the Hero of Ferelden.

- If Anora and/or The Hero of Ferelden assumed the throne, then Alistair remained with the Grey Wardens and never took his father's name. Years later, he continues to serve with the Wardens and fight for the good of the people of Thedas.
- If Loghain was allowed to take the Joining to help defeat the Archdemon Urthemiel, Alistair immediately quit the Grey Wardens in protest and began drinking his way across Thedas, even making his way as far as Kirkwall. He still misses the Wardens, but cannot bring himself to seek out those in Ferelden that would have Loghain among their number.
- Alistair might also have sacrificed himself to defeat the Archdemon, and is remembered to this day as a great hero. Or perhaps in a fate he sees as worse than death, he might have sired Morrigan's child.

See **Alistair the Warden** and **Alistair the Drunk** for less kingly versions of Alistair.

demonstrate cruelty or behave unjustly. As the Warden's mishandling of Loghain could have shattered Alistair's faith in their cause, the Warden's harsh words in the wake of Goldanna's dismissal of him could have deeply affected his outlook on the world.

If the Warden berated him for not standing up for himself, he took this criticism very seriously. He now thinks of his own interests more readily, is willing to be harsher in the name of justice, and is more willing to let go of morality in the name of the greater good—or even in the name of greater fun.

If, however, the Warden was kind and reassuring toward Alistair in his time of need, he remains fairly passive as far as kings go, generally looking toward others for guidance on his idealistic path.

Yet no matter how affected he might be by the words and behavior of his confidants, Alistair remains a good man who stands up for justice even if he doesn't stand up for himself.

Despite how seriously he can take things, he is almost always ready to make a joke out of an uncomfortable situation. He

uses humor and sarcasm as a deflection, particularly when he wants to avoid talking about something.

RELATIONSHIPS

Alistair shares close bonds with all of those he fought alongside during the Fifth Blight. These bonds might be one of close friendship with some or of deep animosity with others, particularly Morrigan, who Alistair has never fully trusted.

Alistair is cautious in love. His time with the Chantry left him relatively inexperienced, and he does not enter into such things without careful consideration. He has no interest in casual encounters and will reject anyone who comes on too strong. He'd much rather talk about cheese than sex.

Though he is described here as ruling Ferelden alone, it is possible he is married to either Anora or the Warden. If married for love, Alistair is fiercely loyal and does not take well to suggestions of infidelity. If his marriage is one of politics, Alistair might not be opposed to the notion of having a

ALISTAIR THE WARDEN			
LEVEL 15 WARRIOR			
ABILITIES (FOCUSES)			
2	COMMUNICATION (PERSUASION)		
4	CONSTITUTION (STAMINA)		
2	CUNNING (HERALDRY, HISTORICAL LORE, MILITARY LORE, RELIGIOUS LORE)		
3	DEXTERITY (BRAWLING, INITIATIVE +3)		
3	MAGIC		
3	PERCEPTION (DETECT DARKSPAWN, SEEING, TRACKING)		
6	STRENGTH (AXES, HEAVY BLADES +3, MIGHT, SPEARS)		
3	WILLPOWER (SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
10	120	13 (16 WITH SHIELD)	7
WEAPON	ATTACK ROLL		DAMAGE
LONG SWORD	+9		2D6+9
DAGGER	+3		1D6+7
PIKE	+8		2D6+8
SPECIAL QUALITIES			

FAVORED STUNTS: Defensive Stance (1 SP with shield), Disarm, Dual Strike (3 SP), Pierce Armor (1 SP with pike), That Makes Me Wonder, Threaten (1 SP).

POWERS: Expert Strike, Quick Strike, Veteran.

SPECIALIZATIONS: Guardian (Novice), Templar (Master).

TALENTS: Armor Training (Master), Contacts (Journeyman), Pole Weapon Style (Master), Weapon and Shield Style (Master).

EQUIPMENT: Dagger, Heavy Mail, Long Sword, Medium Shield, Pike (two-handed spear).

THREAT: DIRE

mistress, but he does not take this suggestion lightly and only does so out of love. He is an honest man, and does not hide this from his queen.

PLAYING ALISTAIR

King Alistair takes an active role in the affairs of his kingdom, preferring direct communication over the use of intermediaries. Therefore, it is entirely likely a group of adventurers might meet with Alistair personally if he has a task for them. If the need is dire enough or the mission personal enough, he is entirely likely to come along rather than sending the adventurers off without him. Anything having to do with his companions from the Fifth Blight would be likely to pull him away, as would anything having to do with Varric or Isabela, who helped him find his father.

If Alistair is not king in your campaign, but is instead still a Grey Warden, it can be very easy to involve him in anything

ALISTAIR THE DRUNK			
LEVEL 10 WARRIOR			
ABILITIES (FOCUSES)			
1	COMMUNICATION (BARGAINING, PERSUASION)		
4	CONSTITUTION (DRINKING)		
2	CUNNING (HERALDRY, HISTORICAL LORE, MILITARY LORE, RELIGIOUS LORE)		
3	DEXTERITY (BRAWLING, LIGHT BLADES)		
3	MAGIC		
3	PERCEPTION (DETECT DARKSPAWN)		
4	STRENGTH (AXES, HEAVY BLADES, MIGHT)		
2	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	80	13	3
WEAPON	ATTACK ROLL		DAMAGE
DAGGER	+5		1d6+5
SPECIAL QUALITIES			

FAVORED STUNTS: Defensive Stance (1 SP with shield), Dual Strike (3 SP), Enrage, Threaten (1 SP), With a Flourish.

CLASS POWERS: Expert Strike.

SPECIALIZATION: Templar (Master).

TALENTS: Armor Training (Journeyman), Contacts (Novice), Carousing (Journeyman, Gambling), Pole Weapon Style (Novice), Weapon and Shield Style (Journeyman).

EQUIPMENT: Dagger, Light Leather Armor.

THREAT: MAJOR

the characters are doing on behalf of the Wardens. He can be found in almost any part of Thedas.

In the event Alistair was left a wandering drunk after Loghain's Joining, the characters could become involved in helping bring him back from his destitution. Stories of Loghain corrupting the mission of the Grey Wardens would be excellent motivation to get him back into the fight.

ADVANCEMENT

Alistair's duties as King of Ferelden are a key factor in his advancement and prevent him from ever taking a second specialization. However, he has never lost his sense of adventure nor his compulsion to act rather than command from a distance, so he does not entirely neglect his martial skills.

Social Talents such as Oratory and Intrigue, though hardly his favorite subjects, prove useful in his political life, as does improving his focuses in Leadership and Military Lore. He also seeks to take focuses and talents in a broader range of weapons and styles. He may even invest in Stealth if he plans to continue sneaking off to Antiva or Tevinter when he should be sitting on a throne.



"I am tired of ruling in a husband's name."

QUEEN ANORA

FULL NAME: Queen Anora Theirin née Mac Tir

ROLE: Cool and Capable Ruler

RACE: Human

ALLEGIANCES: Ferelden

HOMELAND: Denerim, Ferelden

Anora is the only child of Loghain Mac Tir and his wife, Celia. Following the success of the Fereldan Rebellion, King Maric ennobled his friend and the commander of his forces, making Loghain teyrn of Gwaren and raising Anora's inherited status to Lady.

Anora was a close playmate of Maric's son, Prince Cailan, and eventually the two were betrothed, sealing the long friendship between their fathers. Although their feelings for each other didn't extend beyond filial friendship, the betrothal suited Anora's ambition and Cailan's idealism very well.

As Queen, Anora proved to be as politically adept as her father — intelligent, pragmatic, and able to perceive and unravel socio-political complexities that stymied those around her. Unlike her father, she tempered command with charm — a necessary

ANORA

HUMAN NOBLE

ABILITIES (FOCUSES)

COMMUNICATION 6 (BARGAINING, DECEPTION, ETIQUETTE, LEADERSHIP, PERSUASION), CONSTITUTION 1, CUNNING 6 (CULTURAL LORE, HERALDRY, HISTORICAL LORE, MILITARY LORE), DEXTERITY 2, MAGIC 0, PERCEPTION 5 (EMPATHY), STRENGTH 1, WILLPOWER 3 (MORALE)

SPEED

12

HEALTH

60

DEFENSE

12

ARMOR RATING

0

WEAPON

DAGGER

ATTACK ROLL

+1

DAMAGE

1d6+2

SPECIAL QUALITIES

FAVORED STUNTS: Pierce Armor (1 SP), That Makes Me Wonder (2 SP).

CLASS POWERS: Backstab, Bluff, Rogue's Armor.

TALENTS: Command (Master), Contacts (Journeyman), Linguistics (Novice), Lore (Novice), Oratory (Master).

EQUIPMENT: Elegant gown and stiletto.

THREAT: MODERATE

skill for a noblewoman in her position, who could not trust that men would follow her orders on her word alone. She handled her husband as capably as she handled her kingdom, carrying out the day-to-day demands of rule and leaving Cailan to play the role of dashing figurehead.

The one political ally that Anora trusted implicitly and depended upon was her father. Loghain Mac Tir was the bar by which she measured others (and thereby often found them wanting). Cailan's death and the defeat of his forces at Ostagar introduced the first cracks in Anora's trust in her father. She could not ignore the whispers of treason; nor could she bring herself to believe that the commander who had ousted the Orlesians from Ferelden was unable to devise some way to save her husband and Ferelden's king from death at the hands of Darkspawn — unless perhaps he had some reason not to.

Anora's suspicion-fueled investigation into Loghain's potential treason led her to be captured by her father's ally, Arl Rendon Howe. She sent her maidservant to appeal to the Hero of Ferelden for help, though she revealed her pragmatism during the escape, allowing the Warden to be captured by Loghain's lieutenant, Ser Cauthrien.

Following Howe's death and the Hero of Ferelden's escape from custody, Anora finally acknowledged her father's treason as fact. Aware that the daughter of a traitor often inherits that treason, she was quick to offer Arl Eamon and the Hero of Ferelden her support in the Landsmeet in exchange for their support of her rule. Although her aim was to solidify her claim as queen in her own right, the ever-pragmatic Anora was grudgingly willing to entertain other options, including marriage to her brother-in-law, Alistair, and even marriage to the Hero of Ferelden.

PLAYING ANORA

Anora is cool, calculating, and charming enough to fool most people into thinking she isn't the first two. She sees no problem in using every tool at her disposal—including her beauty and other people's tendency to underestimate her—to achieve her ends. She is tactically brilliant, miscalculates rarely, and can adjust to circumstances on the few occasions when she does misread a situation. She does not abide fools, though she plays along if the fool has something she needs.

This would be a frightening combination in any person in a position of power, but Anora's saving grace is that everything she does is for love of Ferelden and its people. She craves power for herself, but only because she sees herself as Ferelden's best chance for peace and prosperity—a perspective not without some merit.

No matter if she is made Queen (via marriage or in her own right) or becomes a political prisoner and Alistair's heir, Anora remains a Queen of Ferelden in her heart. She does what is best for her kingdom, but always with the underlying assumption that what is best for Ferelden is Queen Anora Theirin.

THE ARCHDEMON, THE ARCHITECT, & THE MOTHER

These three entities exist at the heart of the Fifth Blight and its immediate aftermath: an awakened Old God of Tevinter, a sentient darkspawn emissary, and the broodmother that the latter "freed" through a blood magic ritual.

The Archdemon Urthemiel, the Old God of Beauty, is anything *but* beautiful, twisted by the Blight into a truly nightmarish creature. Slumbering deep beneath Thedas, it awaited the endless searching of the darkspawn to rouse it from its long sleep, but all did not go as planned. Rather than being found by the creatures that would have become its mindless servitors in the course of their random tunneling through the earth, Urthemiel was instead first discovered by the much more deliberate hunting of the Architect, and wakened with a concoction consisting partly of Grey Warden blood. The ancient creature did this in the hope of breaking Urthemiel away from the song that drives the darkspawn and instigates the Blights, but in so doing, instead accidentally transformed the Old God into an Archdemon and initiated the Fifth Blight.

The Architect is one of the seven fallen and transformed Magisters Sidereal of ancient Tevinter. In the early years of the Dragon Age, he hoped to infect all of the peoples of Thedas with the Blight, so that they would share a common purpose and the centuries of enmity and slaughter between the darkspawn and the other races could finally cease. In time, however, the Architect came to understand that this objective was simply not tenable, and he entered into a period of arcane experimentation, harnessing blood magic in ways that would never have occurred to even the most extensively trained maleficar of the modern era. In the process, the Architect discovered that he could use Grey Warden blood in much the same way that Grey Wardens use darkspawn blood. Instead of creating a vastly decelerated version of the Blight as the Wardens do (in the recruits who survive the Joining, at any rate), the Architect was able to sever a darkspawn from the call of the Old Gods, enabling others of his kind to become self-aware. He called this new breed of darkspawn "Disciples."

The Mother is the product of the Architect's attempt to create a self-aware darkspawn broodmother. That process also did not go as the Architect anticipated, perhaps due to the Mother's status as a ghoul rather than a true darkspawn, or perhaps simply because her mind could not handle the strain placed upon it by her sudden knowledge of what she had become after her long-ago capture and torment. Whatever the case,

she led an insurrection against the Architect, drawing other darkspawn to her side who were angered by the unwelcome gift of sentience.

THE ARCHDEMON

FULL NAME: Urthemiel, Dragon of Beauty
ROLE: Harbinger of the Fifth Blight
RACE: Old God of Tevinter
ALLEGIANCES: The Blight
HOMELAND: Unknown (Somewhere in the Deep Roads)

For more information, see the *Dragon Age RPG Core Rulebook*, page 293.

The master of the Fifth Blight, an awakened and corrupted Old God of the Tevinter Imperium, the Archdemon is surely one of the deadliest forces unleashed in the Dragon Age.

PORTRAYING THE ARCHDEMON

Urthemiel is much more a force of nature (or, perhaps, an unnatural force) than a character, and its personality—if, indeed, it can be said to truly possess one—is simply unknowable by beings lesser than itself. Only the darkspawn and particularly far-fallen ghouls who can hear its commands can be said to know anything of what this terrible entity thinks and feels, and with the exception of perhaps the rare strong-willed ghoul, none of them are in any position to share that information with others. The Archdemon exists to herald the Blight and to corrupt and destroy. For it, there are no other considerations.

Naturally, the easiest way to make use of the Archdemon is to play through the events of the Fifth Blight in Ferelden, with the characters either collectively taking on the role of the Hero of Ferelden or else working alongside the movers and shakers of that conflict, and ultimately being present at Fort Drakon when Urthemiel finally falls to a Grey Warden's blade. Of course, depending upon the events of your campaign, the Fifth Blight might unfold in a very different fashion than in the canonical version of Thedosian history. The Archdemon might actually appear earlier on into the Blight, rather than only deigning to show itself at the Battle of Denerim. Given the dearth of Grey Wardens throughout Ferelden in the wake of Loghain's betrayal, it's possible that Urthemiel



may instead choose to lead the charge in a number of battles, utterly destroying entire cities and regenerating itself in the amazingly unlikely event that anyone actually manages to land a killing blow.

You might also use the Archdemon in a manner similar to a natural disaster. In the same way that the Blight forced the Hawke family to flee from the village of Lothering, Urthemiel's swath of destruction at the Battle of Denerim could displace characters at the beginning of a campaign, forcing them to set out for some other part of Thedas (elsewhere in Ferelden or even further abroad) to rebuild their lives. In a dark twist, a character who has contracted the Blight might actually be able to hear some of the Archdemon's plans, supplying allies with vital information for however long it takes for the sickness to destroy its victim (or for the Blighted character to undertake the Joining and so be severed from the beast's control). Whatever the case, the Archdemon isn't a being with whom one interacts, so much as it is an elemental terror to which one reacts and hopes to survive.

THE ARCHITECT

FULL NAME: The Architect of Urthemiel (True Name Lost to Time)

ROLE: Would-Be Liberator

RACE: Unique Darkspawn (Formerly Human)

ALLEGIANCES: Darkspawn

HOMELAND: Tevinter Imperium (Currently, the Deep Roads)

For more information, see the *Dragon Age RPG Core Rulebook*, page 290.

The accidental instigator of the Fifth Blight and, ironically, likely the world's greatest hope for ending the Blights forever,

the Architect once walked the Fade in the flesh only to be transformed into one of the first seven darkspawn.

THE ARCHITECT'S PERSONALITY

The Architect is, above all else, inquisitive. He is interested in understanding the whys and wherefores of the world. Despite having an education the likes of which much of modern Thedas can scarcely conceive, he takes almost nothing for granted and questions even the assumptions that others believe to be concrete fact. It is precisely through this relentless search for comprehension that the ancient Magister stumbled across the precise formula (requiring the blood of Grey Wardens) that enabled him to release his fellow darkspawn from the song of the Old Gods. Because of his unique status among his kind, the Architect also pursues formal sorcerous knowledge in ways that darkspawn emissaries cannot, combining tremendous magical knowledge with the deductions of a keen and insightful mind.

Eerily polite and rational, the Architect is nevertheless capable of monstrous brutality. Indeed, at times he turns to violence in a way that suggests he simply doesn't understand that other options are open to him. If violence is the most efficient way of solving a problem, he has no moral compunctions against seeing things through in such a manner. With far more intellect than compunction, the Architect has a terribly skewed set of ethics (in the eyes of most sane Thedosians, anyway). Though the Architect speaks with an erudite tongue, his mind is most definitely not human, anymore, and those who try to anticipate the creature's actions according to human standards will eventually discover that they have made a terrible mistake.

As a Magister Sidereal—one of the seven mages to breach the Golden City—the Architect is capable of exerting some

control over non-sentient darkspawn, though he much prefers to liberate them from the song and allow them to make their own choices. When necessity forces him to influence the actions of “unliberated” darkspawn, the Architect typically does so only to shoo them away, so that they will not attack his Disciples and the Disciples will not be forced to destroy them. Indeed, such is the Architect’s aversion to controlling his own kind that he doesn’t even care for the frequent necessity of giving direct orders to his Disciples, for despite their self-aware state, most of them still lack personal initiative.

PLAYING THE ARCHITECT

Of the three Blight-tainted entities covered here, the Architect is the least likely to automatically provoke a fight to the death. Being a creature of reason with the potential for diplomacy, the Architect is certainly willing to negotiate with adventurers and even to share knowledge and resources, if he believes that doing so is best for him and his people. Recent inductees into the Grey Wardens, for example, may be sent to meet with the Architect as part of an uneasy secret alliance, and be shocked to learn that there are darkspawn also working to end the Blights once and for all. Those who haven’t undertaken the Joining might instead receive a commission for some work through a network of unsavory contacts, only to learn that the one at the heart of it all is an intelligent darkspawn whose goals don’t seem in any way harmful to the people of Thedas. In this sense, the Architect’s role is one of turning the common expectation about the darkspawn on its head, twisting a law of nature that seems as immutable to most people as water being wet and things falling downward when dropped.

Because the Architect is no longer human and doesn’t want the same things that others typically desire, he can prove to be quite a beneficial ally for those willing to accept the (many and varied) risks of having the patronage of a darkspawn of singular power and intelligence. The Architect’s Disciples have covered a great deal of ground in the Deep Roads and have likely found all manner of treasures long since lost to dwarves, humans, and elves. He would happily trade many of these relics away to those willing to deal with him in exchange for items that other folk might

WHAT DOES HE REMEMBER?

On the one hand, it’s quite possible that the Architect sincerely has no memory of his time as a powerful mage-lord of the ancient Tevinter Imperium and high priest of the Old God of Beauty. His fall from the blackening halls of the Golden City may have obliterated his awareness of who and what he once was, leaving him with no recollection of having ever been anything other than a unique kind of darkspawn. Thus, his claim to have always been as he is now may not be a lie, as far as he knows.

On the other hand, the Architect is brilliant and patient. It may well be that he *does* recall the man he used to be, whether in whole or in part, and that he chooses to deceive others regarding his origin. A lie of convenience would certainly not be the most heinous of his sins. After all, even those who are theoretically willing to work with a thinking darkspawn might balk at the notion of alliance with one of the Magisters Sidereal, a bogeyman from out of the remotest depths of known history.

Then again, maybe he remembers only disjointed fragments of his own past—bits and pieces of seemingly random information without any sense of continuity to provide context to them. Over his centuries of immortal existence, perhaps his self-knowledge waxes and wanes according to some unknown and unknowable ebb and flow of the Blight and the song of the Old Gods.

Only the Architect—and not even necessarily he—can possibly know for certain.

find fairly trivial in comparison: scholarly texts on ancient Blights, maps of the surface world, or even just reading materials that give a better sense of how non-darkspawn think, feel, and act. While some might balk at the prospect of what a creature like the Architect would do with such information, others might just see the allure of vast sums of gold, silverite weapons, red steel armor, and the lost enchanted runes of ancient thaigs long forgotten even by the Shaperate of Orzammar.

“I do not seek to rule my brethren. I only seek to release them from their chains.”





"Am I not beautiful?"

THE MOTHER

FULL NAME: The Mother (True Name Lost to Time)
ROLE: Insane Broodmother
RACE: Ghoul (Human)
ALLEGIANCES: The Old Gods, Darkspawn
HOMELAND: Unknown (Currently, Drake's Fall, Under the Dragonbone Wastes)

For more information, see the *Dragon Age RPG Core Rulebook*, page 291.

Leader of the Architect's opposition in the darkspawn civil war following the Fifth Blight, the Mother is a creature of all-consuming rage and madness, lashing out against the unwanted gift of self-awareness.

THE MOTHER'S PERSONALITY

The liberated hurlock broodmother known simply as "the Mother" is insane with grief over the loss of the Old Gods' song and the obliteration of self that it provided. The monstrous ghoul knows only seething hatred and a nihilistic desire to slaughter the world, so that she might finally rest and know the peace that was denied her when she became self-aware. On some level, she seems to be cognizant of the horror of her current state, and that is likely the primary cause of her madness. The Mother insists upon calling the Architect "the Father," and believes that he is inherently her opposite—the two parents of a bastard race of darkspawn who were never meant to be. She delights in the knowledge that the Architect, who prides himself on his erudition, could be so terribly mistaken in his attempt to wake Urthemiel as a sort of Old God "Disciple," thereby beginning a Blight that might otherwise never have happened.

PLAYING THE MOTHER

In his drive to understand the Blight, the nature of the darkspawn, and the call of the Old Gods, the Architect used his perverted Joining ritual to imbue a hurlock broodmother with self-awareness. The process did not go as planned, and the Architect quickly found himself with an insane monstrosity on his hands. This awakened creature desired only to drown her unwelcome sentience in the otherworldly song that had previously given her comfort and purpose. She dubbed herself the Mother. All of her actions since have been to the intended end of destroying the world, so that she can die with it.

While quite mad, the Mother is nevertheless intelligent and methodical. She is capable of communicating with non-darkspawn, though she rarely sees a purpose in doing so. Still, she might be persuaded if she believes that using words instead of violence could potentially advance her cause (or, failing that, hurt the Architect and his goals). If someone could truly convince her that her unwelcome sentience can be revoked, the Mother would almost certainly do or offer anything in her power. While she'd prefer that such a "cure" be capable of aiding her Disciples as well, she'd abandon them to the hateful realities of self-awareness if necessary and without hesitation.

AVELINE

FULL NAME: Aveline Vallen (née du Lac, Possibly Hendyr)
ROLE: Capable Guardswoman and Stalwart Friend
RACE: Human
ALLEGIANCES: Army of Ferelden, Kirkwall City Guard
HOMELAND: Ferelden, Kirkwall

Named after Aveline, the Knight of Orlais, Aveline du Lac was raised in Ferelden on stories of the legendary Orlesian hero. Her father, Benoit du Lac, was an exiled knight of Orlais, forced to flee when his patron was assassinated as part of The Grand Game. Benoit resented his exile and his fall from grace,

and he pinned his hopes for the family's redemption on the sturdy shoulders of his only child.

Aveline, for her part, chafed under her father's expectations and the shadow of her namesake. But, ever the dutiful daughter, she did her best to rise to those expectations. When her father sacrificed the last of the du Lac family fortune to sponsor Aveline in the Ferelden army, Aveline embraced her new position and sought to be the best soldier she could be.

It was in the army that Aveline met her first husband, Wesley Vallen, during a mission to quell a potential abomination incursion. A templar with skill and honor but no lands or

fortune, Wesley was not the match Benoit du Lac would have wanted for his daughter. Still, the sickly old knight had softened over the years—or perhaps he only wished for his daughter to have at least one person looking out for her. He gave his blessing for the marriage, though Aveline was quick to remind him that she never asked for it.

Military life left little time for married life, though Aveline and Wesley managed as best as duty allowed. They were deployed together at Ostagar, and they were in Cailan's vanguard when Teyrn Loghain abandoned the field. They managed to flee to the safety of Lothering, but they had to flee again when Lothering was overrun by the encroaching darkspawn. They were fighting for their lives on the road outside Lothering when they encountered the Hawke family also fleeing. Hawke and Aveline dispatched the darkspawn, but not before Wesley was infected with the taint. He quickly sickened, and eventually he begged for the knife before he could become a monster like the things they fought.

In mourning for her husband and with nowhere else to go, Aveline joined the Hawke family on their exodus to Kirkwall. She entered the city on Hawke's coat-tails, performing questionable services for even more questionable people, but she was quickly able to parlay her skills at soldiering into a position with the Kirkwall City Guard.

Never the best at keeping her ginger head down, Aveline became suspicious about changes in the guard roster that placed her fellow guards in significant and unnecessary danger. With Hawke's help, she uncovered a conspiracy of bribes and graft between Captain Jeven and the Coterie. In reward for her service and acknowledgment of her incorruptible integrity and concern for the guards, Aveline was promoted to Jeven's vacated position as captain of the Kirkwall City Guard.

While her new position was not without challenges, including poor funding, uppity templars, and a viscount without much spine, Aveline was able to rally the remaining guards under her command and restore a modicum of the populace's confidence in their protectors. She was also able to help her friend Hawke on occasion, though she preferred to do so in cases where justice was not achievable through more conventional means. On two memorable occasions, she even sought Hawke's help. First, to romance one of her guardsmen, Donnic Hendyr, and second, to retrieve two

fugitive elves who had converted to the Qun and sought refuge with the visiting Arishok in the Qunari compound.

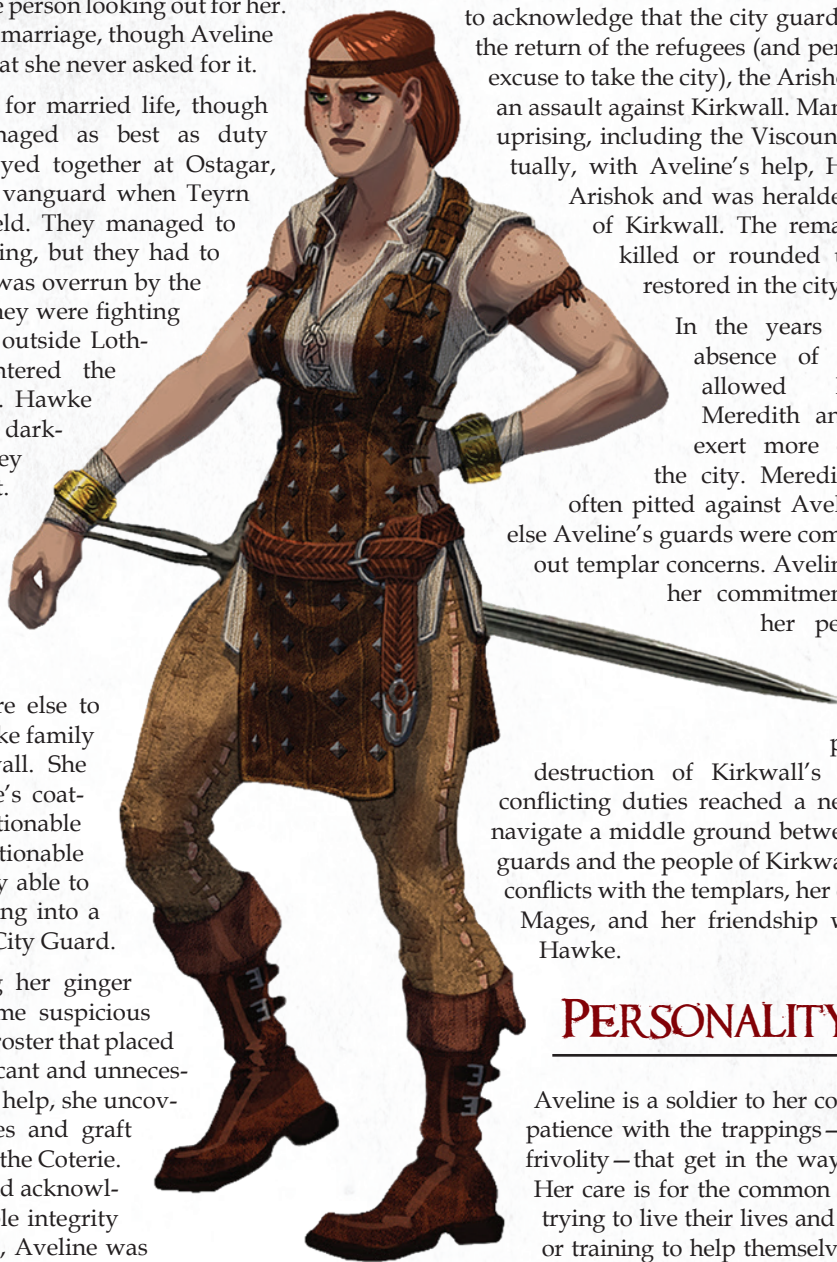
The former ended much better than the latter. Refusing to acknowledge that the city guard had a just claim on the return of the refugees (and perhaps looking for an excuse to take the city), the Arishok led his Qunari on an assault against Kirkwall. Many were killed in the uprising, including the Viscount of Kirkwall. Eventually, with Aveline's help, Hawke defeated the Arishok and was heralded as the Champion of Kirkwall. The remaining Qunari were killed or rounded up, and order was restored in the city.

In the years that followed, the absence of a sovereign Lord allowed Knight-Commander Meredith and her templars to exert more control throughout the city. Meredith's templars were often pitted against Aveline's city guard, or else Aveline's guards were commandeered to carry out templar concerns. Aveline struggled to keep her commitment to the safety of her people—those under her command and those they were sworn to protect. After the destruction of Kirkwall's Chantry, Aveline's conflicting duties reached a nexus, forcing her to navigate a middle ground between the safety of her guards and the people of Kirkwall, her jurisdictional conflicts with the templars, her distrust of the Circle Mages, and her friendship with and loyalty to Hawke.

PERSONALITY

Aveline is a soldier to her core, and she has little patience with the trappings—be they chivalry or frivolity—that get in the way of doing her duty. Her care is for the common people who are just trying to live their lives and don't have the tools or training to help themselves. Honor is all well and good, but it can't feed a family or protect them when bandits, or darkspawn, Qunari, mages, or insane templars come breaking down the door. Fancy clothes are nice enough, but they make it damned hard to kill the aforementioned door-breakers before they can kill you.

Not all of life is duty, however, and Aveline makes room for friendship, friendly rivalry, and even love. She is uncomfortable expressing emotion, preferring to let her actions speak for themselves (whether they do so effectively is another matter). She does not deal well with praise, and she is downright atrocious at courtship, though she's remarkably good at what comes after—marriage, you gutter-minded git!



"I'd rather kill a bandit and save a merchant's family than know the correct dance steps and which rouge is in fashion."

AVELINE

LEVEL 10 WARRIOR

ABILITIES (FOCUSES)

2	COMMUNICATION (INVESTIGATION, LEADERSHIP)
6	CONSTITUTION (STAMINA)
1	CUNNING (MILITARY LORE)
4	DEXTERITY (BRAWLING, INITIATIVE)
0	MAGIC
3	PERCEPTION (SEARCHING)
6	STRENGTH (AXES, HEAVY BLADES)
3	WILLPOWER (COURAGE, MORALE, SELF-DISCIPLINE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
14	120	17	10

WEAPON	ATTACK ROLL	DAMAGE
LONGSWORD	+8	2D6+6
LONGBOW	+4	1D6+6

SPECIAL QUALITIES

FAVORED STUNTS: Defensive Stance (1 SP), Dual Strike (3 SP), Knock Prone (1 SP with Shield of the Knight Herself), Taunt, Threaten (1 SP).

POWERS: Expert Strike.

SPECIALIZATION: Guardian (Master).

TALENTS: Archery Style (Novice), Armor Training (Journeyman), Command (Novice), Weapon and Shield Style (Master).

WEAPON GROUPS: Axes, Bludgeons, Bows, Brawling, Heavy Blades, Light Blades.

EQUIPMENT: Longsword, Shield of the Knight Herself (Medium Shield), heavy plate.

THREAT: MAJOR

Aveline has a conflicted relationship with her namesake. Years of pressure from her father to live up to the legend of Aveline has left the real Aveline resentful of the comparison—even more so because she is all too aware that she resembles her namesake, at least on cursory inspection. Aveline does not aspire to a closer resemblance. Better to be a living woman than a dead hero.

RELATIONSHIPS

Aveline was raised to be self-sufficient, which is perhaps why she and her first husband were so close and why his death was such a blow to her. Wesley was always the warrior standing at her side, but his death led her to question whether she could have done more to protect him.

She carried those doubts with her into Kirkwall and her work in the City Guard. Aveline cares deeply for those under her command, but she is most likely to show it through fair treatment, good training, and a driving work ethic. Praise is

TO DONNIC OR NOT TO DONNIC

Despite her worst efforts—from copper marigolds to dowry goats to conversations about sword-tempering—Aveline is able, with Hawke's help, to romance Guardsman Donnic Hendyr without being reported to the viscount for conduct unbecoming of a commanding officer. This romance (and eventual marriage) has a significant impact on Aveline's self-confidence and conviction during the Qunari uprising and the inciting events of the Mage-Templar War. Benoit du Lac was wiser than he realized when he encouraged Aveline to marry Wesley Vallen. For all her strength, Aveline thrives when she has someone in her life to help shoulder her burdens; someone she doesn't need to protect. Hawke fills that role to some extent after the death of Wesley Vallen, but ultimately it is Donnic who has that special something that frees Aveline to shine.

If Donnic is killed or if the romance is otherwise not pursued, then Aveline is troubled by self-doubt as the city falls further and further into strife. She compensates for this by driving her guards harder and harder to do better. She shoulders the blame of each guard's death, and she might even be driven to quit her position as captain of the City Guard. In the battle between templars and mages, she is grim in her defense of the people of Kirkwall, and she bitterly lays each death at Hawke's door.

roughly given and honest, as is critique. She can sometimes be protective of her people to the point of smothering them; delegation is not her strong suit. However, she is willing to mend her ways when called on them—at least temporarily. Aveline prefers straight talk to dissembling. She likes to know where she stands with people, and she reciprocates in kind.

Her friendship with Hawke helps temper Aveline's protective tendencies because few people need less protecting than him. It also curbs any inclination Aveline might have toward viewing the world in black and white by bringing her into contact with people and situations that do not have easy resolutions. The greater good is not always something that can be achieved by laws or guards.

PLAYING AVELINE

Given Aveline's position as captain of Kirkwall's City Guard, players are unlikely to encounter her outside of the Free Marches. However, she can be a useful contact for a campaign or section of a campaign set in Kirkwall. Aveline has demonstrated on many occasions that she is willing to employ freelancers for matters pertaining to the protection of Kirkwall but on the edge of the City Guard's jurisdiction. Moreover, competence and compassion matter more to her than connections, so she is likely to give PCs a fair hearing if they come to her with a pending concern. She is even likely to lend them resources to further investigate the matter if their case is convincing and the threat dire enough. As long as the PCs keep their noses clean(ish), don't rack up too much collateral

damage, and give a fair accounting of their activities, Aveline can be developed into a powerful ally.

Because she is so well-positioned and so busy, Aveline makes an excellent tool for GMs looking to seed plots without usurping PC agency. She is not likely to have much time available for direct interaction with the PCs, especially in the early days of a building relationship, nor is she likely to accompany them through their investigations. If the GM wants players to have a bit more hands-on help in connection with Aveline, then one of her lieutenants or even Guardsman Donnic can be used as a regular go-between and guide.

Aveline's main concerns are the well-being of Kirkwall's people, the safety of her guards, and the peace of the city and its environs—in that order. Between smuggling at the docks, thieves in Lowtown, slavers and the Carta in Darktown, and whatever shenanigans the mages and the templars are up to on any given day, Aveline has a wide range of threats she could hand off to a group of "specialists" to investigate.

If the PCs are involved in less savory activities, or if their presence threatens Kirkwall, then Aveline can make an intimidating adversary. She has the full power of a well-trained City Guard at her disposal, one that has weathered a Qunari

uprising and a battle between templars and mages. While Aveline is not likely to engage in conflict directly, she is more than capable of deploying those resources to stymie the players in their nefarious dealings. GMs should be cautious about the escalation of any such conflict. Aveline would prefer to levy fines and pursue imprisonment or even banishment as punishment for crimes like theft and smuggling, but she takes the safety of her guards very seriously and would be less likely to be so lenient with anyone who murdered her people.

ADVANCEMENT

As Aveline advances in levels and skill, she focuses on building her ability to lead and protect those under her care. She rounds out her knowledge of weapons and armor, but she also focuses on developing the skills and capabilities required of a guard captain, such as Communication, Cunning, and Perception. She continues to develop her talent for Command, and she begins to develop the Contacts and Observation talents necessary to maintain law and order in a city as rife with unrest as Kirkwall.

BARKSPAWN / DOG

FULL NAME: Barkspawn, Rabbit, Dog, and Various Others

ROLE: War Dog, Constant Companion, Best Friend

RACE: Mabari

ALLEGIANCES: The Warden, Mabari

HOMELAND: Ostagar

Dog, or as he has been called by Alistair, "Barkspawn," is a faithful Mabari companion to the Warden. While dogs are a much-loved animal across all of Ferelden, Mabari hounds are the most valued. Legend says Mabari are descended from the pack of wolves the Alamarri warrior Dane used to wage war against the werewolves, but no one can verify this truth. More likely the Mabari originated in Tevinter, where they were bred to be war hounds.

This particular Mabari hound came to be the Warden's companion after a certain series of events that took place in Ostagar. During the Fifth Blight, Ostagar was suffering under the effects of the taint, which could turn men (and dogs) into darkspawn. Barkspawn was hit hard, and his future looked bleak, until the Warden rescued the hound by providing an herbal cure for the taint. During the battle of Ostagar, Barkspawn was lost, and the Warden feared him to be dead.

But after the battle, it was discovered that the hound had indeed escaped. He met back up with the Warden's party during their journey to Lothering, where he helped them defeat a band of darkspawn and became part of their group. This dog turned out to be incredibly useful to the Warden. Not only did he protect him in combat, he also helped explore interesting landmarks, find lost items, and alert the Warden's party to stealthy or invisible attacks that approached them.

BARKSPAWN

LEVEL 1 WARRIOR

ABILITIES (FOCUSES)

COMMUNICATION 1, CONSTITUTION 2, CUNNING 3, DEXTERITY 3 (BITE), MAGIC 0, PERCEPTION 5, STRENGTH 3, WILLPOWER 2

SPEED	HEALTH	DEFENSE	ARMOR RATING
15	35	16	4

WEAPON	ATTACK ROLL	DAMAGE
CLAWS	+3	1D6+2
BITE	+5	2D6+1

SPECIAL QUALITIES

FAVORED STUNTS: Knock Prone, Skirmish, Speedy Search, Taunt, The Object of Your Attention.

CLASS POWERS: Brawling.

TALENTS: Armor Training (Novice), Quick Reflexes (Novice).

EQUIPMENT: Mabari Dog Chain, Warpaint of the Wolfhound

THREAT: MODERATE

The Warden's hound fit well in the party and was much liked, especially by the Qunari Sten and the golem Shale. Barkspawn served admirably beside the Warden until they defeated the Archdemon. After these events, he was allowed to rest, find a mate, and produce many Mabari pups. These pups share the ferocity of their father, and could prove to be equally valuable companions to those worthy of their loyalty and companionship.



PLAYING BARKSPAWN

Barkspawn is an incredibly loyal companion to whomever takes care of him. If he is commanded to help someone out, or to be a companion to another warrior, he will do so and work just as faithfully as he would for his actual owner.

Barkspawn can be used best as an NPC ally helping the party track down a lost item or person. The dog himself would be a prized possession as well and could serve as a MacGuffin for a quest. If enough time has gone by and the dog has passed, there is a good chance many interested parties would be after his bones to display them.

After retiring from the campaign against the Blight, it is said that Barkspawn settled down and sired several litters. If any of the party members wanted a Mabari hound companion and the timeline was right, fitting it in so their pet was a descendant of Barkspawn could bring an enjoyable twist to the interaction.

BRIALA

FULL NAME: Briala
ROLE: Elven Ambassador to Orlais, Former Spymaster
RACE: Elf
ALLEGIANCES: Her People, The Elves of Orlais
HOMELAND: Orlais

Briala had been Celene Valmont's handmaiden since the age of ten, when Briala's mother had another elf accused of theft to ensure Briala would receive the assignment. After that, she became Celene's confidante and spymaster. And after that, she became her lover.

Briala's parents were victims of the Game, killed as part of Dowager Lady Mantillon's maneuvers to see Celene Valmont become Empress of Orlais. Years later, Briala took revenge upon Lady Mantillon, assassinating her in her coach and vowing never to let Celene turn into a woman like the dowager.

As Celene's handmaiden, spymaster, and lover, "Bria" has served faithfully and expertly, but not without regard for her own interests. Her influence has undoubtedly been a factor in the Empress's push to allow sponsored elves into the University of Orlais. At the start of the Orlesian Civil War, rather than tell Celene her champion, Michel, was using a false identity, she made the chevalier promise her a favor for her silence. These acts were not evidence Briala was untrue to the Empress, but rather that she, like her mistress, was an expert player of the Game.

When the elves of Halamshiral rioted, Briala convinced Celene to allow her to attempt a quiet resolution. Briala would assassinate Lord Mainserai, the man who had ordered an elf hacked to pieces and hung throughout the city. The two hoped Mainserai's death would calm the elves, preventing the need to pacify them with force. However, moments after Mainserai's death, Celene's soldiers arrested Briala and razed the Halamshiral alienage.

Briala escaped and caught up with Celene, who herself was then fleeing Gaspard, her opponent in the Orlesian Civil War

now raging in full. Celene explained that Gaspard forced her hand on the Halamshiral elves, and though she felt betrayed, Briala agreed to join Celene in her quest to return to Val Royeaux.

The elf, however, was not as forgiving as she seemed. Celene nearly had a network of eluvians in her grasp, ancient elven mirrors that would have allowed her to move her troops across Orlais at unparalleled speed. But Gaspard caught up with her, and control of the eluvians came down to a duel between Celene's champion, Michel, and Gaspard. Michel was moments from landing the killing blow that would have ended the war when Briala called in her favor. She demanded Michel forfeit the duel, and his chevalier's code gave him no choice but to comply, else he be seen to have betrayed his word. In the ensuing confusion, Briala seized control of the eluvians for herself, locking them solely to her own authority and ejecting the opposing factions from the eluvians—but not before uncovering that it was in fact Celene who had her parents killed all those years ago to earn the favor of Lady Mantillon.

Briala now retains control of the eluvians and is using them to hamper both sides of the civil war. Whichever side seems to be in the lead, Celene or Gaspard, Briala cuts off their supply lines or warns their targets in advance of their arrival. She also uses the eluvians to bring food to alienages, gaining the support of city elves, and is doing what she can to gain the support of Dalish elves as well. The longer she can lag the war effort, the more time she has to free her people from their bonds.

PLAYING BRIALA

Briala can create excellent adventure opportunities for altruistic characters who wish to remedy the plight of the elves. Her main goal is to see the elves of Orlais—not just the city elves but the Dalish as well—raised to equality with their human neighbors. These goals could lead to adventures

BRIALA

LEVEL 10 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 4 (DECEPTION, ETIQUETTE, PERSUASION),
CONSTITUTION 2, CUNNING 3 (CULTURAL LORE, HERALDRY,
HISTORICAL LORE), DEXTERITY 6 (BOWS, LIGHT BLADES, STEALTH),
MAGIC 0, PERCEPTION 2 (SEEING, TRACKING),
STRENGTH 1 (CLIMBING), WILLPOWER 2

SPEED	HEALTH	DEFENSE	ARMOR RATING
18	45	16	4

WEAPON	ATTACK ROLL	DAMAGE
SHORT BOW	+8	1D6+6
DAGGER	+8	1D6+2

SPECIAL QUALITIES

FAVORED STUNTS: Pierce Armor (1 SP), Mighty Blow, That Makes Me Wonder (2 SP), Tower of Will, The Upper Hand.

CLASS POWERS: Backstab, Bluff, Dirty Fighting, Lethality, Rogue's Armor.

SPECIALIZATION: Assassin (Master).

TALENTS: Archery Style (Novice), Contacts (Journeyman), Dual Weapon Style, (Novice), Intrigue (Novice - Deception).

EQUIPMENT: 2 daggers, heavy leather armor, and short bow.

THREAT: MAJOR

running interference against Celene and Gaspard's forces and bringing aid to the elves. Characters who simply enjoy messing with warring nobility could also find themselves in Briala's employ.

Characters could also assist Briala's efforts to bring unity between the Dalish and the city elves. Many Dalish don't see city elves as being truly elves and so don't see any particular reason to help them, and for that matter why would anyone want to have equality with a shem? Any number of adventures could be crafted around gaining Dalish support, as their combat skills could be invaluable to Briala's war efforts. More intrigue-oriented adventures could be found within the



"Your people are my people, even if they've forgotten it. I will work with the Dalish, but only if they help all our people."

Orlesian court, supporting those who support the elves or tearing down those who do not.

When playing Briala, remember she is still a master manipulator and player of the Game. She has no problem being deceitful if it will get her what she wants and will even sacrifice her own people if it supports her cause. Also remember that despite Celene's repeated betrayals, Briala still cares for her—though she'd hardly admit it. She just doesn't trust her.

See the entries on **Celene** and **Gaspard** for more ways Briala might be used in your campaign.

CASSANDRA

FULL NAME: Lady Cassandra Pentaghast

ROLE: Right Hand of the Divine

RACE: Human

ALLEGIANCES: Seekers of Truth (Former); Orlesian Chantry (Former); the Inquisition

HOMELAND: Nevarra

The Pentaghast genealogy is less a family tree and more a sprawling web of creeping vines reaching the length and breadth of Thedas. Botanical metaphors start to wither, though, in the context of the Nevarran royal family: A species

in existence for hundreds of years generally doesn't spend its entire lifespan at war with itself. Cassandra Pentaghast, Seeker of Truth and Right Hand to two Chantry Divines, fortunately turned out to be a seed that fell very far indeed from the tree. Cassandra and her older brother Anthony became orphans at a young age when their parents formed part of a failed coup attempt against Nevarra's King Markus. The monarch put the parents to the sword, but spared their children both for their age and because of their distant family relation to the crown.

Sister and brother became the wards of their uncle, a Mortalitasi—the Nevarran order of death-mages—and administrator of



*"I see what must be done, and I do it!
I see no point in running around in circles
like a dog chasing its tail."*

the Grand Necropolis. While the gilded cage of a young noblewoman stirred resentment in Cassandra, she idolized Anthony. Her elder sibling took up the trade of his forebears and studied the art of hunting dragons. Unlike the Pentaghasts who rested on the laurels of previous generations' deeds, Anthony honored the tradition and gained renown for his skill, as dragon-hunting is a limited field with just two classes of practitioners: skilled and deceased. Cassandra envied her brother's freedom and

daydreamed of training under his tutelage to follow in his footsteps. Anthony swore to teach her everything he knew, and the two stayed awake long into the night whispering excitedly. They'd wander the width and breadth of Thedas as brother and sister and comrades: having adventures, shielding the defenseless, and battling fiends out of legend.

It wasn't to be. A band of maleficarum approached Anthony in secret to hire him to secure vials of dragon blood. It's unlikely they spelled out their intention to use the blood in some sort of unholy ritual, but it wouldn't have been a stretch to note that something sketchy was afoot. No one with good intentions hires out for dragon-blood collection. Anthony refused to participate in the venture, and to ensure his silence they murdered him in cold blood, in broad daylight, and in plain view of his little sister.

Anthony's death shattered Cassandra; she considered it the end of everything she knew. Soul-wrenching grief became a seething hatred. She blamed all mages and all magic for the murder of her beloved brother. She fled her uncle's home to the Chantry, obsessed with becoming a templar and avenging her brother. Still a girl, her fury and grief drove Cassandra to train tirelessly and forsake all ties to her former life. When she came of age, she petitioned the Chantry to join the Templar Order. Despite her pleas and rabid outrage—or more likely because of them—her request was denied and she was sent instead to the Seekers of Truth. The sheer injustice of being denied her life's one and only desire—its sole *purpose*—only fueled her resentment. Her training continued grudgingly under Byron, a veteran Seeker and her mentor.

Fate was to knock her feet out from under her yet again. To hear Cassandra tell it, it's nothing worth mentioning: the same old tale of blood magic, a conspiracy to assassinate the Divine, the slaying of a High Dragon, and elevation to the Divine's Right Hand. A footnote, really. Seeker Pentaghast prefers not to discuss the matter, given the tale's exponential growth with each recounting. The unvarnished, unembellished truth is this: Byron and his charge stumbled across a plot by a triumvirate consisting of a maleficar, a Grand Cleric of the Chantry, and her Templar Knight-Commander lover. Their objective: the death of Divine Beatrix during the Chantry's Ten-Year Gathering in Val Royeaux. The weapon: a squadron of magically dominated dragons.

In a living nightmare, Cassandra saw Byron cut down before her very eyes by a blood mage. She gave chase and found aid in the most unlikely of places: a mage named Regalyan D'Marcall. The two pursued the maleficarum to Val Royeaux and saved Beatrix from the all-too-literal jaws of death. Anthony and Byron watched from the Maker's side, smiling with pride as their sister and pupil leapt atop the High Dragon's back and slew the beast in an aerial battle out of legend.

For her deeds, Divine Beatrix III named Seeker Cassandra Pentaghast her Right Hand in 9:22 Dragon. A position of highest honor and tremendous responsibility, the Right Hand serves as personal agent to the Sunburst Throne, extending the Divine's reach and going where she cannot. The responsibilities of the post wore on Cassandra, and when Revered Mother Dorothea succeeded Beatrix just over a decade later, Seeker Pentaghast at first declined the invitation of the newly named Divine Justinia V to remain as the Right Hand. The Most Holy convinced Cassandra with ambitious, yet

eminently practical, ideas for reform of the Chantry, however, and Cassandra stayed on, working closely with Justinia's Left Hand: Sister Leliana, the Nightingale.

Responding to disquieting reports from Kirkwall, the Divine dispatched the Right and Left Hands to investigate the mounting unrest. It was too little, too late. A mage terrorist destroyed the Kirkwall Chantry in 9:37 Dragon. All inside perished, including Grand Cleric Elthina. Elthina's death and the templars' invocation of the Right of Annulment sparked the Kirkwall Rebellion. As Circles of Magi throughout Thedas rose up and war raged, Justinia, Cassandra, and Leliana hatched a plan: the recreation of the Inquisition of old. The three hoped this new Inquisition would, like its namesake, bring peace and stability to a world on fire. In need of an Inquisitor capable of such a monumental undertaking, Sister Nightingale set out in search of the Grey Warden known as the Hero of the Ferelden while Seeker Pentaghast sought Hawke, the Champion of Kirkwall.

When the Lord Seeker dissolved the Nevarran Accords—the agreement dating from the Divine Age that put the Seekers and Templars under the umbrella of Chantry authority—Cassandra chose to remain with Justinia. The Divine's plans for peace were truer to the Seekers of Truth mission than its leader's lust for war. Justinia persuaded the rogue Seekers and templars—and their counterparts among the Rebel Mages—to attend a conclave scheduled for 9:41 Dragon at the Temple of Sacred Ashes. Her search for Hawke fruitless, Cassandra nevertheless brought with her to Haven one Varric Tethras to recount his tale of the Champion. (Not to be confused with Tethras' highly fictionalized and wildly successful book, *Tale of the Champion*.)

Before Cassandra and Varric could address the Conclave, a magical explosion leveled the temple and rent asunder the very heavens. After her death, the late Divine's Right and Left Hands carry out Justinia's last wish and command: to revive the Inquisition of ages past and to bring peace and justice in a time of turmoil, starting with the Breach threatening to consume all Thedas.

PERSONALITY

Within Cassandra's mind is a world of black and white, of right and wrong, of what should and what shouldn't be. That world's counterpart in reality is not nearly so simple. All her life, Seeker Pentaghast has been driven by absolute conviction and faith, a sort of utopian idealism with regard to what this world *should* and *could* be. And yet seldom does reality match the ideal.

It would be all too easy to lump Cassandra in with her more violent former comrades. The truth is only the Maker's grace and Justinia's influence saved her from ruthless fanaticism. Like other warriors of faith, the motor driving her is an idealistic view of reshaping the world to what it *should* be. Cassandra is not a traditionalist, however, frothing at the mouth and denouncing as heresy whatever contradicts an imagined past. Hers is a progressive philosophy, at its core a love of the Chantry and its principles and a desire for reform.

The years since the Kirkwall Rebellion have been a transformative experience and an unforgiving education for Cassandra

and her ironclad belief in herself and her worldview. The realization that the world is not as monochromatically simple as she once believed sparked in the Seeker a crisis of faith, both in herself and in all she once held as irrefutable truth. The Divine had been murdered, the Chantry was in shambles, the Seekers had gone turncoat, and she had been branded a heretic by the faith she fought to defend her entire adult life.

That innocence—what some might brand obliviousness or willful ignorance—can never be fully restored. The impatience born of her unflagging confidence in herself, her Order, and her Chantry is still present and significant, but Cassandra is slowly coming to terms with this new reality. Introspection is a difficult skill to learn, however, and Cassandra's brash impulsiveness often leaves her deeply chagrined or ashamed of mistakes that could have been avoided had she taken time to consider before rushing to judgment. Or to paraphrase her own recriminations, if recent events taught her anything, it's the extent of her own ignorance and short-sightedness.

Nonetheless, she throws herself into any conflict with a zeal often mistaken for suicidal recklessness. Perhaps she's attempting to recapture, if only for a fleeting instant, the comforting simplicity of a clear target and zero nuance. Or perhaps the Seeker wants to atone for her imagined failures at any cost and bring about the future she so desperately wants: a Chantry concerned more with Andraste's teachings than with unquestioned authority and unquestioning obedience.

RELATIONSHIPS

Cassandra does not make herself easy to like. Even among the aloof Seekers, Cassandra is an island—though perhaps a cactus patch is a more appropriate metaphor. It's a tragic paradox: Her obstinate insistence on what *should* be leads to wholly unrealistic expectations, not only for others but for herself as well. She *wants* friends and confidants with whom she can achieve mutual respect and affection, because of and despite her "quirks." But her impossibly high standards frustrate those who would like to be closer, while her crisis of confidence makes her feel unworthy of anyone who *does* meet with her approval. Even if she made herself approachable, her missions for the Sunburst Throne prevent her from staying in any single place long enough to form attachments.

She is not on good terms with her family and considers herself to have little in common with the other Pentaghasts. The royal family's preference for legacy, eulogy, and genealogy over affection or solidarity soured her on the Pentaghast clan, and Anthony's passing severed her only true emotional attachment. Nothing and no one ties Cassandra to Nevarra or her so-called family.

Cassandra's true friendships can be counted on the fingers of one hand. Regalyan, the mage whose aid enabled her to save both her own life and Divine Beatrix's, became her friend, and with time, more than a friend. It was an unlikely pairing: Despite his legitimacy as a Circle Enchanter, for Cassandra it was loathing at first sight. The star-crossed Seeker and mage could never make a stable, serious relationship, though the two got together when they could and harbored feelings for one another right up until his untimely demise at Justinia's Divine Conclave.

CASSANDRA			
LEVEL 10 WARRIOR			
ABILITIES (FOCUSES)			
1	COMMUNICATION (INVESTIGATION)		
4	CONSTITUTION (STAMINA)		
2	CUNNING (MILITARY LORE, RELIGIOUS LORE)		
4	DEXTERITY (INITIATIVE, LIGHT BLADES, RIDING)		
3	MAGIC		
3	PERCEPTION (SEARCHING)		
4	STRENGTH (CLIMBING, HEAVY BLADES, INTIMIDATION)		
6	WILLPOWER (FAITH, SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
11	110	14	7
(17 WITH SHIELD)			
WEAPON	ATTACK ROLL	DAMAGE	
LONG SWORD	+6	2D6+4	
DUAL DAGGERS	+6	1D6+5	
GAUNTLET	+4	1D3+5	
SPECIAL QUALITIES			
FAVORED STUNTS: Defensive Stance (1 SP with shield), Dual Strike (3 SP), Seize the Initiative, Threaten (1 SP).			
CLASS POWERS: Expert Strike, Magic Resistance (+2), Spell Purge, Templar Strike.			
SPECIALIZATION: Templar (Master).			
TALENTS: Armor Training (Novice), Dual Weapon Style (Journeyman), Horsemanship (Novice), Weapon & Shield Style (Master).			
EQUIPMENT: Seeker's medium shield, heavy mail armor, long sword, and dual daggers.			
THREAT: MAJOR			

While the two rarely show it and never admit it, the initial animosity between the Seeker and Varric Tethras over time has waned and eventually transformed into grudging admiration and even friendship. Cassandra sees through the dwarf's painstakingly crafted guise of self-obsessed indifference. Varric in turn appreciates the Seeker's refusal to let fervor take precedence over the truth, even when it proves her wrong. That said, he has no intention of letting her forget about that "abduction, interrogation, and threat of torture" unpleasantness any time soon.

(Though with his penchant for "drawing inspiration" from the people and events around him, one might wonder if the scribe sees her primarily as a friend, or as a dynamic and initially unlikeable character in his next bestseller. The answer most likely lies somewhere in between.)

Though the Divine's Right Hand, Cassandra remained a member of the Seekers and mentored a young Seeker named Daniel during her tenure. The two went their separate ways when the Lord Seeker severed ties with the Chantry, but Cassandra retains great affection for her apprentice. Fear

gnawed at her when Leliana's agents reported the Seekers of Truth vanished without a trace.

Though at first blush it appears unbelievable, the Seeker's taciturn shell hides the heart of a hopeless romantic. It makes sense on further reflection: She is a zealous idealist and desires the ideal in her own life. She has absolutely no interest in indulging in mere pleasures of the flesh. Cassandra's love, like her faith, is absolute, and she throws herself heedlessly and passionately into the storm. The surly Seeker wants a storybook romance. She is particularly fond of the books of Varric Tethras, a secret she guards fiercely, especially from Varric himself.

PLAYING CASSANDRA

Stories featuring Cassandra in her role as Right Hand of the Divine are most likely to have plots or subplots relating to blood magic, Circle corruption, templar wrongdoing, or Chantry politicking. Seeker Pentaghost is just as likely to appear as an antagonist as an ally. It's not malicious, though: Cassandra really does believe she's on the side of good. Her ironclad convictions make her an implacable foe and an unwavering comrade-in-arms—potentially both. Cassandra is determined (read: stubborn), but she's by no means stupid, and a sufficiently persuasive individual can win her over. While she's at least willing to entertain differing ideas and opinions, Cassandra does not welcome them, and anybody who means to sway her had better be quite convincing. She values actions over words and does not brook hypocrisy of any sort, even if it's a case of willing spirit/weak flesh rather than deceitful intent.

A word to the wise: Cassandra is slow to trust, quick to judge, and just as quick to doubt. She's not much for second chances for those who disappoint her or fail to meet her (often unexpressed) expectations. Her eyes view the world with suspicion, attributing malicious intent to simple misunderstandings. Remember, too, that Seekers are *warriors* and Cassandra is a particularly willful and gifted fighter. She's no stranger to violence and doesn't shrink from confrontation, but she prefers intimidation to get what she wants. She prefers the looming threat of force to its actual application and leaves bloodshed as a last resort.

ADVANCEMENT

Seeker Pentaghost finds herself swept into matters she would never have expected prior to the events of the Conclave. When she and Leliana fulfilled Divine Justinia's decree to form the Inquisition, the Seeker never considered exactly what such an undertaking entailed. Her place as founder and one of the leaders forced her into questions of organization, logistics, command, and discipline—and most antithetically, diplomacy.

As Cassandra comes into her own at the forefront of the Inquisition, her focus widens from purely martial matters. She of course maintains her prowess with blade and shield, but also dabbles in talents that reflect the wide variety of roles she's pushed to play: Command, Contacts or other social and intellectual endeavors. Ability point increases would spread to make up for her shortcomings in Abilities like Communication.

CELENE

FULL NAME: Celene Valmont I

ROLE: Empress of Orlais

RACE: Human

ALLEGIANCES: Empire of Orlais

HOMELAND: Orlais

The Valmont dynasty has ruled Orlais since the late Exalted Age when Alphonse Valmont led a civil war against Emperor Xavier Drakon. With the Valmont family's crest displaying a lion and the Drakon family's crest featuring a dragon, this victory gave name to the tale of The Lion Slaying the Dragon. Four ages later, a Valmont still sits upon the Orlesian throne in the form of Celene Valmont I. Her ascension, however, was not easily won and has not been easily held.

When Emperor Florian died with no direct heirs, two likely successors remained: cousins Celene Valmont and Gaspard de Chalons. Gaspard was never much for the Game, but to his benefit, his wife Calienne was. She put into motion a plot to wipe out Celene's entire family, but was only immediately successful in assassinating Celene's mother. Celene's father retaliated, killing Calienne himself, but not before taking a lethal dose of poison from her hidden stiletto. Celene herself avoided this battle with the help of Dowager Lady Mantillon, who not only trained Celene in the art of the Game, but had also orchestrated Emperor Florian's death so that Celene could next claim the throne.

With both Celene and Gaspard still alive, the Council of Heralds—tasked with settling all disputes involving titles—decided the issue of inheritance on the side of Celene, the more expert player of the Game. She was crowned Empress Celene Valmont I the year following her uncle Florian's demise. It wasn't until twenty years later that her cousin Gaspard began his treasonous campaign to usurp the throne.

Gaspard's opening volleys included an attempt to incite war with Ferelden, diverted by Celene's quick wit; an attempt at direct assassination, diverted by Celene's quick dagger; and a smear campaign targeting Celene's apparent sympathy for the elves, not so easily diverted. Celene does, in fact, have sympathy for the elves, between her own compassion and her secret romance with her elf handmaiden and spymaster, Briala. Whichever the incentive, Celene leaned on the University of Orlais to admit elves as students—with proper sponsorship of course—and favored soft-handed responses to an elven uprising in Halamshiral. It was the latter, combined with rising rumors of her elven love affair, which truly gave Gaspard fodder to besmirch her honor.

One of Gaspard's allies, Duke Remache of Lydes, commissioned a play in which Andraste is seen taking an elven lover, a heretical interpretation and clear reference to the rumors of Celene's relationship with Briala. Celene attended the insulting display which mocked her openly in front of the laughing crowd. Her hand forced, there was simply no way she could let this stand without making an extremely public display of her lack of sympathy for the elves, especially after learning Gaspard had also arranged for some "research" to be released from the University of Orlais comparing elves to animals. This



"If the people fear that I am softhearted for the elves, it will take action to disabuse them of the notion. Gather our forces. We march on Halamshiral. I have a rebellion to crush."

would mean anyone laying with an elf—an animal—would be making offense to the Maker. And so Celene turned her eye to the elves of Halamshiral, with whom she had previously taken a soft approach at the behest of Briala.

Celene personally led a small army to put a violent end to the rioting elves, who by then were ready to reach a quieter resolution with Briala's aid. Their quiet resolution would never be seen, as Celene's soldiers destroyed the city's elves with crossbows and their homes with fire.

This, however, is what Gaspard expected. He hoped Celene would personally march to Halamshiral with a contingent of soldiers only strong enough to put down some rebellious elves. When the pretender Gaspard attacked her with his own forces, she stood no chance. Celene and Michel were forced to flee into the wilderness with her usurper cousin in pursuit.

CELENE'S ARSENAL

Celene carried more magic on her wrists, throat, and fingers than most outside the Circle would see in a lifetime, including both the ring Lady Mantillon had given her and the ring that sent flames licking out of any weapon she wielded. That magic had given her sufficient strength and skill to kill a few unsuspecting soldiers.

—*Masked Empire*

Celene has something of a fascination with magic and has amassed herself a personal treasure trove of beneficial accoutrements. One in particular is *Anneau du Feu*. This ring has the same effect as the *flaming weapons* spell, but affects only the wearer, lasts indefinitely, and is automatically cast whenever a melee weapon is drawn.

The Puzzle Ring of the Black Fox, rumored to be one of ten once owned by its namesake, is a gift given by Lady Mantillon to masterful players of the Game. It grants only a +1 bonus to DEXTERITY (LOCK PICKING) tests but a +3 bonus to social interactions with those who understand its significance.

These are just two of any number of pieces of magical jewelry that Celene might be wearing at any given time. Though these adornments pass for the opulent decorations one would expect to be worn by the Empress of Orlais, they also provide tremendous personal protection. Game Masters can get creative with the powers of these artifacts to meet the needs of the story. Adventures could also be crafted around retrieving new items on Celene's behalf or attempting to remove an item from her possession on behalf of a former owner or a third party concerned with the influence it might be exerting on the empire.

This pursuit led to Gaspard following Celene, each with a small number of their close allies, through an eluvian, a magic mirror used by ancient elves to travel Thedas. Within the strange world they found themselves, Gaspard and Michel dueled for control of the network of eluvians, which would allow either army to travel across Thedas far quicker than any mundane means would allow. The winner would effectively hold the keys to winning the civil war. At the last moment, however, Briala—in retaliation for what she saw as Celene's betrayal at Halamshiral—stole victory from Michel, staying his hand against Gaspard by calling in a favor he owed her for keeping his shameful secret—Michel de Chevin never existed and he was in fact an elf-blooded commoner. In order to explain his forfeiture, he revealed the secret to all present. Celene dismissed him as her champion, and Briala took control of the eluvians for herself. The elf ejected the warring factions back to Orlais, Gaspard and Michel to Val Chevin and Celene to Halamshiral.

Now the Orlesian Civil War rages on. Having lost their opportunity to settle the throne with a simple duel, Empress Celene

Valmont I and Grand Duke Gaspard de Chalons must take their conflict to the battlefields and settle the throne with the swords and lives of their armies.

PERSONALITY

Celene is a progressive ruler, being a patron of education and the arts and inspiring a bit of a cultural renaissance in Orlais. But she is none to be trifled with, her mastery of the Game her the nickname of "The Lioness" among many. She holds a healthy appreciation for magic, and even has a personal collection of magical artifacts.

As Empress of Orlais, she must always be in control. Everything she says is part of the Game, whether she wants it to be or not, and so all of her behavior is well thought-out, composed, and controlled. She knows precisely what she wants to say and how, because she knows exactly how it will be received and construed by others.

Among closer acquaintances, Celene can let her guard down a bit, but every action must still be considered strategically. Even close friends—if she can truly be said to have any among the nobility—are likely to be other players, if not outright competitors. Among allies, she might be more likely to engage in a modicum of playful banter or to more openly and directly discuss matters of importance, though she will still maintain an appropriate level of etiquette and composure.

Privately, Celene is far from without passion. The love she shared with Briala was one of joy, playfulness, and even vulnerability. In private discussion, even with an opponent like Gaspard, she might encourage someone to drop the façade of etiquette if it were hindering an otherwise productive discussion.

RELATIONSHIPS

Celene's grandfather, Emperor Judicael Valmont I, passed the throne to his first son, Judicael II, who then passed it to his brother Florian. As both Judicael II and Florian's children all died in the Hundred Days Cough, Orlais looked to Judicael I's three remaining grandchildren as successors; Florianne de Chalons, Gaspard de Chalons, and Celene Valmont. Florianne was the younger of the de Chalons siblings, so competition for the throne was left to cousins Gaspard and Celene, with Celene coming out the victor.

Celene's parents were Prince Reynaud—son of Emperor Judicael I—and Clarisse de Montfort, both of whom died in Lady Calienne de Ghislain's attempt to secure the throne for her husband, Gaspard.

Michel de Chevin is Celene's former champion. She held him in tremendously high regard until he forfeited his duel against Gaspard within the eluvian. She would likely not be pleased to see him again, and might even seek to do him harm.

Briala and the empress were lovers for most of their adult lives, until Briala stole the power of the eluvians. She was also Celene's spymaster, her most trusted partner in the Game. Losing Briala was a tremendous blow, and though Celene is honor-bound to hate the elf for her betrayal, she also still loves her.

Before his death, King Cailan Theirin of Ferelden was once close with Celene, and it was discussed that he might put his wife Anora aside in favor of a permanent alliance by marriage with Orlais. However, the Fifth Blight took Cailan's life and ended the possibility of such an engagement.

Several years after the Fifth Blight, Morrigan became Celene's Arcane Advisor. She is occasionally sent on missions taking her outside of Val Royeaux, such as one which recently took her to Serault with the task of using the marquise's glass-works to repair an eluvian.

As the Empress of Orlais, Celene is of course also familiar with every person of note within her empire and most of note outside of it. But having recently lost her two closest allies, there are few, if any, whom she can truly trust.

PLAYING CELENE

Empress Celene is not someone likely to be running around having adventures, and unless they are very important people, characters are unlikely to ever receive a private audience with her. A far more likely scenario would be for characters to encounter her at an Orlesian ball or other gathering of nobility. They might also find themselves in her presence if they end up on one side or the other of the Orlesian Civil War. You can use the **Realms and Organizations** rules from the *Dragon Age RPG Core Rulebook* to represent Orlais and its interactions with the characters' institutions.

If characters choose to side with the empress in the war, they could aid her in many ways. Be careful simply enlisting them in her army, however, as you want to keep the campaign focused on the characters rather than letting them turn into a footnote in someone else's story. So if you decide to involve the characters as members of Celene's army, be sure their involvement is critical to the outcome of important battles or of the war as a whole. The **Mass Battles** chapter of the *Dragon Age RPG Core Rulebook* contains rules to help facilitate such conflicts.

An agent of Celene's could also recruit the characters for missions of greater intrigue. Though Gaspard would try to keep the conflict to the battlefield, Celene is a master of the Game, and getting the characters involved in discrediting Gaspard's supporters or turning them to Celene's side would be a great way to let them flex their non-combat abilities and talents as well as facilitating roleplaying opportunities. A mission to directly assassinate Gaspard would be unlikely as this would only rally his supporters around someone else in stronger opposition to Celene's rule, though a less savvy player of the Game might hire the characters "on Celene's behalf" for such a task—to the Fade with consequences.

Since Briala hampers both side of the Civil War with her elven followers, Celene could dispatch agents to remedy this issue. However, even though there would be no political fallout from the execution of an elven upstart, Celene should prefer to see Briala captured. Despite their mutual betrayals, they still love one another. Any quest involving both Celene and Briala would be a great opportunity to drop hints of their

CELENE			
ORLESIAN NOBLEWOMAN			
ABILITIES (FOCUSES)			
5	COMMUNICATION (DECEPTION, ETIQUETTE, INVESTIGATION, LEADERSHIP, PERSUASION)		
1	CONSTITUTION		
6	CUNNING (ARCANES LORE, CULTURAL LORE, HERALDRY, HISTORICAL LORE)		
2	DEXTERITY (RIDING, LIGHT BLADES)		
2	MAGIC		
3	PERCEPTION (EMPATHY)		
0	STRENGTH		
4	WILLPOWER (COURAGE, SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	35	12	0
WEAPON	ATTACK ROLL	DAMAGE	
DAGGER	+4	1D6+1	
SPECIAL QUALITIES			
FAVORED STUNTS: And Another Thing (1 SP), Disarm, Stunned Silence (2 SP), Sway the Crowd, That Makes Me Wonder (2 SP).			
CLASS POWERS: Expert Strike.			
SPECIALIZATION: Bard (Master).			
TALENTS: Command (Novice), Contacts (Master), Intrigue (Master—Etiquette), Lore (Novice), Observation (Journeyman—Empathy), Oratory (Journeyman).			
EQUIPMENT: Dagger, Anneau du Feu, Puzzle Ring of the Black Fox, and other magical artifacts. (See the sidebar Celene's Arsenal .)			
THREAT: MINOR (IN PERSONAL COMBAT, BUT POSSESSING VAST POWER AND INFLUENCE)			

mutual affection, giving the characters a window for reconciliation or leverage for negotiations.

Even without Gaspard's attempt to usurp the throne, Celene's rule is not without opposition. Her lack of an heir has many nobles concerned, and any of them could use the characters to further their own aspirations to marry into the throne. Celene has also demonstrated in the past that she is not opposed to an alliance by marriage with another country. Depending on who currently rules Ferelden, characters could somehow become involved in reigniting the talks of alliance. Even if the characters don't actually have the influence to do more than act as messengers, travel between the two nations could provide many opportunities to springboard into adventure.

See the entries on **Gaspard** and **Briala** for more ways Celene might be used in your campaign.

COLE

FULL NAME: Cole; as a Spirit, Compassion

ROLE: Merciful Assassin

RACE: Incarnated Spirit

ALLEGIANCES: None

HOMELAND: The Fade

*"Yes. Help the hurt.
Save the small.
If I become a demon,
cut me down."*



The spirit which now goes by the name of Cole presumably began its existence in the customary manner of the denizens of the Fade. As is the way of spirits, it went where it was drawn by those whose thoughts and actions resonated with it, or else to those in need of its presence. When the spirit encountered a young hedge mage by the name of Cole locked up in the White Spire of Val Royeaux —

hungry, afraid, and in pain — it tried to reach out to him to offer comfort. Unable to fulfill its purpose from within the Fade, it instinctively pushed against the Veil and came through into Thedas, where it was able to hold the young mage's hand as he died so that he wouldn't be alone.

After Cole's death, suddenly uncertain of what it was or how it had come to be in the Spire, the spirit adopted the mage's appearance and name and began to wander the tower. Because of his unusual nature, the spirit which had become Cole soon discovered that people invariably forgot his presence just as soon as he was done interacting with them. Only one person, a templar named Rhys, consistently remembered his existence, and the two became friends. When Rhys was imprisoned for a murder he didn't commit, Cole assisted Leliana in setting the young templar (and the White Spire's captive mages) free. During the attack, Cole attempted to kill Lord Seeker Lambert van Reeves, only to have his invisibility disrupted by Lambert's use of the Litany of Adralla, which revealed Cole's mind-controlling abilities to be demonic in nature, whereupon Cole simply faded away. Later, however, Cole reappeared to the Lord Seeker,

COLE

LEVEL 10 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 1, CONSTITUTION 2, CUNNING 1 (ARCANES LORE, HEALING), DEXTERITY 6 (INITIATIVE, LEGERDEMAIN, LIGHT BLADES, STEALTH), MAGIC 0, PERCEPTION 5 (EMPATHY, TRACKING), STRENGTH 2 (CLIMBING), WILLPOWER (COURAGE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
16	50	16	3

WEAPON	ATTACK ROLL	DAMAGE
SHORT SWORD	+8	1D6+4

SPECIAL QUALITIES

FAVORED STUNTS: Dual Strike, Lethal Blow, Lightning Attack (2 SP), Mighty Blow, Pierce Armor, Seize the Initiative (2 SP), Skirmish, The Object of Your Attention.

CLASS POWERS: Backstab, Bluff, Dirty Fighting, Lethality, Rogue's Armor.

SPECIALIZATION: Assassin (Master).

TALENTS: Dual Weapon Style (Journeyman), Scouting (Journeyman), Vanishing (Journeyman).

EQUIPMENT: Light leather armor, pair of short swords, and an unusual hat.

THREAT: MAJOR

having remembered the man whose life he adopted as his own, and recounted Lambert's crimes to him before killing him and departing the White Spire for good.

PLAYING COLE

Above all else, Cole wants to help. Because of his nature as an incarnated spirit, he perceives pain as very nearly a physical thing with which he can directly interact, untangling its threads and releasing those afflicted by it to heal. He also doesn't really understand that other people lack this ability, so the actions of others often seem puzzling to him. He isn't shy about asking for clarification, though the answers he receives are often just as confusing to him as the questions. While Cole has the ability to deliberately cause others to forget him, he also tends to just slip out of memory, and he often feels pleasantly surprised when people remember him. Keenly aware of the mutable nature of spirits, Cole is terrified that he could slip back into being a demon, and would rather die than succumb to such a fate.

Because he is still a spirit, Cole is compelled to explore the thoughts and emotions of others. Since the natives of the Fade simply are what they are, wearing their identities as their outward manifestations, he doesn't understand that rooting around in others' minds is an invasion of privacy—indeed, the very concept of privacy is alien to him, and no amount of explaining ever truly makes him understand it. Cole will unhesitatingly recount a person's painful memories, though he always does so in a stream-of-consciousness way that usually leaves the subject matter ambiguous, at best. He does so only because he wants to excise the pain by exposing it and helping his subject through it, but he will (usually) respect the wishes of those who ask him to stop. Cole also has a tendency to use a great deal of alliteration when he speaks.

Cole may try to engage characters on one of his missions of mercy, particularly if doing so involves nuances of human behavior that he doesn't really understand. Alternatively, Cole might approach a group of characters, asking for their continued assistance with something, only to discover that they have no memory of ever having met him!

INCARNATED SPIRIT

While it is an exceedingly rare occurrence requiring a precise intersection of myriad improbable circumstances, it is possible for a spirit to step through the Veil and take on a physical form of its own.

PLAYING AN INCARNATED SPIRIT

If you choose to play an incarnated spirit, modify your character as follows:

- Add 1 to your Perception ability. Incarnated spirits are defined, in large part, by their ability to sense the world around them.
- Pick one of the following ability focuses: **DEXTERITY (STEALTH)** or **PERCEPTION (EMPATHY)**.
- You can speak and read the Trade Tongue.
- Choose a class. You can play a rogue or a warrior.
- Your Speed = 10 + Dexterity – Armor Penalty (if applicable).
- Roll twice on the **Incarnated Spirit** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

INCARNATED SPIRIT	
2D6 ROLL	BENEFIT
2	+1 Willpower
3-4	FOCUS: DEXTERITY (INITIATIVE)
5	FOCUS: COMMUNICATION (INVESTIGATION)
6	FOCUS: WILLPOWER (SELF-DISCIPLINE)
7-8	+1 Dexterity
9	FOCUS: CONSTITUTION (STAMINA)
10-11	FOCUS: COMMUNICATION (PERSUASION)
12	+1 Constitution

Incarnated spirits are also able to select the following talent:

VANISHING

CLASSES: Rogue and Warrior.

REQUIREMENT: You must be an incarnated spirit.

You can disappear from sight, memory, and possibly even reality. Incarnated spirits may choose the novice level of this talent at 1st level in place of one of the normal talents from which starting rogues and warriors typically get to choose.

NOVICE: When not in combat, you can choose to erase yourself from the short-term memories of others and disappear from sight. Those who wish to remember you must beat you in an opposed test of your **DEXTERITY (STEALTH)** vs. their **WILLPOWER (SELF-DISCIPLINE)**.

JOURNEYMAN: In combat, you may use a minor action to disappear from sight. Again, you must make an opposed test of your **DEXTERITY (STEALTH)** vs. viewers' **WILLPOWER (SELF-DISCIPLINE)**. If you succeed against a given subject, you become invisible to them until and unless you cause damage to them or otherwise directly interact with them.

MASTER: Outside of combat, you may effectively dissolve yourself back into the Fade. After doing so, you can only choose to re-manifest nearby to a person currently experiencing the emotion you embody (Valor, Desire, Faith, etc.) or someone to whom you have grown especially close. When you reappear, you still suffer from any injuries or other ongoing effects which were acting upon you when you disappeared.



*"I've seen the suffering magic can inflict.
I've treated mages with distrust because
of it—at times without cause.
That was unworthy of me."*

CULLEN

FULL NAME: Cullen Stanton Rutherford

ROLE: Penitent Templar and Knight-Commander

RACE: Human

ALLEGIANCES: Templars (Former), Inquisition

HOMELAND: Ferelden

Cullen was always an unusually dutiful and sacrificing child. From a young age, he decided he wanted to help others, and to do this he would join the Templar Order. When he was not playing with his older sister Mia or his two younger siblings, he would go to the Chantry in his home village of Honnleath and beg the templars there to teach him. The few sword tricks they taught him, as well as his dedication and hard work in pursuing his chosen path, eventually caught the attention of a visiting Knight-Captain of the Templar Order. With his parents' consent, Cullen left to officially train with the Order at the age of 13. Cullen's

drive continued to serve him well, and he was swiftly the equal of any of the recruits. When he took his vows, he was assigned to guard the Circle Tower in Ferelden under the command of Knight-Commander Greagoir.

Despite his dedication, there were some parts of his duty Cullen did not relish. He was assigned the task of watching over mages undergoing the Harrowing, and executing those who failed. Cullen considered his job to be as much about protecting the mages as policing them, and while he understood the necessity of this, the idea of killing someone in his care made him uncomfortable. He fervently hoped to never be put in a position where such an action was necessary. He had developed a great deal of sympathy for the mages, and even had something of a crush on one of the female apprentices.

The fall of the Circle Tower changed Cullen completely. When Senior Enchanter Uldred was overwhelmed by the Pride demon he attempted to summon, Cullen was in the upper chambers of the tower and was captured by the corrupted magi. He was trapped within a magical prison, forced to watch as the other captured templars were driven mad and killed. Cullen lasted the longest, tortured with spells and tormented by illusions until the Grey Wardens rescued him.

Having seen first hand the horrors that could be wrought by mages, and driven nearly mad by the torment he had suffered, Cullen argued strongly for the Right of Annulment to be executed. Claiming that they had no way of knowing which mages had or had not be tainted, he wanted all mages in the Circle at Kinloch Hold killed by the templars.

Though Cullen eventually recovered from his ordeal and returned to duty, he had changed drastically. He no longer trusted or sympathized with the mages, viewing them as weapons rather than people—dangers to everyone around them if left uncontrolled. While Cullen was still devoted to his duty, Knight-Commander Greagoir felt he was no longer suited for his current position, particularly in a place where he had suffered so much. Cullen was transferred to the command of Knight-Commander Meredith, watching over the Circle in Kirkwall.

In Meredith, Cullen found a superior that fostered his fear and distrust. She shared his concerns about the dangers of magic and those who used its power. In truth, she was even more uncompromising than Cullen, using the Rite of Tranquility to punish mages that stepped out of line, and enacting draconian measures to control the Circle mages and root out apostates. Meredith believed that only these harsh policies could protect the populace from the dangers of uncontrolled magic—and as the de facto power in the city, there was no one to oppose her on this.

Cullen was swiftly made Knight-Captain and second in command to Meredith, watching over the templars and trainees directly. While Meredith commanded by force of personality, Cullen was often more diplomatic, taking a personal interest in the well-being of his men. It was this personal interest that caused him to cross paths with Hawke, the Champion of Kirkwall, when they both began investigating the disappearance of a templar trainee.

Over time, Meredith's rule became even harsher, and the mages of Kirkwall became even more desperate. As the tensions began to boil over, Cullen attempted to maintain the templar

control that he felt was necessary for the safety of the citizens. He tried to ignore his misgivings about Meredith's actions and the treatment she not only allowed, but encouraged of any of the Order's charges who broke various rules.

When the apostate Anders destroyed the Kirkwall Chantry, Meredith declared the Right of Annulment on the Kirkwall Circle. Cullen argued that such was unnecessary, that they could still control the city without killing all of the mages. However, it was too late. The Circle rebelled against the templars, with the Champion of Kirkwall eventually intervening to stop the First Enchanter, who had used blood magic in a desperate attempt to defeat Meredith's soldiers. Though the rebellion was put down, Meredith ordered her templars to attack Hawke, claiming the Champion had been conspiring against her the whole time.

Cullen finally saw that Meredith had gone mad. He ordered her to stand down, and fought alongside Hawke when the Knight-Commander refused. After Meredith was killed, Cullen made peace with the Champion and lead the templars in restoring peace to the city.

In the aftermath of the Kirkwall Rebellion, Cullen was forced to take a long look at himself and at the Order he served. He admitted to himself that the brutality of Meredith's rule of the Kirkwall Circle, and his own actions in support of it, caused the tensions in the city that eventually exploded into violence. Moreover, this attitude of fear and hatred towards mages is not an uncommon one within the Templar Order. Though he still wished to help people, Cullen began to question whether he could while remaining a templar.

As some semblance of normalcy began to return to the city of Kirkwall, Cassandra Pentaghost approached Cullen. Having seen the way he used the templars to restore order to the city, she wanted to offer him a chance to join the newly formed Inquisition as the commander of their military forces. Cullen gladly took her offer, leaving behind the templars and trying to find a new cause that he could believe in—one that he hopes will better serve to protect people than the current Templar Order.

PERSONALITY

Duty and responsibility for others are the cornerstones of Cullen's worldview. He joined the templars out of a wish to protect others—and left when he realized that the order as it currently stands has allowed fear of demons and blood magic to outweigh their compassion for their charges.

Cullen feels he failed to live up to his ideals as a templar. Though he regrets his past treatment of the mages under his watch, he does not allow himself to wallow in self-pity or guilt. He cannot change what is past. He can, however, find a new path to walk, one that is free from the suspicion and anger he once felt.

Despite this change, Cullen's sympathies are not blind. He is quite aware of the dangers of uncontrolled magic, and he knows that demons and maleficarum can be given no quarter. He accepts the responsibility that he has taken up—both to work with any mages who avoid the dangers and temptations of blood magic, and to put an end to those who become a threat to others.

CULLEN			
LEVEL 15 WARRIOR			
ABILITIES (FOCUSES)			
2	COMMUNICATION (INVESTIGATION, LEADERSHIP)		
5	CONSTITUTION (RUNNING, STAMINA)		
2	CUNNING (ARCANE LORE, MILITARY LORE, RELIGIOUS LORE)		
4	DEXTERITY (INITIATIVE, RIDING)		
3	MAGIC		
1	PERCEPTION		
4	STRENGTH (AXES, HEAVY BLADES, INTIMIDATION)		
4	WILLPOWER (COURAGE, FAITH, MORALE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
14 (10 IN ARMOR)	130	14 (17 WITH SHIELD)	8 (4 vs. PENETRATING DAMAGE)
WEAPON	ATTACK ROLL		DAMAGE
BASTARD SWORD	+6		2D6+5
SPECIAL QUALITIES			
FAVORED STUNTS: Defensive Stance, Dual Strike (3 SP), Stay Aware, Threaten (1 SP).			
CLASS POWERS: Expert Strike, Veteran.			
SPECIALIZATIONS: Champion (Novice), Templar (Master).			
TALENTS: Armor (Master), Command (Master), Weapon and Shield (Master).			
EQUIPMENT: Bastard sword, light plate armor, and medium shield.			
THREAT: DIRE			

Through his service as a templar, and particularly from his time in Kirkwall, Cullen has become an excellent military leader. His care for those who serve under him is obvious and sincere, and his men respond well to it. He is not given to grandiose or inspirational speeches, but the soldiers under his command know that anything he asks of them, he will give at least as much. He will follow his superiors' orders quickly and decisively, but after Meredith, he will no longer follow those orders blindly.

Cullen is generally honest and straightforward in his dealings, and somewhat serious in demeanor. However, he has a self-deprecating sense of humor that comes out in quieter moments. This can often be seen when he is forced into a situation where he is uncomfortable—such as when he is forced to open up to someone about himself and his past.

RELATIONSHIPS

Although he left at a young age to train with the templars, family has always been important to Cullen. As a child, he was close to his brother and sisters, and he missed his family terribly when he left to join the Chantry. While his parents were sadly killed during the Fifth Blight, his siblings fled and settled in new homes. He is closest to his sister Mia, though they are only able to exchange occasional letters to keep each

other up to date. For a long time, the templars served as a surrogate family for him. Now that he has left the order, he is building new relationships for himself among the Inquisition.

Having devoted most of his life to the service of others, Cullen is inexperienced when it comes to romance. After his experiences at the Circle in Ferelden, he put all thoughts of love out of his mind, focusing only on preventing more such horrors from coming to pass. Because of this, he can be shy and awkward when pursued—traits some find even more endearing. In many ways, Cullen is something of a secret romantic, though he has not yet had much opportunity to explore that side of himself.

PLAYING CULLEN

Cullen, particularly during his time after serving at the Circle in Ferelden, can make an excellent foil or honorable antagonist for a hero. Through the end of his time in Kirkwall, he honestly believed his actions were for the good of the people of the city, protecting them from the danger posed by the mages. Though he served a brutal Knight-Commander, he avoided most of the excesses of her rule. This makes him an excellent, complicated foe: one who loyally serves a corrupt leader and believes his actions are necessary, but is also is not an evil man. Characters could find themselves in a quandary dealing with a foe they are unwilling to kill outright.

This role could continue even after Cullen leaves the templars. Though he is no longer comfortable with the actions of the order, he still understands that mages can be dangerous, and understands why the templars decided to cut ties with the Chantry. This middle ground approach can leave him in conflict with any hero who has strong opinions on either side of the struggle—though in this case, the exchange is more likely to be one of words than blows.

Cullen could also serve as an excellent mentor to a warrior hero—particularly one who is, or was, a templar. He can train warriors in templar techniques, and can be a source of aid and support for any hero who is also attempting to let go of their past.

Toward the end of his time in Kirkwall, Cullen is looking for a new way to serve others, a way to help without being tied to the templars. An inspiring hero with a good cause could convince Cullen to leave the order. Perhaps in your campaign, Cullen does not join the Inquisition, but instead becomes an ally or military commander for the heroes in their own endeavors.

While Cullen appreciates the advantages lyrium affords him as a Templar, he has come to question his use of the substance. He is considering giving up lyrium use and may be suffering from withdrawal symptoms if encountered after doing so.

ADVANCEMENT

Cullen would much rather excel in one endeavor than be adequate in many. As he continues to grow, he will likely prioritize his fighting skills, as well as abilities that help him command his troops. Because of this, he is most likely to improve his Strength, Communication, and Willpower. He will also focus on improving his own Self-Discipline as he tries to move away from his past and take better command of his own fears and emotions. The political realities of leading soldiers may cause him to take a Focus in Persuasion, or even the Oratory Talent.

If encountered early in his career, Cullen spends less time on leadership and more on his own abilities. He has long excelled as a templar and a warrior, but it is only in the last few years that he has made command of his soldiers his main priority. Cullen has always been hardy and strong-willed, however—it is the only way he has survived his ordeals.

THE DIVINE

FULL NAME: Divine Justinia V (as of 9:34 Dragon)
ROLE: Spiritual Leader of the Andrastian Chantry
RACE: Human
ALLEGIANCES: The Andrastian Chantry
HOMELAND: Orlais

Divine Justinia V was not always called such. As many Andrastian Divines do when elected, she changed from her birth name to another—in her case from Dorothea to the name of one of the disciples of Andraste. She took power following the death of Divine Beatrix III in the year 9:34 Dragon. Her election was a point of fierce debate among the Grand Clerics as she was seen as having a “colorful” background, as well as her promotion of strongly liberal ideals opposed to the traditionalist Chantry.

Born and raised in Orlais, then-Dorothea was surrounded by the Grand Game from her early life, eventually being directly affected when she involved herself in a romantic relationship with the bardmaster Marjolaine. This relationship nearly resulted in disaster after Marjolaine stole secret documents

from Dorothea, a betrayal that nearly spelled tragedy for southern Thedas. This crisis was averted thanks to a young bard named Leliana. Leliana was herself a pawn of Marjolaine, and their shared dilemma eventually led to Dorothea and Leliana forming a professional bond of friendship and respect that lasts to this day.

After her election, Divine Justinia V used her position to promote and further her ideals, showing herself a strong leader. In 9:37 Dragon she dispatched Leliana, now the Divine’s Left Hand, to investigate the city-state of Kirkwall and determine whether its mage revolt problem could be resolved. If it could not, a new Exalted March would be declared on the city, something which had not been done for nearly two full ages. In addition, during her reign Justinia twice contemplated declaring an Exalted March on the dwarven thaig of Orzammar: once after the killing of a dwarven Chantry brother, and once due to Orzammar’s willingness to harbor apostates following establishment of a Chantry-independent Circle of Magi there.

While her views on the position of mages in society were traditional, she was not without compassion for their lot.

Following her appointment, she invested multiple years into investigating the Rite of Tranquility, concerned that it was not completely understood and that clearer understanding might reveal moral problems concerning the rite. Few knew about this investigation. Justinia did not even tell the head of the Seekers of Truth at the time, Lord Seeker Lambert van Reeves. The repercussions of this would reverberate in the events to come.

When Justinia heard word that the Tranquil in charge of the investigation had become possessed by a demon five years into the research, something unlikely for one made Tranquil, she sent Arch-Mage Wynne to rescue the man and discover what she could about the experiments. When Wynne returned with the discovery that Tranquility was curable through a spirit touching a Tranquil person's mind, Justinia worried at the implications of this revelation. She did not, however, prevent Wynne from passing this information to each Circle of Magi throughout Thedas before it could be acted on.

This news caused a split between the Circles and the rest of the Chantry. Having being a master of the Grand Game, Justinia chose that moment to summon Lord Seeker Lambert to her presence, distracting him from the pressing concern of the rebellion at a critical moment. This allowed the First Enchanters who had voted to split from the Chantry to revolt inside the White Spire in Val Royeaux, destroying their phylacteries and preventing the templars from tracking them if they fled.

While her actions may have directly led to the Mage-Templar war of 9:37 Dragon as the templars and Seekers also split from the Chantry following her assumed duplicitous actions, Justinia is making strides towards reconciliation, calling a summit to negotiate a truce between the mage rebellion and the templars splintered from the Chantry. The Divine Conclave, as it has been named, is held in 9:40 of the Dragon Age, and through it Divine Justinia hopes to reach a resolution to not only stop further bloodshed, but bring much-needed stability to both southern Thedas and the Chantry itself.

THE ROLE OF THE DIVINE.

Unanimously elected by the Grand Clerics on the demise of her predecessor, the Divine is the revered head of the Andrastian Chantry. From the Grand Cathedral in Val Royeaux, the Divine's role includes seeing to the well-being of the Chantry and its organizations, as well as trying to further spread the Chant of Light to all of Thedas.

The Divine is traditionally a woman, due to the Andrastian belief that men should be judged by Maferath's betrayal of his wife Andraste, leading to the tradition that a man cannot rise to any senior Chantry role. Furthermore, the Divine is always human, as other races are judged to be further from the Maker because of their traditional deities or beliefs.

In addition to her day-to-day duties, the Divine oversees various holy ceremonies, including the gathering of Chantry faithful from across all the Exalted Lands to Val Royeaux every ten years. At the turn of an Age, she is also tasked with the naming of the next one, based on portended events and the predicted nature of the coming era. The Dragon Age, for example, was preceded by a massive swathe of devastation by emerging dragons, causing Divine Faustine II to predict an age of violence and upheaval. She swiftly amended the name of the



"Idealism is our stock in trade; a religion without ideals is tyranny."

upcoming Age from the Sun Age as a belief in the success of the Orlesian Empire to its current title as a darker omen.

PERSONALITY

Justinia is equal parts idealist and realist, someone who is able to hope for the best in others while understanding the truth of the situation around her. Her interactions with those in her close circle often speak to her empathetic nature, with Justinia quickly understanding their feelings and positions with little discussion needed. Unlike some other Divines and Chantry officials, she does not discuss the Maker or Chantry directly unless the situation calls for it, and she is not necessarily evangelical.

In conversation she is often soft-spoken, not raising her voice even for grave matters. She also isn't one to panic, even when there is a lot at stake, and when others look to her for guidance she responds with grace and aplomb.

As a player of the Grand Game, Justinia is worldly and wise, first seeing to the heart of a problem without flustering and then developing an appropriate response—covertly or overtly. In her waning years, however, she is starting to feel regret for the more extreme events her actions have led to, especially the Mage-Templar War. These regrets are starting to affect direction of her Left and Right Hands, Leliana ("Sister Nightingale") and Cassandra Pentaghast.

While it may surprise most commoners in southern Thedas, the Tevinter Imperium was in fact the first nation to take up the Chantry as a national religion and become what is known as an “Exalted State” over one hundred years before Orlais. Hessarian, the prevailing Archon and the man who himself mercifully put the sword through Andraste as she burned, was declared as head of the Chantry and presided over the state’s spiritual needs in the year -160 Ancient. Following a period of uprising, reformation, and bloodshed known as the Transfiguration, Tevinter changed from a magocracy whose people worshipped the Old Gods to a theocracy that worshipped The Maker.

When Orlais decreed Justinia I head of the Chantry of Andraste one hundred and sixty years later, the people of Tevinter were greatly upset. Tevinters considered their country an ancient, holy one, Andraste herself having lived and died in their nation, whereas Orlais was still seen as a young, upstart group of tribes by many. As a political move, the Archon reduced his role to that of only a ceremonial Chantry position, and the Orlesian Divine was seen as the head role of the Andrastian Chantry.

After nearly four ages of Orlais being the center of the Chantry, reinterpretations of the Chant of Light by the Tevinter clerics surrounding the tenet that “Magic exists to serve man, not rule over him” caused the Orlesian Chantry to declare the Tevinter Chantry heretical in 3:87 Towers. While the Orlesian Chantry declared an Exalted March against Tevinter, the Imperium declared Grand Cleric Valhail, one of the more prominent members of the Tevinter Circle of Magi, as the “true” Divine. The split exists to this day, with the Imperial and Orlesian Divines being nicknamed the “Black” and “White” Divines by laypeople ever since the two branched from one another.

The current Imperial Divine is always a member of the Magisterium of Tevinter, giving them direct power over the state, and the Magisterium is responsible for voting in a new Divine, with the Archon getting the deciding vote. While there is no specified gender required to be the Imperial Divine, the majority have been male.

Similarly, while the Divine is not required to be a Magister, the re-emergence of a magocracy within a few generations of Hessarian means it is nearly impossible to ascend in the Imperial Chantry hierarchy without being a member of a Circle of Magi. As such, the Divine has always been a prominent member of the Tevinter Circle.

RELATIONSHIPS

Justinia is defined less by her own direct actions than those taken by people under her influence. As a leader of people, she has a great deal of sway over those within the Chantry, and through them the entire known world.

During her time as Revered Mother Dorothea, she formed what she believed a close and romantic bond with the bardmaster Marjolaine. Dorothea thought their attraction mutual and this made her feel like she was in her youth. In truth, this relationship resulted in catastrophe when Marjolaine betrayed her. The incident nearly left her and two nations in ruin, but allowed her to meet and form a bond with the young bard Leliana.

The Divine’s closest allies, her Left and Right Hands, are her closest confidantes. Both Leliana and Cassandra Pentaghast have known Justinia for years, growing particularly close in that time. The Divine finds that Leliana’s subtlety and subterfuge complement Cassandra’s directness and passion, a combination she both values and appreciates. Justinia cares deeply for her Hands, and has recently started to regret some of the actions she has had them perform in the name of maintaining order and protecting the Chantry.

PLAYING THE DIVINE

The Divine is *the* most influential person in the entirety of southern Thedas, if not the known world. She is famous. With this in mind, it may be unlikely for low-level heroes to directly interact with her during gameplay. They may, however, find themselves pursuing tasks ordained by the

Divine and arranged by her subordinates. Alternatively, the heroes might find themselves drawn into the Divine’s circle of influence. For example, a campaign may start with the heroes hired to provide additional security at an event visited by Justinia. Or perhaps a ship originally meant for the heroes’ travel is commandeered for use by the Divine, forcing them to travel an alternate route or negotiate with the Divine’s agents. While these events may not directly lead to dialogue between the Divine and the heroes, at the very least it establishes her indirectly as an important figure. Also, sometimes low-ranking individuals draw the attention of the Divine through their actions, incurring her wrath or earning her blessing. You should take care when making Justinia a patron or enemy of PCs, however. She holds immense influence and power, and her focusing on them could disrupt or overwhelm the rest of the campaign, especially at lower levels.

As the heroes gain renown, especially if their tasks involve interaction with the Orlesian Chantry, they may find themselves working at the behest of the Divine herself. This event should be given the pomp and circumstance such a personality deserves, at least the first time the players meet her. At a personal meeting, Justinia will rarely raise her voice, keeping her statements honest and frank. She will probably offer to help the heroes, but likely has her own reasons for doing so. She is a skilled player of the Grand Game with good intentions, and her position allows her to wield the heroes as champions to great effect. It is unlikely that the heroes will turn down an offer to increase their own renown, so long as their ideologies unite with those of the Divine.

The Divine has a great many resources at her disposal that PCs may seek to utilize. As the head of the Chantry she commands templars, Seekers, and mages still loyal to her, as

DIVINE JUSTINIA V

SPIRITUAL LEADER OF THE ANDRASTIAN CHANTRY

ABILITIES (FOCUSES)

6	COMMUNICATION (BARGAINING, DECEPTION, PERSUASION)
-1	CONSTITUTION
6	CUNNING (CULTURAL LORE, RELIGIOUS LORE, WRITING)
0	DEXTERITY
-1	MAGIC
5	PERCEPTION (EMPATHY)
-2	STRENGTH
0	WILLPOWER (COURAGE, FAITH)

SPECIAL QUALITIES

FAVORED STUNTS: That Makes Me Wonder (2 SP), Sway The Crowd (1 SP when targeting followers of the Chantry of Andraste), Stunned Silence, Tower of Will (3 SP).

TALENTS: Command (Master), Contacts (Master), Intrigue (Journeyman), Observation (Journeyman), Oratory (Master).

THREAT: MINOR (IN PERSONAL COMBAT, BUT POSSESSING VAST POWER AND INFLUENCE)

well as any other subjects her position can sway. The name of the Divine attracts the gaze of not just lower nobility, but heads of state. Justinia can be a powerful ally, but should the heroes become enemies to the Chantry she will become a swift and decisive enemy.

ADVANCEMENT

While Divine Justinia V is not modeled after a traditional player class, she may still become more skilled as she continues presiding over the Chantry of Andraste. Should she become more involved in the Grand Game of Orlesian nobility, she may improve her Communication and Perception focuses to +3 (see Improving Focuses in the *Dragon Age RPG Core Rulebook*, page 83). If her efforts are geared more toward the Chantry itself and her personal learning, her Willpower and Cunning stats and focuses may be increased instead.

As Justinia is not likely to be actively involved in the rough-and-tumble, dark fantasy adventuring infusing the *Dragon Age* setting, you should not feel beholden to advance her as the protagonists continue to interact with her, if it does not suit your campaign. Similarly, do not assume a woman of advanced age such as Justinia would not suit further advancement. As a sage and wise woman, there is no reason she cannot continue to learn from her actions as the world changes around her.

DORIAN PAVUS

FULL NAME: Dorian Pavus

ROLE: Pariah Altus of House Pavus

RACE: Human

ALLEGIANCES: Tevinter Imperium, House Pavus

HOMELAND: Tevinter Imperium

The heir of House Pavus, Dorian exemplifies the unexpected. Although he was born into Tevinter high nobility, Dorian's personality is quite distant from what Southern Thedas would consider a stereotypical magister. Presently he is an outcast of the very homeland he holds dear, despite a successful early life in which his magical talents were put to good use. He is the estranged son of one of the most powerful men in Tevinter.

Dorian showed a gift for the magical arts from an early age, which not only earned him his father's pride but also allowed him entry into the Imperial Circle of Vyrantium. There he studied under magister Gereon Alexius. Dorian displayed an aptitude for magical research under Alexius' tutelage which benefited him in the years that followed. Alongside his master, Dorian not only investigated the possibility of magic related to time manipulation, but regularly discussed topics such as reformation of the Imperium.

Later in his study, Dorian was distraught when Alexius' son, Felix, was tainted by darkspawn in a seemingly random attack. The Pavus heir had become like an older brother to Felix in the years working with Alexius and it upset Dorian to watch his friend descend into the infirmity caused by the Blight.

Dorian was not the only one affected by Felix's affliction; it also upset Dorian's mentor and Felix's father, Alexius. Already overwhelmed with grief for his wife, Alexius dedicated his life and career to Felix's condition, even to the extent of joining a Tevinter supremacist cult known as the Venatori in a bid for knowledge to cure his son. When Alexius invited Dorian to join the cult, Dorian saw the group for the dangerous nationalists they are. Disaffected by his former friend and mentor, Dorian decided to leave Alexius's side and undertake further learning on his own.

While Dorian's father was immensely proud of how far he had developed as a mage, Dorian's domestic life has been fraught with heartache for years. Dorian had not made it a secret that he was disheartened by the state of Tevinter society, regularly opposing the popular political views of his homeland. While he loved his nation's cultural heritage, he was ashamed of the decadence and vice into which its upper strata had fallen.

To his family, however, the heir of the Pavus household's greatest shame is a more personal one. Dorian is a homosexual man in a society that reveres magical bloodlines. Such a life is seen as a selfish divergence from a norm which must be maintained in order to be seen as a "perfect" Tevinter.

When his father, Magister Halward Pavus, discovered his son had no desire to enter into a heterosexual marriage and produce an heir, he took an action which forever damaged their relationship. Out of desperation to continue the Pavus bloodline, Halward planned to alter his son's mind with

blood magic. If Dorian had not discovered this plot, it may have caused Dorian to toe the line with an “acceptable” Tevinter life, but at the cost of magically subverting his true nature. When Dorian unearthed what his father had planned, he was furious. The rift between father and son remains to this day. Dorian left his family home and the two may never reconcile.

PLAYING DORIAN

Dorian’s presence in a campaign can prove extremely beneficial for player empathy. Being in opposition to Tevinter’s traditional

tenets, Dorian can provide the adventurers with a touchstone with which to judge the Imperium’s people without needing to tar every citizen of the Imperium with the same brush. Dorian, both the son of a magister and a mage in his own right, allows the players to see that not every Tevinter mage is one who wishes for Imperial magocratic dominance. His national pride shows that one can be impressed with what Tevinter has to offer culturally while also disapproving of Tevinter’s actions as a nation.

Additionally, Dorian provides a strong candidate for a high-society Tevinter who would employ the heroes. Due to his position in Tevinter nobility as well as his experience in researching arcane lore, he would be able to provide access to Tevinter archives or artifacts in return for tasks the party performs for him, so long as Dorian’s heritage doesn’t concern the adventurers. Although if it does, he would be the first to point out that he is not in fact a magister.

It should be noted that Dorian would not bring up the exact nature of his exodus from the Pavus household in conversation unless pressured. Not only is it a painful part of his past, he also considers the matter of his sexuality a private one despite the looser attitude toward sexuality outside Tevinter. This will not necessarily require subterfuge unless the players are already suspicious; Dorian is a notorious flirt with just about anyone who will allow him to flatter them, so his sexuality does not tend to overtly influence his public image.



“I’m here to set things right. Also? To look dashing. That part’s less difficult.”

DORIAN PAVUS			
LEVEL 10 MAGE			
ABILITIES (FOCUSES)			
COMMUNICATION 1 (ETIQUETTE, PERSUASION, SEDUCTION), CONSTITUTION 1, CUNNING 3 (ARCANE LORE, RESEARCH), DEXTERITY 1, MAGIC 6 (ARCANE LANCE, CREATION, ENTROPY), PERCEPTION 2 (EMPATHY), STRENGTH 1, WILLPOWER 3 (MORALE, SELF-DISCIPLINE)			
SPEED	HEALTH	DEFENSE	ARMOR RATING
11	60	11	0
WEAPON		ATTACK ROLL	DAMAGE
QUARTERSTAFF		+1	1D6+2
ARCANE LANCE		+8	1D6+6
SPECIAL QUALITIES			
SPELLPOWER: 16 (18 for Creation and Entropy) MANA: 97			
FAVORED STUNTS: Bon Mot, Flirt, Masterful Casting, Imposing Spell.			
SPELLS: Daze, Drain Life, Weakness, Walking Bomb, Haste, Horror, Spirit Mark, Lingering Mark.			
CLASS POWERS: Arcane Lance, Spell Lance, Long Lance, Power Lance.			
SPECIALIZATION: Necromancer (Master).			
TALENTS: Lore (Journeyman), Entropy Magic (Master).			
EQUIPMENT: Quarterstaff and mage robes.			
THREAT: MODERATE			

DUNCAN

FULL NAME: Duncan

ROLE: Warden-Commander of the Grey Wardens of Ferelden and Recruiter

RACE: Human

ALLEGIANCES: Grey Wardens, King Cailan, and Queen Anora

HOMELAND: Highever, Ferelden

Though born in Ferelden, Duncan was raised in Orlais. Left to fend for himself in his early years, Duncan made his way through petty thievery. One such theft became his first encounter with the Grey Wardens. This initial encounter ended in needless violence, and Duncan found himself branded as a murderer. He was sentenced to execution. On the eve of his demise, he was offered a place in the Grey Wardens, but refused. The following day, the Grey Warden Commander Genevieve attended his execution ceremony and invoked the Right of Conscription. Duncan was released into Grey Warden custody and his training began.

Having killed a Grey Warden, Duncan was originally treated as an outcast and was tormented by fellow Wardens. He tried to escape and run from them, until he eventually learned the reason behind his forced joining. Warden-Commander Genevieve had been engaged to the Grey Warden that Duncan killed. From that moment, a new found dedication to the Wardens and to Commander Genevieve herself kept Duncan loyal to the group.

During his time with the Grey Wardens, Duncan mastered the art of swordplay and became a powerful ally. Through years of training and campaigns, Duncan's abilities and his love for the Grey Wardens' mission grew.

One such mission led him on a quest that would bring him in contact with King Maric. Duncan befriended Maric and that friendship eventually saved King Maric's life. This bond remained true and the two held each other in high regard until Maric's death. Duncan continued his allegiance to Maric's house by serving Maric's son, the new king, Cailan.

Respect for Duncan continued to grow until eventually, he was offered the chance and honor to become the Grey Warden Commander and Recruiter of the Grey Wardens in Ferelden. Duncan returned to Ferelden to enlist the aid of potential recruits. He journeyed from city to city hoping to find those possessing the gifts and talents needed to become a Grey Warden. Though honor, courage, and loyalty are indeed among these traits, they are not necessarily the highest priorities. Sometimes the Grey Wardens require a different degree of finesse. Duncan has been known to offer places in the Grey Wardens to murderers, thieves, and general outlaws.

Having been forcibly conscripted into the Grey Wardens himself, he prefers to offer possible recruits a choice to begin with. However, he is not opposed to using the Right of Conscription if the need arises.

A great battle lies ahead, and though Duncan mourns the life of each and every soul that will be lost, he thinks more of the people that will perish if he does not fight. The Blight that infects the land is Ferelden's greatest enemy. He and the



"We Grey Wardens have always recruited those with talents wherever we could. The darkspawn do not discriminate, and neither shall we."

DUNCAN

LEVEL 15 WARRIOR

ABILITIES (FOCUSES)

COMMUNICATION 5 (ETIQUETTE, LEADERSHIP), CONSTITUTION 3 (STAMINA), CUNNING 3 (CULTURAL LORE, HISTORICAL LORE, MILITARY LORE), DEXTERITY 2 (INITIATIVE, LOCK PICKING), MAGIC 1, PERCEPTION 2 (EMPATHY, SEARCHING, DETECT DARKSPAWN), STRENGTH 6 (HEAVY BLADES, MIGHT), WILLPOWER 3 (COURAGE, SELF-DISCIPLINE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
14	193	16	13
WEAPON	ATTACK ROLL	DAMAGE	
TWO-HANDED SWORD	+9	3d6	
HIDDEN CROW DAGGERS	+4	1d6+2	

SPECIAL QUALITIES

FAVORED STUNTS: Stay Aware, Pierce Armor, Lethal Blow.

POWERS: Expert Strike, Veteran, Quick Strike, Detect Darkspawn.

SPECIALIZATIONS: Champion (Master), Berserker (Novice).

TALENTS: Armor Training (Master), Command (Master), Contacts (Journeyman), Two-Hander Style (Journeyman).

EQUIPMENT: Heavy plate armor, longsword, and dagger.

THREAT: MAJOR

Grey Wardens will join forces with King Cailan to ensure the survival of the people of Ferelden.

PLAYING DUNCAN

Duncan's loyalty to the Grey Wardens as their leader is never called into question. He has their best interests in mind at all times, but he knows becoming a Grey Warden is a death sentence. A true military leader, Duncan knows casualties are necessary to win a war, but he feels each and every loss. Regardless, he will do what he must to protect the people of Ferelden. In all campaigns, loyalty and the protection of the Grey Wardens and the people of Ferelden are always on his mind and in his decisions.

Characters joining the Grey Wardens will quite possibly experience campaigns with Duncan which can range from the Joining ritual through Warden training and into the heat of battle. Traveling the roads to recruit more Grey Wardens and experiencing all the cities of Ferelden is easily accomplished with Duncan by your side, as his reputation made him one of

the first Grey Wardens allowed back into Ferelden after their banishment.

His level-headedness comes with a price. Duncan is always task-focused and cares for nothing that doesn't advance the mission. Socializing with his companions or running errands which do not further the Grey Warden cause hold no interest for him. The success of the Fereldan people against the Blight is his one and only concern. Anything else is a nuisance.

ADVANCEMENT

Duncan's advancement in level and skills throughout the game keeps his leadership persona balanced. He will continue to hone his swordsmanship and communication skills above all else. As a recruiter, he will also make himself strongly aware of various cultural rituals and lore. A certain degree of etiquette is required when he visits other cities and races. Knowing how to fight the Blight and persuading others to join the cause will always remain his top priority. Through his advancement he becomes a stronger leader.

THE FEDDICS

FULL NAME: Bodahn Feddic, Sandal Feddic
ROLE: Dwarven Merchants and Craftsmen
RACE: Dwarf
ALLEGIANCES: The Warden
HOMELAND: Orzammar

Bodahn Feddic was once one of Orzammar's premier merchants; just not one of its most honest ones. He was born into a low-class merchant family, but was never satisfied with his lot in life. He was eager to climb society's rankings, no matter the cost. To this end, Bodahn devised a devious plan. Most of Bodahn's merchandise would come to him through hired looters paid to salvage what they could from the dead found in the Deep Roads. Eventually, this deception came to light when a noble dwarf woman recognized her fallen brother's bracers for sale in Bodahn's shop window. Bodahn was immediately turned over to the authorities for judgement.

Ever the cunning merchant, Bodahn managed to bribe his jailers and escape to the Deep Roads, where he did some salvaging of his own. It was during his escape through the Deep Roads that Bodahn came across Sandal, a young, lost dwarf who was left abandoned during a Deep Roads hunting expedition. The time spent alone in the Deep Roads was not kind to Sandal, and the dwarf Bodahn stumbled upon suffered from dwindling mental capacity and a possible lyrium addiction, due to the intensity of his exposure in the Deep Roads.

His abandonment left a mental scar on Sandal, but whether his behavior is a result of the abandonment or the motivation for it remains to be seen. Bodahn took pity on the child and adopted him as his son, freeing him from the Dark Roads and teaching him the ways of his trade. Bodahn never stopped to question how Sandal survived so long on his own; perhaps he didn't want to consider it. Later, the mages would diagnose Sandal as a savant, and he would prove to be incredibly

gifted at rune making, an ability that would save his life on more than one occasion.

Now a surface dwarf in exile from Orzammar, with a foster son at his side, Bodahn set up his mercantile shop once again. And, once again, he resorted to questionable means to make a living. He and Sandal traveled to areas affected by the Blight and picked through the belongings left behind by those who fled their homes. During these travels, Bodahn rebuilt his trade and even got married, though he left his wife behind in Denerim. Taking care of Sandal was its own full-time job, and Bodahn knew he wouldn't have time to devote to any more children. Sandal was unable to care for himself and had a very limited mental capacity. He relied on Bodahn for everything, and Bodahn was happy to take care of him. The two traveled together in peaceful contentment.

While on the road out of Lothering, Bodahn and Sandal were set upon by darkspawn and saved in the nick of time by the Warden. Grateful for the assistance and seeing an opportunity for quick profits, Bodahn agreed to supply the Warden's party at a hefty, yet still profitable, discount.

After the death of the Archdemon and the end of the Fifth Blight, The Feddics parted ways with the Warden. For a time, they plied their wares in Redcliffe, but Bodahn found Sandal more and more difficult to control. Not seeing any other option, Bodahn brought his son to the Circle Tower in Ferelden so he could be treated and trained in proper enchantment techniques. Their time at the Circle Tower didn't last long; Bodahn saw a greed shining in the mages' eyes that led him to believe they would never let Sandal leave freely. The two fled, traveling Ferelden together once again.

But when Bodahn met another exile from Orzammar, a noble named Bartran Tethras (brother to the notable rogue and author Varric Tethras), Bodahn agreed to be his traveling companion. Bartran was launching an expedition back into the Deep Roads, and Bodahn saw this as another golden

SANDAL FEDDIC

LEVEL 5 ENCHANTER

ABILITIES (FOCUSES)

COMMUNICATION -2, CONSTITUTION 2 (DRINKING),
CUNNING 4 (IMPROVED ENCHANTMENT [+3]),
DEXTERITY 3, MAGIC 5, PERCEPTION 4 (EMPATHY, SEEING,
SMELLING), STRENGTH 3, WILLPOWER 4 (MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
10	50	16	7

WEAPON	ATTACK ROLL	DAMAGE
RUNE OF ELEMENTS	+5	1D6+3
ENCHANTMENT!	+5	3D6+1

SPECIAL QUALITIES

FAVORED STUNTS: Stunned Silence.

ENCHANTMENT: Sandal is capable of remarkable feats, including slaughtering hordes of darkspawn. However, he can only do these things “off screen.” If you use this ability, you should narrate the frightening and potent effects of Sandal’s “Enchantment.” Under no circumstances should Sandal clearly explain what he did, if indeed he’s even capable of doing so.

TALENTS: Runecrafting (Master).

EQUIPMENT: Heavy mail, Rune of Defense (Master), Rune of Elements (Master).

THREAT: ENCHANTMENT!

NOTE: Sandal’s Threat is trivial in most cases. However, when threatened with mortal danger, especially when no heroes are watching him, he is capable of mass carnage suggesting a Dire or greater threat. Sandal is no threat to anyone who doesn’t try to hurt him or his dad.

opportunity. He and Sandal packed up their camp and followed Bartran to the city of Kirkwall. There they met the champion Hawke, Bartran’s business partner.

While accompanying Hawke on the expedition, Sandal suddenly vanished into the Deep Roads, lost again. Bodahn pled for Hawke’s assistance in tracking his son and pledged to be Hawke’s personal servant in return. They were lucky to find Sandal quickly. They found him surrounded by several dead darkspawn. In his hands he held a Rune of Frost and uttered just one word: “Boom.” When Hawke inquired as to the frozen ogre in the middle of the cave, Sandal replied, “Not enchantment.” For the first time, Bodahn began to really wonder how Sandal had survived so long on his own. His foster son had a knack for runecrafting, and it appeared he may have other abilities as well.

Bodahn made good on his promise to Hawke and served him through most of his time in Kirkwall. But when the tensions between the templars and mages grew to a heated pitch, Bodahn knew he had to take his son to safety lest they be destroyed in the ensuing tempest.

With nowhere else to turn, Bodahn traveled to meet the Orlesian Empress, who had expressed a great interest in learning the secret behind Sandal’s enchantments.



Sandal: “One day the magic will come back. All of it. Everyone will be just like they were. The shadows will part, and the skies will open wide.”

Bodahn: “Hub? What’s this?”

Sandal: “When he rises, everyone will see.”

Bodahn: “By the ancestors, what’s gotten into you, my boy?”

Sandal: “Enchantment?”

Bodahn: “Hmph. That’s more like it.”

BODAHN FEDDIC

LEVEL 5 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 5 (BARGAINING, PERSUASION),
CONSTITUTION 3 (STAMINA), CUNNING 3 (EVALUATION),
DEXTERITY 2 (RIDING), MAGIC 0, PERCEPTION 3 (EMPATHY,
SEARCHING), STRENGTH 3, WILLPOWER 2

SPEED	HEALTH	DEFENSE	ARMOR RATING
7	55	12	7

WEAPON	ATTACK ROLL	DAMAGE
CROSSBOW	+2	2D6+1
DAGGER	+3	1D6+1

SPECIAL QUALITIES

FAVORED STUNTS: And Another Thing, Flirt, Pierce Armor (For 1 SP), Resources at Hand.

CLASS POWERS: Backstab, Bluff, Rogue’s Armor.

TALENTS: Contacts (Journeyman), Linguistics (Novice).

EQUIPMENT: Heavy mail, crossbow, dagger.

THREAT: MINOR

PLAYING THE FEDDICS

After Bodahn's exile from Orzammar and his escape through the Deep Roads, he would always be found with Sandal at his side. The two are a family now, father and son. During the Fifth Blight, they spent their time with the Warden's camp, offering their services as craftsmen and merchants. But this doesn't mean their travels didn't take them elsewhere. Since they are traveling merchants, they can easily be brought into any campaign and intersect with the characters at multiple points; especially when it comes to buying and selling secrets. Bodahn cares deeply for Sandal, but that is where his loyalty ends. If the party does business with him, Bodahn will use whatever tricks he can to swindle them out of their hard-earned money.

Bodahn has a reputation among the dwarves as a dishonest trader, and his reputation might precede him on the surface. The pair could even act as the focal point for their own quest; Bodahn is sure to have made enemies all across Thedas during his travels. If he once *acquired* something important to another

NPC or tricked a rich heiress out of her priceless artifacts, the party might be employed to hunt Bodahn down and retrieve the goods. On the other hand, many magical organizations would love to get their hands on Sandal, if only to study his abilities and the effects of the lyrium on his body. The party could be hired, tricked, or convinced to deliver Sandal to one of these organizations, where they might learn the secrets behind their assignment and be forced to make a hard choice.

The most interesting thing about Sandal is his ability to defeat large amounts of darkspawn with whatever innate magic he carries in his body. Sandal is often a source of humor, and his ability to clear whole rooms is met with a laugh ("Boom!"). In a dark campaign, it might lighten the mood to have the party stumble upon a group of dead darkspawn and find a rune lying in the middle of the room. Sandal would never turn his amazing abilities against player heroes unless they attempted to seriously harm him or his dad. It would likely never come up unless threaten or harm an old merchant and his developmentally divergent son. If that's the case, you can handle this situation how you see fit, remembering Sandal's potent "off-screen" abilities.

FIONA

FULL NAME: Fiona

ROLE: Grand Enchanter and Leader of the Free Mages of Thedas

RACE: Elf

ALLEGIANCES: Grey Wardens (Former); Montsimmard Circle of Magi (Former); College of Enchanters; Free Mages of Thedas

HOMELAND: Orlais

Most of Thedas' elves resign themselves to living in quiet desperation; some rebel, fleeing to the Dalish or flaunting shemlen laws. But a select few allow their suffering to forge their anger into a finely honed blade with which to sever the strands of fate. Fiona's suffering transformed an elven urchin into a veritable force of nature. Born into a life of poverty and orphaned at age seven, Fiona found a benefactor in one Comte Dorian—or so she thought.

Like all Orlesian aristocrats, Dorian wore a mask: the façade of a good, decent soul. Once he ensnared the innocent Fiona, the mask fell away and revealed his true face. For seven years the vile Comte kept Fiona enslaved. She fared terribly; a defenseless, captive elf child under the control of a man who embodied the worst of an aristocracy accustomed to untouchable privilege and absolute impunity.

All the grief, agony, terror, and indignity accumulated during her enslavement changed Fiona, warping her into a bottomless well of boiling, seething hatred. That anger finally exploded in an uncontrolled geyser of wild magic, killing the Comte and very nearly destroying Fiona. The Comte's widow discovered Fiona clinging to life and nursed the poor girl back to health. It was the Comtesse's way of showing her gratitude for her liberation: his wife had been as much a prisoner to Dorian's twisted whims as Fiona. Once the girl recovered, the Comtesse sent her to the Circle.

Fiona proved a gifted student with a particular aptitude for the Primal school of magic, with which she could channel all her resentment and fury into sheer destructive force. Despite her arcane aptitude, Fiona loathed the Circle as a more comfortable form of captivity. Boredom and resentment soon mounted. The seeds of an escape took root in her mind and she very nearly fled the Circle to live as an apostate: hunted, hated, but free.

The arrival of Genevieve, Warden-Commander of Orlais, couldn't have come at a better time. Desperate to be free, Fiona jumped at the chance, pleading with the Warden-Commander. Genevieve promptly invoked the Right of Conscriptio. Surviving her Joining, Fiona left the Circle to join the Wardens.

During that first year with the Wardens, Genevieve tapped Fiona to accompany a party of veteran Wardens on a secret mission into the Deep Roads, due in no small part to her incredible talent as a battlemage. Also among the group was Genevieve's personal pupil, a carefree (and felonious) thief-turned-Warden named Duncan. The mission: rescue a Senior Warden taken captive by the darkspawn.

The objective alone was peculiar: The darkspawn do not take prisoners, except for females condemned to a fate as broodmothers. Most crucially, however, the captive Warden possessed the locations of at least one Old God; if the darkspawn extracted this knowledge, they would find and corrupt the dormant dragon into an Archdemon and begin a new Blight.

Genevieve's squadron required a guide, however; their wayward compatriot's last known location was the abandoned Ortan Thaig in the Deep Roads. Only two living souls knew the way: King Maric of Ferelden and Teyrn Loghain Mac Tir. The Fereldan monarch, still mourning the death of his beloved Queen, volunteered to accompany Genevieve, Fiona, and company—despite Loghain's strenuous and rather graphic objections.

In the Deep Roads, the expedition found their missing Warden keeping company with an unusually intelligent and inde-

pendent darkspawn calling itself the Architect. This emissary, desperate to liberate itself and its people from their unrelenting need to seek the Archdemon, lured the Wardens to its lair in the hope of securing their help...and their blood. The Architect had developed a way to manipulate the darkspawn taint in the veins of every Grey Warden. His magic accelerated the corruption and made them subject to the horde and open to its influence.

Of the eight who descended into the Deep Roads, only Fiona, Duncan, and Maric survived to return to the surface. The Order recalled Fiona to its fortress at Weisshaupt, where the Wardens made a shocking discovery: Fiona was cured entirely of the taint. Whatever foul sorcery the Architect employed left her entirely clean of the taint when she escaped. Not only cured, she was immune: Numerous attempts to undertake the Joining failed, resulting neither in her death nor in reinitiating her as a Warden.

The absence of the darkspawn taint wasn't the only revelation following her return to Weisshaupt: Fiona was with child. Though the subject of rampant speculation among her fellow Wardens, she flatly refused to divulge the identity of the father. Nearly a year after their escape from the Architect, Fiona and Duncan—the only Warden who knew the child's lineage—brought a babe to the Royal Palace in Denerim: Maric's son, conceived during their tryst in the Deep Roads. The King gave him the name Alistair and entrusted him to the care of his uncle, Arl Eamon of Redcliffe.

The Order has no policy for dealing with pregnancy or with a Warden who isn't—becoming a Grey Warden is a lifelong condition that's always terminal, sooner or later. Unsure what to do with her or the child growing in her womb, the Wardens assigned Fiona to lead the search for the Architect. As it became increasingly clear that the Joining wouldn't take, resentment built against Fiona, the only Warden to escape the taint's death sentence. Depending on who's asked, Fiona either formally resigned from the Wardens or was expelled; either way, this was a first in the Order's history.

Her experiences with the Circle and later with the Wardens convinced her that as things stood, a mage could never be free. They could only choose a life on the run as a fugitive apostate, confinement in a Circle Tower, or a commuted death sentence as a Grey Warden.

She returned to the Circle with a new crusade: freedom for all mages. A combination of determination, respect, and notoriety fueled her rise. Despite not being well-understood—or even particularly well-liked—her crusade and her allies among the Libertarian and Aequitarian fraternities won her election as First Enchanter in Montsimmard and then as Grand Enchanter, head of the College of Enchanters in Cumberland.

The destruction of the Kirkwall Chantry by a fanatical apostate—and the backlash—poured oil on the fires of her convictions and provided her with an opportunity. Regardless of her own opinions, what was done was done; all mages had to respond to this new reality. In that spirit, in 9:38 Dragon the newly elected Grand Enchanter Fiona convened the College in Cumberland and called for a vote on independence from the Chantry. An impassioned intervention by Archmage Wynne swayed the vote against independence, but when word reached the Seekers of Truth, the Lord Seeker condemned the mere notion of the vote and ordered the dissolution of the College of Enchanters.



The crisis only deepened as the Chantry cracked down and the mages resisted. Fiona pushed and lobbied the Divine to intervene, and in 9:40 Dragon, Divine Justinia V permitted a Conclave of the First Enchanters in Val Royeaux's White Spire. The topic of discussion was to be the findings of a Circle scholar's research into the Rite of Tranquility. Independence from the Chantry was not on the agenda.

When it was revealed that the researcher Pharamond, himself a Tranquil had discovered a way to reverse it—and worse by far, that the Chantry had always known and kept it secret—Fiona called a second vote for independence. Before the ayes and nays could be tallied, Lord Seeker Lambert and a contingent of templars burst in. Lambert declared all mages in attendance guilty of treason and proceeded to arrest or kill those present. Divine Justinia learned of the attempted massacre despite Lambert's best efforts and sent Sister Nightingale—aka Leliana, Left Hand of the Divine—to facilitate a jailbreak. With the aid of Justinia's agent, Fiona and the other imprisoned mages fled.

The fugitive mages convened in Andoral's Reach, an old Tevinter fortress in the northwest of Orlais. Hundreds, eventually thousands, flocked to the stronghold as the Circles rose up. A month after the flight from the White Spire, Fiona called the third and final vote for independence. The measure passed by one vote, and with a simple majority, Grand Enchanter Fiona declared the mages of Thedas independent of the Chantry's authority and the Circles of Magi disbanded.

FIONA			
LEVEL 15 MAGE			
ABILITIES (FOCUSES)			
3	COMMUNICATION (BARGAINING, LEADERSHIP, PERSUASION)		
2	CONSTITUTION (STAMINA)		
5	CUNNING (IMPROVED ARCANE LORE +3, HEALING, HISTORICAL LORE)		
2	DEXTERITY (STAVES)		
6	MAGIC (ARCANE LANCE, PRIMAL, SPIRIT)		
2	PERCEPTION (EMPATHY, HEARING, SEEING)		
1	STRENGTH		
4	WILLPOWER (COURAGE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
14	105	12	4
WEAPON		ATTACK ROLL	DAMAGE
BATTELMAGE STAFF		+4	1D6+3
ARCANE LANCE		+8	1D6+6
SPECIAL QUALITIES			

SPELLPOWER: 16 (18) **MANA:** 160

FAVORED STUNTS: Fast Casting, Immolation, Mighty Spell (from Primal Magic talent), Stunned Silence.

CLASS POWERS: Arcane Lance, Blight Immunity, Long Lance, Power Lance, Spell Lance, Unshakable (from Force Mage specialization).

SPECIALIZATION: Force Mage (Master).

SPELLS: Arcane bolt, chain lightning, elemental mastery, fade shield, fireball, fist of the maker, force field, repulsion field, stone's embrace, telekinetic burst, and winter's grasp.

TALENTS: Intrigue (Novice), Lore (Journeyman), Oratory (Novice), Primal Magic (Master).

EQUIPMENT: Battlemage Staff (silverite, emblazoned with Theirin coat-of-arms), First Enchanter's robes.

THREAT: DIRE

With the Seekers and the Templars closing in, Fiona once again led an exodus of her followers. They called themselves the "Free Mages of Thedas," though to the rest of the world they were the "Mage Rebellion." Desperate for allies and safe haven, Fiona petitioned the Fereldan crown for sanctuary, playing on that country's individualistic commitment to liberty, its debt to both mages and Grey Wardens, and her own intimate ties to the Theirin lineage. (See the **Relationships** section.)

Asylum was granted in Redcliffe, located on the shores of Lake Calenhad near Kinlock Hold (once home to Ferelden's own Circle tower) and boasting one of the most defensible fortifications in all Thedas. Redcliffe's Arl Teagan and its people were hardly overjoyed and their welcome was grudging at best. Relations quickly improved, however, as Fiona's people were on their best behavior. Moreover, they brought much-needed

commerce and defended the townspeople as best they could against the depredations of rogue templars, bandits, and their unscrupulous brethren among the unaligned apostates.

One after another, the Circles fell apart or rose up and open warfare raged across Thedas. The Divine called a Conclave in 9:41 Dragon in hopes of brokering peace. Both factions sent delegations to meet with Justinia and the Chantry hierarchy at the Temple of Sacred Ashes. Fiona and her counterpart, the new Lord Seeker, each suspected treachery and sent representatives in their place.

Any chance for a peaceful end was destroyed in the explosion that killed everyone present, including the Most Holy. Knowing they'd be blamed and fearing retribution, Fiona and her Free Mages withdrew to Redcliffe. Now, they wait in dread anticipation for the templar assault. Fiona is desperate for allies, for salvation and for any way to protect those she's taken responsibility for — no matter the price.

PERSONALITY

Fiona defines herself as a woman of convictions and her world is one of black-and-white absolutes. That worldview makes her rash and impulsive. She's quick to judge and quick to act. Her impulsiveness isn't born of ignorant kneejerk reaction; indeed, Fiona is intellectually quite gifted. But she never developed a degree of introspection that allows her to judge whether she's making the right choice. This unwavering confidence in herself and her decisions prevents her from considering the consequences of her actions. Moreover, she's intelligent enough to recognize and seize an opening — as her opportunistic votes for independence clearly reveal. While she doesn't condone Anders's destruction of the Kirkwall Chantry and the murder of hundreds, she understands and shares the underlying sentiments.

The events of the last two years were a plunge into the ice-cold waters of reality. It's impossible to say if she never foresaw the response to the mage uprising, or if she anticipated the backlash and drastically overestimated her own ability to manage it. Her fiery nature and ironclad convictions are failing her and the weight of her responsibility is crushing down on her: not only the well-being of the Free Mages sheltering in Redcliffe, but all her fellow mages and every soul in Thedas touched by the conflict she helped spark. What fills Fiona now is a kind of resigned fatalism and desperation to care for her people, and there's nothing in all the world as unimaginably dangerous and unpredictable as a desperate mage.

RELATIONSHIPS

All her life, Fiona's been difficult to get close to, or even to like. A judgmental nature and an innate distrust of others combine with her near-fanatical conviction, resulting in an abrasive personality that keeps her walled off from those around her.

In spite of this, Fiona does have a few meaningful relationships, mostly forged in the crucible of conflict and suffering.

During her days as a Grey Warden, she shepherded the young thief Duncan through his recruitment and the Joining — resentfully. Only the trial of the doomed Deep

Roads expedition and the confrontation with the Architect spawned a grudging respect that blossomed into true, lasting friendship over time.

The same phenomenon led to Fiona's intimacy with the most unlikely of partners: King Maric of Ferelden. The indignities inflicted on her by Comte Dorian provoked in Fiona a deep-seated loathing for the nobility as cruel, soulless, and selfish creatures who preyed on the unlucky masses. However, Maric's behavior during the failed endeavor flew in the face of her preconceptions. He genuinely cared about her wellbeing, and risked his own blue blood to protect her. And when she fell to possession by an ancient demon in the ruins of Ortan Thaig, he saved her from an eternity trapped in the Fade, reliving the tortures of Comte Dorian. Respect turned to friendship and the two eventually became lovers. Once free of the Deep Roads and the Architect's machinations, the King and the Grey Warden went their separate ways. The bond they forged lives on in the son they conceived, Alistair, the Grey Warden and heir.

PLAYING FIONA

Fiona can easily figure as a supporting character at almost any point in time, as a Grey Warden or rising through the ranks of the Circle. Her greatest potential for any story, however, is as Grand Enchanter leading up to the vote for independence and the Mage Rebellion, and as leader of the Free Mages. She's a key player in the years between the destruction of the Kirkwall Chantry and the founding of the Inquisition.

Due to her responsibilities and leadership role, Fiona is unlikely to be a companion for adventurers or dungeon-delvers. As an ally, she's more likely to aid heroes using the resources of her followers: influence, information, or the inherent advantage of having a veritable army of mages at your disposal.

Fiona's desperation after the explosion at the Conclave also makes her an unpredictable factor and potentially a powerful adversary. In addition to zealous followers, Fiona herself is an exceptionally gifted battlemage, proficient in Primal Magic's elemental fury and trained as a Force Mage to channel the Fade into brute force.

ADVANCEMENT

While her title of Grand Enchanter became null when the Circles disbanded, Fiona remains responsible for the people who've chosen to follow her (some out of conviction, others out of necessity). Now she stands at a crossroads: She must learn—rapidly—of matters such as leadership and logistics. Fiona's progression increasingly diversifies to include social Talents like Intrigue, Contacts, and Oratory. Ability points and focuses concentrate on the burdens of command and diplomacy: Communication, Cunning, and Willpower.

All of this assumes she survives the coming storm, of course. If some other power were to gain the allegiance of Fiona's people before the Inquisition could recruit them, who can say what horrors would be in store for the unwitting Free Mages?

FLEMETH

FULL NAME: Asha'bellanar

ROLE: Manipulative Apostate Mage

RACE: Human

ALLEGIANCES: Any in Power Who May Help Her Cause.

HOMELAND: Highever (Presumably)

Flemeth's background is as mysterious as her actions. There are multiple accounts and discrepancies surrounding her past. Morrigan attests to the fact that Flemeth's own stories have become tainted with years and a bitterness that calls into question if even Flemeth remembers the correct version. Some sources state that she originated at the beginning of the Tower Age. However, Flemeth herself states that she predates the Chantry and its beginnings. This would possibly place her birth near the time of the Second Blight. Regardless of the exact moment of her arrival, it is clear that Flemeth has survived hundreds of years. This survival has shaped her. Whether hiding, training, or mastering her skills, Flemeth has spent her years becoming everything that the legends mention of her.

Her most well known story of origin is, surprisingly, a love story. However, there are contradicting versions of this tale and some details have undoubtedly been changed as the legend has been passed down.

In one version Flemeth was betrothed to a nobleman, Conobar, and married. A few years later, a young poet named

Osen stole her heart. Choosing this young poet over her husband, she fled with him into the Wilds. Out of guilt and compassion, Flemeth returned to her husband upon hearing news of his impending death. It was a trap. Conobar killed Osen and then locked Flemeth away. During her time in the tower with her rage and grief, she plotted revenge. Using her magic, Flemeth summoned a dark spirit that would help her destroy her husband. And so it did. Flemeth was possessed by the spirit. It helped guide her through the destruction of her husband's keep and every soul in the area.

The second version of this story is similar, but subtle changes make all the difference. In this alternate version, Flemeth was betrothed to the poet, Osen, but they were incredibly poor. The nobleman, Conobar, struck a deal to buy Flemeth from her husband. Flemeth agreed to the deal, but Conobar recanted his part, claiming he had no money to pay. He then killed Osen and imprisoned Flemeth. She called upon the demon to aid her, and it became her guide but never possessed her. She slew Conobar and retreated.

In both legends, Flemeth disappeared into the Korcari Wilds where she stayed hidden for years, and her magical powers continued to grow. During this time, she abducted men who came too close to her home, bedded them, slaughtered them, and raised her own army of witches to serve her (see **The Witches of the Wilds** sidebar). As time passed, only rumors and legends were told of the first Witch of the Wilds. Her story became little more than a fairy tale parents told their



"So, you have heard of my stories. And yet, you do not run and hide. Is it courage...or stupidity? Perhaps it is both."

children to keep them out of the woods. Through analysis of these accusations and timelines, some scholars speculate she isn't completely human. The source of her overwhelming power is one of great mystery.

In a time of upheaval for Ferelden before the Fifth Blight, Flemeth presented herself to a young King Maric and offered her assistance in driving out the Orlesians. But her assistance came at a price. Maric must give her his word that his bloodline would remain upon the throne. He accepted with unwavering certainty that his line would reign on, and the deal was struck. King Maric eventually perished, leaving his young son, Cailan, to become the next king.

When Cailan was slaughtered at Ostagar, he left behind no rightful heir. Flemeth again presented herself, saving Alistair and the Hero of Ferelden. Her intentions and motive were unclear. However, she healed the Grey Wardens and sent them off to fight against the Blight. As payment for her assistance, she required the pair to take her daughter, Morrigan, along with them on their journeys. She did not explain her request, only insisting that it must be done. They obeyed, and the trio set off on their journeys, leaving a bitter old woman alone in the Wilds.

FLEMETH'S FORMS

From the young maiden to the crone, the powerful witch, and finally the mighty dragon, Flemeth has mastered a powerful magic that can alter her appearance and others' perceptions of her.

Stories persist that Flemeth has been seen as a young maiden frolicking through the woods, preying on the souls of innocents lost in the Korcari Wilds.

Other legends insist that the incredibly talented Witch of the Wilds is an unholy apostate who can turn men to stone from fear.

The Grey Wardens themselves have encountered the crone who lives beside the lake in a small hut. Her flamboyant yet haughty attitude leaves the Wardens second-guessing the legends that they have all heard.

It is her dragon form that showcases Flemeth's incredible power. Her appearance in such a form leaves spectators in stunned silence and intimidated by her raw power. In her dragon form, she possesses all the powers of an Epic High Dragon (see *Dragon Age RPG Core Rulebook*, **Adversaries**), but retains her mental abilities (Communication, Magic, Willpower, and Perception).

PERSONALITY

Flemeth can summon quick quips, clever anecdotes, and witty repartee instantly to wield against any who will listen, though she says little at all. Interactions with outsiders remain brief and generally confusing to the receivers of Flemeth's short, puzzling dialogues.

Having spent the majority of her years in the wilds, Flemeth has become a survivalist and trains her daughters to be so as well. She is a recluse and content to be an observer of the actions around her. The travails of the average person are not her concern, unless of course they might interfere with her grand scheme.

Flemeth is proud of her daughters, but physical and emotional love is foreign to her persona. A bitterness that has shrouded her perception lingers from her past. Above all, there is a mysterious air that surrounds her.

RELATIONSHIPS

Since her estranged husband's murderous betrayal so many years ago, Flemeth has no need for companionship and disdains mere mortals. Flemeth rejects the idea of romance, abducting men to sire her daughters and then slaying them. Love is a weakness to Flemeth, and "weak" has never been used to describe her.

The Witch of the Wilds has mixed relationships with her daughters. She is their teacher in all things and is never a coddling mother. Her daughters are born and raised for a purpose. Their fulfillment of that purpose is more important to Flemeth than the love and affection that an average mother would supply. That being said, Flemeth does provide basic

SPOILERS, DARLINGS

Flemeth's true nature is revealed toward the end of *Dragon Age: Inquisition*. It explains her power and suggests why she has never quite fit into the mortal world. However, it's a big spoiler—bigger than we are comfortable revealing to those who haven't yet played *Dragon Age: Inquisition*. We will say she was once mortal, but is mortal no longer, and what she is suggests her power is limited only by the limits of magic and the power of ancient gods.

securities for her daughters. Safety, shelter, survival skills, and magical training are all passed on to them. In return, most daughters are grateful and proud to do her bidding unquestioned. Of course, there are the more curious daughters who want more from the world and of Flemeth, causing her more trouble than they are worth.

Relationships with other members of the world are generally manipulative, short, and rewarding for both Flemeth and the other party. Do not believe that kindness is ever her motive. If Flemeth appears to help a player, there is an underlying reason that may not be known to the player until much later. But rest assured, that player will be called upon by Flemeth again to level the score and pay any debt she sees due.

PLAYING FLEMETH

As one of the most mysterious and powerful beings in Thedas, any contact with Flemeth could lead to great uncertainty for a questing party. Through intimidation and manipulation, Flemeth has been a large player in the events of the world. Levels of party members are of no concern to her. She may reveal herself to any group that she sees will benefit her own motives. Though lower-level groups will be tasked with what may seem to them trivial missions, each errand becomes a pivotal moment in an overall arc that Flemeth has crafted.

As players advance, their skills will become more useful to Flemeth. She is attracted to those in the highest positions, and allies herself with them when the need arises. She will use them to achieve her own greater goals, but will offer some form of compensation for activities completed on her behalf.

The heroes will always have a choice to perform Flemeth's requests or not, but to make an enemy of Asha'bellanar is to make an enemy of a powerful mage. Respect is to be given to Flemeth in all of her forms. The slightest waver could set off her rage and wreak havoc upon the group and the land.

Flemeth-centered adventures will likely span several sessions. Initial meetings with this masterful manipulator will not reveal the overall span of her story or the players' roles within it. Twists and turns with Flemeth's intervention will leave the heroes guessing and preparing for a spectacular finale.

ADVANCEMENT

Flemeth stretches the mold of the traditional player classes. Though her abilities and focuses are already high, there are

FLEMETH

LEGENDARY WITCH AND MYTHICAL FIGURE

ABILITIES (FOCUSES)

6	COMMUNICATION (DECEPTION, BARGAINING, PERSUASION)
5	CONSTITUTION (STAMINA)
5	CUNNING (HEALING, ARCANES LORE +3, NATURAL LORE)
3	DEXTERITY (ARCANES BLAST, INITIATIVE)
9	MAGIC (ENTROPY +3, PRIMAL +3, CREATION +3, SPIRIT +3)
4	PERCEPTION (SEARCHING)
3	STRENGTH (INTIMIDATION)
6	WILLPOWER (SELF-DISCIPLINE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
13	150	13	8

WEAPON	ATTACK ROLL	DAMAGE
ARCANES BLAST	+5	2d6+9
UNARMED	+3	1d3+3

SPECIAL QUALITIES

SPELLCASTING: Flemeth can cast any spell she desires, including blood magic. She doesn't need to worry about Mana Points and her Spellpower is 22.

FAVORED STUNTS: Bon Mot, And Another Thing, Stunned Silence.

ARCANES BLAST: Flemeth may attack with pure magical energy if she desires, though she often prefers to cast spells or shapeshift. These attacks use her Dexterity for their attack roll and inflict 2d6+Magic damage.

LEGENDARY SHAPESHIFTER: Flemeth may use her Shapeshifting beyond the norms of other mages, assuming various forms of great complexity and power. Her preferred of these forms is that of a high dragon. When transformed, she gains the creature's special qualities and abilities, such as fiery breath, claws, flight, great Strength and Constitution, and others.

MAGICAL BEING: Flemeth cannot be killed by conventional means and will regenerate even from death unless destroyed by a power equal to herself or greater. In addition, she has an Armor Rating of 8 against all attacks, even those not usually stopped by armor.

MISTRESS OF MAGIC: Flemeth can cast any Spell Stunts for 1 less SP than their usual cost.

SPECIALIZATIONS: Blood Mage (Master), Shapeshifter (Master).

THREAT: LEGENDARY

a few possible scenarios that could provide Flemeth with a chance for advancement. However, these situations all fall outside the normal realm of increasing levels, focuses, or abilities. For Flemeth to evolve in power, she would need to cultivate or absorb new types of arcane power, such as those found in rare artifacts or within the spirits of other powerful beings. Stopping or aiding Flemeth in these efforts could be the focus of an entire campaign arc.

GASPARD

FULL NAME: Gaspard de Chalons

ROLE: Grand Duke of Verchiel, Pretender to the Orlisian Throne

RACE: Human

ALLEGIANCES: Chevaliers, Empire of Orlais

HOMELAND: Orlais



"The elves rebelled because you didn't crush them. You felt sorry for them, didn't you?"

As the eldest living grandchild of Emperor Judicael Valmont I and with Judicael I's two successors—Judicael II and Florian—having no heirs of their own, Gaspard de Chalons was raised from a young age believing he would become Emperor. He joined the chevaliers and later wed Lady Calienne de Ghislain, who certainly believed she married into the title of Empress. Calienne knew her husband had no love for the Game, greatly preferring the code of honor required of the chevaliers. And so, when Emperor Florian passed, Calienne took it upon herself to play on her husband's behalf. Judicael I only had two other living grandchildren besides Gaspard, his sister Florianne and his cousin Celene Valmont. Since Florianne was Gaspard's younger sibling and seemed to have no aspirations for the throne, she posed no immediate threat, but Celene needed to be dealt with. Calienne managed to eliminate both of Celene's parents but lost her own life at the hands of Celene's father. Celene herself, however, escaped assassination with the help of Dowager Lady Mantillon, who herself was rumored to have orchestrated Emperor Florian's death.

With two viable heirs remaining, the matter was brought to the Council of Heralds, which decides all disputes of title in Orlais. Thus, Gaspard's cousin, master of the Game, was crowned Empress Celene Valmont I in 9:20 Dragon, the year following her uncle Florian's demise. It wasn't until twenty years later that Gaspard finally began to take action in the hopes of claiming the throne he believed rightfully his, holding tightly to his resentment all the while.

Though Gaspard would have preferred honorable combat to the trickery of the Game, he understood on which battlefield his war needed to begin. So it was at a royal ball that he struck the opening blow. Gaspard believed driving Orlais to another war with Ferelden would require Orlais to possess stronger military leadership, leadership he could provide better than his cousin. Gaspard attempted to provoke Bann Teagan Guerrin, Ferelden's ambassador, with insults flung at his country and its greatest heroes. Gaspard intended these insults to incite Teagan into challenging him to a duel. Gaspard was certain he could win. Celene, however, took responsibility for the insults herself, having her champion, Michel de Chevin, fight on her behalf. As the challenged party, Michel had the honor of choosing the weapons for the duel, and at Celene's suggestion, selected a duel of feathers. This successfully turned a possibly war-inciting tragedy into a light comedy. However, some guests were insulted by the particular feathers used: those worn on the masks of chevaliers. This slight gained Gaspard several allies against Celene and her "dishonorable" display.

With his first attack deflected, Gaspard attempted a second. While on a hunting trip with Celene, they moved themselves away from the rest of the hunting party to speak candidly about the inevitability of a civil war. To avert such a war, Gaspard proposed marriage, and while Celene could see this course would broker peace, she refused. Seeing an opportunity to end the matter definitively, Gaspard drew his sword on her. But the Empress was not defenseless, and she slashed his sword arm with a dagger of her own. Though she could have imprisoned him for his assassination attempt, Celene knew his allies would then be incensed to civil war, and so she said nothing of the matter upon rejoining their hunting party.

EMPEROR GASPARD DE CHALONS I

"Consider the mighty Empire of Orlais, where Gaspard has ascended to the golden throne."

"He rules unopposed. Each noble house that rises up against him soon realizes it has made its last mistake."

—MORRIGAN

Should he win the war against Celene, the first emperor of the de Chalons dynasty proves to be a strong ruler. He puts down any of Celene's remaining supporters swiftly and without flourish. Any remaining elven rebellion is similarly dealt with.

He of course remembers Orlesian nobility still operates by the rules of the Game, and he plays it as is necessary. Emperor Gaspard is no fool, and he knows he cannot hold the empire single-handedly. Maintaining the support of the court demands elements of subterfuge and intrigue. But his reign is marked by sound military strategy and the honor of the chevaliers rather than which noble house he did or did not offend at the latest royal gala.

Though he was willing to start a war with Ferelden simply to demonstrate Celene's lack of military prowess, Gaspard does not engage in armed conflict unnecessarily. Surely if Ferelden becomes a threat, he will deal with it in force. But as long as relations with Ferelden remain peaceful, Gaspard will continue to put his efforts toward fortifying Orlais' northern borders against the threat of Tevinter incursion. Should the war between the Tevinter and the Qunari ever reach a conclusion, the victor will surely look to Orlais as the next target for conquest.

Gaspard finally moved the conflict to the battlefield and started the Orlesian Civil War in earnest at Halamshiral. Celene's soft-handed response to a riot of alienage elves, combined with rumors of Celene's romantic relationship with her elven handmaiden, Briala, gave Gaspard the ammunition to spread rumors of Celene's scandalous affection for elves. Forced to act to put a stop to the rumors, she personally mounted a violent attack upon the rioting elves of Halamshiral. But it was a trap. Gaspard took the opportunity to attack Celene's troops—a relatively small number, who only thought they'd be fighting rioting elves—with his own army of chevaliers and other supporters. Celene fled into the wilderness with her champion, Michel, and Gaspard put his forces toward her capture.

This pursuit led to Gaspard following Celene, each with a small number of their close allies, through an eluvian, a magic mirror used by ancient elves to travel Thedas. Within the strange world in which they found themselves, Gaspard and Michel dueled for control of the network of eluvians, which would allow either army to travel across Thedas far quicker than any mundane means would allow, a power no force could match. Thus, the winner would effectively hold the keys to winning the civil war. At the last moment, however, Celene's spymaster and former lover, Briala, stole victory from Michel, staying his hand against Gaspard and taking control of the eluvians for herself. The elf ejected the warring factions back to Orlais, Celene to Halamshiral and Gaspard to his home in Val Chevin.

Now the Orlesian Civil War rages on. Having lost their opportunity to settle the throne with a simple duel, Grand Duke Gaspard de Chalons and Empress Celene Valmont I must take their conflict to the battlefields and settle the throne with the swords and lives of their armies.

PERSONALITY

Gaspard can be surprisingly friendly, at least with other persons of importance. He will of course be cordial, as demanded both by his chevalier's code and by the rules of nobility, but in relaxed company, he might actually be described as having a pleasant demeanor. He despises the Game, but knows how it is played and plays it well enough himself. And so his interactions within the confines of the Game are carefully crafted.

He treats those far below his station as they are supposed to be treated by one in his position, either as pawns or with complete disregard. He has no particular love for elves, and unless there is some tremendous political gain to be had from it, he brokers no deals that would lift them from their poverty. Gaspard does, however, command the loyalty and respect of his subordinates. He is a superb military leader, and those that follow him can see hope for the future of Orlais under his rule.

Gaspard truly wants what is best for Orlais, and that means nothing less than taking the throne for himself. He knows with certainty that he is the rightful heir, and his animosity toward his cousin is not vindictive. He does not hate her for having taken the throne that should have been his. He simply sees failings in her rule that could be detrimental to Orlais unless he is able to wrest control from her, by whatever means necessary.

RELATIONSHIPS

When Emperor Judicael Valmont I died, the throne passed to his first son, Emperor Judicael Valmont II. Judicael II should have been secure in his line, but his twin sons, Leopold and Etienne III, died in the Hundred Days Cough. Thus, the throne passed to Judicael II's brother, Florian. As a second son, Florian never expected to ascend to the throne, never properly trained in the Game, and never made much effort to produce a sustainable line. His only child, Princess Evangeline, also died in the Hundred Days Cough, and so most assumed the throne would pass to Judicael I's eldest living grandchild, Gaspard de Chalons, son of Princess Melisande and Theodore de Chalons. However, the throne ultimately landed with Celene Valmont, Gaspard's cousin, an outcome he has resented ever since.

Gaspard married Lady Calienne de Ghislain, daughter of Duke Bastien de Ghislain, but she lost her life to the Game, a not entirely uncommon death in Orlais.

Though he has no current contact with him, Gaspard has a very high opinion of Michel de Chevin, comparing the latter's honor to that of the legendary Ser Aveline. Gaspard received grievous wounds during their fight, which will likely prevent him from ever fighting again. However, he

GASPARD			
LEVEL 10 WARRIOR			
ABILITIES (FOCUSES)			
3	COMMUNICATION (ETIQUETTE, INVESTIGATION, LEADERSHIP)		
3	CONSTITUTION (STAMINA)		
3	CUNNING (HERALDRY, HISTORICAL LORE, MILITARY LORE, NAVIGATION)		
3	DEXTERITY (BRAWLING, RIDING)		
0	MAGIC		
2	PERCEPTION		
5	STRENGTH (HEAVY BLADES, INTIMIDATION, LANCES)		
2	WILLPOWER		
SPEED	HEALTH	DEFENSE	ARMOR RATING
8	80	13	10
WEAPON		ATTACK ROLL	DAMAGE
TWO-HANDED SWORD		+7	3D6+5
HEAVY LANCE		+7	3D6+6
SPECIAL QUALITIES			

FAVORED STUNTS: Disarm, Dual Strike (3 SP), Mighty Blow (1 SP with two-handed weapons), Sway the Crowd, Taunt (1 SP, may use Etiquette), Threaten (1 SP).

CLASS POWERS: Expert Strike.

SPECIALIZATION: Chevalier (Master).

TALENTS: Armor Training (Journeyman), Mounted Combat Style (Journeyman), Single Weapon Style (Novice), Two-Hander Style (Journeyman).

EQUIPMENT: Heavy plate armor, heavy lance, two-handed sword, and Puzzle Ring of the Black Fox. (See the sidebar **Celene's Arsenal**, under the entry on **Celene**.)

THREAT: MAJOR

holds no grudge against Michel, as it was an honorable duel between chevaliers.

Gaspard has numerous allies among the nobility, who have either never seen Celene's rule as legitimate or who simply believe Gaspard to be the better choice for Orlais. Gaspard's sister, Florianne de Chalons, is among these supporters.

PLAYING GASPARD

Gaspard's foremost feature is his honor, and he will treat characters well who behave honorably. A key point to remember when playing Gaspard is that he values honor above all else. Even honorable enemies will be treated well, to the extent of defending their lives against the dishonorable.

The most likely scenario in which characters would encounter Gaspard would be on one side or other of the Orlesian Civil War. Unless the characters are themselves nobles or important leaders, they might not interact with Gaspard directly, but instead find themselves working through intermediaries on his behalf or simply being in his presence at larger gatherings.

If the characters choose to side with the usurper in the war, there are many ways they could potentially aid his cause. The most obvious way to get characters involved might seem to be as members of his military, but keep in mind that your goal is to weave a campaign about the characters themselves, not one where the characters are minor players in someone else's story. So if you do decide to involve the characters as members of Gaspard's military, the battles they are involved in and the roles they play in those battles should be critical to the outcome of the war. Alternatively, their presence in Gaspard's military could simply be a springboard for other adventures. What better way to travel Orlais than by joining the military? See the **Mass Battles** chapter of the *Dragon Age RPG Core Rulebook* for instructions on how to handle such military conflicts.

Gaspard or his agents could also task the characters with less combat-centered missions. Though his conflict with Celene has come to military action, the war can still be fought strongly within the confines of the Game, and players interested in intrigue could certainly find it as Gaspard's agents within the royal court. Some noble follower of Gaspard's could even conceivably hire the characters as assassins with Celene as their target. Gaspard himself would be very unlikely to approve of such a strategy as it would be contrary to the honorable code of the chevaliers, but assassination is a perfectly valid strategy within the rules of the Game. Though Gaspard would be glad to have the throne, characters going to him for reward would quickly see themselves imprisoned for their treachery.

Briala, however, might be a perfectly valid target for assassination. To Gaspard, she is nothing more than an elven upstart, inserting herself into a conflict in which she has no part. The war would have ended at Gaspard's duel with Michel had it not been for Briala's interference, and she is now using her army of elves and her network of eluvians to harrow both sides of the conflict at every turn. A mission to end Briala's obstructions would likely take characters to the magical realm beyond the eluvians—a land difficult to traverse for any who are not elves.

See the entries on **Celene** and **Briala** for more ways Gaspard might be used in your campaign.

ADVANCEMENT

Gaspard's endeavors to claim the Orlesian throne will heavily drive his future advancement. Though he is not fond of the Game, it is a fact of life in the Orlesian court, and injuries received in battle have likely ended his fighting days. He will therefore hone his Communication and Cunning, as well as picking up the Deception and Persuasion focuses. Most of his primary ability advancements will focus on his Constitution, as being poisoned is a very real threat in the Orlesian court. Though if the Orlesian Civil War is still raging on, he will not ignore the benefits of increasing his Dexterity as well.

Social and leadership Talents will also become important for Gaspard, making Command, Observation, Oratory, and particularly Intrigue all excellent choices, even to the extent of forgoing a second specialization. Though he will not personally see much combat, Gaspard will still choose skills that will help him lead his army. Courage, Leadership, and Seeing are all focuses he will seek to gain.

SCOUT HARDING

FULL NAME: Scout Lieutenant Lace Harding
ROLE: Adorably Sarcastic Lead Scout
RACE: Dwarf (Surface)
ALLEGIANCES: The Inquisition
HOMELAND: Ferelden

No matter what its detractors might claim, the Inquisition isn't made of religious fanatics hell-bent on a holy war. The banner of the Inquisition and the Herald of Andraste draw those with a desire to shield the defenseless and put to rights a world gone mad: people like lead scout Lace Harding.

Born and raised in the Fereldan Hinterlands, the dwarven lass spent her days herding livestock for her neighbors in the hills outside Redcliffe with Contessa, her family's Mabari hound, by her side. When the Mage-Templar War blazed through the Hinterlands, she witnessed firsthand the devastating toll the war took on those caught between the apostates and the rogue templars.

Harding's life took a dramatic turn the day she chanced upon a lone Inquisition scout waylaid by highwaymen. The timely intervention of the dwarven shepherd, armed with a sling and 170 pounds of angry Mabari, turned the tide of the battle. Not content with merely seeing the scout safely back to camp, Harding provided the scout with a wealth of intelligence on the area. With the sun low in the sky, the young dwarf made for home, trailed by the sheep she'd been herding before her fateful encounter.

Bright and early the next day, Lace Harding walked back into the Inquisition camp, offering her services as a guide. Recognizing her value to the Inquisition, the officer in command at the forward camp offered her a position as a scout.

Lace enlisted with the Inquisition on the spot. Her natural aptitude and her drive to *help* sent her rocketing up through the ranks of the fledgling organization. Now holding the rank of Scout Lieutenant, Harding and her hand-picked crew form the vanguard of the Inquisition's forces.

PLAYING SCOUT HARDING

As lead scout, Harding is responsible for conducting reconnaissance and establishing forward camps and beachheads before the bulk of the Inquisition's conventional forces roll in.

Being one of the first Inquisition warriors into hotspots and flashpoints keeps her grounded in the harsh reality of the common people of Thedas. They're the reason she stays with the Inquisition. Harding is Andrastian, but she's no fanatic. Many of the things she sees raise questions of the nature of the Maker and faith and myth, but the risen dead and demons? That's not abstract; that's *evil*.

It's rough being the first on the scene of the latest atrocity, and to cope, Scout Harding has developed a sharp, ready wit as a defense mechanism. It can be a welcome relief from the darkness threatening to swallow the entire world. She's not flippant, though; she doesn't trivialize suffering or bloodshed



"Me? I'm nobody. Just a girl from the Hinterlands who wanted to see the world before it got swallowed up by that giant hole in the sky."

SCOUT HARDING

LEVEL 5 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 2, CONSTITUTION 3, CUNNING 2 (NAVIGATION), DEXTERITY 3 (BOWS, CRAFTING, STEALTH), MAGIC 0, PERCEPTION 4 (EMPATHY, TRACKING), STRENGTH 1, WILLPOWER 2 (MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
11	70	13	5

WEAPON	ATTACK ROLL	DAMAGE
SHORT SWORD	+3	1d6+3
SHORTBOW	+5	1d6+5

SPECIAL QUALITIES

FAVORED STUNTS: Lightning Attack, Pierce Armor (1 SP), Seize the Initiative (2 SP), The Upper Hand.

POWERS: Backstab, Bluff, Lay of the Land (Scouting talent), Rogue's Armor.

TALENTS: Archery Style (Novice), Scouting (Journeyman), Trap-making (Novice).

EQUIPMENT: Dagger, heavy leather armor, Inquisition scout ciphers, shortbow, short sword, and trap-making tools.

THREAT: MODERATE

LEATHER AND LACE

For those interested in pursuing a romantic relationship with her, Scout Lieutenant Lace Harding is proof good things come in small packages. She's deadly in battle, possesses a rapier wit, is handy with knots, and is attractive inside and out. Nothing's easy in love and war, and a potential suitor has to leap the hurdle of a nomadic lifestyle due to her constant assignments. She's not married to the Inquisition, though, and she's still unsure as to what comes next for Lace Harding. A kindred spirit with a good heart and a sense of humor to match could draw her eye and keep it. She takes relationships seriously, and Lace's love is as rewarding as it is lasting.

and doesn't brook with those who do. A good heart and good intentions are the keys to Lace's good graces. She's eager to cooperate with anyone with compatible beliefs and aims, whether Inquisition agents or free agents.

THE IRON BULL

FULL NAME: The Iron Bull

ROLE: Mercenary Commander, Warrior, and Ben-Hassrath Agent

RACE: Qunari

ALLEGIANCES: The Ben-Hassrath, The Bull's Chargers, The Inquisition

HOMELAND: Par Vollen

The boy who would grow to be The Iron Bull was born on the island of Par Vollen, home to the Qunari people, and raised to be a solidier according to the precepts of the Qun, a philosophy which governs all aspects of Qunari life. At birth, he was known by a number, a pedigree code which allowed the Tamassran to catalog his lineage. Before their twelfth year, the only name a Qunari child knows is the nickname given to them by friends. Iron Bull showed great promise, and seemed destined to become a great warrior from a very young age. He was devoted to the cause, as most Qunari are, and quickly made a reputation for himself. For Iron Bull, the process was long and difficult, but only through the teachings of the Qun did he finally realize who he was and what he could accomplish with the power he held.

The Tamassran saw this potential in the young Iron Bull. There was never a question as to his placement. As of his twelfth birthday, Iron Bull was called to serve the Qun to a higher degree; as a Ben-Hassrath agent. The Ben-Hassrath serve the Ariqun, the member of the Qunari Triumvirate who oversees the priesthood. At the Ariqun's discretion, Ben-Hassrath act as spies, assassins, and intelligence officers for the sole purpose of protecting the Qun faith. He took on all of these duties, and became one of the Ben-Hassrath's most skilled agents. Within the Ben-Hassrath, he was given the rank and title of Hissra, which means "deceiver" in Qunlat. Within the Ben-Hassrath, those with the title Hissrad perform subterfuge operations as spies against the many enemies of the Qun. Iron Bull devoted his entire self to the organization, as many Qunari do. He spent his days outing rebel spies,

Harding's assistance can prove invaluable to those who can secure it. While she's not a frontline fighter, she's an excellent scout. Her contribution is usually clandestine: harassing and harrying the enemy, sharing intelligence, or acting as pathfinder and tracker. "Fair fights" are for suckers or heroes and neither have particularly long life expectancies. Harding avoids straight-up fights in favor of ambushes and guerilla tactics. She uses any trick in the book and invents some of her own.

Any engagement is on her turf and her terms, with the odds stacked in her favor and a clear avenue of withdrawal if things go pear-shaped. She's not heartless or bloodthirsty, and she'll accept a vanquished foe's surrender. That said, some people are just *asking* for it, and Harding has no qualms about obliging them. Many of Harding's contributions to the field of guerrilla warfare are as wickedly funny to her as they are painful to the enemy. Latrines booby-trapped with Antivan Fire or hornet nests are her personal calling-cards: a former bard and fellow scout even immortalized one such escapade in a spectacularly graphic limerick.

chasing down Tal-Vashoth deserters and re-educating them to the cause, and bringing down dissenting rebel organizations. Iron Bull poured himself into his work with too much fervor. Soon after making a name for himself among the Qunari, Hissrad burnt himself out.

Feeling the need for a break, and not wanting to be labeled Tal-Vashoth himself, Iron Bull approached the Triumvirate and asked for a new assignment. Knowing their best agent was close to breaking, but not wanting to lose such a valuable resource, the Ben-Hassrath re-deployed Iron Bull to Orlais on a special assignment.

This is when The Iron Bull was born. No longer tied to the Ben-Hassrath, or to the strict ways of the Qun, Iron Bull adopted a more laid-back approach to living. Under the orders of the Ben-Hassrath, he formed a company of mercenaries on the Orlesian shore. He chose a new name for himself, "The Iron Bull," because he felt that it represented him as a mindless weapon and less as a person (a concept he enjoys greatly) then he rallied the best mercenaries he could find under the banner "the Bull's Chargers."

While forming the Bull's Chargers, Iron Bull came to the defense of an Aquin-Athlok boy named Krem. After discovering Krem was assigned female at birth, Krem's old outfit discharged and imprisoned him. He escaped, but was tracked down by Tevinter soldiers to a tavern where Iron Bull happened to be relaxing. Iron Bull quickly came to Krem's defense, saving him but losing an eye in the process. To Iron Bull, it was worth the loss, as Krem would go on to become Iron Bull's lieutenant and most trusted friend.

A combination of his distance from Par Vollen, his time among the Orlesians, and his new lackadaisical attitude changed Iron Bull. He has taken to drinking, promiscuity, and an indulgent lifestyle; all clearly forbidden by the Qun. In spite of that, Iron Bull enjoys his new life. The Bull's Chargers have become one of the premier mercenary guilds across all of Thedas. Iron Bull's experiences within the Ben-Hassrath



"Whenever you need an ass kicked, the Iron Bull is with you"

make his unit an excellent choice for Orlesian nobles looking for a more discreet solution to their problems, but they are still able to handle typical mercenary jobs.

While he has taken quickly to the Orlesian lifestyle, Iron Bull still maintains his loyalty to the Qun. While gallivanting with the Bull's Chargers, he makes note of everything he sees and sends the information back to the Ben-Hassrath. This allows Iron Bull the freedom to explore who he is while still upholding his obligations to the Qun.

While he is just as likely to send his soldiers into a rowdy tavern as a battlefield, Iron Bull is known to be an incredible leader and has earned the trust and respect of his men by holding himself to the same standards as he holds them. He drinks with them, talks with them, gambles with them, is one of them. The bond the Bull's Chargers have must remain strong, as they are poised to play an important role in the future of Thedas, and Iron Bull must be the glue that holds them together.

PERSONALITY

Iron Bull is an extraordinarily strong and confident figure who laughs loudly and often. He knows how to handle himself in a fight and doesn't back down from a challenge. In fact, he positively beams in the face of a great threat. He maintains his upbeat attitude and quick wit even during battle, and often tosses a few one-liners during a conflict.

He likes to boast, but only in good fun, and often challenges his party members to one-up the stories of his conquests, both martial and romantic. These challenges are more likely to occur when one is drinking with him.

KADAN

Qunari usually mate at the discretion of the Tamassrans in charge of the Qunari breeding program to ensure only the best pedigree. This is an act separate from love, and is deeply engrained in a Qunari's moral code. As a Qunari, the act of love-making cannot be used to gauge Iron Bull's interest in a character. Instead, Qunari have a token shared amongst lovers to show their devotion to each other. They share a traditional item called The Necklace of Kadan: a dragon's tooth split in half and made into matching necklaces. Wearing this set symbolizes their connection: No matter how far apart they are, they're still connected. The Qunari call this person their Kadan, which means "my heart."

Iron Bull loves to make jokes, but has a very dark sense of humor. He often makes light of morbid topics such as death and dismemberment. However, combat is not a game to him. He takes it very seriously.

His time in Orlais has affected him to his core. He has learned to devote time to himself and to the wasteful pleasures of life the Qun forbids. He takes romantic partners often and trivial things like a person's sex or race mean little to him. He is always open to new flings. Qunari see sex and mating as separate from love. They can have physical relationships with many partners, but they only express true love through the sharing of a dragon's tooth broken in half and worn as matching jewelry. If Iron Bull ever shares a dragon's tooth in this manner, it is a sign of the highest level of commitment.

QUNARI BEN-HASSRATH

The Atrique employs both men and women, Qunari and otherwise, to act as Ben-Hassrath agents. The table below is designed for playing a Qunari Ben-Hassrath, but this can be adapted for any race at the Narrator's discretion. You may simply replace the Qunlat language and the weakness to magic with two relative abilities from the background of the race you would like to play (City Elf, Fereldan Freeman, and so on). Ben-Hassrath agents are normally used in whatever area their race is most common, so they can best fit in as spies. However, it is not uncommon for agents to work together, or take on other assignments ultimately benefiting the Qun. Because of this, it is easy for a Ben-Hassrath agent of any race to fit into a party of almost any makeup, as long as they are not acting against the Qunari people.

PLAYING A BEN-HASSRATH

- You can speak and read Qunlat and the Trade Tongue.
- Like all Qunari, you are susceptible to magic. You suffer a -1 penalty on all ability tests to resist spells and other magical effects, such as magic item powers.
- Your Speed = 10 + Dexterity - Armor Penalty (if applicable).
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the **Incarnated Spirit** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

BEN-HASSRATH BENEFITS

2d6 ROLL	QUNARI BENEFIT
2	+1 Cunning
3-4	Focus STRENGTH (INTIMIDATION)
5-6	Focus CUNNING (CRYPTOGRAPHY)
7-8	+1 Perception
9	Focus PERCEPTION (TRACKING)
10-11	Focus WILLPOWER (FAITH)
12	+1 Strength

Even though Iron Bull displays a carefree and jovial attitude, his time spent learning the Qun has made him incredibly wise. He always has a piece of advice to offer and understands the burden of leadership far better than most rulers. He knows a good ruler has to make the hard decisions, and he is ready to live with those consequences. If ever lost, count on Iron Bull to help illuminate the path with the light of wisdom.

RELATIONSHIPS

Iron Bull forms bonds of friendship easily enough if he finds someone worthy. His closest companions are those who fight

IRON BULL

LEVEL 10 WARRIOR

ABILITIES (FOCUSES)

3	COMMUNICATION (LEADERSHIP)
5	CONSTITUTION (DRINKING)
4	CUNNING (CRYPTOGRAPHY, CULTURAL LORE, QUN)
3	DEXTERITY (RIDING, INITIATIVE)
0	MAGIC
4	PERCEPTION (TRACKING)
7	STRENGTH (INTIMIDATION, HEAVY BLADES)
5	WILLPOWER (FAITH, MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	95	13	4

WEAPON	ATTACK ROLL	DAMAGE
TWO-HANDED SWORD	+8	3D6+7

SPECIAL QUALITIES

FAVORED STUNTS: Mighty Blow, Pierce Armor, Threaten (1 SP), Lethal Blow, Dual Strike (3 SP).

POWERS: Expert Strike.

SPECIALIZATION: Champion (Master).

TALENTS: Single Weapon Style (Novice), Two-Hander Style (Master), Armor Training (Novice), Carousing (Novice), Intrigue (Novice).

EQUIPMENT: Heavy leather armor, two-handed sword, Iron Bull's vitaar (+1 Attack Bonus, +1 bonus to Willpower tests).

THREAT: MAJOR

in battle beside him. If he trusts you with his life, then he will trust you with his friendship as well.

His closest friend in Orlais is his lieutenant Krem, and their relationship is deeply rooted in respect. However, it is purely platonic, and has never proceeded further and become a romance. In fact, while Iron Bull has taken many lovers, he has never truly given his heart to any of them. He has never named anyone to be his "Kadan," but perhaps they are out there somewhere, waiting for him.

Iron Bull is a reliable friend, and a good one to have in your corner. Not only does he have your back during a fight, he supports you in all aspects of your adventure.

PLAYING IRON BULL

Iron Bull can play many different parts in a campaign, depending on when it takes place. Prior to the formation of the Bull's Chargers, Iron Bull would enter a campaign as an agent of the Ben-Hassrath. This role suits many different facets, as Iron Bull performed several jobs during his time there and acted across all of Thedas. At his core, Iron Bull was an intelligence operative. He gathered information on the comings and goings of all the important characters in Thedas. This would make him a great asset if the party needed to

pay someone for information. As long as their machinations aren't directed toward the Qunari people, Iron Bull is willing to help for the right coin. Iron Bull could also work together with the party in order to bring in a Tal-Vashoth fugitive or rebel. Most of his work with the Ben-Hassrath was in tracking down these individuals, and if his goals lined up with those of the campaign, he would be a perfect NPC to act out this role. However, it is important to note this was before Iron Bull took up the name "The Iron Bull." Prior to this point, he was known as Hissrad.

On the flip side, Iron Bull can also act as a formidable opponent. If the party is crossing the Qunari, attempting to assist one of those Tal-Vashoth or, even worse, assisting in a rebellion against the Qun, Iron Bull would be sent in to clean up the situation. This wouldn't exclude Iron Bull from teaming up with the party at a later date, as he is not one to hold grudges. The party is only his enemy as long as they are acting against the Qun. The only exception to this is if the party strikes a blow against Iron Bull, perhaps wounding him or slaying a close friend of his: an act he is less likely to forgive. If attempting to stick to the canon of the universe, though, it is important for Iron Bull to live through each encounter so he can continue to play a part in the story of Thedas.

The party is more likely to encounter Iron Bull as part of the Bull's Chargers. The mercenary group is well known, is very active, and operates on both sides of the law. Working alongside Iron Bull and his team would make for a memorable adventure, whether it be acting as protection duty for a noble from Val Royeaux or chasing down a group of Tevinter bandits.

It is still possible for the party to run afoul of the Bull's Chargers. Perhaps the Chargers have been assigned to guard the same keep the party is attempting to infiltrate. The Bull's Chargers can be inserted into a campaign in place of any set of basic guard troops in order to make a more memorable encounter, and Iron Bull can take the place of any random guard captain. But, as stated earlier, Iron Bull must survive the encounters if you wish your story to remain canonical.

If nothing else, Iron Bull and his Chargers are sure to be holed up in taverns across Thedas, drinking and celebrating their

VITAAR

Though appearing to be cosmetic facepaint to outsiders, Vitaar are in fact poisonous paints that interact with the wearer's skin, causing a change to their body such as a hardening of the skin or strengthening of the muscles. Qunari attuned to a vitaar are immune to the toxic effects, gaining only the benefits.

Vitaar provide various abilities, the most common being additional Health or Armor Rating. GMs can create their own Vitaar that provide a variety of effects. Iron Bull and Sten's default Vitaar are:

- **Iron Bull's Vitaar:** Crafted from deathroot, this vitaar gives Bull a +1 bonus to all Willpower tests and a +1 to his Attack bonus.
- **Sten's Vitaar:** Crafted from Blightwasp venom, this vitaar gives Sten one bonus SP for Combat stunts whenever he rolls doubles on an attack roll.

Other vitaar provide Strength test and Damage boosts, bonus Armor Rating, and similar effects.

most recent conquest, and full of information and secrets to sell to the highest bidder.

ADVANCEMENT

Iron Bull's first 10 levels represent his time spent with the Ben-Hassrath. His focus was on things like faith, intimidation, cryptography, tracking, and other abilities which allowed him to become a master intelligence agent. As Iron Bull advances, his focus should be on leading the Bull's Chargers. His primary stat of Strength and secondary stat of Communication would increase his ability to lead his unit. He still relies on the Cunning focuses practiced during his time as a Ben-Hassrath, and can improve those as well. But his focus would be on combat and leadership. His Champion specialization allows him to motivate his team.

ISABELA

FULL NAME: Isabela

ROLE: Free-Spirited Pirate

RACE: Human

ALLEGIANCES: Raiders of the Waking Sea

HOMELAND: Rivain

Isabela was born in Rivain to a Qun convert mother. When she grew, she caught the eye of Luis, a wealthy merchant with business ties to the assassins' guild known as the Antivan Crows. Isabela's mother married her off to the merchant in exchange for a goat and a handful of gold coins, and Isabela became Luis' bride.

Though Luis bought fine clothes and gifts for his wife, he treated her as a possession and a plaything, expecting her to "entertain" his guests. Isabela was freed from her sham

marriage when Luis was killed by Zevran Arainai as part of a Crow contract. It is unclear who ordered Luis' death—sometimes, Isabela claims she had her husband killed, and sometimes she says she doesn't know who hired the Crows.

After Luis's death, Isabela took his ship, the *Siren's Call*, and took to the sea, joining the Raiders of the Waking Sea. She proclaimed herself the "Queen of the Eastern Seas," and swiftly took to the life of a pirate captain. Along the way, she honed her skills in close combat and gained a reputation as an excellent duelist.

For some time, Isabela worked mainly as a smuggler, transporting cargos of lyrium, gems, and occasionally criminals fleeing the law. In addition to finding her own jobs, she worked with Castillon, a merchant, smuggler, and fence for the Raiders. During the Fifth Blight, Castillon had her pick

up a cargo of refugees from Ferelden. However, she soon discovered that the refugees had been lied to, and Castillon was planning on selling them as slaves when she delivered her “cargo.” Though usually not one to involve herself in the troubles of others, Isabela was unwilling to traffic in slaves, and turned the refugees loose.

As reparations for costing him his cargo, Castillon demanded that Isabela steal a relic from the Orlesians, a book known as the Tome of Koslun. This book was a very important artifact to the Qunari captured by the Orlesians during the third Exalted March that drove the Qunari out of the Free Marches.

The Orlesians were returning the Tome to the Arishok of the Qunari as a gesture of goodwill, but Isabela stole it before it could be returned.

Fleeing from the Arishok’s dreadnought after the theft, she attempted to escape through the narrows near Kirkwall in the middle of a storm. Both her vessel and that of her pursuer were wrecked on the reefs, and the Tome of Koslun was lost.



“When you get right down to it, we’re not responsible for anyone but ourselves. You can choose to be free, or you can choose to be saddled with all the world’s problems.”

With no ship or crew left to her, Isabela was stuck in Kirkwall, getting by as best she could. She soon befriended Hawke, and together they discovered that the Tome of Koslun had survived and was in the hands of a local fence and black marketer. Hawke and Isabela took the Tome, and the Champion of Kirkwall convinced her to return the tome to the Qunari. This gesture was not enough to appease the Qunari’s chief representative in Kirkwall, the Arishok. Ultimately, Hawke dueled with the Arishok rather than give Isabela over to the Qunari for judgment, winning her freedom. Eventually, Isabela tracked down information on Castillon’s slave ring and found proof of his illegal dealings. She threatened to turn over her evidence to the Kirkwall authorities unless he gave her a ship and agreed to never come after her again.

Isabela once more had a deck under her feet and the open sea before her. Though she stayed in Kirkwall for a time to aid Hawke during the Kirkwall Rebellion, she eventually returned to traveling. Rumors place her traveling with Varric, performing a secretive mission for the King of Ferelden, or returning to the Raiders of the Waking Sea and proclaiming herself an Admiral (a title which is no more official than “Queen of the Eastern Seas”).

PLAYING ISABELA

Above all else, Isabela wants to be free; free to go where she wants, free to do what she wants, and free to sleep with whomever she wants. This free-wheeling drive makes

ISABELA			
LEVEL 10 ROGUE			
ABILITIES (FOCUSES)			
COMMUNICATION 4 (GAMBLING, SEDUCTION), CONSTITUTION 2 (DRINKING, SWIMMING), CUNNING 2 (NAVIGATION), DEXTERITY 5 (ACROBATICS, DUELING, LIGHT BLADES), MAGIC 0, PERCEPTION 5 (SEEING), STRENGTH 2 (INTIMIDATION), WILLPOWER 1 (COURAGE)			
SPEED	HEALTH	DEFENSE	ARMOR RATING
15	85	15	3
(16 VS. MELEE ATTACKS)			
WEAPON	ATTACK ROLL		DAMAGE
DAGGER	8		1d6+2
MAIN GAUCHE	8		1d6+2
SPECIAL QUALITIES			
FAVORED STUNTS: Lightning Attack (2 SP), Pierce Armor (1 SP), That Makes Me Wonder (2 SP).			
POWERS: Backstab, Bluff, Dirty Fighting, Lethality.			
SPECIALIZATION: Duelist (Master).			
TALENTS: Contacts (Novice), Dual Weapon Style (Journeyman), Carousing (Journeyman).			
EQUIPMENT: Dagger, main gauche, and light leather armor.			
THREAT: MAJOR			

her easy to introduce to a game, as she can be found just about anywhere in Thedas that has a seaport. She makes an excellent ally for the protagonists, particularly those with a roguish bent. She can provide information and passage across the seas of Thedas, or she can simply be a friend and companion for nights of drinking, bar fights, and general debauchery.

Isabela's connections with the Raiders of the Waking Sea can drive plots as well. Her rivalries with other pirates can cause

trouble for her allies, as can any entanglements with the law. For characters intent on enforcing the law, she can become a rather large thorn in the side.

Isabela is also very free-wheeling when it comes to her romantic engagements. If she and someone share mutual attraction, she has no qualms about having an evening of fun. Even if she has found a longer-term romance (perhaps with the Champion of Kirkwall) she is unlikely to feel tied down, and will at least flirt with anyone she wants to.

JOSEPHINE

FULL NAME: Lady Josephine Cherette Montilyet

ROLE: Brilliant Diplomat

RACE: Human

ALLEGIANCES: The Montilyet Family

HOMELAND: Antiva City, Antiva

The firstborn of Lord Yves Montilyet and his lady wife, Josephine learned from a very young age that a great deal would be expected of her. Even as a little girl, she came to understand her father's impracticality (his "artist's temperament," as she thinks of it), and she leaned heavily on her mother for guidance and inspiration regarding the kind of leader she would have to become to the Montilyets when it came time for her to assume control of the house. Josephine's mother instilled in her a sense of responsibility and an appreciation for the heavy obligation an eldest child holds toward her kin. Accordingly, Josephine developed into something of a second mother of the household from the birth of her first sibling onward.

When she was still quite young, Josephine was sent to Orlais to receive schooling appropriate to a daughter of nobility. She was heartbroken to be separated from her family—at the time, she thought her mother unspeakably cruel for forcing her into "exile" in such a manner—but she quickly found herself making friends and admirers. Though the Montilyets had long ago departed Orlais in disgrace over a terrible feud with a rival noble family, the Du Parequettes, Josephine acquitted herself with grace and aplomb, and she attracted the notice of those on high. Though not even yet an adult, she received invitations to tea with powerful noblewomen, offers of escorts to all of the best and most prestigious parties, and opportunities to learn the Game from some of its most skillful veterans. At every turn, Josephine put these advantages to good use, garnering useful connections and earning the goodwill of the movers and shakers of Thedosian politics.

In fact, Josephine became so enamored of the intricacies of the Game that she ended up falling in with a crowd of young Antivan nobles who determined to play at being bards. After all of the time spent subtly moving the playing pieces around, it was a thrill to don a mask and haunt the shadows of Val Royeaux, aspiring to become one of the hands that removes both pawn and king alike from the board. For the most part, though, it was all fun and games—the illusion of danger, intrigue, and romance, with little of the reality of any of them. The time came, however, to put aside childishness, and Josephine accepted a commission that took her out into the nighttime streets. While on this mission, she was

confronted by another bard, who drew steel on her. Instinctively shoving this rival away merely to escape from him, she accidentally pitched the other bard down a flight of steps, causing him to sustain an instantly fatal injury. Overcome with horror at what she'd done, Josephine lifted the man's mask off, only to realize that she'd just killed one of her Antivan friends. That night, she threw away her bardic accoutrements in sorrow, shame, and disgust, resolving never to employ violence as a solution to her problems when any other means would suffice.

Despite the shock of that night, Josephine stayed on in Orlais for some time longer, making the acquaintance—and, in time, earning the friendship—of the bard Leliana. The two women became cherished confidantes to one another, and Josephine marveled at the glamor of Leliana's life, while Leliana did her best to keep word of her more nefarious exploits from reaching her friend's ears. Eventually, though, Leliana disappeared, with only the chance to make a brief farewell. Josephine was saddened by her now-closest friend's sudden departure, but she had come to understand that the life of a bard is a perilous one, and that a quick and complete escape often means the difference between life and death. It would be nearly a decade before she saw Leliana again.

After finishing up her formal education in Val Royeaux, Josephine toured much of southern Thedas, personally acquainting herself with heads of state, prominent nobles, the wealthiest and most influential merchants, and others capable of shaping the international politics of the continent. In her travels, she also met stoic diplomats from the Anderfels, wily Tevinter ambassadors, and traders from the far shores of Rivain. Every step of the way, Josephine established solid working relationships, not only building ties for herself, but also connecting various parties in alliances of mutual benefit, and so profiting all involved. By the time she was to return to Antiva City, Josephine had amassed a staggering breadth of contacts and friendships, all the while deftly avoiding any perception that she might potentially become a threat to any of the people in power. Only a few very understood how truly dangerous she had become, and they proved wise enough to stay on her good side.

Josephine's homecoming was a time of mixed emotions. Certainly, she was overjoyed to see her family again, having only had the occasional visit from a parent or sibling during her years away, but she was also a bit overwhelmed by the state of House Montilyet and her obligation to better its standing. Her father had frittered away sums of money he didn't even truly have through his love of the arts, and it fell to Josephine—now,



"The nobility of Thedas is a rather singular sphere. Those I'm not acquainted with, I know through reputation."

by Antivan tradition, the administrator of the family's finances and primarily responsible for its social standing—to somehow conjure gold out of thin air, rein in her unruly siblings, and deftly navigate the often lethal politics of Antiva on behalf of all of her immediate kin. Against all odds, she managed to do just that, maintaining the high lifestyle and venerable station of the Montilyets with astounding feats of political and financial legerdemain. When an extraordinarily lucrative business venture came along that would have required Josephine to disregard her principles, however, she refused to act upon it, and so she passed the test secretly set before her. Josephine's old friend, Leliana, had returned from the shadows, and the bard now known as Sister Nightingale came with a proposition that could shape the future of Thedas.

PERSONALITY

Josephine somehow encapsulates an odd and endearing mix of idealism and practicality. While maintaining a firm grasp on the (sometimes ugly) way that the world is and how it works, she nevertheless still manages to believe in a vision of the just and altruistic place that it *could* be. Despite knowing

JOSEPHINE MONTILYET			
HUMAN DIPLOMAT AND NOBLE			
ABILITIES (FOCUSES)			
6	COMMUNICATION (BARGAINING, DECEPTION, ETIQUETTE, GAMBLING, PERSUASION)		
1	CONSTITUTION		
4	CUNNING (CULTURAL LORE, HERALDRY, WRITING)		
3	DEXTERITY (CALLIGRAPHY)		
0	MAGIC		
3	PERCEPTION (EMPATHY)		
0	STRENGTH		
2	WILLPOWER (SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	28	13	0
WEAPON	ATTACK ROLL	DAMAGE	
DAGGER	+3	1D6+1	
SPECIAL QUALITIES			
FAVORED STUNTS: And Another Thing (1 SP), Bon Mot, Jest, Stunned Silence, Tower of Will.			
TALENTS: Carousing (Journeyman), Contacts (Master), Intrigue (Etiquette) (Journeyman), Linguistics (Master).			
EQUIPMENT: Exquisite clothing and ornate dagger.			
THREAT: MINOR (IN COMBAT), MAJOR (IN SOCIAL INTERACTIONS)			

the unsavory ins and outs of Thedosian games of state, she is often loath to resort to the most underhanded sorts of political methods, and is only rarely willing to accept the notion that the ends justify the means.

Perhaps in part because of her incredibly broad view of the goings-on in the world and her awareness of the potential impact of one person's actions, Josephine has a highly developed sense of personal responsibility. She takes her obligations very seriously and frequently neglects to ask for help, even when doing so would lessen her own burdens immensely. Josephine is certainly willing to sacrifice her own happiness for what she considers to be the greater good of those who have her loyalty—if possible, without letting on about her own sense of loss and disappointment.

Josephine's proper and somewhat reserved demeanor and occasional displays of cutting wit hide a profound enthusiasm and lust for life. While largely inexperienced in the game of love, she is very much a romantic. Her Antivan upbringing and time in the courts of Orlais kindled in her a deep appreciation for the passion, pageantry, honor, intrigue, and even tragedy of the matters of the heart.

RELATIONSHIPS

Josephine is quite friendly and gregarious by nature, but actually befriending her takes time and effort. She is so accustomed to acting from behind an unperturbed mask of polite-

ALL OVER THE PLACE

Clearly, Josephine's stats are pretty unusual. She's got very respectable abilities and ability focuses, as well as an unusually large number of talents, but no specialization, comparatively very little Health, and nothing in the way of combat skills. In essence, she looks something like a high-level character who happens to be missing many of the perks that should come with her advancement. This is the result of the way in which Josephine has developed herself over the course of her life, building up huge networks of allies and acquaintances, honing her wiles in the courtly circles of Thedas, and mastering the conventions of high society. Josephine is one of the most gifted communicators and stateswomen alive, but she doesn't venture outside of that bailiwick if at all possible.

Thus, while Josephine can remember what King Markus Pentaghost's favorite food is off the top of her head, convince an Antivan merchant prince to sell for 70% of his "final offer," and play the Game with the members of Empress Celene's imperial retinue, she isn't at all suited to exploring the Deep Roads or clashing with a cult of blood mages entrenched in the Hunterhorn Mountains. Characters like Josephine serve as a reminder that not every powerful and competent person in the world has class levels and skills useful on the battlefield.

ness and civility that it takes a bit of doing—or a sudden shock—to get her to lower her defenses and actually open up. Her closest, truest friend is Leliana, former companion to the Hero of Ferelden and the Left Hand of Divine Justinia. As the eldest child of her generation, Josephine also holds a leadership role in the Montilyet family which she takes very seriously (especially considering the impracticality of her father and several of her younger siblings). Those who put in the time and effort to earn her friendship learn that she is intelligent, steadfast, resourceful, and caring.

Characters seeking to pursue a romantic relationship with Josephine are apt to discover that they are not without rivals for her affection. Depending upon the circumstances of your campaign, she may have the suit of one of a number of powerful figures—or of more than one, for that matter. Those who show true devotion (and who are courageous and determined enough to risk incurring Leliana's ire) may be able to win Josephine's heart, but love may not prove to be enough. She may well submit to an undesired political marriage, even to the detriment of herself and her beloved, if doing so is demanded by honor, or if the union will result in valuable capital that can be used for the good of many.

PLAYING JOSEPHINE

Above all else, Josephine is a diplomat and a facilitator. She has the attention and the confidence of some of the most powerful people in Thedas, and that makes her one of the most influential individuals that characters are ever apt to meet. But Josephine recognizes that her strengths exist largely in the courtly sphere, and she certainly isn't an adventurer. That said, she is quite comfortable engaging the services of adventurers when necessary and, due to her vast network of connections, capable of compensating them with material wealth, political introductions, mercantile favors, or very nearly any other imaginable commodity. Indeed, Josephine views this exchange of goods and goodwill as the foundation stone of a civilized society, and she genuinely enjoys putting competent people in touch with one another for worthy causes.

When using Josephine, perhaps the most important thing to keep in mind is that she's strong where most characters tend to be weak (convincing several major mercantile consortiums to use an alternate trade route for several months, anticipating

next season's courtly fashions in the southern Free Marches, or securing audiences with kings on only a few days' notice) and weak where most characters are strong (fighting off a band of Chasind raiders, stealing a volcanic aurum dagger meant as a gift for the local crime boss, or researching long-lost arcane secrets). Thus her strengths and those of the characters can very easily complement one another, without either party running roughshod over the other.

Characters might be tasked with escorting Josephine from one destination to another. As a person of significant importance, she is called upon to travel fairly extensively, and she could be encountered nearly anywhere going to pretty much anywhere else. In addition to being sincerely friendly and outgoing, Josephine understands the benefits of knowing people in all walks of life, and she will gladly make conversation with those who treat her with respect, regardless of their station.

Of course, rather than running across her in the course of their travels, it's also possible that adventurers might be dispatched on a mission from Josephine (with or without them knowing the identity of their employer). Typically, such a job will be on the up-and-up, though Josephine tends not to delve too deeply into the small details of how things get done, as long as they get done and there's no significant mess for her to clean up. That said, those who get the work done with style and grace—and without excessive bloodshed or other unfortunate complications—may find that Josephine specifically seeks them out (revealing herself to them, if they haven't already met her) for more and better employment in the future.

ADVANCEMENT

As Josephine advances, she'll continue to focus upon her strengths: connections, communications, and alliances. Her way of getting things done revolves almost entirely around putting the right notes in the right hands, as well as receiving interesting bits of news from the furthest corners of the continent, and her ongoing development reflects that approach. She will increase her Communication, Cunning, and Perception (probably in that order), in addition to further developing her Carousing and Intrigue talents. Though she gave up on being a bard before she ever really started, it's also possible that Josephine might devote a bit of study to the performing arts.

KNIGHT-COMMANDER MEREDITH

FULL NAME: Meredith Stannard

ROLE: Dangerous Zealot

RACE: Human

ALLEGIANCES: The Templar Order, the Chantry

HOMELAND: Kirkwall, Free Marches

Meredith Stannard is defined by her fear and hatred of magic, and by an obsessive need for control in what she has come to see as a world in perpetual danger of being consumed by chaos. At a young age, she witnessed firsthand the consequences of defying the Chantry's unbending stance on mages, when Meredith's parents concealed her little sister, Amelia, from the templars, only for the girl to succumb to demonic possession. The abomination that had once been the younger Stannard sister slaughtered 70 people, including the rest of Meredith's family, before it was finally put to the sword.

With no other kin to turn to, Meredith entered into the service of the Chantry as a templar, determined to spare others the tragedy that had befallen her and her family. A driven recruit, she excelled in her martial studies and in learning Chantry law. Indeed, these became a shield to her, helping to ward off the pain of her past and giving her courage with which to face the evils that she saw everywhere in the world around her: mages who refused to accept that their very existence was sinful, nobles with insufficient reverence for the holy word of Andraste, common folk indulging in every manner of wickedness and vice, and the like. Everywhere she turned, Meredith saw things that inspired revulsion in her, and she became angry that others simply tolerated this kind of corruption in the world without feeling moved to do anything about it.

Things came to a head for Meredith when, in 9:21 Dragon, Viscount Perrin Threnhold of Kirkwall attempted to expel the templars from his city, leading to a confrontation in which the viscount had then-Knight-Commander Guylian arrested and executed. Rallying her fellow templars to her, Meredith stormed the Viscount's Keep and took Perrin into custody, turning

him over to Grand Cleric Elthina, who had the man thrown in prison. As a reward for her steadfast loyalty to the Chantry, Meredith was named the new Knight-Commander of Kirkwall. She wasted no time in impressing upon Perrin's successor, Marlowe Dumar, the reality that his reign was predicated entirely upon her willingness to permit it to continue. From that day onward, the Chantry became the true law in Kirkwall, and Knight-Commander Meredith became the mailed fist of the Chantry.

Two years later, Perrin Threnhold died of poisoning in prison, though the city guard's lackadaisical investigation never identified his killer.

When the Fereldan refugees of the Fifth Blight came to Kirkwall, Meredith put her considerable political influence behind keeping them out, reasoning that she had enough to do overseeing the miscreants and blasphemers already living in her city without adding the notoriously impious southerner "dog lords" to her flock. Still, by ones and twos, they trickled into Kirkwall from the Gallows (often after bribing various unsavory sorts in the city to "prove" that a given group from Ferelden had "legitimate business interests" within), and Meredith found herself having to grudgingly accept their presence. Still, the comparative poverty of most of the refugees, combined with the disdain the Kirkwall natives felt toward them, kept them safely contained in the city's worst neighborhoods, which suited the Knight-Commander just fine.

In the years that followed, Meredith forged an alliance of convenience with the former refugee Hawke in repelling the Qunari attack upon Kirkwall, when the Arishok seemingly went mad and ordered his soldiers to conquer the city. Alongside First Enchanter Orsino, Hawke and Meredith found their way to the Viscount's Keep, though not in time to save the ruler of Kirkwall from dying at the Qunari leader's hands. While Hawke battled the Arishok, Meredith and her templars continued their counteroffensive against the Qunari forces occupying much of the city. In the end, the Arishok perished and order was restored. In gratitude for services rendered, Meredith even named Hawke the Champion of Kirkwall (simultaneously demonstrating to the nobility that she was, from that point onward, the city's one true ruling power).

Not long thereafter, Meredith came into possession of her red lyrium blade, and she gradually became



"Magic is a cancer in the heart of our land, just as it was in the time of Andraste. And, like her, we are left with no choice but to purify it with fire and blood."

SURVIVING THE GALLOWS

In the canonical history of Thedas, Meredith dies horribly in Kirkwall, consumed utterly by her red lyrium blade after attempting to draw too much magical power from it, transformed into a kneeling statue, her face twisted into a warped expression of terrified agony. But what if Meredith *didn't* die at the Gallows? In order for her to survive, Meredith would either have to never come into possession of the red lyrium sword, or else somehow lose it before her final confrontation with First Enchanter Orsino and Anders's destruction of the Kirkwall Chantry. Once that final threshold is crossed, Meredith's doom is assured—unless, of course, the weapon ends up broken during the fight with Hawke.

No matter what happens, Meredith's descent into madness is merely facilitated by the red lyrium; the blade only works with the seeds of paranoia, hatred, and hubris that are already there inside the Knight-Commander to begin with. That said, many of the key events across Thedas would surely unfold in a very different manner if Meredith didn't end up succumbing to madness. Indeed, it's possible that in the absence of her increasingly brutal and persecutory attitude toward mages, Anders never has the final catalyst necessary to push him to obliterate the city's Chantry and kill Grand Cleric Elthina. Perhaps Meredith conducts her purge of the local mages with more subtlety and patience (and maybe she even ends up succeeding), or it might be that the other templars perceive her growing insanity and are able to unseat her from her position with few (or no) casualties. While perhaps the unlikeliest outcome of all, it's even possible that someone manages to bring Meredith back from the brink of madness through patience, understanding, and force of personality.

unbalanced, persecuting the mages of the Gallows with a monstrous fervor. Mages were made Tranquil for ever-pettier offenses and even the Grand Cleric could no longer appreciably influence Meredith's actions. When murmurs of an Exalted March against Kirkwall spread through Chantry circles, the Knight-Commander's paranoia only grew. Now, she knew, she had no allies to whom she could turn; all of Thedas was against her, and she alone could give peace and order to her city.

The final blow came with the destruction of the Kirkwall Chantry by the apostate Anders. Immediately, Meredith invoked the Right of Annulment with intent to purge the "sin of magic" from the city, killing even those members of the local Circle of Magi who had done no wrong. Though First Enchanter Orsino, in an effort to stop the violence, offered to capitulate to all of Meredith's demand so long as he and his people would be spared, she no longer believed peace with mages to be possible, under any circumstances. Hawke was forced to do battle with the insane Knight-Commander, who had finally succumbed to the insidious influence of the red lyrium weapon she carried. After a fierce battle during which Meredith unleashed the full power of her blade, she attempted to draw too heavily upon it and was utterly consumed: transformed into a red lyrium statue, her face forever frozen in a silent scream of pain and horror.

PERSONALITY

Meredith is, above all else, hard and uncompromising. She sees the world as being starkly divided between good and evil, and her confidence that she always stands on the side of good is absolute. In her eyes, those who disagree with her are at best naïve and dangerously mistaken, and at worst deliberately attempting to lure others into sharing in their wickedness. Meredith has no use for half-measures, and perhaps the most terrifying thing about her is that there is no hypocrisy in her: She truly believes that what she does is always for the greatest good of all.

When in a position of authority over others (which is often), Meredith displays a haughty sense of certainty. She

does not make requests—she gives orders, and she always expects hasty and uncomplaining compliance. Meredith easily becomes personally offended by any response other than immediate capitulation, though she displays a certain strained patience for those who test her goodwill by asking for her to clarify any commands. She rewards those who rush to obey, though the prizes she offers invariably come with strings attached (which usually means that the recipient becomes more tightly bound to Meredith and reliant upon her continuing goodwill).

When confronted with mages—even those who treat her with respect—Meredith becomes short-tempered and paranoid, waiting for what she considers to be an inevitable betrayal (or else for the mage to become possessed and have to be put down). This aspect of her personality becomes increasingly pronounced during her ownership of her red lyrium sword, until at last she begins treating everyone with the same suspicion and simmering hatred that she normally reserves for mages.

RELATIONSHIPS

Perhaps the most important relationship in Meredith's life is with her dead sister, Amelia. It was on her sister's account Meredith learned, firsthand, of the dangers of allowing anything—even love for a cherished sibling—to stand in the way of imprisoning mages for their own good and the good of everyone around them. To this day, Meredith's dreams are haunted by the cries of the dying, and by the hideous visage of the abomination that was once Amelia. Even knowing that her sister could not have survived the Circle and its trials, Meredith wishes that her parents had sent their little girl away in accordance with Chantry law. Far better that a templar's sword take a mage's life in a failed Harrowing than scores of people perish for misplaced sentimentality.

In terms of her ties to the living, Meredith's most important relationship is the one she has with First Enchanter Orsino. The Knight-Commander views Orsino as a pompous irritation, determined to prevent her from tightening a much-needed iron hand of discipline around Kirkwall's mages.

KNIGHT-COMMANDER MEREDITH

LEVEL 15 WARRIOR

ABILITIES (FOCUSES)

2	COMMUNICATION (INVESTIGATION, LEADERSHIP)
5	CONSTITUTION (STAMINA)
1	CUNNING (ARCANE LORE, EVALUATION, MILITARY LORE, RELIGIOUS LORE)
4	DEXTERITY (BRAWLING, INITIATIVE, RIDING)
3	MAGIC
1	PERCEPTION
7	STRENGTH (CLIMBING, HEAVY BLADES, INTIMIDATION, JUMPING, MIGHT)
4	WILLPOWER (COURAGE, FAITH)

SPEED	HEALTH	DEFENSE	ARMOR RATING
9	130	14	10

WEAPON	ATTACK ROLL	DAMAGE
TWO-HANDED SWORD	+9	3D6+7

SPECIAL QUALITIES

FAVORED STUNTS: Dual Strike (3 SP), Knock Prone, Lethal Blow, Lightning Attack, Mighty Blow (1 SP), Pierce Armor, Threaten (1 SP), Tower of Will.

CLASS POWERS: Expert Strike, Quick Strike, Veteran.

SPECIALIZATIONS: Templar (Master), Berserker (Novice).

TALENTS: Armor Training (Master), Command (Journeyman), Quick Reflexes (Novice), Two-Hander Style (Master), Weapon and Shield Style (Novice).

EQUIPMENT: Heavy plate and two-handed sword (or red lyrium blade).

THREAT: DIRE

Meredith's interactions with the Chantry are probably best described as a timid master (Grand Cleric Elthina) trying to soothe a vicious dog (Meredith) and keep it from attacking everyone that arouses its ire. Meredith admires the Grand Cleric for the latter's faith, but clearly doesn't respect her and the Knight-Commander does essentially as she pleases, knowing that Elthina lacks the conviction necessary to attempt to rein her in. Meredith's templars know her as a hard and uncompromising leader, while the Viscount of Kirkwall is never allowed to forget that he rules only by her sufferance.

PLAYING MEREDITH

Meredith has a powerful, overbearing personality. It's very easy for her to run away with a scene and stomp all over the characters (perhaps literally, if they've made her especially angry). As time goes on, she becomes increasingly incapable of compromise or rational thinking, seeing enemies in every shadow and perceiving even the slightest hint of disobedience as equal measures personal threat and deliberate insult.

THE RED LYRIUM BLADE

A monstrous sword, crafted from the mysterious idol which Meredith acquired from Bartrand Tethras, the red lyrium blade is a wholly unique artifact. Depending upon when the characters encounter Meredith, she may or may not already have it. The sword exerts an evil influence upon the Knight-Commander while in her possession, causing her to become increasingly unstable through prolonged exposure. It is also an extremely formidable weapon. When wielded by Meredith, it has an attack roll of +10 and does 4D6+10 damage with a successful strike. In the final battle at the Gallows in Kirkwall, Meredith draws upon the sword repeatedly for power, enabling her to perform feats of magic beyond the scope of even the most powerful enchanter of the Circles of Magi. In doing so, she feeds the weapon with her anger and hatred. The game effect of this fully refreshes her Health, no matter how badly injured she is, and causes the sword's attack roll to increase to +12 and its damage to 5D6+15. Eventually, though, on the brink of death, Meredith attempts once more to call upon the red lyrium blade and is instead consumed by it.

Meredith isn't accustomed to asking for favors. Instead she barks commands which she expects to be carried out with haste. Characters faithful to the Chantry and its hierarchy may try to work within Meredith's expectations, but it soon becomes apparent to all save the most unthinkingly loyal that she is an arrogant taskmaster, taking her rage out on the world. Even exemplary service is usually met with nothing more than a cursory word of acknowledgement.

It's almost inevitable that one or more characters are going to want to stand up to Meredith and tell her where she can stick her imperious tone and her expectations of slavish obedience. It's a fine line to walk between letting characters be who they are and say the things they want to say, and having the Knight-Commander respond in a manner that is true to her nature while simultaneously not ruining the story by slaughtering those who presume to dissent against her. In the beginning, she prefers to employ threats to keep people in line, resorting to violence only when necessary. But her temper worsens badly with time, as the red lyrium sword plays upon all of her darkest emotions and compulsions.

ADVANCEMENT

As Meredith's level advances, she will continue to build on her existing primary strength: inflicting massive damage in melee. In fact, what emphasis she has thus far placed upon functioning as the leader of Kirkwall's templars will take a backseat to an all-consuming need to wreak havoc upon her enemies with her own two hands. She will enhance her Strength, Constitution, and Dexterity, almost to the exclusion of all other abilities, and the berserker specialization talents that she gains as her level increases will make her all the more dangerous.

KREM AND THE CHARGERS

FULL NAME: The Bull's Chargers
ROLE: Mercenary Unit
RACE: Various
ALLEGIANCES: Iron Bull, Coin
HOMELAND: Ferelden

CREMISIUS KREM ACLASSI

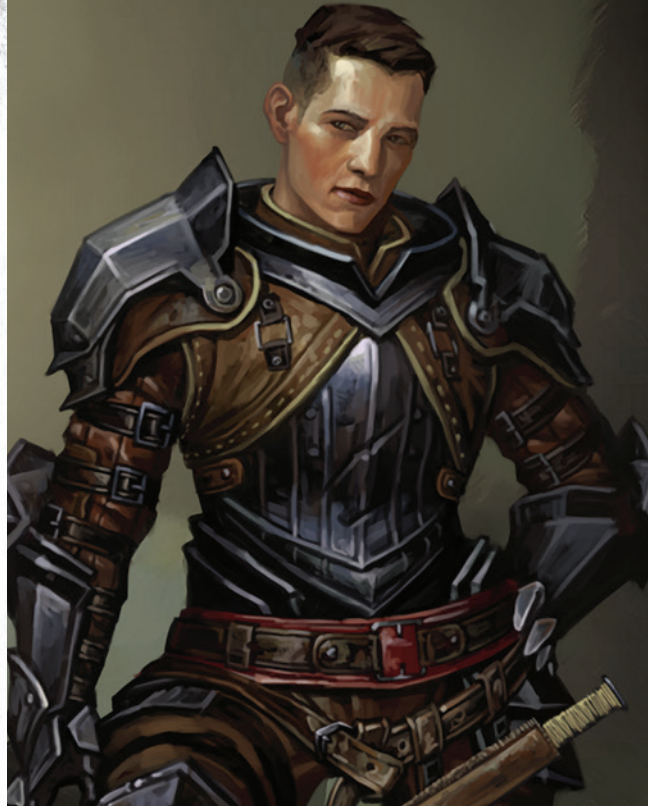
Krem is what the Qunari refer to as an Aqun-Athlok, one who is biologically one gender but who identifies and lives as another. In Krem's case, he was assigned female at birth, but was in fact male. While accepted in Qunari society, this is frowned upon in most other nations. In order to achieve his dream of being recognized as a male warrior, Krem had to sneak his way into the military. When they discovered Krem was a transgender man, Krem's squad mates turned on him and attempted to kill him on the spot. Luckily for Krem, this happened in a tavern patronized by The Iron Bull, a powerful Qunari mercenary. The harassers proved little trouble for Iron Bull's might, and soon Krem was back on his feet. Looking to repay his savior, Krem joined the Bull's Chargers and found the acceptance and duty he had been looking for. While Krem has not become a follower of the Qun, he respects its principles. Krem and Iron Bull have grown to be close friends, and Krem serves as the Lieutenant for the Bull's Chargers.

SKINNER

Skinner is a city elf, born into poverty in an elven alienage. The elves there are often mistreated by the city's nobles, and for Skinner it was no different. But Skinner took a stand and stood up against the nobles who enjoyed sharpening their swords on the alienage's elves. After slaying the nobles who assaulted her elven brethren, she was forced to flee the city, where she fell in with Iron Bull, who describes her as being like a wild animal. She is aggressive, and Iron Bull gives her a beneficial outlet for her anger.

ROCKY

Rocky is a low-born Dwarf miner from Orzammar. He spent his days working the mines. He spent his free time experimenting with explosives and grenades. This hobby seemed harmless, until Rocky accidentally blew up a small bit of the dwarven Shaperate and was sentenced to exile because of it. Luckily, he stumbled upon Iron Bull and joined the Chargers. Rocky is able to use his skills in stealth and engineering to sneak behind enemy lines and bring down fortifications in preparation for the Chargers' assaults. He'll tell you he's about to unlock the power of the Qunari black powder, but more likely he'll blow up something best left unexploded first.



"No man can beat the Chargers, 'cause we'll hit you where it hurts. Unless you know a tavern with loose cards and looser skirts. For every bloody battlefield we'll gladly raise a cup. No matter what tomorrow holds, our horns be pointing up!"

CREMISIUS KREM ACLASSI

LEVEL 10 WARRIOR

ABILITIES (FOCUSES)

COMMUNICATION 3 (DISGUISE, LEADERSHIP), CONSTITUTION 4 (DRINKING, STAMINA), CUNNING 4 (HERALDRY, MILITARY LORE), DEXTERITY 2 (STEALTH), MAGIC 0, PERCEPTION 4 (EMPATHY, HEARING), STRENGTH 5 (HEAVY BLADES, INTIMIDATION, MIGHT), WILLPOWER 4 (COURAGE, SELF-DISCIPLINE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	75	15	4

WEAPON	ATTACK ROLL	DAMAGE
LONG SWORD	+6	2d6+5

SPECIAL QUALITIES

FAVORED STUNTS: Dual Strike (3 SP), Lethal Blow, Stay Aware, Threaten (1 SP), Tower of Will.

POWERS: Expert Strike.

TALENTS: Armor Training (Journeyman), Command (Novice), Guardian (Master), Single Weapon Style (Novice), Weapon and Shield Style (Master).

EQUIPMENT: Heavy leather armor, long sword, and medium shield.

THREAT: MAJOR

SKINNER

LEVEL 5 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 1 (DECEPTION),
CONSTITUTION 2, CUNNING 4 (EVALUATION),
DEXTERITY 4 (ACROBATICS, LEGERDEMAIN, LOCK PICKING,
STEALTH), MAGIC 0, PERCEPTION 4 (TRACKING),
STRENGTH 3, WILLPOWER 1

SPEED	HEALTH	DEFENSE	ARMOR RATING
16	50	14	3

WEAPON	ATTACK ROLL	DAMAGE
SHORT BOW	+4	1D6+5
SHORT SWORD	+4	1D6+5

SPECIAL QUALITIES

FAVORED STUNTS: Pierce Armor (1 SP), Skirmish, Threaten.

POWERS: Backstab, Bluff, Rogue's Armor.

TALENTS: Bows Group (Novice), Light Blades Group (Journeyman), Thievery (Novice).

EQUIPMENT: Light leather armor, short bow, and short sword.

THREAT: MINOR

ROCKY

LEVEL 5 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 1 (INVESTIGATION),
CONSTITUTION 2 (RUNNING, STAMINA), CUNNING 4,
DEXTERITY 4 (GRENADES, LOCK PICKING, STEALTH, TRAPS),
MAGIC 0, PERCEPTION 2 (HEARING),
STRENGTH 2, WILLPOWER 1

SPEED	HEALTH	DEFENSE	ARMOR RATING
14	55	16	3

WEAPON	ATTACK ROLL	DAMAGE
DAGGER	+6	1D6+3
FIRE BOMB	+6	3D6, IGNITES FLAMMABLES

SPECIAL QUALITIES

FAVORED STUNTS: Advantageous Positioning, Pierce Armor (1 SP), Speedy Search.

POWERS: Backstab, Bluff, Magic Resistance +2, Rogues, Armor.

TALENTS: Poison Making (Journeyman), Scouting (Novice).

EQUIPMENT: Light leather armor and dagger.

THREAT: MINOR

GRIM

LEVEL 5 WARRIOR

ABILITIES (FOCUSES)

COMMUNICATION 0, CONSTITUTION 3 (DRINKING), CUNNING 1,
DEXTERITY 4 (BRAWLING), MAGIC 0, PERCEPTION 2,
STRENGTH 5 (HEAVY BLADES, INTIMIDATION, MIGHT),
WILLPOWER 4 (MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
9	85	14	10

WEAPON	ATTACK ROLL	DAMAGE
TWO-HANDED AXE	+6	3D6

SPECIAL QUALITIES

FAVORED STUNTS: Dual Strike (3 SP), Mighty Blow, Threaten.

TALENTS: Armor Training (Master), Carousing (Novice), Two-Handed Style (Master).

EQUIPMENT: Heavy plate and two-handed axe.

THREAT: MINOR

STITCHES

Stitches spent the first years of his life living as a peaceful healer in a small Fereldan village. It wasn't until the Fifth Blight that Stitches picked up a sword for the first time and, in his own words, he "hasn't put it down since." After surviving the evils of the Blight, Stitches was recruited by Iron Bull to be the company's healer. He's one of the best healers in Ferelden, and it doesn't hurt that he's handy with a sword as well. Now if only Iron Bull could figure out the difference between a potion and a poultice.

GRIM

Grim doesn't talk much; not more than a grunt or two at a time. No one knows what he did or who he was before he met up with the Chargers, but he knows how to handle himself in a fight. Iron Bull has surmised he must be some king or ruler of a tiny, forgotten civilization. Whether that is the truth or not, Grim will never say.

DALISH

Dalish hails from a secret group of Dalish elves. It has long been thought the elves had regained the secrets to lost magic, and Dalish is living proof. She claims she was sent out to see the world by her Keeper, but in reality each clan is only allowed to have a set amount of mages active at once, so she was likely sent away to keep the numbers acceptable. In order to hide her magic and to avoid being labeled as an apostate, Dalish pretends to be a scout and will do whatever she can to convince everyone her staff is really a bow, and the glowing green crystal radiating magic is really just an elven targeting system. Iron Bull isn't buying it.

STITCHES			
LEVEL 5 WARRIOR			
ABILITIES (FOCUSES)			
COMMUNICATION 2, CONSTITUTION 3, CUNNING 4 (HEALING, NATURAL LORE), DEXTERITY 3 (RIDING), MAGIC 0, PERCEPTION 2 (EMPATHY, SEEING, SMELLING), STRENGTH 3, WILLPOWER 3 (COURAGE, FAITH)			
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	70	13	3
WEAPON	ATTACK ROLL	DAMAGE	
BASTARD SWORD	+3	2D6+4	
SPECIAL QUALITIES			
FAVORED STUNTS: Dual Strike (3 SP), Resources at Hand, Sway the Crowd.			
TALENTS: Chirurgy (Master), Single Weapon Style (Novice).			
EQUIPMENT: Bastard sword and light leather armor.			
THREAT: MINOR			

PLAYING KREM AND THE CHARGERS

Krem and the Chargers are a lively bunch of warriors. They like to drink as much as they like to fight, and would make for a great guest appearance during any scene set in a tavern. Even if they're just sitting in a corner, regaling each other with war stories and singing the Charger's anthem, they will add a ton of flavor to the campaign.

The party is as likely to find themselves working against the Chargers as they are alongside them. Despite the morals Iron Bull has imposed upon them, the Chargers are still mercenaries, and their loyalty is to the all-mighty coin. If the Chargers are set to siege a target the party is supposed to protect, the ensuing combat encounter will be a memorable one.

DALISH			
LEVEL 5 MAGE			
ABILITIES (FOCUSES)			
COMMUNICATION 3 (ETIQUETTE, PERSUASION), CONSTITUTION 1, CUNNING 3 (ARCANE LORE), DEXTERITY 2, MAGIC 5 (ARCANE LANCE, PRIMAL, SPIRIT), PERCEPTION 2 (SEEING), STRENGTH 1, WILLPOWER 3 (COURAGE)			
SPEED	HEALTH	DEFENSE	ARMOR RATING
14	50	12	0
SPELLS			
SPELL	ROLL	EFFECT	
ARCANE BOLT	+6	2D6 DAMAGE	
ARCANE SHIELD	+6	DEFENSE BECOMES 16 FOR 1 ROUND	
REGENERATION	+6	TARGET REGAINS 3D6+6 HEALTH	
SHOCK	+6	1D6+6 DAMAGE TO ALL TARGETS IN A 6X6 YD AREA	
SPECIAL QUALITIES			

SPELLPOWER: 15 (17 for Primal and Spirit Magic) **MANA:** 60
FAVORED STUNTS: Arcane Armor, Defensive Stance, Flirt, Mana Surge.
POWERS: Arcane Lance, Magic Training, Spell Lance.
TALENTS: Lore (Novice), Primal Magic (Novice), Spirit Magic (Novice).
EQUIPMENT: Wand and wizard's robes.

THREAT: MODERATE

Feel free to intertwine the Chargers into the campaign over the course of an arc. Any random group of NPC guards can easily be replaced with the Chargers to liven up the encounter. And the Chargers are pretty jovial and quick to forgive. If you face them as opponents one day, they would still be happy to work for you the next, provided your interests lined up with theirs.

LORD SEEKER LAMBERT

FULL NAME: Lambert van Reeves
ROLE: Zealous Champion of the Seekers of Truth
RACE: Human
ALLEGIANCES: Seekers of Truth, Andrastian Chantry (Formerly), Imperial Chantry (Formerly)
HOMELAND: Tevinter Imperium

Lambert started his life as a Soporati, a member of the non-magical commoner class of Tevinter. In a nation ruled by magic and a strict, impenetrable social order he couldn't escape, Lambert found his place within the Templar Order of the Imperium. Having befriended a magister, he felt mages were best served by their own kind, left to govern themselves and progress their arts. This changed, however, when

his friend became Divine of the Imperial Chantry. Lambert watched his friend descend into using forbidden blood magic in order to maintain his position in a snake-pit of others doing the same. The Chantry under the new Divine soon prevented the templars from acting on even the most trivial matters, and the Order was twisted into a force for powerful magisters to unofficially wield over those who fell out of their favour. When Lambert confronted the Divine, he was ridiculed and called naïve by the man who had previously been his close companion for not knowing enough of the meaning and responsibilities behind power.

After these events, Lambert had a change of heart regarding mages. He left Tevinter and eventually joined the Seekers of Truth under the Sunburst Throne of the Orlesian Chantry. He rose through the ranks to become Lord Seeker, head of



"Just because you don't tell us what's going on doesn't mean we won't figure it out."

the order, and in 9:40 started a series of events which would end in the disillusion of the Nevarran Accord, separating the Seekers and templars from Chantry oversight entirely.

After a mage, supported by unknown templars, staged a failed assassination attempt on Divine Justinia V, Lord Seeker Lambert took it upon himself to lead the investigation into the threat to the Divine's life. He dismissed the Knight-Commander of the White Spire, where the assassin was suspected to have come from, taking control of its Circle of Magi and questioning the inhabitants in relation to the conspiracy. During his investigation, he found himself faced with the mage Rhys, who refused to answer anything out of concern that the Lord Seeker's assumptions of a conspiracy were ill-founded and dangerous. Lambert had Rhys banished from his sight in frustration, but this would not be the last time they butted heads.

Later, when the Archmage Wynne wished to recruit Rhys for an expedition, Lambert refused, citing a belief in Rhys's involvement in the assassination attempt. Lambert's refusal was overruled when Wynne produced the seal of the Divine, granting Wynne absolute authority despite Lambert's protestations. The Lord Seeker, however, stipulated a templar guard in the form of Knight-Commander Evangeline de Brassard. Lambert suspected the expedition would result in finding something he already knew: The Rite of Tranquility, a method of shutting a mage off from their source of magic, could be reversed. This secret, long hidden and known only by the

highest echelons of the Seekers of Truth, could not be revealed to the wider world for fear it would result in chaos. With this in mind, he chose Evangeline as someone he thought he could trust to silence Rhys and Wynne should they wish to reveal the likely results of their expedition. Lambert hoped, however, it would not come to that. Despite his hopes, he sent a company of twenty templars to rendezvous with Evangeline as support, just in case his fears came to pass.

After the expedition returned, Lambert was dismayed to hear not only was the news regarding a cure for tranquility as he feared, but Evangeline refused to follow his orders. She instead allowed the mages involved to return to Val Royeaux and dismissed the templars who were sent to aid her. Furthermore, the expedition brought back proof in the form of Pharamond, a previously tranquil mage now cured.

Lambert was made to feel powerless shortly thereafter in a meeting with Justinia V, Divine of the Orlesian Chantry. The Divine not only praised and promoted Evangeline, who Lambert believed would be punished for not following orders, but she also announced the news that she had been working in secret, behind Lambert's back. In fact, it was the Divine who requested the investigation into the Rite of Tranquility without templar or Seeker oversight, in order to discover for herself if it could be reversed.

After the Divine undermined the already tense proceedings by announcing she had sent word of the results of the investigation to every Circle in Thedas, Lambert attempted to regain control over the situation. Lambert's call to execute all of those in what he considered a conspiracy against the Chantry was declined, but he was given authority over the events to come.

It was decided senior mages would be invited to a conclave at the White Spire to discuss the new findings. During this conclave, Lambert was allowed to restrict the presence to First Enchanters alone, as well as confine them to quarters due to a belief they might "stir up trouble." Lambert also received the Divine's blessing to force the mage Pharamond to undergo the Rite of Tranquility once again for the safety of those in his vicinity, despite protestations from not only Pharamond but others who had come to know him.

One month later, with Lambert present, the mages used the Conclave not to discuss the research but instead to call a vote for the Circles to separate from the Chantry, flying in the face of centuries of loyal service. Lambert accused the mages involved of treason and demanded their surrender lest they face execution, leading to a pitched battle between the templars and the mages of the conclave.

During the extended battle, the Lord Seeker and a number of templars were summoned to the side of Divine Justinia. He left as commanded, but upon arrival the Divine merely discussed "trivial" matters. He returned to the White Spire, frustrated, only to hear that in his absence tragedy had struck. The phylacteries of the First Enchanters, vials of blood used to track mages, had been destroyed by the actions of a few rebels including the Archmage herself. The Divine's request for his presence had turned out to be one of subterfuge, leaving the phylactery chamber unguarded when protection was most needed.

After learning of this betrayal, the Lord Seeker issued a decree, one which would change the very foundation of mage-templar relations going forward. He declared the

Nevarran Accord null and void, separating them officially from Chantry oversight, citing the work the Divine herself had done to aid the mages in their escape.

The last person to see Lord Seeker Lambert was the scribe who penned his decree. Since then, the Lord Seeker has disappeared. He is missing, presumed dead. With his disappearance, the future of mages, templars and Seekers in Thedas is uncertain.

PERSONALITY

As head of the Seekers of Truth, Lambert is always aware of those around him. Some may call him vigilant, whereas others would consider him paranoid. His duty to the Chantry, and more widely to Thedas, keeps him alert to the actions and intents of others in his proximity.

Lambert is a dominant leader. With his forceful nature, he will attempt to direct a conversation toward his own goals. Should things not go the way he was hoping, he is quick to anger and punish those he sees as a threat to his safety as well as to the safety of those around him. He also has little patience for those who step out of line when it comes to the power groups of Thedas who were previously part of the Chantry.

From his history with mages in Tevinter and Orlais, Lambert holds a distinct belief that such people are not to be trusted. In his professional opinion, if you give a mage an inch, they will take a mile and then some. He is not above using force to prevent this, and will make use of his own martial prowess or that of those under his command at a moment's notice.

RELATIONSHIPS

Toward those he commands, Lambert is a firm leader. He commands respect from the majority of his subordinates, and those few who do not hold him in high regard are often replaced or remain silent for fear of retribution.

Those on the bad side of Lord Seeker Lambert will learn his patience is extremely thin. His interactions with those he considers enemies are short, swift, and often bloody, but not always at his hand. Those he commands are often ordered to deal with such threats as they arise. Lambert is most antagonistic to those connected to the Circle of Magi or independent mages, due to his strong distrust of such people.

One relationship which strongly defines him is the Lord Seeker's relationship with Divine Justinia V herself. Lambert respects the Divine's authority so far as the Chantry and its lofty position in society goes, however, he pointedly does not hold to high-societal Chantry traditions. His opinion on Justinia is not one of reverence as he instead considers her to be a professional superior, nothing more. In this regard, he is known to speak without being called on when in her presence and occasionally strongly voices his displeasure with her opinions. In recent times, Lambert has lost all respect for the current Divine, both for her part in helping the mages secede from the Chantry and for directly overruling him on a number of occasions. At this point, there is little Lambert desires more than a Divine on the Sunburst Throne who has a more traditional opinion toward the place of magic in society, and he would do anything to make it happen.

LORD SEEKER LAMBERT

LEVEL 15 WARRIOR

ABILITIES (FOCUSES)

1	COMMUNICATION
5	CONSTITUTION (STAMINA)
1	CUNNING (ARCANE LORE, RELIGIOUS LORE)
5	DEXTERITY (BRAWLING, INITIATIVE, RIDING)
4	MAGIC
2	PERCEPTION (EMPATHY, SEARCHING, SEEING)
6	STRENGTH (IMPROVED HEAVY BLADES +3, INTIMIDATION, MIGHT)
1	WILLPOWER (COURAGE, FAITH)

SPEED	HEALTH	DEFENSE	ARMOR
12	187	17	12

WEAPON	ATTACK ROLL	DAMAGE
SEEKER BASTARD SWORD	+11	2D6+8

SPECIAL QUALITIES

FAVORED STUNTS: Enrage, Taunt, Threaten (1 SP), Dual Strike (3 SP).

CLASS POWERS: Expert Strike (as the level 9 warrior power), Veteran (as the level 12 warrior power), Quick Strike (as the level 15 warrior power), Cleanse Area (as the Master Templar power).

SPECIALIZATIONS: Templar (Master), Champion (Novice).

TALENTS: Single Weapon Style (Master), Weapon & Shield Style (Novice), Armor Training (Master), Command (Master).

EQUIPMENT: Black masterwork Seeker bastard sword (equivalent of veridium), black masterwork Seeker armor (equivalent of red steel).

THREAT: MAJOR

PLAYING THE LORD SEEKER

Lambert is missing and presumed dead after the events of *Dragon Age: Asunder* in 9:40. He is therefore unlikely to be a significant influence on the events of Thedas after this point. As the Narrator, however, you have the ability to take this information in any direction you want. Lambert can, as an example, still be alive but have been wounded to such an extent that he cannot physically play a significant part in the events of a campaign. In this state, he would work best as an antithesis of the Divine's liberal attitude, driving a political wedge between the Chantry and the rest of Thedas. Alternatively, his control over the Seekers of Truth and distrust of mages would provide a strong obstacle to any personal freedoms which magical members of a group of adventurers may wish to make use of.

Alternatively, Lambert could be in hiding, waiting for the opportunity to return as an opposition to the Sunburst Throne itself, or instigating an uprising of templars and Seekers (or simply anyone in his presence). In such cases, he would attempt to proceed in his goal of subjugating the mages of Thedas until

they can no longer be perceived as a threat. To this end, there is little doubt that aside from allying with mages, he would use any advantage given him by political, mystical, or martial means.

Should the campaign be set prior to the events of *Dragon Age: Asunder*, any interaction the players have with the Lord Seeker should be the result of major events or the threat thereof. As the head of the Chantry's most specialist group, Lambert would likely only become personally involved if the stakes are extremely significant. Examples may include one or more mages assuming direct control over anything from a single Circle of Magi to an entire region, or a threat to the Chantry as a whole which would cause destabilization over the full extent of the Exalted Lands.

The Lord Seeker may wish to involve the protagonists in the events which come to pass should the timeline continue as in official canon; he may encourage them to leave the situation well enough alone, or he may suspect the party of being involved. His suspicious nature could lead to the heroes running from one of the most powerful Thedosians in recent times, and cause them to have to fight or hide from the very Chantry which may once have welcomed them. If the party somehow ends up on Lambert's good side, they will find they have a strong and powerful ally. They will have made a friend

of someone who is willing to go to any length to protect what he considers an asset, and would comfortably put down the heroes' opposition at a moment's notice.

ADVANCEMENT

Lambert is a not just the leader of a dangerous and powerful organization, he is a cunning soldier and shrewd investigator in his own right. Following the events leading to the destruction of the phylacteries at the White Spire (a Circle tower and the strongest templar stronghold in Orlais), it can be assumed Lambert's paranoia regarding mages and ability to root out danger will increase. His Perception and Communication will increase as he attempts to consolidate his position in the Seekers of Truth following recent defeats, and he may even advance his Perception focuses to +3, especially Empathy. Lambert will continue to train in his martial skills, however, and as such his Strength and Constitution should continue to grow as his role progresses.

As an inspiration to his ranks, Lambert will continue to improve his Champion specialization, allowing him to command those around him to a greater degree and to further unite with the Seekers under his sway.

LELIANA

FULL NAME: Leliana

ROLE: Faithful Bard and Master Spy

RACE: Human

ALLEGIANCES: Orlesian

HOMELAND: Orlais

Leliana was raised in Orlais, the daughter of a Fereldan servant to an Orlesian noble, Lady Cecilie, during the occupation. Though her features are very Fereldan, she speaks with an Orlesian accent and all her schooling took place within Orlais. Following the Fereldan Rebellion, Lady Cecilie returned to Orlais, and Leliana and her mother went with her.

Leliana was raised by Lady Cecilie after her mother's death, receiving both an excellent education and an introduction to the Grand Game of Orlesian politics at a young age. Leliana continued studying Orlesian politics under Marjolaine, a beautiful master bard and skillful player of the Game. Leliana became Marjolaine's ally and lover, working for her as a spy, thief, and even killer when occasion demanded. Marjolaine, however, played upon Leliana's infatuation, framing her for treason. Leliana was captured, beaten, and thrown in prison to await execution. Leliana escaped with the aid of the Revered Mother Dorothea, who had herself been tricked and betrayed by Marjolaine. Unable to return to Orlais with a death sentence hanging over her, Leliana became a Lay Sister in the Chantry at Lothering. She intended to spend the rest of her days there, comforted by the idea of Andraste's love and the Maker's forgiveness.

However, with the coming of the Fifth Blight, Leliana left the safety of the Chantry. Encountering the Hero of Ferelden in Lothering after the fall of Ostagar, she explained that she had received a vision from the Maker, and that she was to journey

with the Warden and help fend off the Blight. She traveled with the Warden throughout the Fifth Blight, fighting the darkspawn and rallying the allies of the Grey Wardens for battle. Importantly, she was involved in the discovery of the Urn of Andraste's Ashes, a powerful artifact of healing.

Upon leaving Lothering, however, Leliana's past caught up with her. Marjolaine had been watching her former protégé, convinced that Leliana would one day seek revenge. Marjolaine sent assassins after Leliana, attempting to eliminate her as a source of potentially harmful information. In the end, Marjolaine forced a last confrontation between the two in Denerim, shortly before the end of the Blight.

With the Blight over and her issues with Marjolaine resolved, Leliana returned to Orlais. In the years after the Fifth Blight, Revered Mother Dorothea was elected to the head of the Orlesian Chantry as Divine Justinia V. In need of an agent she could trust, Justinia appointed Leliana as the Left Hand of the Divine, her personal agent and spy.

Leliana was still a skilled a player of the Grand Game, as was Justinia. Together, they kept a watch on the politics surrounding the Chantry. This work often led to Leliana making difficult decisions, and honed her into someone who would sacrifice much in the pursuit of her goals. She again found herself working as a spy, thief, and killer, though this time for someone who would not betray her.

With the rising tensions in Kirkwall, Justinia dispatched Leliana to judge whether it would be necessary to proclaim an Exalted March to control the mages and templars in the city. Operating under the pseudonym Sister Nightingale, Leliana investigated the city and met with Hawke, the Champion of Kirkwall. Disturbed by what she found in the city, she urged Grand Cleric Elthina to take refuge in Val Royeaux as

she tried to head off the tensions simmering in the city. Unfortunately, Leliana failed both tasks, and the destruction of the Kirkwall Chantry and the death of Elthina sparked the beginning of the Mage-Templar War.

With the tensions between the mages and templars boiling over into outright conflict, Leliana found herself with difficult work ahead. Following an assassination attempt on Justinia, the heads of the Circles of Magi (including Wynn, Leliana's companion from Ferelden) held a Conclave at the White Spire in Orlais to discuss recent discoveries about the Rite of Tranquility. There, the Circles voted to separate from the Chantry, feeling no longer able to trust the templars and unwilling to allow them to continue to hold the threat of death over the mages. The templars accused the mages of treason and attacked, resulting in a bloody fight with deaths on both sides. The remaining mages in the White Tower were imprisoned by templars within the Spire.

The situation was nearly beyond control. Divine Justinia summoned the head of the Seekers, Lambert van Reeves, to an audience, opening the way for Leliana and others to raid the White Spire and free the captured mages. Understanding Justinia's ruse and seeing her chief agent among those who attacked the Spire, Lambert realized that the Divine was siding with the mages. He split the Templar Order and the Seekers from the Chantry, and prepared to go to war with the mages.

With the splitting of the Chantry, Circle, and templars, Leliana searched for the Warden-Commander of Ferelden and the Champion of Kirkwall as potential allies for the Chantry and the Divine. Unable to find either one, she returned to the Grand Cathedral. Leliana is now serving a Divine who presides over a Chantry with no military arm, attempting to enforce a peace between the templars and mages that neither wishes to accept.

PERSONALITY

Leliana is someone of many contrasts. She is charming, kind, and often very sweet. She rarely speaks ill of others, and can lend a sympathetic ear to those in need. However, when the situation becomes serious, Leliana follows suit, becoming very businesslike and if necessary, utterly ruthless.

Her time as a bard and agent of the Divine has convinced Leliana of the necessity of making hard decisions. She is used to looking out for betrayal, and punishing it when found. While never happy at the idea of killing, she will execute or assassinate someone herself if she feels it is necessary to maintain peace and allow the Chantry to do its good work. If a hard choice is necessary, she is prepared to make it for the good of everyone.

Beneath all of this, however, Leliana has the heart of a romantic. As a child, she drank the tales and ballads of Orlais like water, and she still has a great love for stories of romance and adventure. Even after her betrayal by Marjolaine, she spent her time in the Lothering Chantry as a bright spirit: a storyteller, joker, and player of tricks. Even while serving as the Left Hand of the Divine, she sees beauty in the world around her and tries to bring it out. She is still the girl who has a pet nug that she named Schmooples. She still enjoys performing music for those closest to her. And she still loves telling the stories that she has learned over the years. Sometimes she does so because there is



"The Chantry dictated where it should have inspired. It spoke of judgment instead of acceptance. No one is without worth. Whoever you are, whatever your mistakes, you are loved. Unconditionally."

a point to the story, and sometimes she does so simply for the joy of the story itself.

Leliana's romantic side and her strong faith in the Maker and Andraste are part of what drive her choices. She is a strong believer in right and wrong, and hopes to help Divine Justinia V mold the Chantry into a force that brings together all the people of Thedas.

RELATIONSHIPS

Leliana has friends and contacts among some of the most important people in Thedas. Though she no longer has any family of her own, she tends to form strong attachments to those she travels with. Her travels in Ferelden during the Fifth Blight have made her very close to the Warden, and she is on good terms with the ruler of Ferelden. She also maintains contacts with others she has met during her adventures, such as the Antivan assassin Zevran and the enchanter Wynne.

Divine Justinia V has been, in many ways, a mother to her. The Divine has been her friend, confidant, and mentor ever since rescuing Leliana from the Orlesian prisons, and it is chiefly her influence that brought Leliana to her faith. Serving the Divine and the Chantry have defined Leliana's life for the past few years.

LELIANA

LEVEL 15 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 6 (DECEPTION, DISGUISE, ETIQUETTE, INVESTIGATION, PERSUASION), CONSTITUTION 1, CUNNING 5 (CRYPTOGRAPHY, CULTURAL LORE, HISTORICAL LORE, MUSICAL LORE, RELIGIOUS LORE), DEXTERITY 5 (ACROBATICS, LEGERDEMAIN, STEALTH), MAGIC 0, PERCEPTION 4 (EMPATHY), STRENGTH 0 (CLIMBING), WILLPOWER 3 (FAITH)

SPEED	HEALTH	DEFENSE	ARMOR RATING
15	100	15	4

WEAPON	ATTACK ROLL	DAMAGE
SHORT BOW	5	1d6+1
DAGGER	5	1d6+1
SHORT SWORD	5	1d6+2

SPECIAL QUALITIES

FAVORED STUNTS: And Another Thing (1 SP), Pierce Armor (1 SP), Stunned Silence (2 SP), With a Flourish (3 SP).

CLASS POWERS: Backstab, Bluff, Dirty Fighting, Lethality, Perforate, Slippery.

SPECIALIZATION: Bard (Master).

TALENTS: Archery Style (Novice), Contacts (Journeyman), Dual Weapon Style (Novice), Intrigue (Journeyman), Music (Journeyman), Thievery (Novice).

EQUIPMENT: Chantry robes, traveling clothes, leather armor, short bow, daggers, short sword, and lute.

THREAT: DIRE

In her heart, Leliana is always searching for someone to share her life with. Her romantic streak leaves her looking for someone kind and good-hearted, a champion. It is possible that she has already found love with a great hero, such as the Warden-Commander, but if not, she is seeking someone who shares her ideals and sense of romance. She is equally attracted to men and women; she just wants someone who will try to sweep her off her feet. She also would only be interested in a partner who respects her faith, though she does not require they share it.

PLAYING LELIANA

Leliana is an excellent potential ally and associate for a group of heroes. She works well as a mysterious benefactor, able to provide the characters with information and resources they might not otherwise obtain. She has extensive contacts and has the ear of many important people, giving her access to high society and to secrets that she can pass along.

She can also be a friend and confidante of the characters. She is generous by nature, and if a character is her friend, she will certainly stand by them. She is charming, funny, and pleasant to be around, making her very likely to befriend a wide range of characters.

Given her access to the highest levels of Chantry and Orlesian politics, and her own formidable skills, Leliana could potentially overshadow the characters. As a popular character involved in all the *Dragon Age* video games to date, it's a good idea to avoid overusing her in your plot. One important thing to remember is that Leliana is not a leader. In general, if she is involved in a situation, it is on someone else's orders, and if she is working with protagonists of your game, she will likely defer to them. She will make suggestions and point out avenues they may have overlooked, but, in general, she leaves the final decision up to others.

Leliana's status as the Left Hand of the Divine is an excellent way to get her involved. Anything involving the politics of the Chantry could require her attention, as could politics within Orlais. In fact, as the personal agent of Divine Justinia V, she could be sent on pretty much any mission that the Divine considers important. After the rebellion of Kirkwall and the start of the Mage-Templar War, many of her missions are likely to involve trying to control that situation. Thus, she could be dispatched to deal with anything involving the mages or templars. Other situations involving the Chantry could require her attention as well. Perhaps the Tevinter Chantry and the Imperium use the chaos among their rivals to seize more control in the Free Marches. Or maybe the Qunari send agents into Fereldan. Leliana will go wherever the Divine orders her.

In addition to her official duties, Leliana may ally herself with heroes fighting injustice or trying to undo a great wrong. While it would not be strictly within her duties to the Divine, Leliana would likely stick around to help defend a group of elves from being enslaved, or free a mage who had been falsely accused of blood magic. She might even aid them in something simpler, like the defense of a village from bandits or darkspawn.

Leliana is always looking to cultivate new contacts and sources of information as well. She can be a source of adventure, asking the PCs to gather information, or even to spy on or steal from enemies of the Chantry on those occasions when she cannot be present herself. Helping Leliana could be very profitable for the PCs, both in terms of immediate payment and as a chance to be introduced to some of the most powerful people in Thedas.

ADVANCEMENT

Though Leliana has advanced in skill and will continue to do so, her focus has not really changed. From her earliest training as a bard, her skills lie in dealing with people and gathering information. If Leliana is encountered earlier in her career (during the Fifth Blight, for example), she will likely only have Novice degree in the Contacts Talent (due to being on the run), and perhaps a weaker grasp Intrigue.

As she advances, Leliana forgoes a second specialization, focusing on additional talents—mostly those strengthening her ability to gain information and act as a spy and saboteur, though she may also increase her ability to defend herself. Her Communication ability would remain her main emphasis, followed closely by her Dexterity and Cunning. It is likely that she would also increase her Willpower, as her work with the Chantry potentially brings her into contact with corrupting magic.

LOGHAIN

FULL NAME: Loghain Mac Tir

ROLE: War Hero, Regent, and Usurper

RACE: Human

ALLEGIANCES: Fereldan Army; Grey Wardens (Possible)

HOMELAND: Ferelden

Fereldans view warfare and bloodshed with the same fatalistic practicality as any other natural disaster like plague or famine: a terrible, fleeting, and inexplicable occurrence that touches all, kills some, and then vanishes as abruptly as it began. The scars heal, the loss dulls to a throbbing ache, and the bloody reality is forgotten to all but the Fade and the survivors' night terrors.

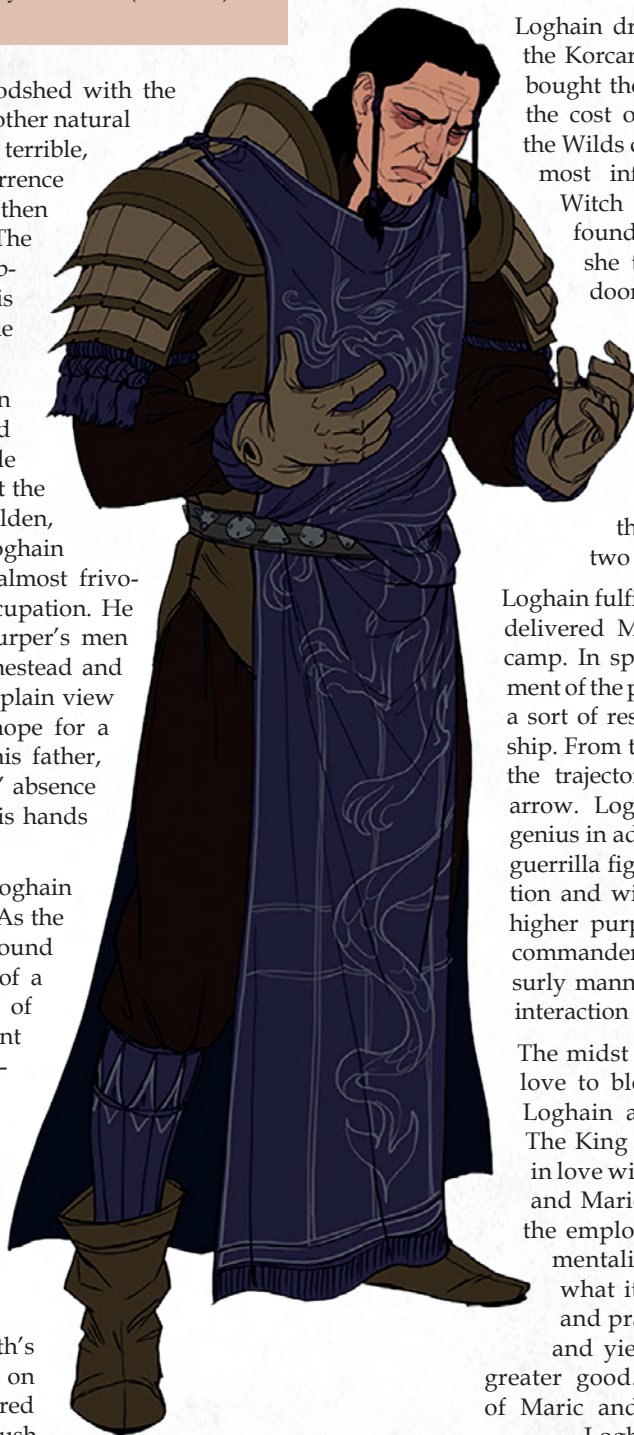
War didn't merely touch Loghain Mac Tir; it forged him, infused him, and defined him. It made him a hero and a noble, set him at the right hand of two Kings of Ferelden, and drove him to treason. Loghain witnessed firsthand the casual, almost frivolous brutality of the Orlesian occupation. He was still a child the day the usurper's men arrived at his family's small homestead and brutally murdered his mother in plain view of her husband and son. Any hope for a normal life vanished the night his father, Gareth, returned from three days' absence with the blood of Orlesians on his hands and the law on his heels.

Gareth fled the farm with young Loghain and took to poaching to survive. As the years passed, father and son found themselves the de facto leader of a group of outcasts and fugitives of all stripes. Gareth's natural talent for command and skill at arms—which Loghain inherited from his father—and his patient, contemplative demeanor—which Loghain certainly did not—kept the outlaws safe, free, and fed, constantly on the move to keep a step ahead of the crown and the gibbet.

By chance or providence, Gareth's band of outcasts camped nearby on the night Orlesian loyalists lured Moira the Rebel Queen to an ambush and murdered her in cold blood. Moira's son Maric escaped and fled into the forest. Loghain found the young man (who kept his lineage to himself) and brought the terri-

fied, wounded Maric to the camp. The Orlesians followed, intent on finishing what they'd begun.

When the heir-incognito revealed his identity, Gareth charged his son with safeguarding Maric and escorting him back to the Rebel Army. Before Maric left, he ordered Gareth to kneel. "In the name of Calenhad the Great, here in the sight of the Maker, I declare you a Knight of Ferelden. Rise and serve your land, Ser Gareth."



Loghain dragged Maric into the depths of the Korcari Wilds and Ser Gareth Mac Tir bought the lives of his son and his lord at the cost of his own. Their flight through the Wilds caught the interest of the region's most infamous resident, Flemeth, the Witch of the Wilds. Flemeth is never found unless she wishes to be, and if she takes an interest in some poor, doomed bastard, it's impossible to avoid her; all paths lead to her doorstep or to a deathtrap, or both depending on her mood. She warned the prince about Loghain: "Keep him close, and he will betray you. Each time worse than the last." With that cryptic prophecy, she sent the two on their way.

Loghain fulfilled his promise to his father and delivered Maric safely to the rebel army's camp. In spite of himself, Loghain's resentment of the prince faded and transformed into a sort of respect and fondness, even friendship. From that point Loghain's life followed the trajectory of Maric's uprising like an arrow. Loghain proved himself a tactical genius in addition to a fearsome warrior and guerrilla fighter. His unflinching determination and willingness to risk himself for the higher purposes of the army made him a commander both popular and respected, his surly manner and overall disdain for social interaction notwithstanding.

The midst of a war is an unlikely time for love to blossom, and yet it did between Loghain and Rowan, Maric's betrothed. The King and his Queen-to-be were both in love with another: Rowan with Loghain and Maric with Katriel, an elven bard in the employ of Orlais. But love and sentimentality couldn't give the Kingdom what it needed. Loghain, ever selfless and practical, did what had to be done and yielded his own happiness to the greater good. And when Katriel's betrayal of Maric and the Rebellion came to light, Loghain's words hardened Maric's heart to do what had to be done. There could be but one possible punishment for a traitor and a spy, and sentimentality had no place in war.

"There is nothing I would not do for my homeland."

VARIATIONS

The outcome of the Landsmeet creates several potential fates for Loghain.

SIC SEMPER TYRANNIS

Maric's son Alistair defeated Loghain in single combat and summarily executed the teyrn for his crimes. In this version of the story, Loghain is remembered as a misguided patriot or dastardly villain, depending on whom you ask.

POETIC JUSTICE

The Hero of Ferelden defeated Loghain. Whether out of pragmatism or mercy, the Warden sentenced Loghain to undertake the Joining to become a Grey Warden. He would answer for his crimes: The Joining is inevitably fatal, either immediately or if the Warden survives long enough to hear the Calling.

Loghain survived both the Joining and the battle with the Archdemon and spent the next decade serving the Grey Wardens in Ferelden. Always a loner, he's gone quiet of late... and it's hardly a stretch to connect his silence with the disappearance of seemingly every Warden in Southern Thedas.

IN DEATH SACRIFICE

Loghain survived the Joining ritual. On the eve of the Battle of Denerim, he and the Hero of Ferelden learned that a Grey Warden must die so an Archdemon can be slain. The two Wardens fought through the desolation of the capital to Fort Drakon. There they brought the Archdemon Urthemiel low. Loghain's sword struck the killing blow; Loghain's life bought his redemption and Ferelden's salvation.

The war ended, according to the courtiers and apologists; Loghain, now teyrn of Gwaren, knew better. He lived for months at a time in field tents, patrolling the border with Orlais, avoiding both Denerim and his home in Gwaren. Only Rowan's death and Maric's months-long fugue finally brought him back to the capital. Loghain shook the King out of his stupor and remained at his side for the years to come. When Maric shirked his duties to play adventurer, Loghain kept Ferelden together as Regent in the Theirin monarch's absence.

His temporary stewardship became permanent in 9:25 Dragon, when Maric was lost at sea on a diplomatic mission to the Free Marches. Maric's son Cailan was still a boy and the King's standing orders named Loghain as the child's regent. Teyrn Loghain spent two years and almost all of Ferelden's treasury searching for the missing king. Finally, in 9:27 the search was called off and the king presumed dead.

Years passed; when Cailan came of age, he took his father's crown and took Loghain's daughter Anora as his Queen. The former regent continued in his role as commander of Ferelden's military and Cailan's advisor, but the two grew farther and farther apart. A number of the young king's policies convinced the teyrn that Cailan intended to undo all he, Maric, and Rowan had fought and sacrificed for. The seed of a plan took root in Loghain's mind: His duty was to the throne of Ferelden and Maric's legacy. Cailan threatened that. If the king would not listen to reason, Loghain had to act. He knew what had to be done.

Loghain's opportunity came in the form of the Fifth Blight and the Battle of Ostagar. The battle plan, devised by Ferelden's greatest general, might have ended the Blight before it had truly begun. Without an archdemon present, darkspawn are mindless beasts. King Cailan would lead a contingent of Grey Wardens and his most loyal troops to draw the horde into charging blindly. Once the darkspawn fully committed, a beacon would signal Loghain's hidden forces to charge, flanking the darkspawn and crushing them in a hammer-and-anvil maneuver.

The beacon flared and instead of charging to the king's aid, Loghain ordered a retreat. Without the teyrn's troops, the King's forces were hopelessly outnumbered. Certain victory turned to a massacre and then a rout. The king died there on the field along with all but two of Ferelden's Grey Wardens.

The traitor teyrn's forces made haste back to the capital where Loghain declared himself regent to his daughter, Queen Anora. Claiming Cailan died at the hands of the Grey Wardens, he put a price on any survivors' heads. Any dissent or contradiction to Loghain's account was brutally suppressed.

Not all Ferelden's nobility readily accepted the new ruler. Survivors of Ostagar recounted a very different version of events and rumors of Loghain's betrayal spread like wildfire. The teyrn and his daughter—still unaware of the role her father played in the death of her husband—faced first dissent, then revolt and civil war. The uprising's vanguard consisted of the two surviving Grey Wardens: the Warden soon to be known as the Hero of Ferelden and Alistair, illegitimate son of King Maric and Cailan's half-brother.

Loghain maintained that only he and Anora could ensure the survival of the nation and the end of the Blight. To maintain control of the country, Loghain turned to ever harsher methods to keep the people in line. Kidnapping, torture, murder, and even enslavement: the need to preserve Ferelden justified any action, no matter how ethically repulsive.

At the Landsmeet convened by Arl Eamon of Redcliffe, the assembled nobles and even his own daughter turned on Loghain when they learned the extent of his crimes. The removal of the regent could only be accomplished in accord with the tradition dating from Calenhad's reign: single combat.

PERSONALITY

Arrogance and conviction define Loghain—though where one ends and the other begins is impossible to say. Once Loghain

decides on a particular course or comes to a conclusion, only divine intervention or possibly blood magic could hope to sway him. His unbridled loathing of Orlais and all things Orlesian is the very embodiment of the steely determination that's at once his greatest strength and his tragic failing.

Loghain's early experiences with the excesses of the Orlesian occupiers left an indelible impression on him that time and immediate danger could not even begin to erase. The eyes that witnessed the brutalities inflicted upon his family were the eyes through which Loghain saw the world even decades after the invaders withdrew. No threat, no matter how grave or imminent, could eclipse Val Royeaux as Ferelden's worst enemy. To Loghain, the Orlesian lion searched constantly for signs of weakness and an opportunity to redeem the humiliating defeat at the hands of the barbarian dog-lords. All misfortune that befell his homeland was an Orlesian plot, and all foreigners their unwitting pawns.

Celene's ascension to the Orlesian throne was no excuse to lower his guard, either. To Loghain, this new Empress's preference for diplomacy was simply a smokescreen, a new tactic to achieve her *true* nefarious purpose: Orlesian subjugation of Ferelden. The Blight in the south of Ferelden provided Celene with the perfect pretext to further her agenda; chevaliers and Grey Wardens—*Orlesian* Wardens!—marching through the heart of Ferelden under a banner of peace. And if there's one thing Loghain knew for certain, it was that Orlesians don't leave unless forced. No, Loghain knew what had to be done. He would not shirk his duty to Maric, to Ferelden, to his own burning hatred. Loghain Mac Tir would do what must be done, no matter the cost.

RELATIONSHIPS

Loghain's innate suspicion and assumption of others' inferiority makes him a difficult man to like or get close to. Anyone wishing to gain his confidence or respect has a long and frustrating journey ahead of them.

During the course of his involvement with Fereldan military and government, Loghain has crossed paths with many an important figure, and crossed swords with most of those. His personality isn't conducive to making or keeping friends, and the few he made have all passed on. Loghain's only meaningful attachment is to his daughter to Anora. While Loghain's marriage to Anora's mother was more convenient than affectionate, Loghain adores and dotes upon his daughter.

His actions during the Blight and Civil War didn't win many friends, either, and if he becomes a Grey Warden he's likely a loner even among that eccentric Order. While in theory a Warden's past is erased when he undertakes the Joining, in reality his fellow Wardens have trouble forgiving and forgetting his attempted extermination of any Warden in Ferelden after the Battle of Ostagar.

PLAYING LOGHAIN

Loghain's role in a story depends on when the campaign takes place: before, during, or after the Fifth Blight. Before the Blight and the death of Cailan, Loghain concerns himself above all with military matters. His responsibilities to the crown limit

his potential as a traveling or adventuring companion (even if the teyrn were so inclined, which he isn't). Loghain serves as a rich point of contact for stories dealing with the army or the constant tensions between Ferelden and Orlais. Whether that contact is cooperative or antagonistic depends on the task at hand and whether the characters are a useful tool or an obstacle to be overcome. Grey Wardens or Orlesian adventurers can expect a frosty reception, regardless of whether their objectives align with the teyrn's.

The Traitor Teyrn shines as a villain during the Fifth Blight and the Civil War. He serves well as a direct antagonist for experienced adventurers fighting for justice or for profit. Protagonists less concerned with the throne or Fereldan politics are likely to encounter him indirectly, as the shadowy foe pulling strings and plunging the country into strife and chaos.

His usefulness as a companion and fellow warrior peaks during the post-Blight period (assuming of course that he survived both the Landsmeet and the Battle of Denerim). A solitary nature and the other Wardens' resentment lead him to travel chiefly on his own, killing darkspawn with the same

LOGHAIN			
LEVEL 15 WARRIOR			
ABILITIES (FOCUSES)			
3	COMMUNICATION (DECEPTION, LEADERSHIP)		
5	CONSTITUTION (STAMINA)		
2	CUNNING (HERALDRY, MILITARY LORE, NAVIGATION)		
4	DEXTERITY (BOWS, LIGHT BLADES, RIDING)		
0	MAGIC		
2	PERCEPTION (SEARCHING, TRACKING)		
6	STRENGTH (HEAVY BLADES, INTIMIDATE, MIGHT)		
4	WILLPOWER (COURAGE, SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	135	14 (18 WITH SHIELD)	8
WEAPON		ATTACK ROLL	DAMAGE
BASTARD SWORD		+8	2D6+7
SHORT SWORD		+6	1D6+8
LONG BOW		+6	1D6+5
SPECIAL QUALITIES			
FAVORED STUNTS: Defensive Stance (1 SP with a shield), Dual Strike (3 SP), Knock Prone, Threaten (1 SP).			
CLASS POWERS: Expert Strike, Heroic Gesture, Quick Mount, Rally, War Cry.			
SPECIALIZATION: Champion (Master).			
TALENTS: Archery Style (Novice), Armor Training (Master), Command (Master), Horsemanship (Journeyman), Intrigue (Novice), Observation (Novice), Weapon and Shield Style (Master).			
EQUIPMENT: Heavy shield, red steel light plate armor, bastard sword, short sword, and long bow.			
THREAT: DIRE			

grim determination he once turned on Ferelden's enemies both foreign and domestic. If paths cross, it's in relentless adherence to his duty.

Groups with common goals find a capable—if not altogether pleasant—ally in Loghain, though any alliance lasts only while it serves both parties' interests. Inquiries into intelligent darkspawn or the disappearance of the Wardens in Ferelden and Orlais are also points of convergence for Loghain and a party of adventurers. As a comrade-in-arms, Loghain uses his tremendous flexibility to play whatever role the situation demands. His preference is the sword and shield: economy of movement, a balance of offense and defense, and useful on horseback or on foot. He's trained in almost all classes of weaponry, and is particularly skilled with a bow.

Intelligent and unwavering, Loghain examines all facets of a situation and, once he's decided on a course of action, commits to it absolutely. This allows for no hesitation or debate and Loghain is not inclined to waste time persuading others of the merits of his plan. Anyone in disagreement or who shows anything less than his own near-fanatical zeal is weak, stupid, or cowardly.

MARJOLAINE

FULL NAME: Marjolaine
ROLE: Treacherous Master Bard
RACE: Human
ALLEGIANCES: Herself
HOMELAND: Orlais

On the surface, Marjolaine is just a rich widow of little importance. The truth is more elaborate: Marjolaine is a master bard and a skilled player of the Grand Game of Orlesian politics.

Marjolaine has played the Game for many years. She was in high demand in Orlais, as a skilled bard willing to blackmail, murder, and betray for the sake of her client. Little is known about Marjolaine's past, as she has few close ties with anyone and lets nothing of herself or her past slip. Marjolaine was mentor, teacher, and lover to Leliana, and after her training was complete, Leliana served Marjolaine's interests in the Game.

Marjolaine and Leliana, along with other agents, traveled to the city of Denerim as part of a job. There, they planted documents in the home of the Arl of Denerim—documents that Leliana recognized as bearing the seal of the Orlesian military. After a narrow escape from the guards, Marjolaine allowed Leliana to convince her to go back for the documents, and, when the moment presented itself, betrayed and stabbed the girl.

Marjolaine, convinced a bard as skilled as Leliana would eventually turn on her, had planned to set Leliana up from the start. The papers that they planted had been doctored to make it appear as if Leliana were the one passing military secrets to Ferelden. Leaving her former lover and protégé to be tortured by the Orlesian military, Marjolaine fled.

Leliana eventually escaped, however, taking refuge in the Chantry at Lothering. Marjolaine kept watch on her there, convinced Leliana would eventually seek revenge for the betrayal. When Leliana left the Chantry with the Hero of

Regardless of setting, Loghain's drive and determination make him a staunch ally and an implacable enemy. The ruthless practicality that's always been his defining characteristic could easily lead to betrayal if he were to deem it necessary. It's rarely personal; it's simply what needs to be done.

ADVANCEMENT

Assuming Loghain survived the Fifth Blight and the Civil War (see the **Variations** sidebar), his life is now forever linked to the Grey Wardens. It's not much of a change; he lived a soldier and he'll die a soldier, regardless of the foe.

Surviving the Joining grants him the Sense Darkspawn Perception focus. Loghain's progression as a Warden centers on his martial vocation: Weapon Style talents or secondary talents like Mounted Combat, Scouting, or Command that make him a more efficient killer of darkspawn. Social talents couldn't matter less to him. A second specialization as a Guardian is likely, should he work in concert with Wardens or other allies for extended periods.

Ferelden, Marjolaine was sure Leliana was seeking her out to exact revenge. The master bard sent assassins after Leliana and her companions, eventually pushing Leliana to come find her in Denerim, where the two finally had their confrontation shortly before the end of the Fifth Blight.

It is not known what happened to Marjolaine after their encounter. It is possible that Leliana and the Hero of Ferelden killed her. Or perhaps Leliana let her go, and Marjolaine has since gone to ground, trying to determine when it is safe for her to re-enter the Grand Game.

PLAYING MARJOLAINE

Marjolaine is, on the surface, a charming, beautiful woman. She is exceptionally skilled at reading people, often knowing exactly how to play to someone's vanities to get herself into their good graces.

For all that, though, Marjolaine is also extremely paranoid and dangerous. She has lived within the Grand Game for so long she has no idea how to behave outside of it. She assumes everyone has an ulterior motive or sinister purpose hidden below the surface. She constantly looks for betrayal, trusting no one. In a twisted way, she enjoys this life. She enjoys the challenge of outwitting those around her, and she enjoys the power that comes from being very good at manipulating people. When she betrays someone, be they target or ally, she tells herself it was simply that she was better at the Game than they. If her victims were smarter, they would have betrayed her first.

Marjolaine can make an excellent rival or enemy for the characters. She may well initially approach them as an ally, attempting to convince them she can help them. However, she inevitably betrays anyone she works with, as she believes that a long-term partnership can only be a weakness to her.

MARJOLAINE

LEVEL 15 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 5 (DECEPTION, DISGUISE, ETIQUETTE, PERFORMANCE, PERSUASION, SEDUCTION), CONSTITUTION 1, CUNNING 5 (CRYPTOGRAPHY, CULTURAL LORE, HERALDRY, HISTORICAL LORE, POISON LORE, WRITING), DEXTERITY 3 (INITIATIVE, LEGERDEMAIN, LOCK PICKING, STEALTH), MAGIC 0, PERCEPTION 4 (EMPATHY), STRENGTH 1, WILLPOWER 3 (SELF-DISCIPLINE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
13	80	13	3

WEAPON	ATTACK ROLL	DAMAGE
SHORT BOW	3	1d6+1
DAGGER	3	1d6+1

SPECIAL QUALITIES

FAVORED STUNTS: And Another Thing (1 SP), Pierce Armor (1 SP), Perforate (2 SP) Stunned Silence (2 SP), That Makes Me Wonder (2 SP), With a Flourish (3 SP).

CLASS POWERS: Backstab, Bluff, Dirty Fighting, Lethality, Perforate, Slippery.

SPECIALIZATIONS: Bard (Master), Assassin (Novice).

TALENTS: Archery Style (Novice), Contacts (Master), Intrigue (Master), Music (Novice), Observation (Novice).

EQUIPMENT: Fine clothes, musical instrument, light leather armor, short bow, and dagger.

THREAT: MAJOR

She is an excellent vehicle to introduce the very darkest side of Orlesian politics into a campaign. Despite all her foibles, she is an excellent player in the Grand Game, and characters involved in it are likely to deal with other people like her.



*"You have knowledge you can use against me.
For my own safety, I cannot let you be."*

MERRILL

FULL NAME: Merrill Alerion

ROLE: Dalish Pariah

RACE: Elf

ALLEGIANCES: The Dalish

HOMELAND: None (Nomadic)

Born into the Alerion clan of the Dalish in Nevarra, Merrill was the third child of her generation to manifest a talent for magic. In keeping with her people's traditions, she was exchanged to another clan—the Sabrae, which had no First for its Keeper, Marethari—at the Arlathven, the once-a-decade gathering of the Dalish. She proved to be a talented and attentive student, growing considerably in skill and understanding. Early on in the Fifth Blight, Merrill came into possession of a shard of an eluvian, a magical mirror dating back to the time of Arlathan. The relic inspired her to search more deeply into the lost and

forgotten history of her people, even as the Sabrae wandered out of Ferelden and northward into the Free Marches.

In time, her curiosity led Merrill down paths that proved intolerable to Keeper Marethari, and the young mage was forced to turn to other sources for her information. Eventually, this resulted in Merrill accepting the counsel of a pride demon separated from the Fade and imprisoned atop Sundermount. The demon promised to help Merrill to restore the broken eluvian so that she might discern its secrets, and inducted her into the ways of blood magic. When Marethari discovered what had happened, she forbade Merrill to continue with her studies, but the impetuous First would not be swayed. Instead, she lived in a sort of informal exile on the outskirts of the clan, dwelling apart from them on the slopes of Sundermount, from which she could keep a watchful eye over them without arousing the ire of all those who shared the Keeper's reservations.

It was during this time of self-imposed isolation that Merrill first met Hawke, who had come to the Sabrae to repay a debt to Flemeth, the Witch of the Wilds. Merrill led the Fereldan refugee up the mountain and aided in battling the undead creatures that rose to bar the way. Upon attaining the summit, she directed Hawke to the altar specified in Flemeth's instructions and recited the ancient elven song for the departed, completing the ritual necessary to resurrect the ancient apostate. Afterward, Merrill determined to return to Kirkwall with Hawke so that she might continue to pursue her studies without the hostility of the Sabrae, and also to learn about the world outside of the Dalish clans. She took up residence in the city's alienage and threw herself into researching the eluvian.

After settling into life in Kirkwall for several years, Merrill asked Hawke to accompany her back to the Sabrae clan (which remained encamped near Sundermount). There she requested a magical dagger—the *Arulin'Holm*—with which Merrill believed it was possible to repair the eluvian. In response to Keeper Marethari's refusal to part with the item, Merrill invoked *vir sulevanan*, the right of any Dalish elf to receive any piece of the clan's property in exchange for service. Compelled by tradition, Marethari reluctantly charged Merrill with

the destruction of a Varterral that had killed some of the clan's hunters. With Hawke's aid, Merrill slew the beast, but Marethari still refused to turn over the weapon to her, instead entrusting the *Arulin'Holm* to Hawke.

Three years after the fight with the Varterral, Merrill again beseeched Hawke's assistance with the eluvian, as she proved unable to restore the artifact and believed it necessary to seek out Audacity, the pride demon who first inducted her as a blood mage. When Hawke, Merrill, and their companions arrived at the demon's abode high upon Sundermount, however, they discovered that Keeper Marethari had already released the monstrosity and contained it within herself. It claimed that it had always intended to use the eluvian to free itself from imprisonment and then kill Merrill. The outcast First and her allies were forced to kill Marethari, and Merrill returned to Kirkwall devastated by what had transpired, though her commitment to giving a better future to her people never wavered.

As events moved toward a catastrophic final conflict in Kirkwall, Merrill remained by Hawke's side, using her increasingly powerful magic to assist the Champion of Kirkwall and her other friends in the city. After Anders destroyed the city's Chantry, Merrill was the apostate's most fervent advocate, pleading with Hawke to allow Anders to live and to fight by the group's side in the battle to come so that he might make amends for his terrible deed. After helping to put down the twisted horror that was once First Enchanter Orsino and the red lyrium-maddened Knight-Commander Meredith, Merrill continued in her mission to aid elves—both

the Dalish and those who had never known any life outside of the alienage. She and found herself with a much lower profile after the dust settled and the Champion of Kirkwall vanished from the city. Thus (with perhaps a little

help covering her tracks from her well connected friend, Varric Tethras) the young exiled First vanished more or less into anonymity, managing to avoid the worst of the anti-mage sentiment in the wake of the Kirkwall Rebellion.

PERSONALITY

In most of her interactions with others, Merrill is shy and more than a little bit awkward. When flustered or uncomfortable, she

MIRROR, MIRROR

After killing Marethari and thereby destroying Audacity on Sundermount, Merrill may have destroyed the eluvian, or she may not have. Her decision hinges largely on her relationship with Hawke and the counsel Hawke gives her after the terrible fight. If the eluvian is shattered, then it likely plays no further role in either Merrill's story or the future of Thedas. If Merrill instead chooses to leave it intact, she is nevertheless unable to reactivate the relic of Arlathan, leaving it as little more than an inert curiosity. Whether it will remain so indefinitely, however, is yet to be seen, as the Dragon Age has not yet seen the last of the ancient mirrors of the elvhen.



"I'll try not to hit anyone. On our side, I mean. I'm babbling again. Let's go."

NEW BACKGROUND: DALISH MAGE

Heirs to the fragmented magical lore of lost Arlathan, Dalish mages are treated as integral members of their clans and educated under the watchful gaze of the clan's Keeper. While you can take the standard Dalish Elf background and play a mage, this alternate, mage-specific background is also provided.

PLAYING A DALISH MAGE

If you choose to play a Dalish mage, modify your character as follows:

- Add 1 to your Magic ability. Once, all elvhen possessed the gift of magic, and echoes of this legacy run strong in your blood.
- Pick one of the following ability focuses: **CUNNING (HISTORICAL LORE)** or **WILLPOWER (SELF-DISCIPLINE)**.
- You can speak and read Elven and the Trade Tongue.
- Take the mage class.
- Roll twice on the **Dalish Mage** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

DALISH MAGE

2D6 ROLL	BENEFIT
2	+1 Cunning
3-4	FOCUS: PERCEPTION (TRACKING)
5	FOCUS: DEXTERITY (STAVES)
6	FOCUS: CUNNING (ARCANE LORE)
7-8	+1 Dexterity
9	FOCUS: COMMUNICATION (LEADERSHIP)
10-11	FOCUS: CUNNING (NATURAL LORE)
12	+1 Willpower

tends to babble and might go off on tangents like mentioning that the cobblestones make her feet cold, or that a towering statue of Andraste looks grumpy. She's a bit of a worrier by nature, and often goes out of her way to do random little things for friends whether or not she's asked to, whenever she thinks they could use the help or even just some cheering up. If her friends are threatened or her principles are challenged, however, Merrill can manifest a fiery temper, and she will not permit the weak and the innocent (elves, in particular) to suffer when she has the power to do anything about it.

Many aspects of human culture and city life leave Merrill puzzled, though she hesitates to inquire too deeply into such things, not wishing to be a bother. This frequently results in Merrill persisting in mistaken impressions about things (like believing that a brothel has something to do with broth) until a given subject comes up on its own and she makes a nervous inquiry. She finds talk about intimacy and sex to be a little bit embarrassing, even as she quietly maintains something of an adolescent sense of amusement on the topic.

MERRILL

LEVEL 10 MAGE

ABILITIES (FOCUSES)

0	COMMUNICATION (ETIQUETTE)
4	CONSTITUTION
3	CUNNING (ARCANE LORE, HISTORICAL LORE, NATURAL LORE)
4	DEXTERITY (STAVES)
5	MAGIC (ARCANE LANCE, BLOOD, PRIMAL)
1	PERCEPTION (EMPATHY)
0	STRENGTH
3	WILLPOWER (COURAGE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
15	80	13	0

WEAPON	ATTACK ROLL	DAMAGE
ARCANE LANCE	+7	1D6+5 (SPEND 2 MANA FOR 2D6+5)
STAFF	+4	1D6+1

SPECIAL QUALITIES

SPELLPOWER: 15 (17) **MANA:** 100

SPELLS: *Blood Wound, Earthquake, Frost Weapons, Heal, Rock Armor, Spell Shield, Vulnerability Hex, Winter's Grasp, and Wrack.*

FAVORED STUNTS: Mana Shield, Mighty Spell, Skirmish, Puissant Casting, Skillful Casting.

CLASS POWERS: Arcane Lance, Long Lance, Power Lance, Spell Lance.

SPECIALIZATION: Blood Mage (Master).

TALENTS: Entropy Magic (Novice), Lore (Master), Primal Magic (Journeyman).

EQUIPMENT: Quarterstaff.

THREAT: MODERATE

RELATIONSHIPS

Depending upon the events of your campaign, it's possible that Merrill is romantically involved with Hawke, the Champion of Kirkwall. If the Hero of Ferelden was a Dalish elf in your campaign, she surely misses her old friend—whether or not the Hero perished at the end of the Fifth Blight, it's unlikely that they've encountered one another in the years since.

Even though they often don't see eye to eye, Merrill feels a certain kinship with the apostate Anders, as both of them are outcasts, after a fashion, and both work to harness forbidden magic to what they consider to be moral ends. Conversely, Merrill does not get along with those who meet magic with violence, such as the runaway Tevinter mage-hunter, Fenris, and most templars. Varric acts as a sort of older brother to her, looking out for her when she lacks the good sense to look out for herself, and she is quite fond of him and his stories. The pirate Isabela fills the role of adventuresome

older sister, offering the occasional word of advice or bit of good-natured teasing.

Those who sincerely wish to befriend Merrill find that her isolation from her people has left her lonely and sad. Even if she and Hawke are together, there's something in her that craves the companionship of her people that will always be denied to her. She welcomes new friends but can be melancholy at times and will open up about that sorrow to those who earn her trust. If she has no current romantic partner, Merrill may be open to a relationship with the right person; someone who loves her and trusts her, and who is willing to accept the sacrifices she has made to regain the history and dignity of her ancestors. To such a person, she is a loyal and loving companion who reveals depths of emotion that she instinctively conceals from even most of her closest friends.

PLAYING MERRILL

Merrill is something of an innocent, particularly in matters of human culture. She knows little of the world outside of the wanderings of the Dalish, having spent much of her life firmly ensconced in the pursuit of ever greater mastery of elven magic. Indeed, before the first days of the Fifth Blight, Merrill had hardly ever even seen humans or dwarves, and she never laid eyes on a Qunari until coming to Kirkwall. Things that others may take for granted as perfectly mundane can seem wonderful and unusual to Merrill.

Because Merrill doesn't generally display a very forceful personality, she's actually quite easy to get along with, provided no one digs too deeply into her philosophies on magic. She's friendly, often assumes the best of people, and has no interest in taking the lead on things save in situations in which her relatively narrow focus of expertise is necessary. Those who wish to learn more about ancient elven magic could certainly benefit from her knowledge, and it isn't Merrill's way to be condescending or preachy toward those who approach her from a position of ignorance. Either they're respectful and want to learn and she'll help as she's able (to the limits of what she'd consider to be safe to reveal, anyway), or else they aren't and they don't, and she leaves to go her way in peace.

It's possible that those who are looking for Hawke may wish to consult with Merrill on the matter, particularly if she and Hawke were romantically involved during the events leading up to the destruction of the Kirkwall Chantry. While her instinct would be to refuse any such request, it's possible that those who seek such knowledge can convince Merrill that they mean the Champion of Kirkwall no harm, and that their reasons for doing so are justifiable in her eyes. At that point, she *may* prove willing to share what information she has (which, depending upon the particulars of her relationship with Hawke, could be anything from a vague general guess to knowing exactly where to look).

Those interested in delving into ancient elven lore (particularly Dalish mages like herself) may find her willing to teach them, though she will advise caution every step of the way and may sometimes take weeks, months, or even years to research a given artifact, phenomenon, or piece of information before moving ahead. Any who are willing to exercise the necessary patience will find that Merrill is highly knowledgeable and extremely thorough in her studies. If someone were to learn of Merrill's training as a blood mage and request that she serve as a tutor to them, she is initially almost certain to refuse (and probably to unconvincingly lie about it. But someone who can present her with a good enough justification *might* be able to persuade her to change her mind.

ADVANCEMENT

As Merrill becomes more powerful, she will continue to delve into ancient magic, seeking to understand the elves of old and the artifacts they left behind. She will likely pick up the Keeper specialization when a second specialization becomes available to her; although she no longer benefits from the tutelage of a Keeper, Merrill has spent most of her life studying such lore and she now knows more than enough to figure out the specialization on her own. Combining her knowledge of blood magic and of elven mysticism into an especially potent blend of disciplines, she will be as much of a terror on the battlefield as she is gentle and unassuming off of it. Merrill will further increase her proficiency with offensive magic, focusing specifically upon those of the Entropy and Primal schools, though she also won't hesitate to pick up some spells from other disciplines if doing so will contribute to her effectiveness.

MICHEL

FULL NAME: Michel de Chevin

ROLE: Disgraced Chevalier, Former Champion of Celene I

RACE: Elf-Blooded Human

ALLEGIANCES: Chevaliers

HOMELAND: Orlais

Michel, the bastard son of an elf mother and human father, grew up in an Orlesian alienage. He had a hard upbringing, accepted neither by elves nor humans and living in constant fear of chevaliers, who had the right—and disposition—to kill peasants for any infraction, real or imagined. After his mother's death, Michel fended for himself until Comte Brevin

de Chalons spotted him fighting several older boys in defense of a friend. Brevin saw something honorable in Michel, and took the boy in to train with his personal guards.

This training continued until the day Brevin presented Michel with the chance at a new life. Brevin obtained false documents, creating a lineage for Michel in the de Chevin family along a dead line that could not be disproven. And so, Michel de Chevin was born and soon thereafter joined the Academie des Chevaliers. Michel thrived among the chevaliers, eventually being chosen as champion of Empress Celene.

During Michel's nearly ten years of faithfully serving Celene, her squiremaster, Briala, uncovered the truth of his identity.

MICHEL

LEVEL 10 WARRIOR

ABILITIES (FOCUSES)

COMMUNICATION 3 (DECEPTION, ETIQUETTE, INVESTIGATION), CONSTITUTION 3 (RUNNING), CUNNING 1 (MILITARY LORE, TRACKING), DEXTERITY 5 (LIGHT BLADES, RIDING), MAGIC 1, PERCEPTION 2 (SEEING), STRENGTH 4 (CLIMBING, HEAVY BLADES, LANCES), WILLPOWER 2 (COURAGE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
11	80	15 (17 WITH SHIELD)	8

WEAPON	ATTACK ROLL	DAMAGE
LONG SWORD	+6	2D6+4
LIGHT LANCE	+6	2D6+7
DAGGER	+7	1D6+5

SPECIAL QUALITIES

FAVORED STUNTS: Dual Strike (3 SP), Lightning Attack (2 SP with secondary weapon), Speedy Search, Taunt (1 SP, may use Etiquette), Threaten (1 SP).

CLASS POWERS: Expert Strike.

SPECIALIZATION: Chevalier (Master).

TALENTS: Armor Training (Journeyman), Dual Weapon Style (Journeyman), Mounted Combat Style (Journeyman), Weapon and Shield Style (Novice).

EQUIPMENT: Dagger, light plate armor, light lance, long sword, and medium shield.

THREAT: MAJOR

Rather than exposing him, she made him promise her one favor to be fulfilled later. She knew his chevalier's honor would prevent him from breaking his word.

During the Orlesian Civil War, Michel, Celene, and Briala found themselves seeking the aid of Dalish elves in their attempt to return to Val Royeaux ahead of Grand Duke Gaspard. During their encounter with the elves, Michel found himself alone among a stone circle in which the clan had summoned the demon Imshael. Calling itself a "spirit of choice," the creature claimed it had been called by the elves to uncover the secrets of eluvians, used by the elves of Arlathan for magical travel. Imshael offered a deal: find a host so it could live outside the Fade, and Imshael would alter memories and produce documents to make Michel de Chevin as true an identity as anyone's. Michel refused, instead demanding Imshael reveal the secret of the eluvians so that Celene could use them to move assassins across Orlais. If the demon did not comply, Michel would destroy the stone circle, driving the creature back to the Fade. But both demon and man hid their true intentions. Imshael complied, and Michel took the secret, a keystone, and destroyed the stone circle anyway. However, this only freed Imshael, who then slaughtered the clan that imprisoned it.

Celene and her companions now had the means to travel the eluvians, but Gaspard and his party pursued them. Ultimately, Gaspard and Celene agreed to duel for control of the



"If the chevaliers wish to strip my name from the rolls and kill me, that is their right. But they will not take my honor."

eluvians, which would essentially win the war for the victor. Michel acted as Celene's champion in the duel, but just as he was about to land the killing blow, Briala called in her favor, demanding he forfeit. He complied and revealed himself as elf-blooded by way of explanation to Celene, but still lost his status as her champion. Briala took control of the eluvians for herself, separating Celene from Michel and Gaspard. The two men parted peacefully, with Gaspard seeing honor in Michel and refusing to turn him in to the Academie, where he would have been executed. But Michel could not return to life as a chevalier. Instead, he dedicated himself to hunting down the demon he had released upon Thedas.

PLAYING MICHEL

The most obvious way to include Michel in a campaign would be as part of his pursuit of Imshael. Either he could recruit the characters to aid in his hunt, or the characters could find Michel while already in pursuit of Imshael for some other mischief it has riled up. Keep in mind that Imshael is a tremendously powerful foe (see the **Imshael** sidebar), so it could actually be beneficial to make Michel a long-term occasional ally. If Michel is anything, he is honorable, and if the characters have an honorable pursuit they need help with, he would make a strong ally. Upon completion of whatever quest they engage him for, Michel could ask the characters

IMSHAEL

Though he would prefer to be called a “spirit of choice,” Imshael is actually an incredibly powerful desire demon, one of The Forbidden Ones older than the darkspawn and rumored to have first taught blood magic to the Magisters of the Tevinter Imperium.

If approached combatively, Imshael initially counters with other choices, such as power, riches, or knowledge. A permanent +1 bonus to an Ability of one player’s choosing would not be out of the realm of possibility for allowing him to continue his business without intervention, as long as they agreed on a single recipient. Letting the characters choose “knowledge” is an easy way to give the players campaign hints. He could also present the characters with less abstract, darker choices: saving the life of a mother or her child, or granting power to their enemy versus causing harm to an ally. Just remember Imshael’s “gifts” should always be part of a difficult choice. If the decision is easy, then it’s not really a “choice,” and he refuses to participate.

In his human form, Imshael uses the stats of an epic desire demon. If engaged in combat, it should be a rather harrowing experience due to his ancient and unique nature. He initially takes the form of a fear demon, then after being defeated transforms into a rage demon, then finally a pride demon, each of which should be epic adversaries. Guidelines for epic adversaries can be found in the *Dragon Age RPG Core Rulebook*, as can stats for desire demons, rage demons, and pride demons.

in return to seek him out should they ever hear rumor of a demon called Imshael passing itself off as a “spirit of choice.”

Michel’s elf blood is not something he would reveal easily, and he would not immediately seem to treat elves with any more regard than your average chevalier. However, the particularly astute observer might notice he occasion-

ally exhibits knowledge a human of noble birth should not possess, such as the nature of hallas or the process for making peasant bread.

Reinstatement as Celene’s champion might be a lofty but not completely unattainable goal, and might require that the characters get themselves entangled in the Game.

MORRIGAN

FULL NAME: Morrigan

ROLE: Indifferent Apostate Mage

RACE: Human

ALLEGIANCES: Witch of the Wilds, Flemeth, Grey Wardens

HOMELAND: Korcari Wilds, Ferelden

Born of the original Witch of the Wilds, Morrigan is a genetically powerful mage. Nothing is known of her father except that he was probably a Chasind Wilder. She was raised alone, with no siblings or extended family to speak of nearby. Her mother, Flemeth, was her provider, companion, and teacher. This caused a strain on their relationship, and Morrigan secretly longed to leave the Wilds and her mother behind.

As with any true Witch of the Wilds, little more than myths and tall tales have woven their way into human culture about Morrigan’s history. One such story depicts Morrigan as a small child in the forest. She cried out for help and a young Chasind Wilder man came to her aid. However, the call was a trap. Upon the man’s arrival at Morrigan’s location, Flemeth swooped in and detained him. The trio disappeared back into the Wilds and the man was never heard from again.

Morrigan grew under the careful watch of her mother. She learned survival skills and arcane lore, and was allowed to practice all types of magic away from the heavy blades and the restrictions of the templars. She learned all the natural lore of the Wilds and later admitted to knowing several different plants that could kill a man, though she has no poison-making skills.

Once Morrigan’s magical skills had matured, Flemeth taught her basic shapeshifting. Using this newly acquired skill,

Morrigan would often make her way through the forest to the nearest human town, Lothering. Here, she would watch humans interact with one another and long for the chance to be a part of their society. It was the threat of the Chantry and the templars that ultimately kept her hidden, and knowing the secrets of the Wilds is what kept her safe.

At the onset of the Fifth Blight, darkspawn began to fill the Wilds. During this time, Morrigan learned more advanced combat skills and offensive magic. Flemeth also taught her basic blood magic skills, confiding in her the secrets of powerful blood magic rituals. Morrigan then revealed herself to a group of companions that had been overcome by darkspawn in the Wilds. Upon the monsters’ defeat, she introduced herself and led the travelers to her mother for further directions. As a personal favor to Flemeth, these heroes, led by the famed Warden-Commander of Ferelden, took Morrigan with them on their travels. Although she had long awaited this moment, her lack of experience with the outside world made her fearful once the chance arose. Harnessing her fear and channeling it into an emotional barrier, she progressed with the party and began to stretch her legs away from the ever-watchful eye of her mother.

After aiding in the destruction of the Archdemon, Morrigan disappeared for a time. She resurfaced in a most unlikely place—as royal advisor on mystical affairs to the Empress of Orlais. In this role she was enigmatic and guarded, often disappearing for days or weeks on end. For her part, Morrigan appreciated the protection that attachment to the Orlesian court provided an apostate such as herself.

MORRIGAN			
LEVEL 15 MAGE			
ABILITIES (FOCUSES)			
3	COMMUNICATION (DECEPTION)		
3	CONSTITUTION (STAMINA, RUNNING)		
4	CUNNING (ARCANE LORE, NATURAL LORE, POISON LORE)		
3	DEXTERITY (ACROBATICS, INITIATIVE, STAVES)		
6	MAGIC (ARCANE LANCE, ENTROPY MAGIC, PRIMAL MAGIC, BLOOD MAGIC)		
2	PERCEPTION		
1	STRENGTH (CLIMBING)		
4	WILLPOWER (COURAGE, SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	117	13	3
WEAPON	ATTACK ROLL	DAMAGE	
ARCANE LANCE	+8	1D6+6	
QUARTERSTAFF	+3	1D6+2	
SPECIAL QUALITIES			

SPELLPOWER: 16 (18 for Entropy/Primal/Blood) **MANA:** 125

SPELLS: *Blizzard, blood sacrifice, cone of cold, daze, drain life, frost weapons, heal, horror, large animal form, lightning, mind blast, small animal form, vicious beast form, vulnerability hex, weakness, weather weaving, and winter's grasp.*

FAVORED STUNTS: Lightning Attack (2 SP), Mighty Spell, Lasting Spell, Lightning Arcs.

CLASS POWERS: Spell Lance, Long Lance, Power Lance.

SPECIALIZATIONS: Shapeshifter (Master), Blood Mage (Novice).

TALENTS: Entropy Magic (Journeyman), Intrigue (Journeyman), Lore (Novice), Primal Magic (Master).

EQUIPMENT: Quarterstaff.

THREAT: DIRE

PERSONALITY

Morrigan's indifference and matter-of-factness is a direct result of her upbringing. Flemeth has passed on to her daughter a witty and mysterious demeanor that Morrigan has learned to play well. Idle conversation is the least of her worries and first interrogations show Morrigan to be curt, direct, and without remorse for her words. She doesn't mix her words and her directness is considered to be a form of strength, though others would tend to use the word "bitchy" to classify her. However, this couldn't be farther from the truth.

Morrigan is curious and adventurous. She has snuck around to the human cities and observed their odd ways. She longs for interaction and companionship. Yet when the chance confronts her, she seems to almost fear the possibility of the unknown.

Many have described her personality as a rebellious teenager, yet it could be classified more accurately as a young adult leaving home for the first time. Emotions of fear, mistrust,



"You asked my opinion, and I gave it. I will not apologize for offending you. If you do not seek my answer, do not ask it of me."

and excitement all swell and live within her at the same time. She is cautious above all.

As time progresses, Morrigan's trust grows with her companions and she inevitably becomes more open and relaxed around them, and humanity in general. Her dialogue will move from curt to sarcastic and even border on playful in some situations. As she grows emotionally, she begins to waver on a delicate line of flirtation and seduction.

RELATIONSHIPS

Other than with her mother, Morrigan has extremely limited experience in the dealings of relationships. Being the daughter of Flemeth has little merit on an emotional level. Even Morrigan will attest to the fact the Flemeth raised her and is for all purposes her mother, but an emotional, heartfelt commitment was never provided. With little to no interactions with the outside world, she is cut off emotionally from other adventurers. Yet it is her curiosity and unyielding spirit that allow Morrigan to learn the value of friendship, companionship, and the power of a budding romance.

As an apostate mage, she has notable opinions of matters concerning the Chantry and the templars. She doesn't understand their rules and would never allow herself to be controlled as the Circle Mages are. For the same reason, she holds the Circle Mages with little regard. Any mages allowing

WITCHES OF THE WILDS

Daughters of the first Witch of the Wilds, Flemeth (see the **Flemeth** entry), these powerful apostate mages are reared by their mother in all things magical. With no knowledge of their fathers, everything they are is credited to her. Legends whisper their names and mystery shrouds their true identities. Though fabled to be among the most beautiful maidens of Ferelden, their uncontrolled magical power creates great opposition to their group. Myths of men turning to stone from fear at the sight of these women have long passed from generation to generation. Other tales proclaim the Witches to be child snatchers. These shrouded tales strike fear into the hearts of every mother.

Some speculate that in an episode of particular horror, Flemeth hunted down each of her daughters, killed them, and ate their hearts, thus providing her with an extended life through the centuries. Other accounts say that Flemeth simply possessed each of her daughters and her soul lived on in their bodies. In any event, it is widely believed Flemeth uses her children in some way to extend her life.

At the beginning of the Fifth Blight, there are three Witches of the Wilds that are confirmed. Flemeth and Morrigan reside in the Korcari Wilds, while Morrigan's sister, Yavana, resides in the Tellari Swamps. Morrigan has no knowledge of her sibling, but Yavana knows of her.

Yavana sees the world differently from Morrigan, and looks forward to the time that she will be able to fulfill her purpose for her mother. In fact, she calls Morrigan a fool for not wanting to embrace her destiny.

Note that practically every woman residing in the Korcari Wilds has been called a Witch of the Wilds even though they are not truly witches – especially women with magical talents. Humans fear the clan so much, they would rather assume the worst and run than wait for explanations and die by a true witch's hand. Needless to say, there are rumors that there are dozens of Witches of the Wilds, a number that cannot be confirmed nor denied.

themselves to be kept prisoner are undoubtedly not worth her time. This attitude makes her an outcast among the mages of the Orlesian court where she currently spends much of her time, something her patron the Empress uses to unsettle and worry her rivals.

Though Morrigan was trained by her mother and her worldly experiences are limited, one cannot assume that she is uneducated. In fact, she is clever and smart. It's these qualities that give Morrigan little tolerance for fools. Immature or stupid people will have a hard time forming any type of meaningful relationship with her.

Morrigan's love interests seem purely physical in nature at first. However, continued involvement with one person may cause her to begin growing emotionally attached. Betrayal by that person could provide a catalyst that could lead her to a massive downfall.

It is worth noting that depending on the exact events of *Dragon Age: Origins*, Morrigan may have a child. If so, the boy's spirit contains part of an Old God's soul and he was conceived using a particular blood magic ritual with the help of one of the Grey Wardens. Morrigan originally had the child as a tool or weapon to use against her mother, but she has since grown to deeply love the boy.

PLAYING MORRIGAN

Morrigan is first and foremost a powerful witch. However, her curious and adventurous spirit can easily place her in a group anywhere in Thedas. Her lack of knowledge of other cultures due to her isolation in the Wilds could lead the group into some sticky situations or add humor to many a session.

Morrigan feels blessed to have her magical powers and sees those powers as her lifeline to this world. If those powers were threatened by members of the Chantry or by templars, significant events would most assuredly take place. Though

she will fight for others in her group fairly, no one will be more important than herself.

Her knowledge of shapeshifting can add to any storyline. She may be used for spying assignments, combat, or getting to spaces otherwise unreachable by other members of the group.

As a character of great influence and power, Morrigan can also be included in gatherings in the Wilds, fights against the darkspawn, or any storyline that involves her mother, Flemeth. Regardless of the danger of a task put before her, she is willing to meet the challenge head on.

ADVANCEMENT

Though Morrigan is a powerful mage, she still has room for advancement. As her levels increase, she will continue to advance in her shapeshifter specialization until eventually reaching Master level and learning the skills necessary to shift into a high dragon like her mother, Flemeth. Enhancing her magical abilities in the form of Arcane Lore, Creation, and Entropy will also be high on her list of priorities.

However, Morrigan is a Witch of the Wilds much different from others that share the title. Her curiosity about humans and their interactions could cause her to progress in such things as cultural or historical lore as well. Adding the Seduction focus creates potential for interesting romantic relationships with player characters and could many hours of diversion and role-playing opportunities in campaigns.

Morrigan's overall advancement hangs solely in the hands of the group and their actions toward her. She will develop in a much different way if she is treated with kindness and compassion than if she is treated badly and looked down upon. In addition, GMs should feel free to change her existing spells as necessary to fit the needs of their campaign, though take note that Morrigan's use of cold-based magic, curses, and shapeshifting is well supported in various canon materials.

NATHANIEL HOWE

FULL NAME: Nathaniel Howe

ROLE: Son of a Fallen House

RACE: Human

ALLEGIANCES: Ferelden, Grey Wardens, The Arling of Amaranthine

HOMELAND: Amaranthine, Ferelden

Firstborn son of Arl Rendon Howe, Nathaniel grew up with the expectation that he would do great things — for his family, his arling, and his nation. When Nathaniel was a young man, his proud father packed him off to the Free Marches to serve as a squire and to get some experience abroad. By the time he returned, he learned that his family had been cast down in shame, their lands had been given over to the Grey Wardens who murdered his beloved father, and the name of Howe had become synonymous with the basest treason. Putting to use the skills that he'd learned from his sire and honed during his time abroad, Nathaniel determined to gain entry to the ancestral home and at least claim some keepsakes that he felt did not belong in the hands of the Wardens who'd usurped Vigil's Keep.

Unfortunately, luck was not with Nathaniel that night, and he was discovered by the guards. It took four Grey Wardens to subdue him, but he was finally overmatched, restrained, and dragged to the dungeons to await the judgment of the newly appointed Warden-Commander of Ferelden. When the representative of the very forces that had slain his father and disgraced his family came before him, however, Nathaniel received an opportunity he did not expect: to join the Grey Wardens and restore honor to his ancestors' name. In fighting by the Warden-Commander's side, he learned of the existence of the Architect and the Mother, and of the brutal war between the two factions of darkspawn Disciples.

In the end, Nathaniel came to terms with his father's misdeeds and reunited with his sister, Delilah, while serving the Grey Wardens with courage and distinction. When the Mother fell and the threat to northern Ferelden was ended, he felt that he had finally found a place for himself based not upon the deeds of Howes past (whether for good or for ill), but instead standing upon his own merits. In the years since then, he stayed mostly around Amaranthine and Vigil's Keep, though his wanderings occasionally took him further afield since his first-hand knowledge of the darkspawn Disciples made him an invaluable asset to the Grey Wardens throughout all of Thedas. Several years after the darkspawn civil war, Nathaniel encountered Hawke in the Deep Roads while investigating the primeval thaig previously uncovered by the Tethras expedition.

PLAYING NATHANIEL

Nathaniel is tough, resourceful, and determined, though he can be a bit of a fatalist. A difficult home life as a child has left him standoffish, and after the fall of the Howe family toward the end of the Fifth Blight, he was forced to fend entirely for himself. For some time, he carried a heavy burden of hatred



"They used to display the heads of traitors over that gate. I suppose my father is lucky his didn't end up there."

NATHANIEL HOWE

LEVEL 10 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 0 (INVESTIGATION), CONSTITUTION 4 (STAMINA), CUNNING 2 (HERALDRY, POISON LORE), DEXTERITY 6 (BOWS, LIGHT BLADES, STEALTH), MAGIC 0, PERCEPTION 5 (DETECT DARKSPAWN), STRENGTH 3 (INTIMIDATION), WILLPOWER 3 (COURAGE, SELF-DISCIPLINE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
16	70	16	3

WEAPON	ATTACK ROLL	DAMAGE
LONG BOW	+8	1D6+8
SHORT SWORD	+8	1D6+6

SPECIAL QUALITIES

FAVORED STUNTS: Advantageous Positioning, Lethal Blow, Lightning Attack, Pierce Armor, Seize the Initiative, Skirmish, Stay Aware.

POWERS: Backstab, Bluff, Dirty Fighting, Lethality, Rogue's Armor.

SPECIALIZATION: Assassin (Master).

TALENTS: Archery Style (Journeyman), Poison Use (Journeyman), Scouting (Novice), Thievery (Novice).

EQUIPMENT: Light leather armor, long bow, and short sword.

THREAT: MAJOR

WHERE, WHY, AND HOWE

Nathaniel can end up with a number of different fates, both during and after the darkspawn civil war. It's possible that he never undertook the Joining to become a Grey Warden, since he initially joined only through the Right of Conscription, rather than of his own free will. It's possible that the Warden-Commander may not have chosen to extend that honor to him. After the war, he might leave the Wardens, though he remains friendly to the order thereafter. He may also have the chance to save Teyrn Fergus Cousland's life and so regain some of the Howe family's standing and lands, as well as the gratitude of one of the most politically powerful men in the kingdom. Indeed, Nathaniel may actually appear to die in the final days of defending the Arling of Amaranthine against the Mother's forces, only to later turn up in the Deep Roads. If Hawke makes a good impression on Nathaniel in the Deep Roads, it's possible that Howe fights alongside the Champion of Kirkwall in bringing down Knight-Commander Meredith.

toward the Grey Wardens for murdering his father and ruining his family, but he learned to let go of that anger when he discovered the truth of the matter, and he is now a steadfast supporter of the Wardens and the vital work they do for all of Thedas. Nathaniel's praise for the Wardens, however, is typically delivered in his customary stoic and taciturn manner, with perhaps a touch of gallows humor.

Being stripped of his noble title gave Nathaniel the opportunity to truly learn the meaning of nobility as a quality of character, rather than as an accident of birth, and he strives to live up to the ideals of the Howes of generations past. He doesn't open up easily about the lessons he's learned, or about much of anything, for that matter. When push comes to shove, though, Nathaniel is a great person to have guarding your back. As a combatant, he's both ruthless and practical, and he tends to prefer working in the shadows to taking the lead. Characters might encounter him patrolling the Deep Roads on a routine scouting mission, as an emissary for Teyrn Cousland, or even potentially as a recruiter performing the Joining for prospective Grey Wardens.

OGHREN

FULL NAME: Oghren

ROLE: Dwarven Berserker, Grey Warden

RACE: Dwarf

ALLEGIANCES: House Kondrat, Grey Wardens

HOMELAND: Orzammar

Oghren is a legendary fighter, born to House Kondrat in the dwarven city of Orzammar. One of the city's greatest berserkers, Oghren earned quite a reputation. Well-liked by many, he always knew how to have a good time. This usually ended with Oghren drowning in drink and surrounded by women—at least until he met Branka, a brilliant dwarven smith who invented a unique smokeless coal. Her abilities and charm led to her election as a living Paragon. She was the first Paragon named in four generations, and the youngest ever named. After marrying into his family, her newly formed House Branka absorbed House Kondrat, and Oghren's family became one with hers.

All seemed well in Oghren's life for a time. This ended when Branka became obsessed with the idea of finding the Anvil of the Void, a magical anvil said to hold the key to forging living Golems. She believed the Anvil real and lost in the

Deep Roads, and that no sacrifice was too great to retrieve it. With this obsession eating away at her mind, and with her newfound Paragon role, she convinced the entirety of House Branka to follow her into the Deep Roads.

Oghren was left behind. When Branka's expedition disappeared, Oghren was also left as the last of his House. But he never lost hope. He still believed Branka was alive, despite all evidence to the contrary. The Assembly refused to send an expedition into the Deep Roads after her, and Oghren became a laughingstock. Instead of venturing out alone, he took to drinking. This only compounded issues, and Oghren was soon the butt of every noble joke. When the youngest son of the noble Lord Meino insulted Branka's honor and joked about her death, Oghren challenged him to a duel and killed him. As punishment, the Assembly stripped Oghren of his house title and forbade him from carrying weapons within Orzammar. For a warrior, this punishment was worse than exile.

After years of failing to launch a search for Branka, Oghren was quick to join the Warden when he discovered the Warden's plans to enter the Deep Roads. He hoped if the Warden could find the Anvil of the Void, they could find Branka at the same time. Although the expedition was perilous, the Warden made good on his promise and led Oghren to Branka. But the Branka he discovered at the Anvil was not the Paragon who left him behind.

Oghren was horrified to discover his wife had sacrificed the rest of her house in her attempt to defeat the traps set by Caridin, the creator of the Anvil. Branka alone survived to reach the prize, and it corrupted her. Oghren's love for her was strong, and he was willing to give her a second chance. However, she denied him, and Oghren and the Warden left Branka behind.

Having to choose between a wasted life in Orzammar and a life of adventure at the side of the Warden, Oghren decided to travel with the Warden, and became an invaluable companion in the quest to stop the Fifth Blight.

OGHREN THE GREY WARDEN

After the events of the Fifth Blight and the slaying of the Archdemon, Oghren attempted to find rest with his new family and child. He was as happy as anyone had ever seen him. But Oghren is a warrior, and the tug of adventure still pulled at him. When word came of the Architect's assault on Vigil's Keep, Oghren pulled up his roots and traveled to meet the Warden-Commander. While there, Oghren may have survived the Joining. It is possible the version of Oghren the characters meet after the events at Vigil's Keep is a Grey Warden.

"I can smell purity a mile away. It's a talent."



OGHREN			
LEVEL 10 WARRIOR			
ABILITIES (FOCUSES)			
COMMUNICATION 3, CONSTITUTION 6 (DRINKING, STAMINA), CUNNING 3 (MILITARY LORE, TRACKING), DEXTERITY 3 (BRAWLING), MAGIC 0, PERCEPTION 4 (SEARCHING), STRENGTH 7 (AXES, HEAVY BLADES, INTIMIDATION), WILLPOWER (7 COURAGE, SELF-DISCIPLINE)			
SPEED	HEALTH	DEFENSE	ARMOR RATING
7	85	13	10
WEAPON	ATTACK ROLL		DAMAGE
DAGGER	+7		3D6+7
SPECIAL QUALITIES			

FAVORED STUNTS: Dual Strike (3 SP), Mighty Blow, Threaten (1 SP), Tower of Will.

POWERS: Expert Strike.

TALENTS: Armor Training (Master), Berserker (Master), Two-Hander Style (Master), Single-Weapon Style (Novice).

WEAPON GROUPS: Axes, Bludgeons, Brawling, Heavy Blades.

EQUIPMENT: Heavy Plate, Two-Handed Axe.

THREAT: MAJOR

PLAYING OGHREN

Oghren loves few things more than fighting and drinking. If encountered during his time in Orzammar after his punishment but before his rescue by the Warden, he would most likely be in a tavern, drinking his woes away and complaining about his lost glory. He isn't allowed to carry weapons, but that doesn't make him useless in a bar fight.

He would make a valuable ally for any quest, especially if Oghren is encountered as a Grey Warden. This new sense of responsibility suits Oghren well, and gives him an outlet for his combative instincts.

Oghren is more likely to side with whoever does right by him, and would not easily fit the role of an enemy.

DWARVEN BERSERKERS

Originally, the dwarven Berserkers were an exclusive group of dwarven warriors. They are masters of combat and have learned to trade accuracy and finesse to draw on dark powers and enter a rage that focuses instead on strength and constitution. This focus on sheer strength and destructive power makes them renowned opponents and perfect for defending the dwarven cities. Eventually, the secret of the Berserkers was spread to the other races and it is no longer rare to see a non-dwarf Berserker.

SEBASTIAN

FULL NAME: Prince Sebastian Vael

ROLE: Conflicted Nobleman

RACE: Human

ALLEGIANCES: Starkhaven, The Chantry

HOMELAND: Starkhaven, Free Marches

Born into the prestigious ruling Vael family of Starkhaven, Sebastian proved to be a disappointment to his parents in his youth and was sent to the Chantry against his wishes, so that his youthful antics might not sully the family name any further. Entering into Kirkwall's Chantry under the guidance

of Grand Cleric Elthina, he initially found that a simple life of faith was not for him. Elthina, sympathetic to his plight, helped him to escape, telling him that love of the Chant and of the Maker and his bride cannot be forced, and must instead come in its own good time. In so doing, she left Sebastian with words of guidance and hope that eventually led him back to the fold of his own free will.

Abdicating any claim he might have had upon the throne of Starkhaven and adopting vows of poverty and chastity, Sebastian found himself truly happy in the Chantry for the first time in his life. Forsaking earthly glories gave him the freedom to accept the Maker into his heart, and Grand

SEBASTIAN VAEI

LEVEL 10 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 2 (LEADERSHIP, SEDUCTION), CONSTITUTION 3, CUNNING 4 (CULTURAL LORE, EVALUATION, HISTORICAL LORE, RELIGIOUS LORE), DEXTERITY 5 (BOWS, INITIATIVE), MAGIC 0, PERCEPTION 4 (EMPATHY), STRENGTH 2, WILLPOWER (FAITH)

SPEED	HEALTH	DEFENSE	ARMOR RATING
15	55	15	4

WEAPON	ATTACK ROLL	DAMAGE
LONG BOW	+7	1D6+7
DAGGER	+5	1D6+3

SPECIAL QUALITIES

FAVORED STUNTS: Defensive Stance, Lightning Attack (2 SP), Mighty Blow, Pierce Armor, and Tower of Will.

POWERS: Backstab, Bluff, Dirty Fighting, Lethality, Rogue's Armor.

SPECIALIZATION: Marksman (Master).

TALENTS: Archery Style (Master), Lore (Novice), Observation (Seeing) (Novice), Scouting (Novice).

EQUIPMENT: Dagger, heavy leather armor, and long bow.

THREAT: MODERATE

Cleric Elthina was immensely proud of the progress he'd made from a young hellion to a respectable member of the laity. All of that changed when Sebastian received word in Kirkwall that his entire family had been murdered and their throne usurped by a cousin seemingly too weak to have pulled off such a scheme by himself. Sebastian suspected a plot, and resolved to get to the bottom of it.

Despite Grand Cleric Elthina's pleading that he let go of his anger and trust in the Maker's will, Sebastian placed a bounty on all of the Flint Company mercenaries, as the swords for hire had been involved in his family's deaths. It was at this time that he made the acquaintance of Hawke, who fulfilled the contract. Shortly thereafter, Sebastian went to

"The Maker gave us free will. By his betrayal, Maferath showed us that men were not yet worth saving."



Viscount Dumar of Kirkwall to petition for help in retaking his rightful throne, and it was another three years before he and Hawke again came into contact. By then, the exiled prince had learned that the Vael family's longtime allies, the Harri-mans, were behind the base betrayal that had destroyed his kin, and he asked for Hawke's help in bringing them down. After pursuing the matter, Lady Harriman was revealed as a blood mage in the thrall of a desire demon and slain, freeing her children from the malevolent spirit's control.

Several years later, with the situation in Kirkwall degenerating and concerns about an Exalted March upon the city mounting, Sebastian tried to convince Grand Cleric Elthina to depart the city for the Grand Cathedral in Orlais. She refused to depart the city in its hour of greatest need, and thus was among the numerous casualties when

Anders destroyed Kirkwall's Chantry, igniting the Mage-Templar War. Sebastian called for Anders's head and—regardless of whether or not Hawke acceded to his demand—the outcast Prince of Starkhaven returned home, either as a bringer of peace or as a conqueror.

PLAYING SEBASTIAN

Sebastian is torn between his ambitions as the rightful Prince of Starkhaven and his desire to be a worthy lay brother of the Chantry. He has difficulty reconciling these two sides of himself and this internal tug-of-war often causes him distress, as he feels guilty for shirking his noble duty when he embraces his obligations to Andraste, and equally guilty when he turns away from the Chant of Light to pursue worldly power. He is a man to whom inner peace does not come easily. Compounding Sebastian's difficulties with the dichotomy between his two driving goals is his vengeful streak. He has trouble putting aside thoughts of retribution, and in his desire to right wrongs, he can become self-righteous and even vicious.

Due to his training among the Chantry's laity, Sebastian reverts easily to quotations from scripture to describe and discuss situations, drawing parallels between the history and scholarship of the Chantry and the

events that transpire around him. He has a tendency to dig in his heels and become especially stubborn when Andrastian wisdom is challenged, answering reasonable questions about the less savory aspects of Chantry law and practice with religious dogma. Despite his foibles, however, Sebastian is a steadfast companion to those to whom he offers his loyalty, and he prefers to at least try to turn people back to the light with words rather than arrows. When sermons fail, though, he is quite willing to ready his bow.

If he is a man of the cloth in the wake of the Kirkwall Rebellion, Sebastian may try to engage characters as peacekeepers and allies of the Chantry during troubling times. If, however, he embraces his royal heritage and becomes a man of the crown, he may wish to hire adventurers in his quest to hunt down Anders (and other apostate mages, for that matter), or else to facilitate his ambitions to expand his power and influence over lands like Kirkwall which he considers to be in dire need of guidance by the Maker's faithful.

SERA

FULL NAME: Sera
ROLE: Impulsive, Self-Trained Archer
RACE: Elf
ALLEGIANCES: Friends of Red Jenny
HOMELAND: Denerim, Ferelden

Sera has lived all over Thedas, but grew up in Denerim, living as an orphan until the barren Lady Emmald took her in. Sera's upbringing under Emmald was Andrastian and human-centric, leaving her with no connection to other elves and a healthy fear of all things magical. Though the noble woman's associates treated Sera with the disdain always heaped on "knife-ears" like her, Emmald herself treated Sera well. Simply being raised by a Lady was more care than any other elf in her position could have hoped for.

This relationship fell apart, however, when Sera discovered her foster mother covered deceit with slander. Emmald, having no culinary skills of her own, bought cookies from a local baker and presented them to Sera as her own. So that Sera would not learn the truth, Emmald told her that the baker hated elves, which kept the girl away from him. Pointless lie upon pointless lie fostered Sera's hatred toward the baker and insecurity in herself, all for the sake of Lady Emmald's pride and a desire to keep control of her foster child. When Sera found out, she realized that this woman had not taken her in out of pure kindness, but instead was only trying to make her sickly, barren self feel better. She was using Sera, not truly caring for her.

These events shaped much of Sera's outlook on the world. Big people use and manipulate little people. They think only of themselves. They punch down. They lie. This made the Friends of Red Jenny a perfect fit for her: a loose group of individuals with no central organization, answering to no authority, and whose purpose is to take big people down a notch or two whenever and however necessary.

Somewhere along her travels, Sera picked up an affinity for the bow. She has no formal training of any kind. After picking up the basics, it was just something she found herself to be exceptionally good at. Her expertise with the bow has proven to be a very useful tool in her endeavors to tear down the rich and arrogant. Sera has yet to find a more efficient way of merging an arrow with a face than loosing it from a drawn bow.

Her marksmanship also proved useful in her escape from Denerim during the Fifth Blight. She, like many others, was forced to flee when the darkspawn hordes arrived.

Unlike many others, she survived the escape, ultimately finding herself in Val Royeaux, a city rife with exactly the sort of target she loves to hate: rich, pompous shits who look down on absolutely everyone that doesn't have precisely the right sort of parentage and purse.

The Orlesian Civil War and the Mage-Templar War now both have Sera's attention and concern. It won't matter which side wins—though she'd prefer it not be the mages—because when that many big people march to war, it's the little people—her people—who get trampled into the dirt.

PLAYING SERA

Sera's primary motivation is tearing down anyone in authority who oppresses the disadvantaged. Her second through tenth motivations are whatever strikes her as fun at any

*"Mother
pusbucket frigging
bastard shitebag
pissface! Eat it,
you lop-eared, son
of an arse-nut
rot-suck piece of...
Ugh!"*



given moment. These rather direct and simple motivations make her an easy addition to most campaigns, either as friend or foe. She could respond to the party's request for

SERA			
LEVEL 10 ROGUE			
ABILITIES (FOCUSES)			
COMMUNICATION 3 (DECEPTION), CONSTITUTION 3 (DRINKING, RUNNING), CUNNING 3 (RELIGIOUS LORE), DEXTERITY 5 (BRAWLING, LEGERDEMAIN, LOCK PICKING, STEALTH, BOWS), MAGIC 0, PERCEPTION 4 (SEEING), STRENGTH 3 (INTIMIDATION), WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
17	50	15	3
WEAPON	ATTACK ROLL	DAMAGE	
LONG BOW	+7	1D6+10	
DAGGER	+5	1D6+4	
SPECIAL QUALITIES			
FAVORED STUNTS: Disarm, Jest, Knock Prone (1 SP with her bow), Lightning Attack (2 SP), Pierce Armor (1 SP, penetrating with her bow), That Makes Me Wonder (2 SP), Volley, and With a Flourish.			
POWERS: Backstab, Bluff, Dirty Fighting, Lethality, Rogue's Armor.			
SPECIALIZATION: Marksman (Master).			
TALENTS: Archery Style (Master), Contacts (Novice), Thievery (Novice).			
EQUIPMENT: Dagger, light leather armor, and long bow.			
THREAT: MAJOR			

aid against some rich arse-head. Some rich arse-head could send the party to capture or kill her. She could attack the party because she believes they're becoming a bunch of rich arse-heads. Pretty much anything to do with a rich arse-head and Sera could show up to put an arrow through it.

Characters who befriend Sera could join her on a practical-joking rampage: perhaps tying a guard captain's boot-laces together, sewing dead fish into an arlessa's mattress, pissing in expensive wine casks, and stealing every spoon—and only the spoons—from a noble's kitchen on the evening of a grandiose party. These sorts of encounters create fun moments of levity in otherwise serious adventures. Both the Game Master and players can get very creative here. Sometimes causing someone great embarrassment can be far more damaging than physical harm, and Sera would be a tremendous ally in such pursuits. Being her ally could also lead to the characters gaining some very interesting enemies.

Sera's speech is littered with vulgarity, particularly in reference to the upper classes. Roleplaying her is a great opportunity to exercise your potty mouth. She also delights in making crude jokes, particularly in the presence of people who are made uncomfortable by such. Anyone foolish enough to leave important documents unguarded in her presence should return to find them spruced up with vulgar drawings and other "corrections."

Characters attempting to engage Sera in anything involving elven heritage, the Fade, assisting authority, or cookies will find her wholly disinterested or outright repulsed. She has a particular disdain for magic and darkspawn, but a surprising fascination with dragons.

Her association with the Friends of Red Jenny can provide many other ways to include Sera in an adventure. See **Using the Friends of Red Jenny** in the **Factions** section.

STEN

FULL NAME: Sten
ROLE: Warrior Vanguard of the Beresaad and, Later, Arishok
RACE: Qunari
ALLEGIANCES: The Qun, the Warden
HOMELAND: Par Vollen

Sten began his adventures as a member of the Qunari Antaam, a warrior caste that served under the Arishok. Sten was a title given to certain members of the Beresaad, a squad of Antaam that traveled overseas to assist in foreign matters. Sten displayed a great stoicism and showed talent as a fighter and a trusted warrior. He is also unique and immediately recognizable among the Qunari, as he was born without horns. Normally, a lack of horns indicates that someone is Tal-Vashoth, as many Qunari cut off their horns after escaping the Qun way of life. However, this disfigurement did not stop Sten from gaining favor with the Arishok and being placed within the Beresaad. Once chosen to serve, each Qunari is given a unique weapon crafted by the Athlok to hold their soul. For Sten, this came in the form of a two-handed greatsword named Asala.

The Beresaad report directly to the Arishok, the military and diplomatic leader of the Qunari Triumvirate. They act as diplomatic representatives of the Arishok, and thus the whole Qunari people, across Thedas. During the Fifth Blight, a whole squad of Stens was sent across the sea to Ferelden, tasked with discovering the source of this new Blight. During his investigation, Sten's party was attacked and overcome by a group of darkspawn. This one particular Sten was left for dead and his comrades were slaughtered. When he awoke and found Asala missing, he entered a fit of rage and murdered the family of farmers who found him, deeming them responsible for the theft. When Sten realized what he had done, he turned himself in for punishment and was left hanging in a cage, where he would have eventually died.

Luckily, the Warden stumbled upon Sten's prison and saw in him a valuable ally in the quest to end the Blight. After hearing him out and forgiving Sten of his crimes, the Warden secured his freedom and the two fought side by side. Despite the urgency of their quest to end the Fifth Blight, the Warden understood the importance of Asala and traveled with Sten on a mission to retrieve the lost sword. Losing the sword

STEN			
LEVEL 10 WARRIOR			
ABILITIES (FOCUSES)			
2	COMMUNICATION		
5	CONSTITUTION (RUNNING, STAMINA)		
3	CUNNING (MILITARY LORE, QUN)		
3	DEXTERITY (INITIATIVE, RIDING)		
0	MAGIC		
3	PERCEPTION		
7	STRENGTH (CLIMBING, MIGHT)		
6	WILLPOWER (SELF-DISCIPLINE)		
SPEED	HEALTH	DEFENSE	ARMOR RATING
8	101	13	12
WEAPON	ATTACK ROLL	DAMAGE	
ASALA	+7	3D6+10	
SHORT BOW	+3	1D6+1	
SPECIAL QUALITIES			

FAVORED STUNTS: Dual Strike (3 SP), Threaten (1 SP).

CLASS POWERS: Expert Strike.

TALENTS: Two-Hander Style (Master), Archery Style (Novice), Armor Training (Master), Unarmed Style (Journeyman), Command (Novice).

EQUIPMENT: Asala (two-handed sword), heavy plate, warrior's vitaar, and short bow.

THREAT: MAJOR

was tantamount to losing Sten's own identity, and returning to Par Vollen without the sword would have caused Sten to lose honor before the Arishok. He may have even had his title stripped away and been forced to become Athlok, a laborer. By helping Sten retrieve Asala, the Warden made a life-long ally. Upon returning home after ending the Blight, Sten reported to the Arishok that the Warden was the only honorable man he met in Ferelden.

A short time later, the current Arishok perished during an attempt to besiege the city of Kirkwall and kill Hawke, the Champion of Kirkwall. The Tamassran chose Sten to become the new Arishok. His valiant efforts during the Fifth Blight and his close ties to the Warden made him an obvious choice.

Sten is a good ruler, albeit a traditional one. He is very upfront and brutally honest, and has very traditional views on the roles of men and women. Since the Beressad is a caste of the Qun that is open only to men, Sten has a limited viewpoint on how useful women can be on the battlefield. He openly scoffs at the idea of his female companions joining the battle, but is not disrespectful to them. However, in Qunari culture, women who identify as men are treated as those born male. They call these individuals Aquin-Athlok, and Sten has no issue with this. It is the idea that his female companions wish to be fighters *without* labeling themselves as men that Sten has issue with. For a Qunari, it is a completely foreign concept that one would not change their gender to accommodate the

role they wish to serve. But despite his gruff demeanor and attitude toward women, Sten has a softer side. He enjoys picking flowers, loves animals, and has a culinary obsession with cookies. Cookies were never discovered by the Qunari, as they are often made with excess dough, and the Qun forbids any amount of excess.

Sten respects strength and responds to challenges. The more likely a character is to question and challenge Sten, the more likely Sten is to like and respect them. He is incredibly fond of the golem Shale and considers it to be his close friend, but this doesn't mean he can't grow close to new party members.

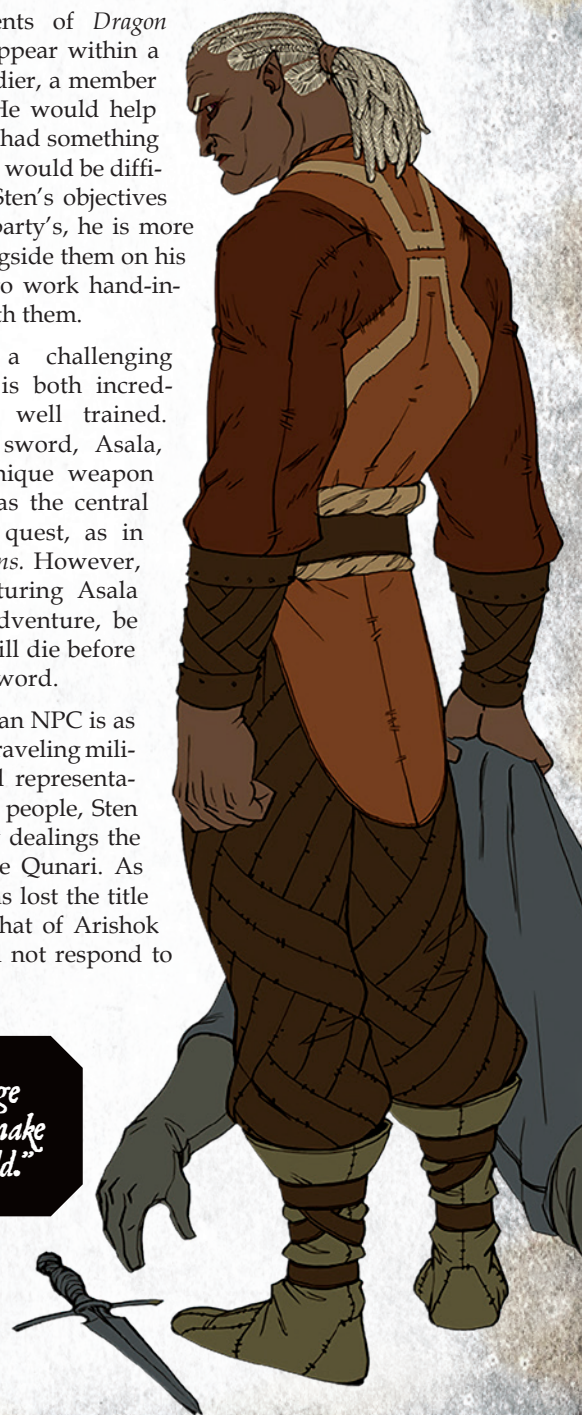
PLAYING STEN

Prior to the events of *Dragon Age II*, Sten can appear within a campaign as a soldier, a member of the Beresaad. He would help the party out if he had something to gain from it, but would be difficult to recruit. If Sten's objectives line up with the party's, he is more likely to fight alongside them on his own behalf than to work hand-in-hand as a team with them.

He would be a challenging opponent, as he is both incredibly strong and well trained. His two-handed sword, Asala, is a powerful, unique weapon that could serve as the central MacGuffin for a quest, as in *Dragon Age: Origins*. However, if you make capturing Asala the goal of the adventure, be aware that Sten will die before parting with the sword.

Sten's best role as an NPC is as the Arishok. As a traveling military diplomat and representative of the Qunari people, Sten would handle any dealings the party has with the Qunari. As the Arishok, he has lost the title Sten and gained that of Arishok instead, so he will not respond to his old name.

"Then change yourself. You make your own world."





"Grey Wardens fight wars against the darkspawn. We do not fight wars for political advancement on any front."

STROUD

FULL NAME: Jean-Marc Stroud
ROLE: Influential Grey Warden Warrior and Recruiter
RACE: Human
ALLEGIANCES: Grey Wardens
HOMELAND: Fields of Ghislain, Orlais

Born in the Fields of Ghislain, Stroud is the youngest son of a lesser noble family. With no inheritance to claim, he attended the Academie des Chevaliers to gain social standing and bring honor to his family. During his time there, he became a master swordsman and was trained in all areas of melee and sword fighting. He also learned horsemanship and how to care for his warhorse. He trained in slaying the undead, how the templars battle the mages, and how Grey Wardens combat the darkspawn. This training rounded out his military skills and made Stroud a deadly opponent.

Upon completion of his studies at the Academie, Stroud received word of his parents' demise. He was overcome with anger and thoughts of revenge. His Academie trainers called upon Grey Warden Clarel de Chanson to ask Stroud to join, so he would not seek vengeance. When Stroud realized

STROUD

LEVEL 10 WARRIOR

ABILITIES (FOCUSES)

COMMUNICATION 5 (ANIMAL HANDLING, ETIQUETTE, LEADERSHIP), CONSTITUTION 2, CUNNING 2 (NAVIGATION, RESEARCH), DEXTERITY 3 (RIDING), MAGIC 0, PERCEPTION 2 (SEARCHING, TRACKING, DETECT DARKSPAWN), STRENGTH 5 (HEAVY BLADES, MIGHT), WILLPOWER (SELF-DISCIPLINE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	153	13	13

WEAPON	ATTACK ROLL	DAMAGE
LONG SWORD	+8	2D6
DAGGER	+4	1D6+2

SPECIAL QUALITIES

FAVORED STUNTS: Taunt, Defense Stance, Mighty Blow, Lightning Attack.

CLASS POWERS: Expert Strike, Detect Darkspawn.

SPECIALIZATION: Champion (Master).

TALENTS: Armor Training (Master), Command (Master), Weapon and Shield Style (Master).

EQUIPMENT: Heavy plate armor, heavy shield, longsword, and dagger.

THREAT: MODERATE

there was no way to reject the Wardens' invitation without offending the group, he begrudgingly accepted and was indoctrinated. Shortly after his Joining, he learned that his parents were victims of the Grand Game, leaving Stroud with a tainted view of anything dealing with political endeavors.

Throughout his time as a Grey Warden, Stroud trained new recruits in sword fighting. He knew the Champion of Kirkwall, and aided dwarves in their excursions along the Deep Roads. Eventually, Stroud was called upon to become a Grey Warden recruiter. He limited his recruiting and travel, however, as he had no desire to return to Orlais to face the demons of his past and the murderers of his parents.

PLAYING STROUD

You can use Stroud's previous training in the Academie des Chevaliers to hone and train new Grey Warden recruits effectively. Using Stroud as a preliminary teacher of any new Grey Warden after the Joining ceremony is complete gives you an opportunity to grant special abilities to the player characters that complete the training. His horsemanship skill also makes him a suitable trainer for all who are preparing for war and the possibilities of large field combat.

Stroud can also be used as a "GM's out" for any Player Character who becomes tainted by contact with darkspawn. Knowing the rituals and being a recruiter, Stroud can help save the character by forcing them to go through with the Grey Wardens' Joining ceremony, thus curing their taint. Although he will be the first to acknowledge that becoming a

Grey Warden should not be treated as a cure, he does empathize the people of Thedas.

Stroud's keen insight into Grey Warden actions can also prove useful in creating campaigns where there could be corruption inside the Grey Warden order. If used in this capacity, Stroud becomes increasingly perceptive of events and could help the group eventually find the root cause of such a grave situation.

Characters in need of guidance or help from a Grey Warden can easily find Stroud, and his conversations are usually straightforward and informing. However, he is adamant about not taking political sides or taking any actions which may involve the Wardens in any type of politics.

ADVANCEMENT

As Stroud advances, he will gain such extra powers as Veteran and Quick Strike from his Warrior class. He will hone his swordsmanship and communication skills above all. Were he to take another weapon group, Stroud would gravitate toward the lances group, focusing on any of the lancing weapons. Using his horsemanship abilities to advance his combat knowledge is simply the next step in his military training. However, knowing how to fight the Blight and persuading others to join the cause will always remain his top priority. Through his advancement, he becomes a stronger leader.

VARRIC

FULL NAME: Varric Tethras

ROLE: Charming Rogue and Storyteller

RACE: Dwarf (Surface)

ALLEGIANCES: Dwarven Merchants' Guild, Champion of Kirkwall

HOMELAND: Kirkwall, Free Marches

House Tethras earned exile from the great dwarf city of Orzammar by fixing the outcomes of otherwise honorable Provings. Though other houses and individuals were in on the scam, House Tethras took the fall, sullyng their good name and driving them to the surface. The house relocated to the Free Marches and joined the Dwarven Merchants' Guild, determined to rebuild their fortunes among the humans, elves, and surface dwarves.

Varric Tethras was born three years into the family's exile. Seen as guilty through his family ties by the dwarves of Orzammar, he embraced surface life. While his kin sometimes pined for their lost ancestral homeland deep underground, Varric quickly learned to love the open sky and wide spaces of his birth land.

Hallard, Varric's father, instilled in him the idea that truly living came with risk. The older dwarf sought to restore the family fortunes and expected his sons to help do the same through bold and daring action. The risks they took didn't always pay off, but they were successful often enough to push the family up the ranks of the Merchants' Guild over the years.

After Hallard died, Varric's older brother, Bartrand, took on Hallard's duties in the Merchants' Guild. While Bartrand ran the family business, pushing House Tethras ever higher up the social ladder, Varric looked after the family and its retainers behind the scenes. Each seemed suited to his position. Varric also took responsibility for their mother, Ilsa, when she turned to drink to dull the sting of losing her husband and heritage. By the time Ilsa died, a clear hierarchy had been established in the family. Bartrand ran things while Varric acted as second-in-command, deal broker, and resource manager.

This all changed when Varric and his brother met Hawke. The soon-to-be Champion of Kirkwall joined the brothers' Deep Roads expedition, an endeavor that resulted in Bertrand being corrupted and driven mad after the group discovered a mysterious idol made of red lyrium. Bertrand trapped Varric, Hawke, and Hawke's companions in the Deep Roads, leaving

them to die so he could keep the idol and other treasures for himself.

Escaping and making their way back to the surface, Hawke and Varric used the treasures gained during the expedition to become extremely wealthy. Varric joined Hawke's eclectic group of traveling companions, providing the hero with companionship, advice, and timely application of crossbow bolts. Varric took well to life as Hawke's companion, running the Tethras family holdings from his luxury suite at the Hanged Man, a tavern in Kirkwall's Lowtown. He often spent time there when not traveling and adventuring with Hawke or their companions. He wrote and sold many novels around this time, mostly bold adventure tales and sordid romances loosely based on his adventures and the people and places he encountered.

Varric accompanied Hawke on several adventures. He also eventually settled things with his brother, bringing down his crazed sibling and avenging his betrayal. He and Hawke helped at the First Battle of Kirkwall against the Arishok and his army, teaming with First Enchanter Orsino and Knight-Commander Meredith to drive back the invaders. Later, he helped Hawke stop both Orsino and Meredith from destroying Kirkwall during the Kirkwall Rebellion, in a battle in which Orsino died and Meredith was turned into a statue of pure red lyrium. Through these adventures Varric had a front-row seat for the start of the Mage-Templar war, though neither he nor Hawke were able to prevent their companion Anders from committing the act of terrorism which sparked the conflict.

When Hawke disappeared after the Kirkwall Rebellion, Varric remained behind and was soon captured by Cassandra Pentaghast of the Seekers of Truth. Wishing to uncover the events that led to the Kirkwall Rebellion and to discover Hawke's location, Cassandra took Varric prisoner to see what he knew. For his part, Varric remained closed-mouthed about his friend's location, but helped the Seekers discover most of the events surrounding the rebellion before he was released.

Later, Varric teamed with fellow Hawke ally Isabela and with Alistair, hero of the Blight and King of Ferelden. The trio traveled to Antiva, where they infiltrated the infamous Antivan Crows on a quest to locate the whereabouts of Alistair's father, King Maric. Their quest was partially successful; they discovered Maric, but only shortly before the former monarch died.

Returning from this adventure, Varric was once again snatched up by Cassandra and the Seekers. This time, he

was taken to the Temple of Sacred Ashes to meet with Divine Justinia V, to discuss Hawke. While not exactly a prisoner, Cassandra didn't give the dwarf much choice in the matter. Varric went willingly, figuring that whatever happened next would make one hell of a story.

PERSONALITY

Smug, clever, and quick-witted, Varric is a carefree rogue who knows what's up and seems to have everyone's number. A good-natured flirt and teller of tales, Varric loves stories—both writing them and being involved in deeds that make them. He doesn't mind playing assistant or tagalong to others, often quite content to be a companion to great heroes instead of the main hero himself.

However, that's not all there is to his character. He's lost family and loved ones to the stark realities of life in Thedas. Varric has seen darkspawn, the corruption of magic and red lyrium, and ruthless political backstabbing up close. He will expend a lot of energy and effort to root out things that are a threat to his friends, his homeland, and to a lesser extent Thedas in general. Varric keeps this side of himself hidden behind jokes and sarcasm, but it's always there.

One thing Varric loves to do is frame reality in terms of stories. He is always embellishing deeds to make them sound more entertaining or heroic. He will also give insight to friends and companions on how to make accounts of their own deeds more impressive or credible, often giving them nicknames or titles based on their personalities and accomplishments. As a writer and storyteller, Varric sees the world as a bunch of interconnecting stories and truly believes that a good story has as much impact as, if not more than, reality. This sometimes annoys the more literal-minded, something that amuses Varric to no end.

RELATIONSHIPS

Varric isn't that close to the remains of his family, though he maintains useful connections to the Merchants' Guild and various smuggling and criminal organizations. His true friends tend to be fellow adventurers, particularly Hawke and other allies of the famed Champion of Kirkwall. He particularly has a soft spot for the ladies, frequently checking up on Merrill, Isabela, and others to see how they're doing. He is also on good terms

with King Alistair of Ferelden. Arguably the most important person to Varric in the world is Bianca Davri. She designed the crossbow that bears her name and remains the great lost love of his life. He won't do anything to endanger her and avoids discussing her with all but his closest companions. He holds little hope they will ever get back together, especially given her political marriage to an influential member of the dwarven Smith Caste, but he will always love her. Note that this love isn't blind. Varric can and does occasionally get annoyed with Bianca engaging in needlessly dangerous or foolhardy endeavors, but that won't stop him from helping her as much as he's able.

During his time as a "guest" of the Chantry, Varric developed a good-natured rivalry with Cassandra Pentaghast, the Seeker who arrested him to get information on Hawke. Varric won't betray Hawke's trust to Cassandra, but he doesn't take her attempts to convince him to do so personally. In fact, he's a bit relieved to see someone in a position of authority taking interest in the dangerous developments in the world—he just won't ever admit this directly to Cassandra and her peers.

PLAYING VARRIC

Varric showing up in a campaign can be a real boon to players and GMs alike. He's charming, well connected, and good in a fight. If he's on their side, he can help grow a PC's or group's fame, aid them in combat, and provide them with valuable intelligence and juicy rumors. If the PCs' interests align with his for an adventure or campaign arc, he won't hesitate to help them with funding, advice, and the occasional crossbow bolt. For campaigns set around Kirkwall, Varric's favorite tavern, The Hanged Man, makes a great place for PCs to meet up to recuperate or plan their next great adventure.

In fact, Varric is such a great source of roleplaying, support, and information in a campaign that you should be a bit careful about overusing him. As one of the stars of the *Dragon Age* video games and a favorite companion of many players of that series, having him around too much in a game risks robbing the spotlight from the PCs and their heroic actions. As such, he's better used as an occasional ally or contact than a campaign regular. This is easy enough to accomplish since Varric already has plenty of his own friends and allies to help and spend time with. You can have him show up, interact with the PCs for a time, then leave to go aid Hawke or some other ally before he begins to overstay his welcome. This also means that the PCs will be happy and excited to see him when he shows up but can't take his help for granted.

Personally, Varric is very



"There's power in stories, though. That's all history is: the best tales. The ones that last. Might as well be mine."

VARRIC

LEVEL 10 ROGUE

ABILITIES (FOCUSES)

5 COMMUNICATION (BARGAINING, GAMBLING, DECEPTION, PERSUASION)

3 CONSTITUTION (DRINKING)

4 CUNNING (EVALUATION, WRITING)

4 DEXTERITY (BOWS, INITIATIVE, LEGERDEMAIN +3, LOCK PICKING)

0 MAGIC

3 PERCEPTION

1 STRENGTH

3 WILLPOWER (COURAGE, MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
12	50	14	4

WEAPON	ATTACK ROLL	DAMAGE
BIANCA	+8	2d6+6
BAYONET (BIANCA)	+6	1d6+2
DAGGER	+4	1d6+2

SPECIAL QUALITIES

FAVORED STUNTS: Bon Mot, Knock Prone (1 SP with Bianca), Lightning Attack, Pierce Armor (1 SP, Penetrating), That Makes Me Wonder (2 SP), and Volley.

CLASS POWERS: Backstab, Bluff, Dirty Fighting, Lethality, Rogue's Armor.

SPECIALIZATION: Marksman (Master).

TALENTS: Archery Style (Journeyman, Master with Bianca), Contacts (Master).

EQUIPMENT: Bianca, dagger, and tailored leather duster.

THREAT: MODERATE

concerned with the effects of red lyrium. It was an idol of this substance that destroyed his brother and consumed Knight-Commander Meredith. He is worried that it could corrupt others, and he could easily become a patron to those seeking to locate and destroy deposits of the substance, especially ones found on or near the surface. PC groups discovering red lyrium during their adventures could be directed to Varric, who has his contacts and agents seeking information on the substance so it can be destroyed or contained.

Professionally, Varric has many family business interests and his writing career to consider. Either of these could be a great inspiration for an adventure. Helping Varric collect a debt, escort a valuable or dangerous shipment through hostile territory, or seal a business deal could be very profitable for a group in terms of money and good relations with the dwarf in the future. Likewise, one of Varric's books might have offended the wrong person, requiring the PCs to protect him from assassins, thugs, or spies seeking to harm or ruin the writer. Saving Varric from such a fate is sure to earn them a mention in his next book, or at least a

BIANCA

Varric's crossbow is a true marvel of dwarven craftsmanship. The device sports a spring-loaded bayonet that deploys with the touch of a switch and a multiple-bolt loading mechanism that prepares ammunition for firing with remarkable ease. However, she bears no smith's mark. (Some say a dwarven smith that Varric once knew wanted to create a repeating crossbow design but only one of the devices functioned properly. They say Varric calls that device Bianca.)

Bianca's stats and various effects over time appear in the **Bianca Progression and Effects** table. Each level's stats replace those of the previous level. Notice, for example, that Bianca's range and base damage increase over time, as does the bonus she grants to attack rolls. Level effects are based on the level of the character wielding Bianca; she does not earn or require XP of her own. Treat Bianca's bayonet as a dagger that gains the crossbow's bonus to attack rolls and does not require an extra hand to wield.

Reload Note: Bianca requires only a minor action to reload in anyone's hands, but when wielded by a journeyman or master in Archery Style (including someone enjoying a bonus degree in the style from Bianca), reloading requires only a free action.

BIANCA PROGRESSION AND EFFECTS

LEVEL	DAMAGE	SHORT RANGE	LONG RANGE
1	2d6+1	38 yards	75 yards
5	2d6+2	38 yards	75 yards
10	2d6+3	38 yards	75 yards
15	2d6+4	45 yards	85 yards

LEVEL	MIN. STR	RELOAD	SPECIAL EFFECTS
1	1	Minor	Attack +1
5	1	Minor	Bonus Archery Style degree, attack +1
10	1	Minor	Bonus Archery Style degree, attack +2
15	1	Minor	Bonus Archery Style degree, attack +3

heartfelt dedication.

ADVANCEMENT

As Varric advances in levels and skill, he will focus on the same things he's already good at. He will become a better marksman, deal-maker, and contact for others. He might gain additional Willpower as he deals with more corrupting and dangerous magic, though Cunning, Communication, and Dexterity will remain his major emphasis for Abilities. He forgoes a secondary specialization, instead gaining an additional talent where a PC would regularly gain specialization powers, focusing on preparation-heavy talents like Trap-Making or Scouting.

WYNNE

FULL NAME: Senior Enchanter Wynne
ROLE: Mentor with Moxie
RACE: Human
ALLEGIANCES: Circle of Mages; Aequitarians
HOMELAND: Kinloch Hold (Circle Tower), Ferelden

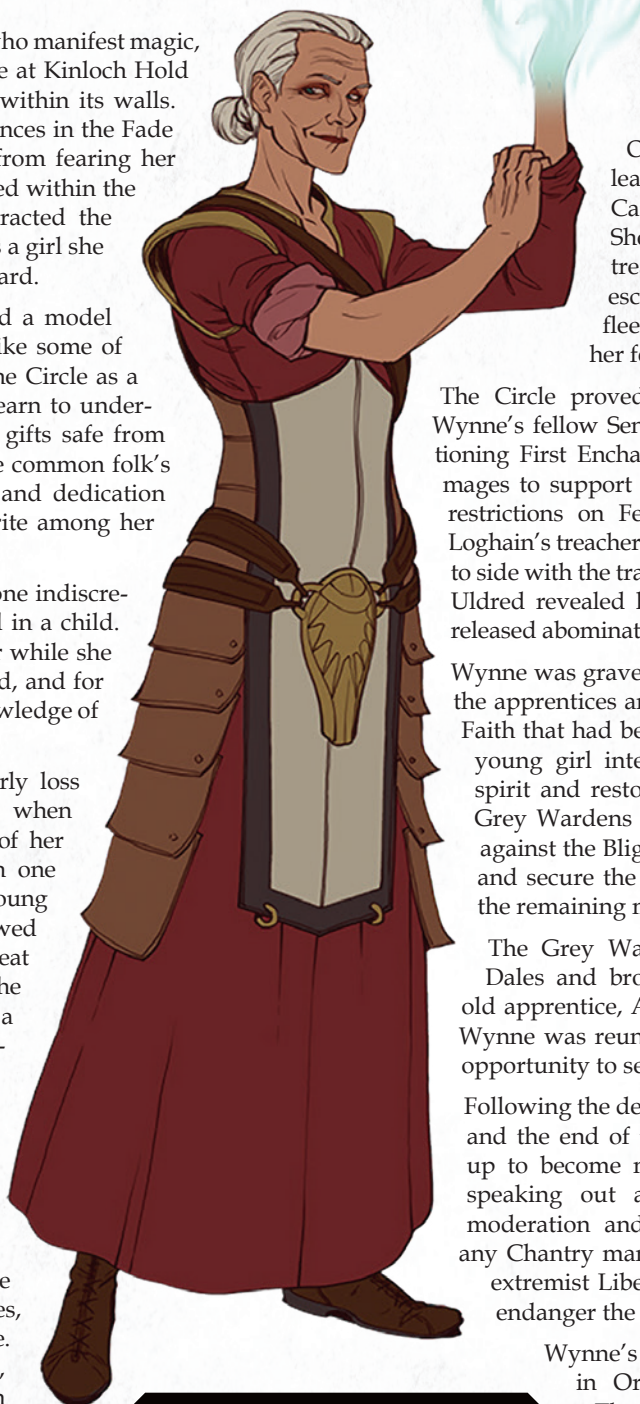
Like many children of Ferelden who manifest magic, Wynne was brought to the Circle at Kinloch Hold at a young age and was raised within its walls. However, Wynne's early experiences in the Fade were anything but typical. Far from fearing her dreams, she felt safe and protected within the Fade. In particular, Wynne attracted the interest of a spirit of Faith, and as a girl she often sensed its presence and regard.

Wynne was a gifted student and a model member of the community. Unlike some of her fellow mages, Wynne saw the Circle as a place where apprentices could learn to understand and control their magical gifts safe from the dangers of the world and the common folk's fear of mages. Her intelligence and dedication guaranteed that she was a favorite among her instructors and templars alike.

That high regard led to at least one indiscretion with a templar that resulted in a child. Wynne's son was taken from her while she was still weak in her birthing bed, and for many years she had no more knowledge of him than that.

It is perhaps because of this early loss that Wynne hardened herself when she began to teach apprentices of her own. Her sea-change came with one of those early apprentices, a young city elf named Aneirin who showed great magical promise, but also great recalcitrance at being forced into the Circle and under the tutelage of a human. Unsure how to ease Aneirin's resentment and certain that she knew what was best for him, Wynne pursued a strict teaching regimen. The harder Wynne pushed Aneirin's training, the more Aneirin resisted and drew away from anything to do with the Circle. He spoke more and more of escaping to the Dales, and eventually he fled the Circle. Armed with Aneirin's phylactery, the templars quickly hunted down the wayward apprentice and left him for dead.

Wynne's regret over Aneirin's fate and her mishandling of his instruction



"I will not lie motionless in a bed with coverlets up to my chin, waiting for death to claim me."

colored her interaction with her later apprentices. She cultivated empathy for their fears and a more forgiving approach to instruction. Though she still believed the Circle to be the best place for a mage to learn to serve humanity, she tempered that belief with patience for those who chafed against Circle restraints.

When the call came for mages to join the battle at Ostagar, Wynne volunteered to lead a contingent to support King Cailan against the darkspawn. She witnessed Loghain Mac Tir's treachery and only narrowly escaped the slaughter that followed, fleeing back to Kinloch Hold with her fellow mages.

The Circle proved to be no safer than Ostagar. Wynne's fellow Senior Enchanter, Uldred, was petitioning First Enchanter Irving and the other senior mages to support Loghain in exchange for relaxed restrictions on Ferelden mages. Wynne reported Loghain's treachery to Irving and counseled him not to side with the traitor. In the meeting that followed, Uldred revealed himself to be a blood mage and released abominations through the Circle Tower.

Wynne was gravely wounded in her battle to keep the apprentices and children safe, but the spirit of Faith that had been watching her since she was a young girl intervened, strengthening Wynne's spirit and restoring her body to life. When the Grey Wardens arrived to seek the Circle's help against the Blight, Wynne was able to help clear and secure the tower and save at least some of the remaining mages.

The Grey Wardens' travels led them to the Dales and brought up memories of Wynne's old apprentice, Aneirin. With the Warden's help, Wynne was reunited with Aneirin and given the opportunity to set aside that regret.

Following the defeat of the Archdemon Urthemiel and the end of the Fifth Blight, Wynne stepped up to become more involved in mage politics, speaking out alongside the Aequitarians for moderation and ethical magic use apart from any Chantry mandates, and speaking against the extremist Libertarian views that led Uldred to endanger the Ferelden Circle.

Wynne's work led her to attend a Conclave in Orlais called by Divine Justinia. There, Wynne was reunited with her lost son, Rhys—a Libertarian. Despite their estrangement and conflicting perspectives, Wynne and Rhys worked together to clear Rhys

of a murder he didn't commit and to free imprisoned mages from templar custody, but at a price. Rhys' lover, Knight-Commander Evangeline, was killed by the Lord Seeker leading the templars. In a final act of faith, love, and sacrifice, Wynne released the Fade spirit that had been sustaining her into Evangeline, dying so that the other woman might live.

PLAYING WYNNE

Wynne has had many years to mellow and soften some of her sharper edges, but her fire is not completely banked. Wynne enjoys tweaking people by playing against expectations. Call her old, and she'll threaten to take you over her knee. Suggest she prefers tea and cakes and cats, and she'll match you dwarven ale for dwarven ale. Treat her like a grandmother, and she'll let you know that *she* knows how babies are made as only a grandmother can (and possibly that she has more practice at it than you do!). She has little patience with being dismissed for her age or with being unduly objectified, and she'll meet such treatment with the snark it deserves.

She tempers this moxie with empathy, constantly seeking to understand the perspectives of others, even those with whom she doesn't agree. This can sometimes seep over into being judgmental or preachy, but Wynne is quick to catch herself in this trap and to admit her faults when others call her on them.

Wynne knows that she is living on borrowed time, and she is determined to make that time matter. For her, this means living a meaningful existence, being the change she wants to see in the world, and helping others to become their best possible selves.

WYNNE			
LEVEL 10 MAGE			
ABILITIES (FOCUSES)			
COMMUNICATION 4 (LEADERSHIP), CONSTITUTION 1 (DRINKING), CUNNING 4 (HISTORICAL LORE, HEALING), DEXTERITY 0 (STAVES), MAGIC 6 (SPIRIT, CREATION), PERCEPTION 3 (EMPATHY), STRENGTH 0, WILLPOWER 5 (SELF-DISCIPLINE, FAITH, MORALE)			
SPEED	HEALTH	DEFENSE	ARMOR RATING
10	65	10	0
WEAPON	ATTACK ROLL	DAMAGE	
STAFF	+2	1d6+1	
ARCANE LANCE	+6	1d6+6	
SPECIAL QUALITIES			
SPELLPOWER: 16 (18) MANA: 95			
SPELLS: Arcane Bolt, Arcane Shield, Fade Shield, Glyph of Paralysis, Group Heal, Heal, Heroic Aura, Heroic Offense, Life Ward, Mana Drain, Mind Blast, Revival, and Spell Wisp.			
FAVORED STUNTS: Spell Lance.			
CLASS POWERS: Arcane Lance (Long, Power).			
SPECIALIZATION: Spirit Healer (Master).			
TALENTS: Chirurgy (Novice), Creation Magic (Master), Lore (Novice), Spirit Magic (Journeyman).			
EQUIPMENT: Staff and wand.			
THREAT: MAJOR			

YVETTE

FULL NAME: Lady Yvette Gabriella Montilyet
ROLE: Spoiled Ingénue
RACE: Human
ALLEGIANCES: The Montilyet Family, Antiva
HOMELAND: Antiva City, Antiva

Life as the younger sister of someone like Josephine Montilyet isn't easy—just ask Yvette, and she'll tell you all about it. She has stories about the “woes” of having to compare to such a proper and responsible sister (though most of these amount to the various ways in which her fun was curtailed as a child). Of course, Yvette wanted for very little growing up, and she never really came to understand the hardships that the Montilyets endured on account of their fallen fortunes. Hers was instead a life of pretty dresses, etiquette lessons, trips to the countryside, and all of the other things that are expected of young ladies of station. Her parents wouldn't have had it any other way; Josephine, after all, was the one who would one day inherit the house, and it was therefore not fitting that the younger siblings should also have to trouble themselves over anything as banal as finances.

Like Josephine before her, Yvette went abroad to receive her initial courtly education. Unlike her older sister, however, she was not expected to be especially diligent in her studies.

Instead, she received the indulgence that is a younger sibling's due in Antiva, but this also meant that Yves did not invest quite the same lavish sums in his younger daughter's instruction. Yvette ended up in somewhat less prestigious courts, which merely incited her envy and convinced her that it was Josephine, and not herself, who was spoiled with access to the finest political connections, mentors in statecraft, and all sorts of other things that, if she were to be perfectly honest with herself, Yvette would find dreadfully boring. Still, these often less formal settings allowed Yvette greater latitude to be herself, and she found herself quietly thankful that comparatively very little was expected of her.

From a young age, Yvette took an interest in art, but her appreciation of it is rather more academic than practical. Though she styles herself a budding artist, she still has yet to actually *produce* a painting. She does, however, continue on with her (very expensive) private lessons with the Antivan royal tutors, much to her older sister's chagrin. In the end, it's likely that Yvette is much more interested in the stories she's heard of the glamorous life of a successful artist than she is in the hard work of making art. Despite her innocence and her flightiness, though, Yvette is quite well traveled and actually manages to hold her own in the noble circles of Thedas. The time is coming where she'll be expected to start touring the most prestigious courts across the continent, and perhaps find

*"Josephine writes ...
but she never tells me anything."*

herself a wealthy patron (if she ever paints anything, that is) or a spouse from among the nobility.

PLAYING YVETTE

Yvette is gossipy and playful, and also rather spoiled. She is perhaps a bit too credulous regarding interesting rumors that she might hear, much preferring to believe entertaining fictions over boring truths. She plays the part of the giggling ingénue to the hilt, pretending to be somewhat more worldly than she is, while still decidedly having an innocence about her. Indeed, it can be difficult to tell how much, if any of it, is an act, intended to put others at ease and soften them up for Yvette to ply her considerable social skills. She is enamored with the notion of romance, though her grasp of the concept is somewhat childish, and she certainly thinks much more of the courtly ideals of love than she does the practical side of things.

As a younger sibling, existing in the shadow of her beautiful and talented older sister, Josephine, Yvette can sometimes be a bit of a brat. By acting up (telling embarrassing stories about Josephine is a particular favorite pastime of hers), she is able to get some of the attention that she feels is typically denied to her. Despite this, however, Yvette does not hesitate to turn to Josephine when she needs resources, and she has little understanding of or appreciation for the hard work that

YVETTE			
SPECIAL			
ABILITIES (FOCUSES)			
COMMUNICATION 3 (ETIQUETTE, PERSUASION), CONSTITUTION 1, CUNNING 3, DEXTERITY 2, MAGIC 0, PERCEPTION 2, STRENGTH 0, WILLPOWER 1			
SPEED	HEALTH	DEFENSE	ARMOR RATING
12	23	12	0
WEAPON	ATTACK ROLL	DAMAGE	
DAGGER	+3	1D6+1	
SPECIAL QUALITIES			
FAVORED STUNTS: And Another Thing, Bon Mot, Flirt, Jest, Sway the Crowd.			
TALENTS: Contacts (Novice), Linguistics (Novice).			
EQUIPMENT: Decorative fan and ornate jeweled dagger.			
THREAT: MINOR			

goes into maintaining her lavish comfort and prestigious life-style. Because of her flightiness, impracticality, and youthful illusions of immortality, characters are apt to encounter Yvette in some situation in which she's gotten in over her head and needs rescuing. Conversely, Yvette may (clumsily) attempt to play the games of state and engage the services of adventurers for whatever reason strikes her fancy – in all likelihood, leaving her sister to clean up the mess and foot the bill.

ZEVRAN

FULL NAME: Zevran Arainai
ROLE: Happily Amoral Assassin
RACE: Elf
ALLEGIANCES: Antivan Crows (Former)
HOMELAND: Antiva

Zevran Arainai was born in Antiva City. His mother was a Dalish elf who left her clan after falling in love with an elven woodcutter. When the woodcutter died, she saw prostitution as the only means to support herself. She died during childbirth; orphaned, Zevran grew up in a brothel.

At the age of seven, Zevran was sold to the Antivan Crows for three gold sovereigns. Like all of the children purchased this

ALTERNATE HISTORIES

Players of *Dragon Age: Origins* are aware that Zevran could easily have been killed by the Warden during their first encounter, or later if he chose to side with Taliesen against the Warden. If you wish to keep your campaign in continuity with your own playthrough of the *Dragon Age* video games, that can also be the case here. Zevran's background, of course, assumes that he lives, as there is little opportunity to use him in a campaign if he is dead.

way by the Crows, Zevran was to be trained as an assassin, or die trying. Despite the grueling nature of the training, Zevran excelled, becoming a skilled member of the guild. Zevran considered himself the best assassin in the Crows, and for many years he seduced and killed his way through his targets with little care. However, his last two missions for the Crows changed his life completely.

Zevran took an assignment working with two other assassins, Taliesen and an elven girl named Rinna. Rinna was a skilled assassin, smart and strong. Though he was unwilling to admit it, even to himself, Zevran was more than a little in love with her. This is why it hurt him so when Taliesen told Zevran that Rinna had betrayed them. Convinced she had taken a bribe from their target and revealed their plans, Zevran agreed when Taliesen decided to kill the girl. Rinna swore she was innocent and professed her love for him, but Zevran only mocked her and watched as Taliesen slit her throat.

After completing their mission, Taliesen and Zevran discovered their mistake. Rinna had not betrayed them. In an attempt to save face, Taliesen tried to hide Rinna's murder. However, the Crows already knew the truth, but surprisingly did not care. Rinna's death meant nothing to them, and when he discovered this Zevran realized his own death would be equally meaningless to those he served so faithfully and well.

ZEVRAN

LEVEL 10 ROGUE

ABILITIES (FOCUSES)

COMMUNICATION 3 (DECEPTION, SEDUCTION),
CONSTITUTION 1, CUNNING 4 (CRYPTOGRAPHY, POISON LORE),
DEXTERITY 5 (INITIATIVE, LIGHT BLADES, LOCK PICKING, STEALTH),
MAGIC -1, PERCEPTION 4, STRENGTH 3 (CLIMBING),
WILLPOWER 2 (MORALE)

SPEED	HEALTH	DEFENSE	ARMOR RATING
17	75	15	4

WEAPON	ATTACK ROLL	DAMAGE
SHORT SWORD	+7	1d6+5
DAGGER	+7	1d6+4

SPECIAL QUALITIES

FAVORED STUNTS: Envenom, Flirt, Lightning Attack (2 SP), Pierce Armor (1 SP), Skirmish, That Makes Me Wonder (2 SP).

CLASS POWERS: Backstab, Bluff, Dirty Fighting, Lethality.

SPECIALIZATION: Assassin (Master).

TALENTS: Poison-Making (Journeyman), Thievery (Novice), Dual Weapon Styles (Journeyman).

EQUIPMENT: 2 short swords, dagger, heavy leather armor, 2 doses of crow poison, and 1 dose of concentrated crow poison.

THREAT: MAJOR

Numbed both by what he had done and his realization of how unimportant he was to the guild, Zevran decided to take one more job, hoping it would result in his death. He was hired by Arl Rendon Howe and Teryn Loghain to kill the Grey Wardens that had survived Ostagar. Knowing the legendary prowess of the Wardens, Zevran fully expected to die at their hands.

What he did not expect was to be defeated by the Hero of Ferelden, and then to have his life spared. Zevran chose to promise his loyalty to the Warden, accompanying him in his efforts to beat back the Fifth Blight. Over time, Zevran discovered that he enjoyed the company of his companions, and that he enjoyed his ability to choose his own fate. When Taliesen showed up in Denerim to complete Zevran's contract, Zevran chose to fight his former friend. With Taliesen dead and the Crows believing Zevran dead as well, he was free.

After the Blight, Zevran wandered for a time in Ferelden and the Free Marches, selling his skills as an assassin. The Crows eventually discovered that Zevran had survived and hunted him, at one point even attempting to arrange for Hawke to kill the wily assassin for them. This failed, and Zevran was spared again. He returned The Champion's favor by assisting him in his battle against Meredith. He continues to compete against his former masters, killing those Crows who attempt to hunt him down or cross his path during a job.

PLAYING ZEVRAN

Zevran spent almost his entire life killing people for money, and he has no real intention of stopping now. He doesn't care

"Planning has never been my strong suit. Now, killing... Killing and love-making. Killing and love-making and witty retorts. Those I am better at."



about the moral implications of his work, seeing it as another job. However, he does enjoy the tactical and professional challenges in each assassination, seeing himself as an artist of sorts. Zevran could easily become involved in a campaign as an enemy or ally of the characters, depending on who hires him. One of the characters, or someone close to them, could be his target. Alternatively, he could be hired by an ally, or even one of the characters. His complicated relationship with the Antivan Crows is another avenue to involve Zevran in a campaign. Any characters that have connections to the Crows, whether as allies or enemies, could easily end up running into him.

The main thing Zevran concerns himself with other than his job as an assassin is his bedroom conquests. Zevran has a very open view of sexuality and gladly flirts with just about anyone who crosses his path. He is generally perfectly happy to follow up on his flirtations, and also seems to enjoy the embarrassment his attentions cause those who are more straight-laced. Zevran lives in the moment, and is quite happy to take an evening's pleasure with anyone who shares his attraction.

If Zevran were to ever find himself in an actual, serious relationship, however, it could change him extensively. Given his upbringing in the brothel and with the Crows, love seemed like the sort of thing that was made up for stories. If he actually experienced it for himself, he would hold on to it at all costs.



CHAPTER 2

ORGANIZATIONS

There are numerous groups and institutions that hold great influence in Thedas. This includes everything from tightly run criminal empires, like the dwarven Carta, to loose groups of like-minded individuals, such as the Orlesian Bards. This chapter examines numerous organizations active across Thedas, including their history, membership requirements, and statistics for use with *Dragon Age's* organization rules.

DWARVEN ORGANIZATIONS

O, how the mighty have fallen: The Dwarven Empire once spanned the width and breadth of Thedas. The Ancestors and Paragons must look on their descendants with shame and disdain for allowing all they'd built to fall to ruin. It was inevitable: even in the face of utter annihilation, dwarven society places a greater emphasis on advancement at all costs than on the type of behavior that might ensure its survival. Just like the Stone they revere, even miniscule changes to the way of life are generations in the making and if scheming was good enough for the Ancestors, it's sodding well good enough for Orzammar!

And so the deshyrs and deep lords of the Assembly plot and scheme, waiting for the slightest opportunity to exploit to their advantage. They are so wrapped up in their petty squabbles they refuse to see the water's up to their chin: The Blight creeps closer and closer to the gates of Orzammar with each passing

day. The military might that cut the Deep Roads is long dead and the dwarven army is a pale, pitiful shadow of what it once was. The Legion of the Dead fight ruthlessly to hold back the darkspawn, but they're outnumbered a thousand to one and even Thedas' fiercest warriors aren't immortal.

Their subjects know what's coming and the ranks of the "sky-blind" surface dwarves are swelling. If they paused to reflect, Orzammar's ruling class would come to the conclusion that *something* is amiss if the prospect of becoming casteless non-persons is preferable to remaining.

But reflection isn't dwarven. Change isn't dwarven. Dwarves are of the Stone and like the Stone.

THEMES: A MIRROR BRIGHTLY

Dwarves who go topside into the sunlit surface world may lose their Stone-sense, caste, and House; but a dwarf escaping the grasp of Orzammar is like a river cutting a canyon through bedrock. Surface life among dwarves is a mirror of the rigid caste system of Orzammar and the importance of family and station. Even the reforms imagined by progressives (or pragmatists—take your pick) like Bhelen Aeducan or the Ascendants among the Merchants' Guild are a barely perceptible loosening of the white-knuckle grip on tradition.

The Merchants' Guild leadership consists of seats that belong to families—like the Assembly. Nearly all were Noble or Merchant Houses in Orzammar before their exile or exodus

to the surface, despite the fact that *all* surface dwarves are equally casteless.

Ever hear of a duster attaining a seat in either the Assembly or the Merchants' Guild? No, for one simple reason: tradition. Unsurprisingly, the most zealous adherents to the past and the place that scorns them are those with the most to gain from the existing order.

And like the internecine squabbles and intrigues of Orzammar, the Guild has a key rule: Maintain the appearance of honor while never allowing it to cut off an opportunity. Anything goes and the only unforgivable sin is getting caught. Otherwise, all the deshyrs of the Assembly or the Merchants' Guild are upstanding citizens of unimpeachable character and virtue.

THE ASSEMBLY

"In the sight of the Paragons, I do hereby convene this session of the Assembly of Clans: for honor, for Ancestors, for Orzammar!"

NAME: The Assembly of Clans

BASE OF OPERATIONS: Chamber of the Assembly, Orzammar

AREA OF OPERATION: Orzammar

LEADER: Steward of the Assembly

Orzammar's Assembly of Clans is a nest of vipers. The legislative body isn't popularly elected, but it's *perfectly* representative of dwarven society at its worst.

At the height of the Dwarven Empire, every city-state had its own Assembly and King, who in turn answered to the High King and Assembly in the capital. Those days are long past. The Assembly of Clans in Orzammar has no vassals, due arguably to its own incompetence. The dwarves that make up the Assembly—known as "deshyrs" or "deep lords"—claim to govern in the name of Orzammar's greater good, but it's every blighter for themselves in there.

That short-sighted, rapacious self-interest led directly to the decline of the Empire. During the First Blight, darkspawn overran one thaig after another and the horde couldn't ask for a better ally than the Assembly. Each House wanted to save its own holdings and the military became the rope in a tug of war. With every deshyr pulling in a different direction, the army was paralyzed. (This deadlock painfully demonstrated the need for a special military unit the deshyrs couldn't get their grasping hands on; see the section on **The Legion of the Dead**.) By the time the Paragon Aeducan took command, there was no hope of stemming the tide. Saving a tiny portion of the once-mighty empire was the only victory to be had and it was hardly a victory at all.

Time and again, the Assembly and its endless squabbles prove the greatest threat to the dwarven kingdom. The succession crisis during the Fifth Blight couldn't have come at a worse time, but the unvarnished truth is it's one of a hundred such incidents. For all their talk of the importance of history and the Ancestors, the ruling Houses of Orzammar obstinately



THE ASSEMBLY

ABILITIES (FOCUSES)

MIGHT

5

WEALTH

6 (TREASURY)

INFLUENCE

6 (STATE)

INTRIGUE

4 (ASSASSINS)

MAGIC

0

COMBAT RATINGS

STRUCTURE

STABILITY

SCOPE

3

65

NATIONAL

refuse to learn from the follies of their forebears. If Orzammar should ever regain its former glories, it's going to be *in spite* of the Assembly, not because of it.

MEMBERSHIP AND ORGANIZATION

The Assembly is composed entirely of representatives from Orzammar's Noble Caste, and to merely be *considered* as a candidate ne needs a nomination from a sitting deshyr and one hell of a pedigree. The requirements are explicitly intended to keep out "undesirable elements," but if a nominee manages to meet them, they can be elected with the approval of one-third of the current Assembly—if there's a seat open. At any given time, there are between sixty and one hundred deshyrs, and the competition for seats in the Assembly is quite literally cutthroat. Once elected, though, a deshyr holds their seat for life.

At first blush, election as a deshyr sounds like a cushy job with power, prestige, and job security. The ugly reality is that life-time appointment tends to be a death sentence. The best way to create an opening is by eliminating a current member. And it's taken for granted that the straightest path to one's destination is over the rapidly cooling bodies of the competition. Murder of rivals, allies, or even kin is too widespread to bear mentioning, while a resignation is cause for scandal and wild, incredulous speculation. With such an environment, it should come as no shock to learn there's little or nothing in the way of solidarity or compromise among deshyrs.

Ironically enough, the government of Orzammar is even less cohesive than the Merchants' Guild. In theory, the deshyrs are kingmakers and a force to rival the head wearing the crown. There are power blocs within the Assembly to be sure, but no faction has the support to truly set an agenda. This holds true even for the King's or Queen's allies: Getting deshyrs to act in conjunction for the common good makes herding nugs look easy. There's no structure as such, and with every Noble House jockeying for position, it's simple to play the deshyrs against one another.

TACTICS AND GOALS

Ask four deshyrs what the purpose of the Assembly is and you'll get a dozen different answers, not one of which mentions "the greater good." Ostensibly, the objective of the Assembly is to defend Orzammar and ensure its prosperity,

but every single deep lord would sell out the kingdom if the price were right... and dwarven honor sells for cheap.

It's uncouth to mention it, but from the Diamond Quarter to Dust Town, every dwarf knows each House is interested solely in its own advancement. If they stumble into something that could be mistaken for nobility or virtue, rest assured it was wholly unintentional.

As a governing body, the Assembly's authority extends only as far as their military can reach, which isn't far and hasn't been for ages. Orzammar claims dominion over the dwarves of Kal-Shirok, a notion that elicits derisive laughter from a city the deep lords abandoned to its fate. Orzammar (and thus the Assembly) is blind as well as crippled. It's got almost nothing in the way of intelligence aside from its scouts in the Deep Road or what news comes via travelers or foreign dignitaries. There's no spymaster for the nation itself, and each House's deshyrs buy their secrets from the Carta (which sells the very same information to anyone who can afford it).

USING THE ASSEMBLY

The essence of any good story is conflict, and a tale of a government running like a well-oiled machine is a flavor of boredom that's almost coma-inducing. The Assembly is appalling as a legislative body, but it makes for a narrative gold mine.

Plots involving the Assembly may deal with the endless machinations between members, a deadlock to be broken in the name of facing an imminent threat, or a starry-eyed reformer's attempts to turn dwarven society on its ear (and the myriad attempts on said dreamer's life). Dwarven adventurers may have family or friends still dwelling in the city who could get caught in the crossfire. Its role may not be openly, villainously antagonistic, but the deep lords of the Assembly are, without exception, an obstacle to be overcome.

DWARVEN MERCHANTS' GUILD

"These are dwarves who would sell their own mothers if it got them a greater share of the Lyrium market."

—Varric Tethras

NAME: The Dwarven Merchants' Guild
BASE OF OPERATIONS: Kirkwall
AREA OF OPERATION: Worldwide
LEADER: None; Policies Set by Guild Council

The cartel calling itself the Dwarven Merchants' Guild has existed under one name or another for time immemorial. The dwarves need buyers, and the topside kingdoms need suppliers. The particular date of its founding is hazy, but it's existed at least as long as the Chantry and possibly dates well into the reign of the Tevinter Imperium. (While lyrium is indispensable for templars,



Tevinter magisters short on the miracle-mineral could make do with a resource they had in great supply: slave blood. The Chantry had qualms about such methods, to put it lightly.)

For ages the Merchants' Guild acted as an intermediary between the dwarven kingdoms and their sun-lit counterparts. Orzammar couldn't simply send traders to the surface; any dwarf to venture to the surface is automatically stripped of caste and wiped from the Memories. The Merchants' Guild, sniffing an opportunity for profit, stepped in to fill the void. It's been a fixture of dwarven life ever since.

Despite its age, the Guild only came into its own as a power to rival nations relatively recently. As the darkspawn horde engulfed one thaig after another, Orzammar could no longer depend on the vassal-states for food and other vital goods. Whereas before the Blight dwarven trade with the surface was a matter of profit and practicality, it's now essential to Orzammar's survival.

It's said that you can't put a price on life, but the Guild is bound and determined to try. Orzammar's sole lifeline to the surface is also an invisible noose and whenever it wants something, the Guild has no qualms about pulling the line taut or putting a little slack in to "convince" the Assembly.

It goes without saying the Carta and the Merchants' Guild have extensive dealings. The details change from one transaction to the next, but it works like this: Orzammar's craftsmen sell their goods on the black market run by the Carta's casteless criminals, who pass them to the Guild, which sells those goods to the surfacers. Meanwhile, the Merchants' Guild buys up whatever's in demand in Orzammar and transfers the merchandise to their Carta associates, whose Dust Town black market makes those surface goods available to Orzammar's upstanding and not-at-all-dodgy Merchant Caste. Everybody wins, *especially* the middlemen.

The times are changing, though. There are few progressive members on the Council, but their numbers are growing and they see no reason to limit themselves to trade with Orzammar. House Tethras and its current head, one Varric Tethras, make a killing in unconventional fields, investing in ventures as diverse as agriculture, mercenary companies, and trading houses. Whatever the business, whatever the particulars, the key is this: The House always wins.

MEMBERSHIP AND ORGANIZATION

In theory, the Merchants' Guild is open to anyone. In practice, it's as exclusive—and as literally cutthroat—as Orzammar's Assembly. As individuals and as a group, the Guild desires the accumulation of wealth and the power it brings. A small-time shopkeeper who has nothing to offer besides a cut of his meager earnings elicits a yawn or a derisive chuckle at best or a spot on the Merchants' Guild hit list at worst. One member or faction might be willing to bring little fish in to further their own cause, but being *employed* by a Guild member doesn't equate to membership.

Despite its façade of solidarity, nothing could be further from the truth. The Guild is a confederation of nominally independent businessmen united in a cartel. They'll close ranks against outside threats, true, but each merchant is on their own, and if a member falls to ruin, their fellows won't shed any tears.

The general direction and policies of the Guild are set by a council similar to Orzammar's Assembly. The most powerful Houses of the Merchants' Guild have one or more seats held by representatives that try to steer the Guild to their own advantage. There's not a high degree of *fine* control, however. The power and influence of the Guild is best compared to an avalanche—once set in motion it is nigh impossible to stop or deflect.

It's no coincidence that the Council consists solely of dwarves from powerful families which—before their exodus to the surface—belonged to the Noble or Merchant Castes. Lower-caste Houses and members who *have* no House point out—accurately—that in the eyes of the Shaperate, they're *all* casteless and persona non grata. The upper-caste dismiss the argument by answering that, yes, surface dwarves are equally casteless, but some dwarves are more equal than others.

Why would anyone in their right mind jump into that vipers' nest? In a word, connections. With Orzammar, with the Carta, with buyers and suppliers, with governments and royalty. What's more, it's a cartel; it is invariably better to be part of the cartel than not. The game is rigged, but it's the only game there is.

TACTICS AND GOALS

The Guild and its members have only one goal: the accumulation of wealth and the power it brings. While nominally the Council sets all sorts of regulations regarding conduct within the guild and with outside clients and competitors, the Dwarven Merchants' Guild adheres zealously to the Golden Rule: Those who have the gold make the rules.

There's a phrase some surfacers are fond of, a phrase the Guild members scorn: "the high road." A smart dwarf takes whatever road leads wherever they want to go as fast as possible. Sod the high road.

Moreover, it's impossible to pinpoint where the Guild ends and the Carta begins. A Guild member's got to maintain two things: a veneer of legitimacy and plausible deniability. Beyond that, anything goes, be it poison or price gouging, buyouts or break-ins. The Dwarven Merchants' Guild and its legitimate businessmen use absolutely every tool at their disposal.

USING THE GUILD

The Dwarven Merchants' Guild is a treasure trove of potential stories. Whenever money changes hands or there's a profit to be made, you can be certain that the Merchants' Guild and the Carta get a slice. The Guild offers employment, underworld contacts via the Carta, bounties, opportunities, you name it. Accepting work with the Guild can be lucrative beyond the wildest dreams of all but the most greedy adventurer.

There's no reward without risk, mind you. The Guild is made up of individuals constantly at war with one another—usually figuratively, but very literally often enough. Even putting aside the risk of getting caught in the crossfire or choosing the losing side in a feud, working for the Guild (and by extension the Carta) is without exception some degree of shady. Anyone who accepts a contract with a Guild member—no matter how "legitimate" the individual might seem—best sleep with one eye open and one hand on their weapon.

DWARVEN MERCHANTS' GUILD

Abilities (Focuses)		
Might	3 (Specialty Troops: Elite Guards)	
Wealth	8	
Influence	7 (States, Commonfolk, Dwarves)	
Intrigue	5 (Spies, Secrets)	
Magic	3	
Combat Ratings		
Structure	Stability	Scope
6	55	Global

LEGION OF THE DEAD

"Stone's greetings, friend. You will fight ceaselessly in the Legion of the Dead."

NAME: Legion of the Dead
BASE OF OPERATIONS: Orzammar
AREA OF OPERATION: Deep Roads
LEADER: King or Queen of Orzammar

Fear is the lead weight that hobbles a warrior, preventing them from seizing the initiative or making the greatest sacrifice for comrades, clan, or crown. It's how, with sufficient skill and a defensible position, a lone warrior can hold a dozen adversaries at bay. They could overwhelm with the loss of only one or two of their own if they rushed simultaneously... But all would rather someone else buy victory by selflessly falling on that sword.



The deadliest warriors haven't the slightest fear of death, whether due to berserker rage, an unwavering trust in their fellows...or having no life to lose. Every warrior to join Orzammar's Legion of the Dead undergoes a mock funeral, casting off their former life. They die in the eyes of their brethren and throw themselves into the fray without fear, reservation, or mercy.

The tradition of redemption through honorable death in combat predates even the empire, but the Legion as it exists today is the living embodiment of that ideal. The Old God Dumat's corruption into the first Archdemon started the First Blight and the founding of the Legion of the Dead was one of several measures taken by Aeducan, whose command of the dwarven forces would elevate him to Paragon. The Dwarven Empire caught two nuggets with a single swing: They obtained desperately needed shock troops capable of matching the darkspawn in sheer murderous efficiency, as well as a practical use for criminals and the disgraced. After all, if someone's to die for their crimes, they can at least take the enemies of the dwarven people with 'em.

Aeducan charged the Legionnaires with a singular purpose: Stem the tide of the darkspawn onslaught, killing as many of the Blighters as possible. Its charter created the Legion as a special unit that—while ostensibly under the auspices of the

regular army — takes its orders solely from the King or Queen. The caveat makes perfect sense in the treacherous landscape of dwarven politics. Placing it both figuratively and literally outside dwarven society ensures the Legion doesn't wind up ensnared in Orzammar's short-sighted bickering. But it also hobbles the Legion. No ass on the throne means no orders and no autonomy to act.

The Fifth Blight made this painfully, maddeningly clear. The death of King Endrin Aeduncan and the resulting succession deadlock left the Legion in limbo. Only the intervention of the Hero of Ferelden freed it to go about its business (i.e., killing darkspawn by the barrelful). They even went topside as the tip of the spear of the Orzammar contingent. The Battle of Denerim took a heavy toll on the Legion; many of its most

senior officers bought victory with their lives. The Fereldan monarch respected dwarven tradition, and the survivors carried the fallen back to the capital and returned the honored dead to the embrace of the Stone.

After Urthemiel's defeat, the Legion exploited the darkspawn's disarray to make inroads into the Dead Trenches, even forcing the Blighters back as far as the fortress-thaig of Bownammar, abandoned in the early years of the Dragon Age. It's not all victory and redemption and glory, however. Disturbing reports whisper of new breeds of darkspawn, some with intelligence worlds beyond that of the Emissaries.

MEMBERSHIP AND ORGANIZATION

Anyone can join the Legion, regardless of race, past, or caste. It offers redemption and a hero's death to the condemned, the indebted, and the disgraced. Initiation in the Legion wipes clean the recently deceased's slate and the Memories record an honorable death in service to Orzammar. Dwarven society looks at the Legion much like the surfacers view the Grey Wardens or self-flagellating Chantry sisters: heroic, inspiring, and intensely unsettling. They're revered but unwelcome in every quarter, leper-messiahs best admired from afar.

Though effectively separate from the regular army, the Legion is still part of it and its material support comes from the military. Unlike the Warrior Caste units of the regular army, every individual who marches with the Legion is a Legionnaire; there aren't any support companies or camp followers (chiefly owing to the assumption that *every* mission is a suicide mission). Any work that needs doing in the field is done by the Legionnaires themselves. Serving as a funnel for dwarves of all castes offers the unique benefit of diverse skill sets in every Legion company.

Each Legion contingent is an independent platoon- or company-sized unit commanded by veteran Legionnaires. It's a common misconception that there no old Legionnaires; the reality is that without experienced, hardened veterans, the Legion of the Dead would not be the implacable fighting force it is. Their secrets may die with them, but so does their knowledge, and dead knowledge doesn't make for dead darkspawn. Someone's got to train the recently deceased and provide leadership and focus.

TACTICS AND GOALS

Only one fighting force can match the gruesome efficiency of the darkspawn: The Legion of the Dead. While darkspawn ferocity stems from being too stupid to act in the name of self-preservation, the dwarves of the Legion perfectly understand their own mortality. They simply don't *care*.

Sword and shield, crossbows and cave-ins; if it kills, they'll do it and they've had centuries to accumulate a veritable encyclopedia of inventive ways to kill darkspawn. The Legionnaires are masters of warfare both conventional and unorthodox, and that kind of expertise isn't acquired through mindlessly throwing lives away. The Legion party line is that every company fights to the last, with casualties committed to the Stone where they fall. It's more a philosophy than a procedure as, despite the widely held belief, Legionnaires are not



LEGION OF THE DEAD		
ABILITIES (FOCUSES)		
MIGHT	8 (SPECIALIZED TROOPS: LEGIONNAIRES)	
WEALTH	0	
INFLUENCE	0	
INTRIGUE	0	
MAGIC	0	
COMBAT RATINGS		
STRUCTURE	STABILITY	SCOPE
9	45	REGIONAL

suicidal. There are faster, easier, and cleaner ways to shuffle loose the mortal coil than at the talons of the Blighted horde.

The objective of the Legion isn't to *die*, but to kill as many darkspawn as possible. There's a crucial distinction between "wanting to die" and "not caring if you live." Ask a Legionnaire for a one-to-one trade, their life for one dead Blighter, and the answer's a shrug. Die and take a hundred darkspawn with 'em? *Now* we're talking.

USING THE LEGION

Narratively speaking, the Legion of the Dead is a bit counter-intuitive. There's *always* the possibility of encountering the Legion anywhere in the Deep Roads, though with a knife-edge focus. It bears repeating: The Legion of the Dead kills darkspawn. That's what they do. That's *all* they do. If adventurers come across the Legion, it'll be somewhere—anywhere—in the Deep Roads and it'll be in the context of that singular purpose.

Said focus doesn't have to limit their utility in a story, however. They serve as allies or even a bit of *Deus ex GM*, hauling a party's ass from the jaws of certain death. (The Legion of the Dead hasn't got time to waste on mixed metaphors; that energy's best used thinking up inventive and disturbing ways to dispatch darkspawn.) Their status as renowned warriors can make them the muscle for an expedition, so long as the objective coincides with their own goals. The Legion and its storied past can even be the focus of a tale: expanding the borders of Orzammar's domain in the wake of the Blight; clashing with the Architect and his Disciples; looking into golem research gone horribly awry; even advancing the cause of Legion nobility (see the **House of the Dead** sidebar).

Legionnaires collectively and individually disdain politics. Any attempt to mix them up in Assembly bickering is doomed to failure, as is any proposal for a venture unrelated to the group's directive. The odds of the Legion playing an adversarial role in a story are slim. The Dead might scoff but unless the party's actions deliberately endanger the dwarves or Orzammar, it's none of the Legion's affair.

The one exception to this rule relates to the thaigs; what some consider a spot of innocent treasure-hunting, Ancestor-worshipping dwarves consider grave-robbing and desecration. A word to the wise: If you're hell-bent on looting, wait 'til the Legionnaires move along. Ignore that advice at your own peril, because you aren't going to like what comes next.

OUTLAWS & ORGANIZED CRIME

Throughout Thedas, crime is simply a fact of life. Where a profit can be made by circumventing or outright breaking the law, someone will risk jail or the axe to make that profit. And just as legitimate businesses organize into guilds, so too do criminals organize for their mutual profit, protection, and benefit. Whether a group of bandits and brigands, or an empire of illegal commerce, these organizations have a huge effect on the politics, economy, and general life in the areas in which they operate—even if those effects are not always obvious when viewed from the outside.

THEMES

Criminal organizations are great drivers for adventure. They often operate in the same circles as the heroes. They want money and power, and are usually willing to commit violence to get what they want. This makes them excellent antagonists for a group of characters. The fact that their goals are so broad, without a specific ideology motivating them, means that criminals can easily become involved in just about any situation. They can fight the characters, hire them, or compete with them to find a treasure first. Wherever the characters go, they are likely to run into criminals—and being protagonists, they will almost certainly get mixed up in their doings.

CARTA

"Blood or coin, the Carta always gets its cut."

NAME: Carta

BASE OF OPERATIONS: Nominally Dust Town in Orzammar

AREA OF OPERATION: Throughout Thedas

LEADER: No Current Leader

The organization known as the Carta has been around, in one form or another, almost as long as Orzammar. Consisting primarily of casteless or exiled surface dwarves that have turned to crime, the Carta is the only option many of them have for survival. Though there has been some form of organized crime in Dust Town almost as long as there have been casteless, the modern Carta has gone through many upheavals over the last decade.

In the early part of the Dragon Age, the Carta was controlled by a Merchant Caste dwarf named Beraht. However, he was killed by one of the casteless dwarves in his employ, and control passed to his lieutenant and lover, Jarvia. Under her leadership, the Carta began to aggressively expand its control in Orzammar, even sending groups of thugs to threaten merchants in the Common sector of the city. This ended when



the Hero of Ferelden came to Orzammar to rally the dwarves against the Fifth Blight. To unify Orzammar and gain the support of its rulers, the Warden assaulted the Carta operations, killing Jarvia and decimating most of the organization within the city. While the Carta still mostly controls Dust Town, its power in Orzammar has been reduced significantly.

With the death of Jarvia and the reduction of influence in Orzammar, most Carta leaders focused on Carta interests on the surface, which are extensive. Rhatigan, one of the Carta leaders around Kirkwall, led a faction that became corrupted by the darkspawn taint before they were destroyed by the Champion of Kirkwall. Other factions of the Carta are led by Karshol (one of Beraht's lieutenants) and other casteless and surface dwarves. At this point, they are more of an alliance of different organizations, with each individual organization focusing on a specific region or enterprise but still aiding the Carta.



MEMBERSHIP AND ORGANIZATION

The Carta is, for obvious reasons, made up entirely of dwarves. Many members of the Carta are casteless. Due to edicts passed by the Assembly centuries ago, it is illegal for any casteless to perform a job that a dwarf of higher standing could take. Because of this, most casteless must either starve or become beggars and criminals. Any casteless dwarves who become criminals either join the Carta, or don't stay criminals (or breathing) for very long.

The Carta essentially controls Dust Town in Orzammar and they get many of their recruits there. They also have extensive connections on the surface. Many surface dwarves who are otherwise exiled from Orzammar have thrown in their lot with the Carta. In one case, that of House Cadash, an entire exiled family has become a major player in the organization. Even many legitimate surface dwarf businesses have become involved with the Carta, as they often have no other choice.

The individual gangs and organizations that make up the Carta are generally led by a few charismatic leaders. While there is no overall leader directing the activities of the Carta, individual bosses will communicate and generally work together for the common good of the organization. That said, it is also not uncommon for bosses to end up in conflicts, sometimes violent, over specific resources and markets.

FIRST TIER: LIEUTENANT

Lieutenants in the Carta work with the bosses, and are generally in charge of one area of the local syndicate's operations. They command respect and fear from their underlings in the local syndicate and across the organization. This respect is also often afforded them by other casteless or surface dwarves—in no small part because becoming a lieutenant requires some combination of wits, strength, and ruthlessness.

SECOND TIER: BOSS

Carta bosses are in command of local syndicates and operations for the Carta. They generally command many thieves, leg breakers, and thugs, and personally control operations in a specific region. This allows them to make a lot of money, as they take a significant cut of the profits from the front businesses and illegal markets for themselves. It is a dangerous job, however, as both ambitious lieutenants and would-be heroes looking to make a name for themselves are likely to seek opportunities to take down the local Carta boss.

CARTA

ABILITIES (FOCUSES)

might	1
wealth	4 (goods, services, treasury)
influence	2 (dwarves)
intrigue	2 (assassins)
magic	0 (enchanters)

COMBAT RATINGS

structure	stability	scope
2	60	global

TACTICS AND GOALS

The goal of the Carta is simple—profit. Many casteless dwarves join the Carta initially to simply survive, but they swiftly find their ambitions expanding once that basic need is met. Many surface dwarves, and any dwarves of other castes (such as Merchant or Warrior Caste), who end up working with the Carta do so because they realize the vast amount of money available to a tough, clever, and ruthless dwarf in the organization.

The Carta is involved in just about every type of illegal endeavor. Protection rackets, fencing and black markets, drugs, prostitution, and smuggling (particularly lyrium smuggling) are large parts of their operations. They control a great deal of the black markets and illicit trade of goods into and out of Orzammar, which is both a huge part of their profits and a key reason why they have not been driven out by the rulers of the city: Orzammar needs them.

Surface dwarves cannot return to Orzammar, but many of them still need to have contacts within the city to arrange for trade. For those who do not have their own contacts (generally family members from their old life in the city), the Carta is there to help their products gain entrance to the city—for a reasonable fee, of course. In this way, the surface dwarves can sell their goods, Orzammar can get the food and products it needs, and the Carta gets rich. It is a system that works for everyone—except, perhaps, those casteless, Servant Caste, and Merchant Caste dwarves who must deal with the dangers and violence of the Carta-run black market to get goods they need.

On the surface, the Carta is a huge supplier of lyrium, gems, metals from the dwarven mines, and dwarf-crafted weapons and goods. In many cases, they are the only option for someone who cannot afford the high prices charged by Orzammar-sanctioned merchants of lyrium. In addition to this monopoly on smuggled dwarven goods, the Carta operates much like any other crime organization—they supply thieves, fence stolen goods, run protection schemes, and strong-arm criminal competition. They are perfectly comfortable using violence and intimidation to get their way, and are as dangerous as any other group of criminals. However, by eliminating competing gangs, they sometimes reduce the overall violence in the poorer sections of cities where they operate. They don't do this out of any sense of altruism—it's simply bad for business.

USING THE CARTA

The Carta, at this point, have become nearly ubiquitous in Thedas. If the Game Master wants to have a plot involving criminals just about anywhere on the continent, the Carta could reasonably have some operations there. The Carta are excellent drivers of stories involving the casteless, as well as plots about dwarven goods and information. Their smuggling and fencing make them excellent sources of goods for characters, and they also work well as sources of information.

Characters may find themselves working for the Carta, perhaps stealing items for them or trying to track down information on dwarven artifacts that the Carta wishes to sell. They may have to do favors for a local Carta boss to pay off a debt, or get tricked into eliminating the Carta's competition

HONORIFICS FOR CRIMINALS

Reputation is often very important to criminals. These honorifics represent the effects that different reputations can have for a criminal character (for more information on honorifics, see **CHAPTER 13: Rewards** in the *Dragon Age RPG Core Rulebook*).

HONORABLE THIEF

The character has a reputation as a criminal who keeps their word and deals well with underlings. While this does not necessarily mean that the character is not violent, it does mean that they don't use violence without good cause. The character gains a +1 to positive interactions with criminals, law enforcement, and commonfolk who are familiar with this reputation.

CRIMINAL MASTERMIND

The character has successfully planned and accomplished difficult and complicated heists or criminal jobs. They have a reputation for careful planning and effective follow-through. The character gains a +3 to positive interactions when hiring or recruiting people for a mission.

under the guise of “cleaning up the streets.” The Carta can also work as an excellent antagonist for groups. The heroes or their allies may end up on the wrong end of a Carta protection scheme, or characters with a criminal background may find their past has come back to haunt them. Any casteless and many surface dwarf characters have probably had some dealings with the Carta in the past. Depending on how things went, it is possible that a Carta member is seeking revenge—or maybe the Player Character is.

THE COTERIE

“Kirkwall is built on a solid foundation of greed and human suffering, and its underworld is a place where everything is for sale and everyone is fair game.”

NAME: The Coterie

BASE OF OPERATIONS: Kirkwall

AREA OF OPERATION: Kirkwall

LEADER: Harlan

Historically, Kirkwall's underworld has been overfull with competing gangs, thieves' guilds, and criminal organizations. Even today, there are competing groups. But the top of the heap in Kirkwall is the Coterie.

Though the Coterie has been around for about a century, they have only risen to prominence in the last 25 years or so. At that time, the leader of the most powerful of the criminal guilds in Kirkwall was betrayed by his own. In the resulting chaos, the Coterie made a bid for power and succeeded in taking over the Kirkwall underworld.



THE COTERIE		
ABILITIES (FOCUSES)		
MIGHT	1 (RAIDERS)	
WEALTH	4 (GOODS, SERVICES, TREASURY)	
INFLUENCE	4 (COMMONFOLK, STATE)	
INTRIGUE	3 (SECRETS)	
MAGIC	1	
COMBAT RATINGS		
STRUCTURE	STABILITY	SCOPE
4	40	REGIONAL

The Coterie has since consolidated their power, and has fingers in just about every pie in Kirkwall. They have agents in the guard and the Dwarven Merchants' Guild, as well as the ears of several influential people within Kirkwall.

MEMBERSHIP AND ORGANIZATION

The Coterie is run by Harlan, crime lord and partial owner of the Blooming Rose brothel in Kirkwall's Red Lantern District. While he oversees the organization overall, most of the day-to-day operations are handled by branch leaders, who manage specific operations within Kirkwall and have their own gangs and organizations answering to them.

FIRST TIER: COTERIE MEMBER

Full members of the Coterie can call upon the organization for assistance, generally in the form of information or supplies needed to pull a job, or additional muscle. Full members get a solid cut of the operations they help with, and are generally respected by the organization. They are feared and respected by the poor living in Darktown, as well as other commonfolk in Lowtown.

SECOND TIER: BRANCH LEADER

Coterie branch leaders have a great deal of additional leeway to run their operations within Kirkwall. They generally run their own gangs, ranging from just a dozen or so up to a hundred or more. Branch leaders command a great deal of respect within the organization and can gain access to information, secrets, and resources from the organization contacts within the government and the guard, and within the shipping and smuggling industry.

TACTICS AND GOALS

The Coterie wants to maintain its hold on illegal operations within the city of Kirkwall, and its members are willing to be vicious to do so. They maintain contacts among the Kirkwall rich and in its government, to influence city policy in its favor; in the guard, to keep informed of potential crackdowns; and within shipping and smuggling concerns, to keep a steady flow of money coming in.

Though nominally a thieves' guild, the Coterie has diversified into just about every criminal endeavor within Kirkwall. They take assassination contracts, smuggle goods, run

protection schemes, fence stolen goods, and run blackmail schemes. This is in addition to running theft jobs ranging from burglary to hijacking shipments from mines. If it is within the directives of the Coterie branch and maintains their wealth and power in the Kirkwall underworld, the organization will have a hand in it.

USING THE COTERIE

The Coterie is an excellent example of a criminal organization that operates within a limited area, but has a great deal of power within that area. If the characters are in Kirkwall, there is an excellent chance they will find themselves mixed up with the Coterie at some point. The heroes may be a target of one of the Coterie's schemes or thefts, to get illicit goods into or out of the city, or they may work with the guard to root out corruption within the city.

The Coterie also works as an excellent model for other criminal organizations throughout Thedas. While there are some groups that have national or international pull, many criminal groups are focused only on one city or town, like the Coterie.

RAIDERS OF THE WAKING SEA

"There is many a legend told about how dashing and romantic life aboard a Raider vessel is, but don't believe it. They are scoundrels and smugglers all."

—The Dowager's Field Guide to Good Society

NAME: Felicisima Armada
BASE OF OPERATIONS: Llomerryn
AREA OF OPERATION: Seas Around Thedas, Particularly the Waking Sea, Rialto Bay, and Amaranthine Ocean
LEADER: None

For as long as there has been trade in the Waking Sea and Rialto Bay, there have been pirates and raiders making their living stealing from those traders. The origins of the Felicisima Armada (more commonly known as the Raiders of the Waking Sea, or just the Raiders) were these bands of pirates, particularly a group of Antivan raiders out of Llomerryn. They preyed on merchant ships and were often hunted by Orlesian or Free Marcher cities that wished to protect their trade interests. This changed in 7:55 Storm, after the failure of the second Exalted March against the Qunari and the loss of the island of Estwatch to the Qunari navy.

With the island as a launching point for their dreadnoughts, the Qunari were swiftly gaining control of the Waking Sea. The nations of Thedas needed every ship they could muster, and the pirates did not want to be forced to convert to the Qun or to be destroyed. The pirates joined together in the Felicisima Armada. They became one of the most effective navies that Thedas had in the third Exalted March against the Qunari, disrupting supply lines and raiding the Qunari coast. They eventually took the island of Estwatch from the Qunari, which the Raiders hold to



this day. When the Llomerryn Accords were signed with the Qunari, the Felicisima Armada did not disband—much to the dismay of the shipping concerns of the Waking Sea.

MEMBERSHIP AND ORGANIZATION

There is no leader of the Raiders, and their association is loose at best. Each ship within the Armada has its captain, and on their own ship, the captain's word is law. Each ship is essentially a nation unto itself, though allied with the other ships of the Armada.

At least, that's how it's supposed to work. In truth, while each ship is certainly free to sail and raid where the captain wishes, there are often conflicts between different Raider ships. Powerful or ruthless captains may force other captains into situations where they must turn over goods or cargo to repay a debt, and there is nothing stopping a captain from attacking other Raiders, whether for profit or due to a personal vendetta. However, all the Raiders will band together if any outside group makes a concerted effort to challenge their control of the seas.

The Raiders technically only recognize two ranks, as all captains should be equal. In truth, however, some successful, rich, or powerful captains have more pull within the Armada than others. Raiders who are not a First Mate or Captain have no authority or rank over any other members.

FIRST TIER: FIRST MATE

In addition to the captain, each ship has officers that serve under the captain and keep the ship running smoothly. The first mate is generally the captain's second-in-command and confidant. They gain a greater share from any cargo the ship takes, and their orders to the crew are just as if they came from the captain. The first mate aboard a ship is generally given respect by the crews of other Raider ships, though this can vary a great deal depending on the personal reputation of the mate and the ship in question.

SECOND TIER: CAPTAIN

A captain in the Felicisima Armada is anyone who commands their own ship. In general, how they got the ship is unimportant—some pirates have captured their ships, others were rich before they began raiding and purchased their ships. If you can command a ship, control your crew, and successfully bring in enough stolen goods to keep yourself afloat, you are a captain. The captain of a ship generally gets a sizeable share of any stolen goods. On board their ship, the captain's word is law—they decide where the ship sails, what targets they raid, and what the crew should do. A ship's captain is afforded a great deal of respect by the average raider in Llomerryn or Estwatch—mostly as a matter of practicality, as no one wants to anger someone who can set their crew on the offender.

THIRD TIER: NOTORIOUS CAPTAIN

When a captain has achieved a certain level of success and notoriety within the Raiders, their word tends to have more weight with other ship captains. While no one commands the Raiders of the Waking Sea and each captain can go wherever they choose, there are certainly some who have an easier time

RAIDERS OF THE WAKING SEA

ABILITIES (FOCUSES)

MIGHT	5
WEALTH	3 (GOODS)
INFLUENCE	1
INTRIGUE	2
MAGIC	1

COMBAT RATINGS

STRUCTURE	STABILITY	SCOPE
5	55	GLOBAL

convincing the other captains to go along with their plans. For example, "Ser" Tadeus is rumored to run the Armada, and is notorious for sinking a half-dozen Orlesian frigates.

Captains at this rank are generally pulling in a great deal of wealth, partially due to their own success and partially due to planning grand endeavors requiring multiple ships. They absolutely receive their share of respect (and fear) from the other Raiders.

TACTICS AND GOALS

In general, the goal of any pirate in the Raiders of the Waking Sea is simple: wealth. They want money to buy whatever they consider to be the good life. Many also join the Raiders with one other key goal in mind: freedom. The ability to go where they wish, to be a member of no nation, is a very alluring dream to many. And the possibility of being captain of their own ship and answerable to no one keeps many Raiders in the life.

The methods used to gain this wealth vary from ship to ship. Pirating a cargo ship is, of course, the most common method. Some crews are merciless with any ship they raid, while others build a reputation for being almost lenient, provided the crew surrenders. Many ships run a variation on a protection scheme, in which merchants pay off the captains before they even leave port to ensure that their cargo is not taken. And many of the Raiders are involved in smuggling, or even kidnapping and slave running. While an individual captain may be trustworthy, it is never entirely safe to deal with the Raiders.

USING THE RAIDERS

The Raiders of the Waking Sea operate throughout the port towns and cities of Thedas, and characters can potentially run into them anywhere. Individual captains can be friends, enemies, or anything in between. Characters traveling by ship may end up having to help fend off a pirate raid, or characters with criminal contacts may be asked to help a pirate crew fence stolen goods. Becoming friends with one pirate will not protect you from gaining other pirates as enemies. Rivalries and divisions within the Armada make it more likely that you will have to fight other pirates who dislike your new ally. The Raiders of the Waking Sea can drive a vast number of plots, whether the heroes are defending a town or a ship from their depredations, helping them find a treasure, or taking to the sea as pirates themselves.

QUNARI ORGANIZATIONS

The Qunari are governed by a group of three people known as the Triumvirate, with each member exemplifying one area of the Qun, the moral structure on which all Qunari society is based. Each member of the Triumvirate is said to be the embodiment of a specific part of the whole: the body (Arishok), the mind (Arigena), and the soul (Ariqun).



These three pillars hold up Qunari society. Each member oversees a different aspect of the law. The Arishok governs the soldiers, the Arigena the craftsmen, and the Ariqun oversees the priesthood.

Underneath the Triumvirate, there are several other castes which determine each Qunari's function within their society. Those belonging to the Antaam or Beresaad are the soldiers who work underneath the Arishok. The Tamassrans, female members of the priesthood, raise the Qunari children and assign them to their individual castes. Also belonging to the priesthood are the Ben-Hassrath, who are the religious law enforcers and help to "re-educate" unruly Qunari.

There are some who turn their backs on their brethren and choose to live a life outside of the Qun. These Qunari do not submit themselves to the rule of the Triumvirate. They Qunari are known as Tal'Vashoth, the True Greys. There are many motivations for a Qunari to abandon their society: anger at their place in life, resentment of those placed higher than them, or just a tired soul's eager to give up a life of hard work and strict duties. These Tal'Vashoth are hunted down by the Ben-Hassrath to be brought back for re-education. Many Tal'Vashoth seek to escape this fate by fleeing to nearby nations such as Ferelden or Tevinter.

THEMES OF THE QUN

The Qun believe in duty and loyalty above all else. Even serving as one of the Triumvirate is not seen as a position of glory, but a burden of necessity. All Qunari, besides those labeled Tal'Vashoth, follow the principles of the Qun, which sets their laws, legislation, and society. The main theme of the Qun, and thus the Qunari organizations, is the idea of duty before all else. The Qunari call this concept "Asit tal-eb," meaning "it is to be." This is their way of saying everyone has a place and everyone has a job to do. The lowliest servant to the mightiest Arishok are all working together to be a part of a whole.

Most Qunari are almost fanatical in their devotion to the teachings of the Qun. They believe the way of the Qun is *the* way, and their job is to spread this teaching to the rest of the world. This desire to spread their religion is another main theme found within the Qunari organizations. Each branch carries this out in a different way. The Arishok uses his troops in "diplomatic" outreach, seeking to free other societies from the burden of their previous philosophies. The Ariqun's

priesthood exists to teach the ways of the Qun to others, as its high concepts are often difficult to grasp even for those who grew up among the Qunari.

THE ANTAAM

"I am here to satisfy a demand of the Qun you cannot understand."

NAME: Antaam, Beresaad

BASE OF OPERATIONS: Seheron

AREA OF OPERATION: Seheron and Par Valon, with Antaam Agents Across Thedas.

LEADER: Arishok

There has been an Arishok as long as there has been a Qun. Ever since the Qunari people broke off and became their own nation, they have been ruled by the Triumvirate. Since Arishok is a title, a leader chosen by the Tamassrans, their individuality is lost. There has always been, and will always be, an Arishok. Qunari history is not divided by their ruling kings, as human history is. When one Arishok's life ends, another rises up to take the title, shedding off their old identity and taking on the new one. Therefore, it is impossible to tell one Arishok from another when looking back through history.

The first Arishok was a kossith who led the Qunari people to Thedas from across the Northern Ocean in order to conquer Par Vallon. The Arishok's Antaam were instrumental in the early years of the Qunari people as military might was their only path to conquering their new homeland. During those early years, the Triumvirate pressed forward quickly in their desire to spread the Qun to the unenlightened races. By 6:42 Steel, the Arishok had taken over most of northern Ferelden, spreading their message. It is possible the Arishok would have taken over the entire north if not for the Tevinter rebellion.

The Tevinter, seeking to escape Qunari rule, took up arms. The Arishok led the Qunari forces directly in the Battle of the Nocen Sea, the largest sea battle ever fought, against the Tevinter rebellion. While they didn't lose, the Qunari didn't win, either, and were forced to a standstill. The rebellion was a success, and Tevinter escaped Qunari control. This was the beginning of the end for the Qunari expansion. Though they would gain and lose ground many times during the Qunari Wars, they would never again hold the advantage they did before the rebellion. By 7:84 Storm, the Arishok had lost so much ground the Qunari were pushed back to Par Vollen, where they signed a treaty with all lands but Tevinter.

There the Arishok stayed his forces until the Fifth Blight. Despite tensions with the mainland, he was quick to respond to the news of a possible Blight and sent one of his best soldiers, a Beresaad named Sten, to Ferelden to investigate these rumors. Sten became a major companion to the Warden and in his quest to learn more about the Blight ended up helping end it before it even truly began. By sending the Beresaad troops, the Arishok was free to turn his attention to the growing threat of Tevinter.

However, the Arishok would soon have to leave the safety of Par Vollen to meet the demands of the Qun. When a powerful artifact, called the Tome of Koslun, fell into enemy hands, the Arishok felt the need to retrieve the item himself lest Tevinter



claim it. But the Arishok's plans went awry when he and his force were shipwrecked in the city of Kirkwall and forced to deal with the city's champion, Hawke. During these events, the Arishok conspired to take Kirkwall by force, as they had held it once before. Hawke thwarted these events, and the Arishok was killed in the subsequent battle.

Back in Par Vollen, a new Arishok was chosen to replace him. Sten, the Warden's companion, took over the title of Arishok and rules the Antaam to this day.

MEMBERSHIP AND ORGANIZATION

The Antaam is the major caste overseen by the Arishok and the main military branch of the Qunari. This organization is open only to men, due to the Qunari belief that only men can be warriors. But the Qunari do have a progressive idea of what it means to be "male." Anyone who considers themselves, or is regarded by others, as male can join the Antaam. Females who show the dedication and ability needed to join the Antaam, and who feel they are truly male, are known as Aquin-Athlok: treated as male for all purposes despite being born otherwise. The Antaam serves to protect the Arishok and the Qunari lands. There are several ranks within the Antaam, and they all perform different tasks.

The Beresaad is a sub-category of the Antaam. They serve as the vanguard for the Qunari army in foreign lands. The most famous Beresaad is the Warden's companion Sten, who goes on to become the next Arishok.

The Karasten oversees the Qunari infantry and leads them into battle. The Karasaad act directly beneath the Karasten

ANTAAM		
ABILITIES (FOCUSES)		
MIGHT	7 (SPECIALTY SOLDIERS: BERESAAD)	
WEALTH	2 (TREASURY)	
INFLUENCE	5 (QUNARI)	
INTRIGUE	1	
MAGIC	3	
COMBAT RATINGS		
STRUCTURE	STABILITY	SCOPE
3	40	WORLD

and are the general grunt soldiers of the army. The lowest soldier, equivalent to a private, is called a Karashok, and acts with the infantry.

The Taarbas are members of the Antaam tasked with seeking out and finding the weapons of fallen Qunari. Each Qunari carries a tool imperative in performing their duty. This tool is said to carry the soul of its wielder, and the Taarbas makes sure each tool is brought back respectfully.

The Ashaad are the scout units of the Antaam. They fight with bows and arrows and resemble traditional rangers.

The Arvaarad is a specific individual who reports directly to the Arishok. The Arvaarad's main task is to hold back evil by regulating the Qunari's mages. Since magic is viewed as demonic, all mages, called Saarebas, are forced to register and be presided over by the Arvaarad. If a Saarebas escapes,

it is the Arvaarad's duty to hunt down and ultimately kill them. There is only known to be one Arvaarad at any given time.

TACTICS AND GOALS

The main goal of the Arishok is to spread the teachings of the Qun through military acquisitions. The Antaam is sent overseas to other civilizations to gather intelligence and proactively protect the Qunari people. They are the "body" of the Qunari Triumvirate. The Arishok not only leads the Antaam, he is part of the army as well and will travel to foreign lands to treat with important dignitaries. Ultimately, the Arishok's goals are to meet the demands of the Qun, whatever they happen to be. The sense of duty motivates his every action, and he remains loyal to the Qun until his death. The Arishok seeks to complete these demands through military might alone. Intrigue and subtlety are best left to the Ariqun's Ben-Hassrath. The Arishok has the Antaam at his disposal and uses them to their full effect.

Lately, the Arishok has been pre-occupied with the threat of Tevinter invasion. Since Tevinter is the only nation refusing to sign the peace accord with the Qunari, they are a constant threat. Not only does the Arishok have to tend to issues in his own nation, he has to monitor the growing Tevinter threat and the issues rising across all of Thedas.

USING THE ANTAAM

The Arishok is likely to be found in Par Vallon, ready to face the coming Tevinter assault. However, the Arishok does travel the world, as evidenced by the shipwreck in Kirkwall. The Arishok sends his troops across Thedas to seek out threats and recover Qunari artifacts. This allows for a variety of uses when interacting with the party. The Antaam would make for interesting antagonists, especially if there are any Tal'Vashoth within the group.

Sometimes, the Arishok himself will leave his palace and serve alongside his army, especially when the mission is of great importance to his honor. If the Qun demands the Arishok's personal attendance, he will be there. To outsiders, it's almost impossible to understand the teachings and needs of the Qun. Therefore, the Arishok and the Antaam can work into any adventure for almost any reason, with little explanation needed.

ATHLOK		
ABILITIES (FOCUSES)		
MIGHT	0	
WEALTH	6 (GOODS)	
INFLUENCE	5 (COMMONFOLK, QUNARI)	
INTRIGUE	1	
MAGIC	0	
COMBAT RATINGS		
STRUCTURE	STABILITY	SCOPE
3	40	NATIONAL

THE ATHLOK

"To call a thing by its name is to know its reason in the world. To call a thing falsely is to put out one's own eyes."

NAME: Craftsmen, Merchants, Farmers
BASE OF OPERATIONS: Seheron
AREA OF OPERATION: Seheron, Par Vallon
LEADER: Arigena

The Arigena is one third of the Qunari Triumvirate that rules over those who follow the Qun. The Qunari believe the Arigena is the "mind" of the Qunari and so she oversees all of the craftsmanship, mercantilism, and construction which take place among the Qunari. The Arigena is always a woman and is assigned the role just like any other in Qunari society. The Arigena is seated in Seheron and oversees the treasury and forging of tools.

Tools are incredibly important to the Qunari, and each member believes a part of their soul is imbued into their tool to bond them with it for eternity. Therefore, the Arigena's task is considered sacred. Positioning the Arigena in Seheron is also a tactical decision, as it allows her to deploy weapons to the front lines of the Tevinter and Tal'Vashoth resistance as well as to repair damage caused by resistance groups such as the Fog Warriors.

During the Qunari Wars, the Arigena was responsible for repairing and replacing the dreadnoughts lost during the battles. It was especially difficult to replace all of those lost during the naval battle of Nocen Sea, and the number of Qunari dreadnoughts is still a small fraction of what it once was.

Unlike the Arishok and Ariqun, the Arigena's work is restricted to her home territory. While the merchants may travel abroad to ply their trade, most trading is done through well defended sea routes with the Qunari rarely ever needing to leave their home realm.

The basic Qunari drone is known as an Athlok, which translates to "worker" in Qunlat.

MEMBERSHIP AND ORGANIZATION

Those given the title Athlok are those men deemed unable to fight and those women deemed not appropriate for the Tamassrans. The most able-bodied men and women are either pulled to fight for the Arishok or assigned as agents for the Ariqun's priesthood. There are no notable Athlok, as those who work for the benefit of Qunari society are rarely recognized. They perform no noble deeds or epic adventures. They work the farms, make the pottery, construct the buildings, and do the menial tasks many cultures would relegate to their servants. However there is no bitterness among the general population of Athlok. Those who serve in this fashion do so with the same duty and loyalty as a soldier or Ben-Hassrath spy. However, Athlok are more likely to flee and become Tal'Vashoth, as they are more likely to be dissatisfied with their lot in life.

But the Tamassrans pick the crafters and farmers with the same amount of care they put into any assignment. All followers of the Qun must stay loyal to their duty, no matter

what that duty may entail, in order for civilization to continue to move forward.

TACTICS AND GOALS

The Arigena's Athlok want one thing: to be the cogs in the wheel that keeps the Qunari society turning. The merchants bring in coin to the treasury that the Arigena can spend to create new tools, which can be used by the Arishok and Ariqun to conquer new territories to bring in more coin to create a circle that could spin on endlessly.

To best serve, the Athlok know they must keep their heads down, stay out of combat, and work only for the glory of the Qunari. They are single-minded in this aspect and as dedicated to it as anyone who follows the Qun. They do not worry about providing for themselves or their families, as providing for the Qunari people will lead to them being taken care of themselves.

USING THE CRAFTSMEN

Qunari Athlok will rarely be spotted outside of the Qunari home realms. As the Arigena is seated in Seheron, you will find a large majority of Athlok there beside her. However, workers must be spread out across the nation in order to be fully effective. Therefore, you will find farmers anywhere there is farmable land.

Adding this working class into a campaign will be easy if the journey leads to Par Vallon or Seheron, where the Athlok would form the backbone of most communities the party would visit. They would act as innkeepers, blacksmiths, and others to fill out the general NPC roles normally found in a town. Outside of those territories, it is possible one could stumble upon a traveling Athlok merchant, but this is increasingly rare.

The working class won't offer much combat support to a party, but if the Qun deems them worthy, the Athlok will help feed, clothe, and equip the party members for a price.

THE PRIESTHOOD

"Doubt is the path one walks to reach faith. To leave the path is to embrace blindness and abandon hope."

NAME: Tamassran, Ben-Hassrath
BASE OF OPERATIONS: Par Vollar
AREA OF OPERATION: Throughout All Thedas, Focusing on Foreign Countries of Interest to the Qun
LEADER: Ariqun

The Qunari priesthood is divided into two groups, both of which are directed by the Ariqun, or the "soul" of the Qunari. Both groups exist to help protect and further the faith of the Qunari people as expressed by the Qun, but they do it in different ways. These two organizations are the Tamassran and the Ben-Hassrath.

The Tamassran quite possibly have the most important role in following the Qun, even more so than the leadership roles of the Triumvirate. The Tamassran oversee the Qunari

QUNARI PRIESTHOOD

Abilities (Focuses)		
Might	3 (Specialty Troops: Ben-Hassrath)	
Wealth	0	
Influence	4 (State, Qunari)	
Intrigue	5 (Counter-Spies, Spies, Assassins)	
Magic	0	
Combat Ratings		
Structure	Stability	Scope
3	45	World

breeding program. While Qunari do fall in love, they do not associate mating with that phenomenon. Mating is a duty demanded by the Qun, according to the pairings chosen by the Tamassran. To distinguish between the two, a Qunari will refer to his loved one as "Kadan," which is Qunlat for "my heart." The Tamassran, all of whom are women, act as surrogate mothers. Starting when Qunari children are born, the Tamassran oversee their growth, development, and education. Once a child turns twelve years of age, the Tamassran give them a new title and a new role to fill in society. The Tamassran also care for the invalid, elderly, and impaired.

The Tamassran additionally serve as counselors to the Qunari people. They work to help reduce psychological and physical stress, sometimes through sexual means, and help rehabilitate injured Qunari. It is their job to keep all the small gears in the Qunari society working at full capacity.

It would be easy to be fooled into believing the Tamassran were sensitive mother-figures. But their other duty directly conflicts with this image. They are in charge of dealing with those who are considered so far outside of the Qun and so resistant to its philosophy they are "beyond redemption." They force-feed these dissenters qamek, a poison which destroys the mind but leaves the body able to function as a mindless worker drone, called a viddath-bas. The Tamassran are not seen as monsters for this, nor do they take any satisfaction in it. It is simply another duty they are obligated to perform.

The Ben-Hassrath are a direct contrast to the Tamassran. They have a more subversive approach to protecting the Qunari faith. The Ben-Hassrath is open to both men and women, and each individual serves a different role in the organization. Generally, they act as spies, counter-spies, assassins, and hunters. They stop threats to the Qun before they happen, though they seem to prefer a non-violent approach. This is because the Ben-Hassrath are often tasked with hunting down and retrieving Tal-Vashoth who have fled the Qun. Since each member of their society is important to the whole, the Ben-Hassrath put great importance on bringing these Tal-Vashoth back alive so they can be re-educated.

Ben-Hassrath women work to re-educate the women and children, while the men handle only other adult men. Re-education is simply a cleaner word for torture and brainwashing. Once in the hands of the re-educators, a Tal-Vashoth

THE BURDEN OF THE QUN: PROGRESSIVE & CONTROLLING

The Qun offers an interesting way of life. To those born into it, there is no other way. But many *choose* to follow the Qun and submit themselves to a lifestyle defined by duty. For many, the progressive nature of the Qun is a big draw. They are the only major religion to be accepting of those who feel outside of their gender. And they accept everyone, regardless of their status. The elderly and handicapped are not looked down on, and are treated with love and care by the Tamassran. Women can be treated as men if they feel it is their duty, and they can carry out roles women are excluded from in other cultures.

But this progressive freedom comes at a cost. The Qun demands complete control of a follower's life. They are expected to answer the beck and call of their Triumvirate at any given time. Those living a life they enjoy might lose it all when ordered to change titles or join a different organization. This usually involves a follower being downgraded to an Athlok, a simple laborer, when the Triumvirate feels they can no longer completely fulfill their duty.

The Qun also has no tolerance for other religions. Those who believe in anything but the Qun are seen as enemies, and targets for enlightenment. If anyone disagrees with the Qun, they are handed over to the Ben-Hassrath for re-education. Once an outsider pledges themselves to the Qun, they are expected to follow it for the rest of their lives. Anyone who strays from the Qun, no matter how long they followed it, is treated as Tal-Vashoth and hunted down.

The Qun offers great rewards to its followers, at the price of their freedom.

is starved, degraded, and dehumanized. They are made to feel worthless and empty so they can be given purpose once again through the Qun. The Ben-Hassrath do not perform these actions with cruelty, but rather with a loving and tender hand. All life is sacred to the Qun, and the Ben-Hassrath see themselves as offering the Tal-Vashoth a second chance to be useful to civilization. Those who cannot be re-educated are handed over to the Tamassran to be turned into viddath-bas. The Qun abhors waste, and if the mind cannot be salvaged at least the body can still be of use.

MEMBERSHIP AND ORGANIZATION

The two major groups within the priesthood are the Tamassran and the Ben-Hassrath, but there are specialists within each larger unit.

The rank of Tamassran most commonly encountered by those outside the Qun is called Rasaan. The Rasaan interview, and possibly interrogate, enemy combatants captured in battle. There is usually a Rasaan traveling with any larger group of Antaam, so prisoners can be dealt with immediately. It is surmised that each Qunari dreadnought has at least one Rasaan aboard. If a prisoner is deemed suitable for re-education, they are passed off to the Ben-Hassrath.

Since the Ben-Hassrath work abroad more often than the Tamassran, their members are more likely to be encountered. The Hissrad are the spies and counter-spies reporting directly to the Ariqun. They steal secrets, conduct espionage, and infiltrate enemy organizations. The most famous Hissrad is the one now known as The Iron Bull, who was granted a reprieve from his Hissrad duties and allowed to choose his own title.

Besrathari are older and more veteran Ben-Hassrath. They work as recruiters for the Ben-Hassrath and help the Tamassran decide who should be placed in their care. The Besrathari also train their new agents before sending them to the Ariqun.

The Tallis are the assassin spies of the Ben-Hassrath. They leave subtlety and infiltration to the Hissrad and focus on bringing down threats to the Qun. Their targets take the form of royalty, wealthy land owners, and Tal-Vashoth rebel-

lion leaders. The Ariqun may also assign a Tallis to pull off a heist or robbery, or any task that might result in bloodshed.

Other notable Ben-Hassrath titles include the Salit, who are field trainers for new agents, and the Gatt, a group of specialized enforcers.

TACTICS AND GOALS

The Ben-Hassrath are unique among the Qunari. Most Qunari, especially the Antaam, are given a tool or weapon they must use to carry out their duties. This tool is sacred to them and carries a piece of their soul. The Ben-Hassrath are not burdened with this restriction. Since their work is multi-faceted, they usually require a different tool or weapon for each task. Therefore, the Ben-Hassrath alone are allowed to use whatever they have on hand, or whatever they feel they need to meet the demands of the Qun. There is no limit to this and even weapons like poisons, which are generally seen as cowardly by other races, are considered noble when used to further a Ben-Hassrath's scheme.

The Ben-Hassrath report directly to the Ariqun and are usually sent overseas for reconnaissance and subterfuge. Their ultimate goal is to spread the philosophy of the Qun to other nations and help enlighten them to the truth. This is most commonly demonstrated in their efforts to hunt down and retrieve Tal-Vashoth.

While never explicitly said, the Ben-Hassrath seem to prefer non-violent methods to achieve their goals. This doesn't seem to be dictated by the Qun itself, but rather an interpretation of the Qun's belief that nothing should ever go to waste.

USING THE BEN-HASSRATH

The Ben-Hassrath make excellent antagonists for a campaign. If they are overseas, it is only because they are performing an act of subterfuge on behalf of the Ariqun. Most nobles in Thedas don't like to have their secrets stolen and may rely on the party to ward off Hissrad spies or Tallis assassins. While the Ben-Hassrath do tend to seek non-violence first, these encounters usually end with a fight.

If any member of the party is a Tal-Vashoth, the Ben-Hassrath would definitely be on their trail throughout the campaign. Since races outside of the Qunari can follow the Qun, like the elven Tallis met by Hawke, a party member of any race can chose to be Tal-Vashoth. It would make for an interesting campaign twist to attempt to reach their goals while simultaneously avoiding detection from the Ben-Hassrath.

The Ben-Hassrath are not always enemies of the party. Most Qunari Tal-Vashoth flee Par Vollen with not a single coin to their name and are forced into a life of crime. If the party is tracking down a dangerous Qunari criminal, there is a good chance a Ben-Hassrath agent is already on the trail. Since Ben-Hassrath are allowed to use any tool in their tasks, it makes sense they would align themselves with the party as long as they are working for the same ends, as Sten did with the Warden during the Fifth Blight.

BARBARIANS & REBELS

The barbarians and rebels in the lands of Thedas are broadly similar, in that they are not aligned with any of the major powers of the continent but act on the fringes of society. There are, however, significant differences.

The barbarians of Ferelden are holdouts from the Alamarri tribes long ago, before Calenhad united many of the clans under one banner. They nip at the heels of civilization from the Frostback Mountains to the west and the Korcari Wilds to the south, occasionally skirmishing with the forts and settlements on their borders. These tribes will likely never successfully invade Ferelden or the Dales to the west; however, their continued presence is a sustained threat to the freeholders and lords on the edge of civilized lands.

Rebels, on the other hand, consider their land to be controlled by an order which they wish to overthrow or disrupt. They are already within the borders of the land and may well be citizens who are trying to prevent further atrocities, or they may simply feel those who are in charge should not be. In the case of the Fog Warriors of Seheron, they are fighting against both the Tevinter Imperium's claim to the isle of Seheron from the South and the Qunari expansionism from the East. While they may never succeed at permanently driving both forces out, their patriotic vigilance allows them to dissent against what they see as a grievous attack on their island by both nations.

FOG WARRIORS

"Though battle after bloody battle have ground our ancient balls of wisdom practically to dust, we still dream of the land that was."

NAME: Fog Warriors
BASE OF OPERATIONS: Seheron
AREA OF OPERATION: Seheron
LEADER: Unknown

Natives of Seheron have been taught that prior to the Tevinter occupation, their island was a nation with great pride. The

FOG WARRIORS

ABILITIES (FOCUSES)

MIGHT 2 (RAIDERS, SPECIALITY TROOPS: FOG WARRIORS)

WEALTH 0

INFLUENCE 1 (SEHERON NATIVES)

INTRIGUE 3

MAGIC 2 (LORE)

COMBAT RATINGS

STRUCTURE	STABILITY	SCOPE
3	30	REGION

griffons of the Grey Wardens were said to come from their island, and according to legend the people have learned at the feet of ancient elves. Such history is all lost, as the constant war between the Tevinter Imperium and Qunari occupiers has wiped any semblance of Seheron as it once was from the face of the nation.

In the Steel Age, the Qunari arrived en masse in Seheron and Rivain, starting the First Qunari War. They had swept through the nearby jungles of Par Vollen in a scant two years, and turned their eyes toward the surrounding islands, including the mainland continent. The battle of the Nocen Sea was the largest naval engagement in recorded history, and retains the title to this day. It led to a stalemate with the Qunari firmly entrenched in Seheron itself.

Exalted Marches by the Imperial Chantry sought to retake Seheron, and with the Orlesian Chantry declaring their own March on Rivain, the Qunari found themselves fighting on multiple fronts. It still took more than an entire Age, until 7:84 Storm, for the Qunari to retreat to Par Vollen and consider Seheron a loss.

This loss was not permanent. In 8:55 Blessed, less than one hundred years later, the Qunari landed once more on the shores of Seheron, leading to a renewed conflict that resulted in Qunari dominance over the island just three years later.

Such a troubled history is not without its repercussions, and the Seheron natives were hit the hardest. Its infrastructure having been rebuilt, destroyed, and rebuilt again in the image of whichever occupier held it at the time meant little was left of the original Seheron architecture and any semblance of governance. Fed up with the war, the native population not under Qunari dominion began to despise both Qunari and Imperium alike.

The natives of Seheron, not ones to bow to outsiders, have since resorted to guerrilla strikes against their occupiers using well-trained rebel fighters. Deadly raids are perpetuated at an alarming frequency, leaving both sides' soldiers on tenterhooks and destroying their morale. Of these fighters, only one group has had the success and impact necessary to make themselves famous, or infamous, outside of the island nation. While they do not call themselves as such, they have been titled "Fog Warriors" in official Tevinter documents and by those who have faced them.

While Qunari maps may consider Seheron part of their territory, and Tevinter documents captured from attempted invasions talk about Seheron as part of the Imperium, the

Fog Warriors' intent is to drive both sides from their shores, leaving Seheron an independent nation.

MEMBERSHIP AND ORGANIZATION

The Fog Warriors are proud of their Seheron heritage, but also fiercely independent from the limited established order of the island. Having had to survive the intrigue and "re-education" of the Qunari Ben-Hassrath, the rebels of Seheron have learned to organize into cells so as not to put their comrades in jeopardy when interrogated. A cell's members only know a limited number of other cells' affiliates. This has built a deep sense of camaraderie within each group which extends to new members as they join. Fog Warriors are described by those who spend time with them as both extremely emboldened and socially liberated. Without the oppression of their invaders, they are known to be free with their affections as well as fantastically patriotic.

Each band of Fog Warriors includes a bard of sorts known as a "Fog Dancer," who joins the group on their travels and inspires them by regaling them with tales of old. The Fog Dancers are responsible for reminding the warriors of the songs of Seheron.

While Seheron is not constantly shrouded in fog, it is a naturally foggy place where the environment benefits the Fog Dancers. Furthermore, the group is known to teach their bands of an ancient calamity known as the "Curse of Nahar," which summons the fog they use to mask their approach in combat and allow them to escape relatively unscathed. They are also taught of the "March of Four Winds," the story of the Seheron inhabitants' exodus to their island from the mainland of Thedas, and of their ancestors who learned from the ancient elves of Arlathan.

TACTICS AND GOALS

With their island constantly under siege from not only the powerful Qunari oppressors with their Ben-Hassrath spies, but also the Tevinter Imperium's invasion forces, the Fog Warriors have learned to make use of their heritage to their advantage.

Attacks by these rebels are preceded by a thick, unnatural fog which not only surrounds and unnerves their intended marks, but hides the warriors from sight. Fog Warriors prepare for their attacks by painting their skin pale and wearing white clothing and armor when they attack, so they blend into the background both in their approach and their retreat.

It should be noted that although the fog summoned by these warriors both arrives and disappears seemingly on their command, neither Tevinter nor Qunari intelligence efforts have revealed the source of the fog itself. Although it is reminiscent of a magical invocation, those who have had the misfortune of meeting the legendary fighters saw neither hide nor hair of mages in the moments before or after their attack. This unique feature of the fog makes the Fog Warriors infamous both within and beyond the island they wish to liberate.

Due to their renown within their own nation, they are often able to covertly make use of government contacts, but when planning and enacting attacks, their efforts are independent of both other cells and local authorities.

USING THE FOG WARRIORS

The rebels of Seheron are fiercely patriotic and heavily based in their homeland. Due to this, the clear majority of them will be on Seheron proper, and the heroes' interactions with the natives are most likely to occur if they set foot on the island. The party may be hired to steal an ancient artifact from Seheron, for example, which the patriotic Fog Warriors would likely take strides to protect, up to and including leaving the nation itself to reclaim it.

This artifact, or another object or piece of intelligence of use to Seheron natives, does not necessarily need to be attained by the heroes themselves. They could come into possession of items previously removed from the island by either finding them or having them thrust into their keeping by circumstance.

Alternatively, the group may find themselves requiring the aid of the Fog Warriors should they need an edge against a common enemy, such as Imperial or Qunari forces. If the protagonists have enough renown, the warriors may well come to them to help them liberate their island nation through combining forces and abilities.

The heroes are unlikely to learn the exact nature of the deep mist they summon, as this is a fiercely guarded secret of the Fog Warriors. This should not prevent them from using it to aid both parties in any combat they join.

AVVARS

"Nothing lasts in the mountains."

NAME: The Avvar Tribes

BASE OF OPERATIONS: The Frostback Mountains

AREA OF OPERATION: The Frostback Mountains, The Dales, Ferelden

LEADER: Various Tribal Chiefs.

When humanity spread through Thedas, it split into multiple warring tribes. The Neromenians eventually consolidated power in Northern Thedas and became what is now the Tevinter Imperium, whereas in the south, large groups of Alamarri tribespeople split off into multiple subtribes around what is now known as Ferelden. The largest of these Alamarri tribes were known as the Chasind, the Clayne, and the Avvar.

These tribes coexisted in a fragile state, often warring with one another and their surrounding nations to the extent that many legends of battles lost and won survive to this day. The Avvar, however, maintained a strong dominance over Ferelden. They regularly fought Tevinter encroachments to maintain their hold over the area, and with the help of the Dwarven thaigs managed to build mighty fortresses including Kinloch Hold and Vigil's Keep, which survive to this day.

Following the First Blight, with Tevinter severely weakened, the united Alamarri pushed deep into the Imperium. Led by the Avvar general Andraste, they stretched their hand across the entire continent and even pushed far enough north to attempt to lay siege to Minrathous itself. They may have succeeded had Andraste's husband, Maferath, not betrayed her to Tevinter.

In exchange for the surrender of Andraste to Tevinter, the combined Alamarri forces would be allowed the lands south of the Waking Sea. They accepted this offer, and Andraste was given over to be judged and executed by Tevinter’s magisterium. The Alamarri retreated to their lands, and the shaky truce remained. This peace was not to last, however, as when Maferath’s plot was discovered he was killed by his three sons. They split the lands south of Tevinter between themselves, forming what would eventually become Ferelden, Nevarra, and Orlais.

In the Towers Age, a civil war between the varying Alamarri tribes located there led to the Avvars being pushed out of their home valley into the Frostback Mountains to the west. In the Exalted Age, when the Clayne tribe and various smaller Alamarri groups united under King Calenhad and named their new country Ferelden, the Avvars were faced with a new, dangerous foe on their borders. They continued to raid, but found less success against a unified enemy.

These raids included the invasion of 6:50 Steel. An Avvar warlord had joined the various tribes into a massive army, one which could threaten Ferelden itself. They pushed deep into the Bannorn of central Ferelden, but in two scant years were forced to retreat to their mountain home. The Avvars live there to this day in fractured holds from which they occasionally plan small raids into modern-day Ferelden.

MEMBERSHIP AND ORGANIZATION

The Avvars are a fractured people. Rather than forming one large tribe like in ages past, they are more often split into various disparate holds. Each hold is composed of multiple extended families, or clans. It is not uncommon for Avvars to seek to marry outside of their hold. In many cases such unions are actively sought, as marriage bonds formed between holds strengthen the groups involved through the sharing of knowledge, resources, and genetics.

In Avvar custom, the head of the hold is called the thane and is directly responsible for each member of the settlement. Any harm which befalls the hold is upon their head, and during troubled times a thane might become seen as bad luck by their tribe.

The thane, and indeed any Avvar, does not have to contend with trouble without counsel, and in Avvar tradition such advice would be sought from a hold’s shamans. These powerful mages are spirit summoners, inviting spirits to reside within their bodies and dispense wisdom. Using centuries-old magic, the shamans are not only able to commune with a spirit, but dismiss it once the ritual is complete.

While Avvar naming conventions are matrilineal, with their byname being synonymous with “son/daughter of” a mother’s name, any Avvar may become a leader and marriage is seen as a desirable but optional trait. Avvar legends tell of great leaders of any gender, many of whom avoided marriage in favor of serving their clan alone.

TACTICS AND GOALS

Ask any bann on the edge of the Frostbacks and you’ll hear the same phrase again and again: “Battling the Avvars is like



AVVAR HOLD		
ABILITIES (FOCUSES)		
MIGHT	5 (RAIDERS)	
WEALTH	2	
INFLUENCE	2 (AVVAR HOLDS, DWARVES)	
INTRIGUE	0	
MAGIC	3 (SPECIALTY MAGIC: SPIRIT MAGIC)	
COMBAT RATINGS		
STRUCTURE	STABILITY	SCOPE
5	35	LOCAL

fighting the weather.” The Avvars are raiders through and through, sending groups into the surrounding countryside to attain food, game, or anything else they may need. This is especially true in harsher winters or if a tribal conflict has caused one tribe or another to take additional measures to ensure their survival. It is even rumored that young Avvar men travel from the Frostbacks to the nearest arlings to kidnap potential wives, should local tribes’ holds prove too difficult to infiltrate.

In their attacks, the Avvars are quick. They raid under the cover of heavy storms, grabbing what they can and leaving before a strong defense can be mounted. This lets them make the most of what they can while losing fewer men, but can also leave the “lowlanders” with fewer casualties. These raids are not about gaining territory, but about surviving the harsh winters in the mountains.

The Avvars are capable of defending their holds of mortared granite for a significant length of time. The walls of an Avvar hold allow for lines of archers, and the reports of scouts or kept birds such as falcons and eagles allow any hold significant time to prepare for an attack. While the Avvars see everything as temporary, this does not mean they will let themselves fall easily.

USING THE AVVARS

As with any localized group, the easiest way for the heroes to get involved with the Avvars is to enter their realm. The Frostback Mountains are a large area, but without a guide or seeming as if one of the heroes came from there, the locals may find them easy pickings to loot for food or supplies.

Alternatively, the group may find themselves between two or more warring tribes, with a need to calm them down or rile them up further to assuage the whims and needs of a lowlander noble.

Should the adventurers find themselves within an Avvar hold, make sure to press on them the alien nature of the Avvar people. They have never welcomed the Chantry, let alone its opinion on magic, and any templar in the group may find themselves having to bite their tongue should a hold's shaman attempt any sort of spirit-summoning ritual.

Also note the Avvars do not consider any alliance permanent. Their culture is one of temporary bindings, even within marriage. Should a thane promise future aid to the heroes, they may find this does not endure should the months pass without reminder of what the hold owes the party.

CHASIND

"Should the Chasind ever organize themselves, we might have reason to fear them. We ignore them at our peril."

NAME: Chasind Wilders

BASE OF OPERATIONS: Tombigbee, Various Disparate Tribal Villages

AREA OF OPERATION: Korcari Wilds

LEADER: Unknown, If Any

When the Alamarri split into multiple tribes south of the Waking Sea, some of them continued still further south. While the Clayne and the Avvars remained in what would later become Ferelden, the Chasind traveled into the Korcari Wilds and made it their home. In time, legend says the Chasind became a twisted and plagued people, learning how to bend magic to their will. When the Chasind returned north, they used this newly gotten power to supplement their forces with "white shadows" and twisted creatures of the swamp.

For a time, the rest of the Alamarri were a conquered people, at least in part. Eventually they slaughtered the shamans who called forth the magical creatures, and the rest of the Chasind forces were driven back into the Wilds. This was not the end of Chasind aggression, however. Skirmishes with their neighbors to the north included conquering the Tevinter fortress of Ostagar for a time, the very garrison intended to keep the

Chasind from spreading. They also warred with the Alamarri during the Second Blight of the Divine Age, hoping to make use of their neighbors' weakened state, and in their hubris made a terrible mistake.

During what is believed to have been a demonic or otherwise magical experiment gone wrong, the Chasind used Blight-tainted herbs to try to augment warriors and allow them to more easily defeat armored opponents. This did not have the intended effect. The herbs caused a form of delirium in which the victim lost their faculties for reason and attempted to slaughter anyone in their path. This ailment was to become known as the "Amber Rage" after the jaundiced color of a victim's skin. This malady was spread via bite or blood contact, meaning many of those who survived initial attacks were likely to become so-called "Ragers" themselves within a few hours. This mistake may have cost the Chasind their victory over their fellow Alamarri and caused them to go into hiding once more.

The Chasind remained bowed until the Towers Age, when the mighty witch Flemeth, along with several of her daughters, led an army of Wilders into the north, once again purportedly aided by various twisted and terrible creatures. This powerful force would have been victorious were it not for the actions of the legendary hero Cormac, who led an army of Alamarri from the Ferelden Valley and dwarves from Orzammar, eventually defeating the Chasind forces and burning any witches they found. Since this war, Ferelden has eyed the Korcari Wilds suspiciously, devising myths and legends of witches who steal children or seduce men who step within the borders of the forests.

In ages since, the Chasind have become peaceful forest-dwellers compared to their previous state. Some of the various tribes still war with one another, and they have not formed into a united force in hundreds of years, save when they needed to travel north to escape the Fifth Blight.

MEMBERSHIP AND ORGANIZATION

The Chasind are a tribal people, with strong respect for the elders and wise ones in their villages. A village's "Baba," or female elder, is the one to lead the people in their purposes. This Baba is also a powerful shaman, supporting those she leads as well as interacting with outsiders and negotiating for her people as the situation permits.

These shamans are well-respected by those they lead, but it should be noted the Chasind are not against removing them from their place, or even executing them, should they fail the tribes significantly enough.

The Chasind are fast to organize. Should a tragedy befall a tribe or group of tribes, they are often able to evacuate their people to safer ground, form warrior parties, or otherwise handle a situation with ordered expediency, even when in grave danger.

Outside of this, the Chasind are largely a mystery to outsiders. What little interaction with them there has been in recent times has been through raids and strikes on the settlements of southern Ferelden. Rumors abound, however, of a secret city of Chasind hidden deep in the swamps of the Korcari Wilds. This "stilt-city" of Tombigbee has yet to be found.

TACTICS AND GOALS

The Chasind are natural hunters, and make use of these skills to great effect. With an emphasis on stealth and tracking, they will often attempt to pick off the outlying or weaker members of a group to cause unrest amongst the others. Such tactics are not always used to kill their opponents, however. And a Chasind is just as likely to be scavenging, stealing from their prey rather than killing them outright.

Such tactics are not saved for outsiders. While the Chasind are usually a peaceful group, in the difficult surroundings of the Korcari Wilds, some of them occasionally turn on each other in a bid to attain the food or supplies they need to last the exceptionally cold winters. Alternatively, should they be settled far enough north, they may slip out of the Wilds in search of easy targets in Ferelden.

In their attacks, the Chasind make use of short bows suited to their forested swamps, and arrows with hooked barbs on them to slow down their prey rather than necessarily kill it. They attack in small numbers, preferring to move quickly to get in and out with what they seek, and to minimize the numbers who are put in danger in exchange for supplies.

USING THE CHASIND

The simplest way the heroes may find themselves interacting with the Chasind is not a peaceful one. Should the party travel in southern Ferelden or the Korcari Wilds themselves, there is every chance a small Chasind group would take advantage of those who appear lost or out of place in their surroundings, and send in a raiding party to attack them.

Beyond southern Ferelden, you may find the raids of the Chasind exert strong political motivation in the north for the various arls and banns to send supplies or reinforcements to the south. This could lend itself to the party being hired to guard the caravan as it wends its way across the country, or to be the reinforcements themselves.

If interacting directly with the Chasind, their disposition will depend entirely on their needs and who is interacted with. Should the adventurers find themselves negotiating with the elders of a tribe which is fairly stocked, they will feel quite welcome to haggle. Should the champions find themselves at the whim of hungry, tired hunters, however, they can expect any interaction to be far more tense.

CHASIND TRIBE

ABILITIES (FOCUSES)

MIGHT	3 (RAIDERS)
WEALTH	0
INFLUENCE	1 (CHASIND)
INTRIGUE	0
MAGIC	3 (SPECIALITY MAGIC: SPIRIT MAGIC)

COMBAT RATINGS

STRUCTURE	STABILITY	SCOPE
4	30	LOCAL

SPIES & ASSASSINS

One thing is true in all of the nations of Thedas: Secrets have power. While the magical secrets of the Circle or the Magisters of Tevinter are an example of great personal power, the power of more mundane secrets should never be underestimated. A word in the right place or a sudden “accidental” death can bring down noble houses, or kings, or empires.

Across the world, there are those who specialize in these secretive politics, from the grace and artistry of the Grand Game of Orlais to the assassin-haunted streets of Antiva City. Whether they work for a specific master or hire out to the highest bidder, these spies and assassins help direct the course of the world.

THEMES

Any intrigue- or politics-driven story could involve these groups, and heroes could become involved with them for a number of reasons. They could be a source of training and background for a character, or a source of contacts and information.



HONORIFICS FOR ASSASSINS

As presented in **CHAPTER 13: Rewards** of the *Dragon Age RPG Core Rulebook*, honorifics are awards for characters: reputations with mechanical effects. Assassins can gain certain honorifics within their guild based on the types of jobs they have pulled off.

BATHED IN ROYAL BLOOD

The character has successfully assassinated a king, queen, prince, or other member of a royal family. The character receives a +1 to positive and negative social interactions with other assassins (who are impressed by the feat) as well as with nobility who are hiring assassins.

KILLER OF THE CHANTRY

The character has fulfilled one or more contracts on priests and members of the Chantry. They receive a +2 bonus on negative social interactions with the faithful, as it is clear that the assassin has no respect for faith.

NIGHTMARE KILLER

This honorific is for anyone who has a reputation for accomplishing impossible tasks, such as killing an entire tower of guardsmen or assassinating a powerful and well protected mage. In general, this honorific comes with its own nickname, such as "The Demon" or "The Bogeyman." Enemies who are aware of this reputation (usually other assassins or some criminals) have -3 to **WILLPOWER (COURAGE AND MORALE)** tests when opposing the character. The character also gains +2 to **STRENGTH (INTIMIDATION)** tests when dealing with anyone aware of the reputation.

They could employ the heroes, or be employed by them. They could be a friend to turn to, or a dire enemy. And given that the trade of these organizations is secrets and covert action, they could be any or all of those at the same time. In general, if the heroes are mixed up with any of these groups, the near future is likely to be full of twists, surprises, and betrayal.

HOUSE OF CROWS

"The Crows' fame is such that Antiva keeps no standing army: No king is willing to order his troops to assault her borders, and no general is mad enough to lead such an invasion."

—From *In Pursuit of Knowledge: The Travels of a Chantry Scholar* by Brother Genitivi

BASE OF OPERATIONS: Antiva City

AREA OF OPERATION: Antiva. They will take contracts throughout Thedas, though assassins operating outside of Antiva generally have less support.

LEADER: Unknown

It is commonly believed that the warrior tradition of the hassarans that roamed the Free Marches and Antiva during the First Blight evolved into modern assassins. However, the House of Crows truly had its beginnings at a Chantry abbey in the hills north of Treviso. The local duke was a despot, and the monks eventually decided that they had to deal with him. With no military or political power of their own, they handled the situation in the only way they could: using the dangerous properties of some of the herbs and plants that they grew in the abbey garden.



How the organization went from a small religious group toppling a tyrant to the most feared assassins in Thedas and a political power in their own right is not entirely clear. Much of the history of the Crows is hidden or mysterious, though punctuated by stories of legendary Crows or famous assassinations. Some might argue that these legends mostly exist to bolster the Crows' reputation, and wonder about the truth behind the stories. But only the foolish or the suicidally brave would publically question the Crows' reputation in Antiva.

The House of Crows is arguably what Antiva is most famous for—even more than its excellent wine. The assassins are often considered to be the reason that Antiva does not require a standing army. Kings and generals are loath to attack the nation, as even if they could conquer it, they would almost certainly find themselves visited in the night by one of the Crows.

The Crows have been involved in political assassinations and upheavals in the ages since their founding. There have been kings and princes of Antiva who have been high-ranking members of the Crows, and assassination is considered simply a part of politics within the nation. The Crows have killed entire royal lines, and one of their murders, the assassination of Queen Madrigal, is responsible for the name of the Steel Age.

MEMBERSHIP AND ORGANIZATION

The vast majority of the members of the Crows are brought into the fold at a very young age, usually between 5 and 10 years old. They may be orphans, slaves, children found on the street, or the children of poor families who cannot afford to feed and care for them. The Crows have been known to pay generously for children with good potential that are brought to them. They have a preference for Elves, as a large number of humans tend to find them attractive—a definite asset for an assassin or spy. Humans make up the rest of the Crows. There is no recorded instance of a dwarf being a member of the guild.

FIRST TIER: ASSASSIN

Once a recruit has passed the grueling training, they graduate to the rank of Assassin within the Crows. Assassins perform tasks assigned to them by a Master, generally working together in small groups or, sometimes, solo. Assassins are responsible for specific parts of a contract, and sometimes for entire contracts on their own, but they do not generally negotiate their own contracts.

SECOND TIER: MASTER ASSASSIN

Above the level of Assassin are the Masters. Masters are experienced assassins who can accept their own contracts and command small groups of Assassins (generally between 2 and 10). When a contract with the Crows is requested, various Masters bid on the contract by declaring what percentage of the fee they will donate back to the organization as a whole. The contract is generally granted to the Master who offers the highest percentage back to the Crows. However, there is also some consideration made as to whether the Master will actually be able to accomplish their contract, and on occasion, a contract is handed over to someone who makes a lower bid but is much more likely to finish the job. Because of their ability to handle contracts and bring business to the guild, anyone hiring or working with the Crows is most likely to interact with a Master Assassin.

THIRD TIER: TALON

Above the Masters are the rank within the Crows known as the Talons. There are at least three Talons, and likely several more, directing the activities of the Crows. The Talons command larger, more important contracts, decide which Masters take which contracts (based on their bids), and oversee the resources of the House of Crows. A character achieving this rank gains access to a significant amount of the resources of the guild. Talons are also often responsible for specific locations or important aspects of the Crows' business, such as their archive of secrets or their workshops for making poison.

THE GUILDMASTER

The head of the House of Crows is the Guildmaster. Different Guildmasters have had different relationships with the Talons throughout the history of the Crows. In some cases, the Guildmaster has been directly involved in all important decisions, directing the Crows almost unilaterally with the Talons simply carrying out their orders. At other times, the Guildmaster has been little more than a tie-breaking vote in decisions made by a council of Talons.

TACTICS AND GOALS

The Crows are, in many ways, remarkably straightforward for a guild of assassins. They want money and power, and assassination is their means of getting them. They are craftsmen in their own way, hired for a commission and paid to carry it out.

However, beneath the strictly mercantile interests, there is a sense of purpose. Individual Crow Masters decide whether they are interested in bidding on a contract, which means that they can choose which side in a political struggle will be

ANTIVAN CROWS

Abilities (Focuses)		
Might	1 (Raiders)	
Wealth	4 (Treasury)	
Influence	4 (Commonfolk, State)	
Intrigue	6 (Assassins, Secrets)	
Magic	1	
Combat Ratings		
Structure	Stability	Scope
5	50	National

eliminated or which faction prospers in a war. While they do not have a unified goal or endgame, the Crows are well aware that their involvement shapes history, and they use this fact to their advantage.

In terms of actually fulfilling a contract, the Crows are very broad-minded in their approach. They are as likely to bribe a guard as they are to sneak in through a window, as likely to openly attack a target with a gang as they are to privately seduce their target at a party. Whatever means is most likely to succeed is fine with them. That said, there is a reason that the Antivan Crows are known throughout Thedas as masters of poison, and they are always aware of the advantage that getting close to a target, whether through seduction or feigned friendship, can win them.

USING THE ANTIVAN CROWS

The Crows are relatively easy to pit against the heroes in your game. Characters in *Dragon Age* are exactly the sort of people who are going to make enemies, and any enemy that has more money than scruples could easily hire the Crows to eliminate their competition. Similarly, if the characters have become involved with important or powerful people, they may need to protect their new friends and allies from a Crow assassin.

The Crows could also potentially be allies of the protagonists. A lone assassin might hire the characters as muscle or a source of information to aid in the commission of a contract. The characters might interrupt, or be interrupted by, a Crow assassin with a contract on the noble whose estate the group is infiltrating, and they might decide their goals are aligned. Or the characters might even hire a Crow assassin outright.

Due to their business, the Crows are often privy to information that is difficult to find elsewhere. Secrets of various noble or merchant houses, information on defenses and layouts of fortresses, or even hidden secrets of poison-making or herbalism are all at their disposal. A group of characters in need of such information might find themselves in a position to deal with, or possibly even steal from, the House of Crows.

Getting involved in the intrigues of the Crows is a dangerous proposition. While the guild is, for the most part, unified in its pursuit of money and contracts, there are always rivalries among the ambitious. The characters could find themselves used as catspaws, tricked into eliminating a threat to the Crows, or working for a Talon as they scheme to destroy their Guildmaster without getting caught.



HOUSE OF REPOSE

“Unpleasant as it may be, the House of Repose is merely fulfilling its contractual duties.”

BASE OF OPERATIONS: Val Royeaux, Orlais

AREA OF OPERATION: Orlais

LEADER: Unknown

The House of Repose is an assassin’s guild of some renown within Orlais. While not as famously deadly as the Antivan Crows, they approach assassination in a very Orleisian manner. The appearance of propriety and adherence to contract is paramount, even when that contract is for the death of another.

Once the House of Repose has accepted a contract, they consider themselves honor-bound to fulfill it, no matter the circumstances. They have honored contracts hundreds of years old, for families which have all but completely died out. If they did not, their reputation would be at stake, and in Orlais, reputation is all.

In addition to their adherence to contract, the House of Repose has a few other points of strange honor. If a contract is unusual, they may consider it polite to warn their target. Generally, this would happen in cases where the target is not in any way involved in the Grand Game, or otherwise has no reason to believe that they would be a target for assassins (such as the previously mentioned very old contracts).

The agents of the House of Repose are not foolish in their adherence to their honor or their loyalty to a contract. They

THE HOUSE OF REPOSE

Abilities (Focuses)		
Might	1	
Wealth	3 (Treasury)	
Influence	2	
Intrigue	4 (Assassins)	
Magic	2	
Combat Ratings		
Structure	Stability	Scope
3	35	National

are, in fact, quite devious and willing to accept loopholes that allow them to get out from underneath an onerous contract. And while they consider it polite to warn some targets, they are as willing to use any means at their disposal to complete their contract as any other assassins.

USING THE HOUSE OF REPOSE

The House of Repose is perfect to help establish the unique political style of Orlais. They represent the dichotomy of the Grand Game. All things, up to and including murder or sabotage, are respected moves in the Game, but all is done with an oddly bloodless gentility.

If the House of Repose is set on the heroes or one of their friends, the guild will not rest until the contract is completed. This can lend a sense of overhanging doom to a story.

However, the characters can also potentially discover unique ways and loopholes to free themselves from the contract, particularly if they have made it clear to the House that the contract may be very expensive to fulfill. Perhaps they can trick the original client of the House into trying to change the terms of the contract (and thus nullifying it), or frame the client for stealing back his fee from the House (or otherwise attempting to cheat the House of Repose). This kind of situation can help get the characters comfortable with the sort of subtle maneuvering they will need in order to survive in Orlais' Grand Game.

ORLESIAN BARDS

"We let nobles decide who to blame. We are just the enablers of the game."

—Leliana

BASE OF OPERATIONS: Various Locations Within Orlais.
AREA OF OPERATION: Orlais
LEADER: None

The history of the bards of Orlais is the history of the Grand Game, for it is that environment of treachery and ambition that bards are trained for. The Grand Game of Orlesian politics is generally considered to have started with Jeshavis, "the Mother of Orlais," and her marriage to, and manipulation of, the sons of Maferath that led to the founding of the nation. Some even claim that she is the first bard. What can be said for certain is that as the Grand Game has changed and evolved, the bards have evolved with it. Throughout the history of Orlais, they have worked at the behest of the nobles as spies, saboteurs, and even assassins, masking their deeds with charm, courtly grace, and proficiency in music and dance.

MEMBERSHIP AND ORGANIZATION

The bards of Orlais do not truly have an organization, or perhaps it's safer to say they have many organizations. Bards are trained specifically to operate as proxies and agents for nobles in the Grand Game, and there are many different groups that can train them. Many are trained by independent bardmasters, while some nobles personally train a loyal cadre of bards to work for them. Nobles who choose to go this route must, of course, do this in secret, as the bards' usefulness to the noble is over once their association becomes common knowledge.

The most common way for bards to operate is in small cells or groups. Usually, each group will be led by a single bardmaster. This bardmaster negotiates contracts, assigns tasks to other bards, and is often the person who trained them in the first place. Some bards and bardmasters operate independently, but many prefer to have the resources that even a small organization can provide.

FIRST TIER: BARD TRAINEE

Bard trainees are members of the bard cell or organization who have been taken on by the bardmaster, but have not yet graduated to performing contracts on their own. While

TYPICAL ORLESIAN BARD CELL

Abilities (Focuses)		
Might	0	
Wealth	2	
Influence	2 (State)	
Intrigue	4 (Spies)	
Magic	0	
Combat Ratings		
Structure	Stability	Scope
1	30	Regional

POWERFUL ORLESIAN BARD CELL

Abilities (Focuses)		
Might	1	
Wealth	3	
Influence	3 (State)	
Intrigue	5 (Assassins, Secrets, Spies)	
Magic	1 (Lore)	
Combat Ratings		
Structure	Stability	Scope
3	35	National

they are being trained in the arts of song, dance, seduction, and assassination, they will often accompany full bards or the bardmaster when they go to a noble's salon or party. Depending on their level of talent and training, they may be asked to perform small parts of contracts, such as stealing small items or impersonating a servant. Despite their low status, they are still members of the bardic cell and can gain assistance from their organization if needed.

SECOND TIER: BARD

Once a trainee is considered a full bard by the bardmaster, they can be trusted to operate on their own. They may be given an entire contract, or simply receive tasks the bardmaster knows they can accomplish. Bards may be assigned trainees or other assets to help them complete their missions, or they may request them if they feel that it is needed to carry out a contract.

THIRD TIER: BARDMASTER

There is no official process for becoming a bardmaster. Sometimes a bardmaster dies or retires, leaving their organization to a favored protégé. Sometimes a noble who has been building a bardic cell hands the reins over to a trusted bard with whom they have worked before. And sometimes a bard simply grows tired of working for someone else and strikes out on their own to create a new organization—or maneuvers to take the cell (and sometimes the life) of their own bardmaster.

No matter how they get to this point, the defining characteristic of a bardmaster is that they run their own cell. As there is no overarching organization of bards, each bardmaster

answers only to their clients. In a way, becoming a bardmaster declares you no longer just a pawn, but an actual player of the Grand Game yourself—and that is never an entirely safe thing to be.

TACTICS AND GOALS

The bards' primary purpose is as agents in the Grand Game of Orlesian politics. They will do what is necessary to achieve their clients' goals and make sure that their activities are never traced back to those holding the purse strings.

Bards generally are excellent entertainers. They know stories, history, and legend; they can play instruments and sing and dance; and they know how to properly behave among Orlesian lords and ladies. They use this cover to gain access to the homes and salons of the nobles. It is well known among the nobility of Orlais that the famous bard or entertainer that they invite to perform for their guests is quite likely working for another noble, but to the players in the Grand Game, this danger is simply part of the fun.

Bards will do whatever is necessary to accomplish their goals. Bribery, flattery, and seduction are common tools in their arsenal. Bards are generally accomplished at stealth and gaining access to places where they are not meant to be, allowing them to plant incriminating evidence, gain secrets that they can use to blackmail, or sabotage plans. They are also well trained in combat with blades and archery, and some have been known to use poisons when their contract calls for a target to stop playing the Game.

Their skills as performers also serve them well in commission of their contracts. A bard should be able to poison a dinner guest, steal jewelry from a private vault, or strangle a wayward guard, and then return to their performance without revealing their extra activities. Many bards are cold and calculating, feeling little about what they do other than pride in a job well done. Even those who are not emotionless are extremely adept at hiding their feelings. Like nobles, bards, too, wear masks, hiding any misgivings they have behind a smile and a clever wit.

USING THE ORLESIAN BARDS

Anyone who becomes involved with the politics or nobles of Orlais should expect to deal with bards. Like any group of spies, they can easily be allies or enemies of just about any group of characters, depending on what their client wants. If a client wants the heroes dead, captured, or even simply discredited, a group of bards could be hired to carry that out. Outside of Orlais, bards have been sent to spy on prominent foreign nobles, or even to blackmail, capture, or murder foreign kings.

The one thing that bards almost never are is straightforward. A plot by a cell of bards to kill someone will rarely involve simply hiring a group of thugs to ambush them on the road—that would be crass and obvious. Instead, they will observe their target and determine the best way to get them alone and vulnerable before striking. The friendly young minstrel that you met at the fair may actually be a bard that is trying to get close to you to find out your plans, and the

musician playing at the inn may be keeping you distracted with a song while their companions steal from your room. The convoluted nature of these plots may result in you being both enemies and allies of a bard within a narrow period of time. Just because they stole that map from you yesterday doesn't make them unwilling to work with you to defeat the cult for whose idol the map was helping you search. It's just work—nothing personal.

Bards can also be excellent sources of information. As they often travel widely (in Orlais and sometimes beyond), they may have unique information about places they've been and things they have seen. Secrets and information are important pieces in the Grand Game, and bards have been known to trade with each other when necessary. If they are willing to trade with the characters as well, the party can learn a great deal.

FRIENDS OF RED JENNY

"Red Jenny, she's been around a long time, she's been everywhere, and she hits hard or she hits light, but the choosing isn't up to you."

—Notes from Ser Keiter, a traveling merchant, to his son, Erbal

BASE OF OPERATIONS: Anywhere
AREA OF OPERATION: Everywhere
LEADER: None

The Friends of Red Jenny are a loose organization operating throughout Thedas. They accept anyone who is willing to stand up for the downtrodden. In a way, anyone who claims to be a Friend of Red Jenny, is a Friend of Red Jenny.

Who is Red Jenny? Does she actually exist? No one outside the organization knows, and no one on the inside is talking. Similarly, the history and origins of the group are unknown, and their exploits are the stuff of stories and tall tales.

ORGANIZATION & MEMBERSHIP

The Friends of Red Jenny operate as a loose alliance of small groups and individuals, each operating in the manner they choose and the area they choose. They trade information and resources, and aid each other in their endeavors, but they take no marching orders, nor is there any one person who knows the entire scope of their alliance. They often call themselves or other members "Red Jenny," which continually throws anyone attempting to hunt the "leader" of the group off the scent. A vindictive noble may hire someone to track the Red Jenny who burned down his barracks, only to find a letter from his target to "Red Jenny" in an entirely different city, asking for assistance. The Friends of Red Jenny may even trade targets, varying their means and methods of dealing with their enemies, all the better to confuse them.

There are no official ranks within the Red Jennies, and only two unofficial ones: Red Jenny, and Respected Red Jenny. When a respected member of the group talks, the other Friends generally listen closely, and their plans and suggestions are usually

followed. But if someone were to ask to speak to the person “in charge,” these respected members would probably be the first to tell you that they had no leader. Assuming they didn’t just hit you on the head and dump you in a river.

FIRST TIER: RED JENNY

Alternately called “Red Jennies” or “Friends of Red Jenny,” when they bother with titles at all, this person is a member of the organization and has access to the resources of the group. Membership comes pretty much from convincing another member to declare you one as well, and introducing you to the contacts you will need.

SECOND TIER: RESPECTED RED JENNY

There is no official cut-off point when you suddenly gain status with the Friends of Red Jenny. Generally, after some successful operations, a respected Friend finds that others are willing to defer to them and take their ideas with a great deal of weight. Though a respected member of the group cannot order other members around, they’ll generally find that they have a lot of volunteers whenever they need help.

TACTICS AND GOALS

The primary purpose of the Friends of Red Jenny is to help the poor, weak, and downtrodden of Thedas, and punish the powerful who would take advantage of those smaller than them. In general, they accomplish this with elaborate revenge schemes on nobles, powerful merchants, soldiers, or any other bully or tyrant. They often choose these targets themselves, observing the power structures of a city or even a nation and deciding who should be punished. They also get targets from common folk who have been abused, who come to them seeking redress for their wrongs. In some places, it’s known that telling your tale of woe in the right tavern will get results; in others, it’s leaving a note behind the right brick in the old stone wall.

The punishments that the Friends of Red Jenny inflict on their targets vary wildly, and depend both on the individual Red Jenny that has taken up the cause, and how egregious the target’s crime was. Their revenge can range from pranks or social embarrassment, to theft or sabotage, to assassination. Some Friends are not satisfied until the target has lost everything they hold dear.

USING THE FRIENDS OF RED JENNY

The sheer variety of the plots perpetrated by the Friends of Red Jenny means that they can appear in a number of different roles within a game. Their dedication to helping the downtrodden and the common folk means they make excellent allies for heroic sorts, or those that have a grudge against nobles. They will certainly work to defend the people against threats like darkspawn as best they can. However, they can end up at odds with the characters as well. An individual Friend may target someone that a character believes is innocent, or their revenge might seem disproportionate to the crime. Perhaps the characters have a reason for which they need to keep the Red Jenny’s target alive.



FRIENDS OF RED JENNY

ABILITIES (FOCUSES)

MIGHT	0
WEALTH	1
INFLUENCE	2 (COMMONFOLK)
INTRIGUE	4 (COUNTER-SPIES, SECRETS)
MAGIC	2

COMBAT RATINGS

STRUCTURE	STABILITY	SCOPE
6	35	WORLD

The Friends of Red Jenny make excellent sources of information, as their alliance has agents almost everywhere. Anyone who becomes friends with the Jennies, or becomes a member themselves, can often gain help tracking down rumors or secrets. Individual members can be excellent allies if the cause is right. The characters could also become caught up in one of the revenge schemes of the Red Jennies, possibly without even knowing it. The sometimes odd and elaborate nature of the schemes may mean that the characters are hired to do something innocuous (steal a box, buy a specific bottle from a merchant) that ends up having larger consequences than they imagined.

CHAPTER 3



RELATIONSHIPS

Romance, rivalry, and other relationships are a big part of *Dragon Age*. They feature prominently in the video game series and tie-in novels and comics, often driving characters to extreme acts of heroism. This chapter provides optional systems for modeling and using character relationships in the *Dragon Age RPG*. These rules aren't meant to replace roleplaying these relationships, but to enhance and support it.

You don't need to model every single relationship between characters with these rules, nor should you. The rules are for important relationships between lovers, comrades, enemies, and rivals—the sorts of things that motivate or inspire acts of exceptional heroism or villainy.

Important relationships between characters in *Dragon Age* are defined in game terms by two things: Bond and Intensity. Bond describes the type of relationship: Are the characters lovers? Friends? Foes? Intensity measures the strength of the relationship.

RELATIONSHIP BOND

Relationships are defined by Bond. A Bond is a short description of the connection(s) between the characters, usually in the hero's own words. It can be simple or complex depending on the nature of the relationship. Relationships may involve a mix of rivalry, romance, friendship, and hatred. Bitter enemies may have Bonds filled with nothing but aggression and enmity, while lovers or close friends will have much more positive Bonds.

Relationships can even exist with the deceased. A promise to a dead parent or lover might drive a character. However, these relationships should have some connection to the living and the world at large or they won't mean much during play.

CHANGING BONDS

Bonds are changed through roleplaying and events in play. Anytime a significant event happens in a game that changes how characters feel about each other, the player or GM controlling the character can rewrite their Bond to something more appropriate. Note this doesn't necessarily change the hero's Intensity in the relationship—there is often a thin line between love and hate, after all.

SAMPLE BONDS

The following Bonds are examples of the sorts of important relationships that can exist between characters. These can be used directly for player characters and NPCs, if appropriate.

Bond: *I love them more than my honor or my life.*

A very strong Bond. It leaves open some questions regarding the relationship, making it a good choice for use when that's obvious (such as siblings or spouses) or when the exact nature of the association is still developing but the emotional connection is already there.

MONSTROUS BONDS

Bonds can exist with other types of creatures as well. It is totally acceptable to have a Bond with a creature or animal. For example, many Fereldan heroes form close Bonds with Mabari hounds. A crusading templar might be sworn to destroy the abomination who killed their mentor. Likewise, an intelligent monster might develop a real grudge, love, obsession, or fascination with a particular hero. These situations can be great for roleplaying opportunities and surprises, though like group Bonds, GMs should be careful they don't become distracting or unbalancing.

Bond: *I will never stop until they are dead and broken before me.*

There is no question of the relationship here, or how the hero feels about the subject of this Bond. The nature of this hatred isn't defined, so it could be genuinely deserved or fairly petty. Either way, this is a Bond that tells a lot about the character and how they'll interact with its subject.

Bond: *We are comrades in battle. In many ways, they are closer to me than my family.*

This Bond denotes extremely close friendship between two soldiers, warriors, or other military types. It also places the subject of this Bond higher than family, which might have some interesting implications for the hero.

Bond: *They are the love of my life. With them beside me I feel I can do anything.*

A clearly romantic Bond that implies strong intimate attachment. The initial statement is more poetic, but the follow up defines it more clearly. This is the sort of powerful cinematic romance that can inspire some interesting roleplaying and dramatic situations.

Bond: *They are my dear friend, and secretly the one I love above all.*

This is a complex, multi-tiered Bond that speaks of friendship, loyalty, and unexpressed love. It's wonderful fodder for roleplaying and shows that the character puts a lot of stock into this relationship.

GROUP BONDS

Characters can also have group Bonds, describing a relationship with an entire organization or faction rather than just one person. However, this can become potentially unbalancing if said group is too large, providing too-frequent bonuses when dealing with something common. For a group Bond to be appropriate, it needs to relate to a definable set of people with shared backgrounds, behaviors, habits, and goals which a hero could realistically feel passionate about. Having a serious hatred for the group of bandits who killed one's family is fine. Hating all bandits, or even all bandits in a given region, is probably too much.

Of course, groups or their leaders may have Bonds with heroes and important characters as well. Alternatively, an organization might only recruit those who have such a Bond. A queen's personal guard might require that every

TIES

While this section details the mechanical effects of the characters' important relationships, players should still take the time to consider how their hero feels about important characters who aren't represented by a relationship. In many *Dragon Age* campaigns, all the heroes know each other at the start of the game, or are members of a group or nation to which they surely have some connection. Taking a moment to define these ties will help one get a grasp of one's character, and such "lesser" relationships can easily grow as the campaign continues.

member have a Bond with the queen that suggests loyalty, love, or admiration.

Note that group Bonds can be trouble. If too common, they diminish the special nature of Bonds. If too focused, they never come up. GMs should take care to look at any group Bonds a hero has and, if necessary, work with the player to fix potential problems.

RELATIONSHIPS BETWEEN PLAYER CHARACTERS

Relationships where the target of the Bond is another player character can be great and provide wonderful roleplaying experiences. On the other hand, they can be awkward and no fun if one or other of the players isn't interested and invested in having a special relationship between their heroes. Because of this, no player character can have a Relationship with another one without both players agreeing. A player can't just decide on their own the other dwarf in the party is their character's brother, or that their hero is fiercely in love with the group's mage. The other player involved has to be okay with this. To do otherwise leads to uncomfortable, unpleasant, and possibly downright creepy situations that are anathema to fun gaming—so, please, insist on player agreement.

Once the players agree to such a relationship, this doesn't mean the other *hero* has to be okay with it, and it doesn't mean that character has to take a similar relationship with yours. As long as the players are okay with it, one hero might be head-over-heels in love with a character who hates them, or who barely cares about them at all. Then again, a player character might decide that another is to blame for all the suffering in their life and swear revenge, while the target of their vengeance thinks they're best buddies. These situations can lead to fantastic roleplaying opportunities as long as everyone concerned is on board.

NPC RELATIONSHIPS

There's nothing preventing a GM from giving NPCs defined relationships using these rules. These can help outline the characters better and give them occasional boosts when they're involved in conflicts that involve these relationships. This makes a villain or other NPC with "someone to fight for" even more challenging, and can add drama and roleplaying opportunities during play.

However, as cool as NPC relationships can be, there are two reasons a GM might not wish to do this.

The first is bookkeeping. It can be daunting tracking relationships for numerous NPCs. Even just important characters with one or two relationships each can quickly create a mass of paperwork to follow up on.

The second reason is player character empowerment. Even though there will be characters in the setting who are stronger, tougher, scarier, or more powerful than the heroes at various points, if they are the only characters who can draw power and inspiration from relationships, this gives them an edge appropriate to the many dashing heroes in *Dragon Age*.

The best "middle ground" option here is to only give NPCs relationships that involve the heroes, or use this option only for the most unique and important NPCs. Whichever option you choose is fine; just pick the one that works best for you, your style of play, and your campaign.

RELATIONSHIP INTENSITY

In addition to Bond, relationships have an Intensity. This shows the strength of the relationship between the characters involved. Since these rules are only used for important relationships, having even the lowest Intensity relationship with someone creates a stronger attachment than a hero's connections to others where no Intensity and relationship exist. Intensity is rated between 1 and 5. Even an Intensity 1 relationship is a powerful and important force in a character's life, but greater Intensity can inspire characters to even greater acts.

USING INTENSITY

Intensity isn't just a number representing how strongly a character feels for someone. It also has a mechanical effect. For each rank of Intensity, a character gets a free stunt point they can spend on actions related to their relationship once per game session. These could be combat actions to attack a hated enemy or defend a loved one, arcane stunts to use arcana which benefit a friend or harm a rival, or various exploration and roleplaying stunts which involve situations that affect or center on a hero's relationships. Stunt points granted from Intensity can be used on any appropriate action, not just one where doubles are rolled, though they can be combined with stunt points earned from rolling doubles if desired.

EXAMPLE

Lisette is a Orlesian noble who has an Intensity 3 relationship with Loran, an elven rebel she met while on a secret mission in Tevinter. Later, when Loran is captured for treason and sedition, Lisette leads a mission to rescue him before he is executed. During this mission, Lisette needs to locate a key to Loran's cell hidden in a guard-house. She succeeds in finding the key, but generates no stunt points with the roll. Concerned about the nearby guards arriving before she has completed her search—or some other equally unfortunate complication—she spends

all 3 of her Intensity to generate 3 SP. She buys the Speedy Search and Advantageous Positioning exploration stunts, meaning that when the guard commander shows up early for a routine inspection, Lisette has located the key and is able to slip behind the door and hide just as the commander opens it. With thoughts of Loran driving her to bold action, Lisette slips away to rescue her lover.

Stunt points spent from Intensity normally recharge at the beginning of the next session, though in cases of game sessions that span long periods of story time, GMs may allow Intensity stunt points to recharge during the course of a session.

SPECIAL STUNTS

In addition to spending Intensity from relationships to gain stunt points, there are special stunts involving relationships and Intensity that can also be used. Their cost makes them impossible to invoke without spending Intensity to generate additional stunt points, and they cannot be used unless a campaign employs the relationship mechanics.

RELATIONSHIP STUNTS

SP COST	STUNT
7	I SWEAR TO YOU... Pick a task you have promised someone with whom you have a relationship you will perform. Gain a +2 bonus to tests <i>directly</i> related to completing this task until the end of the session.
7	I WILL HAVE VENGEANCE! Pick someone with whom you have a negative relationship, or who has injured or killed someone with whom you have or had a positive relationship. For the remainder of the encounter, you gain +1 to attack, +1 Defense, and +2 damage in any combat actions involving this target.

In the case of relationships with groups, you can select a member of the group or organization as the target for these stunts, but you still must pick only one eligible target per use.



CHANGING INTENSITY

Intensity increases or decreases over time. People fall deeper into or out of love, enemies reconcile, and numerous other events occur to change the Intensity of a relationship. When a character's actions in play would change the Intensity of a relationship, the GM can decide to increase or decrease it.

If the character is an NPC, this is easy. The GM decides the Intensity goes up or down and makes the necessary adjustment. This should only be done when something really significant happens, but it's a great way to signal that something in the setting has changed. Perhaps two important NPCs get married, creating an alliance between two groups that will change political and social power structures. Or maybe an NPC friend swears eternal friendship to a hero who saved their life, making them a more reliable or enthusiastic ally. Intensity in these cases should only increase or decrease by 1 unless truly epic events suggest a greater shift.

If the character with the relationship is a player character, things work a bit differently. When a situation suggests a hero's relationship could increase in Intensity, the GM offers the player an opportunity to do so. This can be done whenever appropriate, though GMs may wish to limit Intensity shifts to the end of a session to keep from disrupting play. If a player accepts the increase, they increase the appropriate relationship's Intensity by +1. At this time, the player also has the option to increase the Intensity by 2 instead, provided they alter the Intensity of another relationship by -1. This reflects a shift in priorities with the character's relationships. Perhaps they are softening their desire for revenge to focus on newfound love, or are distancing themselves from a loved one to devote themselves to another person or group.

Whenever a GM awards an Intensity increase, they should consider if it's appropriate to award an increase to the other character in the relationship too. Sometimes it won't be, but oftentimes when events occur in a campaign that change a relationship, both parties are affected.

EXPRESSING RELATIONSHIPS

When recording a relationship on a character sheet or elsewhere, simply combine the name of the character the relationship is with, the Bond, and the Intensity. You can do this narratively or more technically. So the complete relationship record would look like this:

Bann Jaren (3): *He stole our lands and slaughtered my family. I will see him executed for his crimes.*

or

Bann Jaren stole our lands and slaughtered my family. I will see him executed for his crimes. (3)

Other variations are possible. As long as the GM and players can readily identify the character involved, the Bond, and the Intensity, it's all good.

STARTING RELATIONSHIPS

Player characters can start with two relationships if desired. One of these relationships can be at Intensity 2, while the other starts at Intensity 1. A character might have many friendships,

rivalries, or even romantic interests, but these are the only ones strong enough to grant a mechanical advantage. It's often a good idea to have at least one relationship with another hero or regular NPC in the campaign, but it's not required.

EXAMPLE

Nicole's character, Adra, is a Dalish scout who commonly operates in the Free Marches. She is very loyal to her Dalish band. She is also fond of Jon's character, Lorek, a fellow hero who was a childhood friend and with whom she has reconnected.

Nicole takes the following Relationships for Adra:

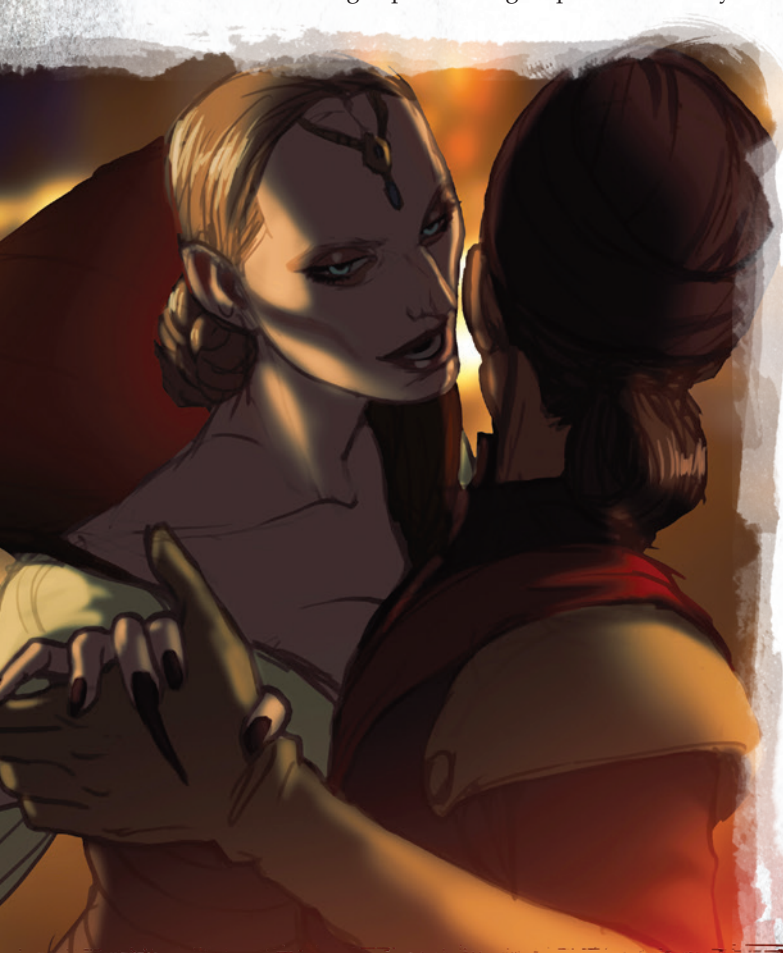
Lorek is an old and dear friend, though he's different than before. (2)

As a loyal Dalish, I will give my life for my band. (1)

NPCs can have any number of Relationships, but more than one or two can become very confusing and difficult to track.

OPTIONAL: THE SELF-CENTERED RELATIONSHIP

Some characters avoid forming lasting relationships. This is usually due to some past trauma or a desire to not see those they could love hurt by the dangers they face due to their careers, lifestyle, or history. However, some people are just very focused on their own advancement and well-being, or have not met the right person or group to which they feel



a strong connection. This is not inherently harmful, though repeated self-serving actions under the wrong circumstances can sometimes lead to trouble. Also, known self-centered characters may have trouble winning over and keeping allies. Outside relationships tend to help balance these qualities.

Self-centered individuals can elect to begin with a single Intensity 3 relationship to themselves which reflects this. These relationships are described in terms of why the character has formed no connections with others, and what it means to them to live emotionally closed off from those around them. They may only use their Intensity with actions that will maintain this solitary status quo.

EXAMPLE

Venna is an escaped elven slave who has lived a hard and tumultuous life. She doesn't reject the idea of falling in love or forming other strong bonds, but past experiences taught her not to trust most people. When play begins, she has the following relationship centered on herself:

If you open up to most people, they'll just use and hurt you. (3)

Venna can use this relationship to aid her in actions that protect or advance her short-term Goals, but she can't use them to help others very effectively.

Self-centered characters can change their views by adopting new relationships over time. At the end of any session of play, the character may adjust the Intensity of their self-centered relationship by -1 to form a new relationship with another character, or to adjust an existing relationship already formed by +1. They may do this until they have reduced their self-centered relationship to Intensity 0. At this time, they abandon their solitary ways and grow their relationships as normal.

A character can't increase their self-centered relationship when they are allowed to advance a relationship normally. A character can become self-centered, however, if they suffer a great loss or betrayal that causes them to lose an existing relationship.

EXAMPLE

Years later, Venna has finally found love and abandoned her self-centered relationship for one with Barian, an apostate mage. Unfortunately, Barian is corrupted by her use of blood magic and tries to use her powers to force Venna to help her. Refusing to help Barian summon an army of demons to ravage Thedas, Venna is forced to help kill her beloved. Heartbroken and betrayed, Venna takes her Intensity 4 relationship with Barian and converts it to a self-centered relationship, defining it as:

I should have kept to myself. Love makes us weak. (4)

Venna still has any other Relationships that she formed over time, but they are colored by her rediscovered, and now rather dark, self-centered outlook. She may never recover from Barian's betrayal, though if someone can open her heart again she still has the potential to form strong Bonds with others.

EXPANDING RELATIONSHIPS

The limitations on the number of relationships a hero can have are designed to keep the concept from growing too diluted or out of control. Also, relationships popping up nearly every encounter will mess with the normal stunt point and action economy, and risks turning them into just another resource instead of a representation of strong emotions and intimate connections. Having relationships with a dozen characters can also become hard to track, and can be distracting. However, you know better what everyone at your table can handle. If desired, heroes can be given extra relationships.

The best way to handle this is to start small, giving everyone an extra relationship they can develop and seeing how this affects play. If it works well, consider stopping there, or add another if you think it will enhance play experience and fun. It's a better method than throwing four new relationships at everyone and seeing if it breaks anything – because it might.

Self-centered relationships are meant to provide interesting role-playing opportunities and to allow characters to play selfish or internally focused characters without losing out on the mechanical benefits of relationships. They aren't meant to simply be the source of bonuses for any test or conflict a character decides they'd like to succeed at. If this option leads to a party of moody loners who can't cooperate enough to have a good time during the game, GMs should consider disallowing it.

ADDING RELATIONSHIPS

At levels 4, 8, 12, and 16, heroes can add a new Intensity 1 relationship if desired, or increase the Intensity of two existing relationships by +1 each. This allows a character to grow socially as well as in other ways, without loading a character down with too many, early on.

EXAMPLE

Nicole's character, Adra, has reached level 4. She can now either adjust two relationships by +1 each, or add a new Intensity 1 relationship. Since Adra has begun a budding romance with an Antivan warrior, Marcos, she takes the following relationship:

Marcos means more to me than I'd care to admit. I think he might be "the one." (1)

Any relationships not selected at character creation, or when a new relationship can be added, can be chosen later. This can be really useful, as sometimes important connections and bonds between characters form during play.

CHANGING AND REPLACING RELATIONSHIPS

Relationships change, and even end, in life. The same thing can happen in *Dragon Age*. Someone who was once very important to a character may die or leave, or perhaps the two just drift apart. Love may turn to hate, friendship to love, and so on.

To reflect this, as a relationship changes, the Bond can be rewritten to reflect the new nature of the relationship. This shouldn't happen too often or it gets tedious, but when there is a significant shift in how a character feels and relates to another, rewriting the Bond makes sense.

EXAMPLE

Adra's relationship with Lorek has recently taken a turn for the worse. Her old friend abandoned her in the Deep Roads, and Adra barely survived and was forced to join the Grey Wardens to deal with the taint she acquired. While she later learned Lorek fled so he could complete a secret mission vital to protecting the Free Marches, she still can't help but feel betrayed. Considering the effects of these new developments, Nicole rewrites Adra's Bond as:

Lorek is a still a beloved friend, but I'm not sure I can always count on him (2).

The same principles apply if a relationship ends. When a relationship is over, or otherwise no longer important in play, it is removed and replaced with a new relationship. The Intensity from the relationship is split between existing relationships, including any new ones, as the character reassesses their priorities and feelings about those in their life. Heroes can save some Intensity and reassign it over further adventures if that makes more sense. Sometimes it takes time to develop or strengthen other relationships after an important one ends.

EXAMPLE

A short time later, Lorek is killed by darkspawn while he and Adra are on a mission for the Grey Wardens. Although the two had their rough patches, Adra mourns her friend. During her grief, she finds comfort in her duty to the Wardens. She assigns the Intensity from her relationship with Lorek to create a new relationship with the Grey Wardens, reflecting this development.

You might want to spread the reassignment of Intensity out over a few game sessions to be a bit more realistic. Also, just because a character dies or leaves the campaign doesn't mean a relationship with them automatically ends. A character who loved someone who was killed by a major campaign villain might change their old relationship to an antagonistic one with their loved one's killer. However, they might keep the relationship to reflect that it's their strong feelings for the departed that drive their actions.

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