

By Pokebrat_J

The Chantry teaches us that it is the hubris of men which brought the darkspawn into our world. The mages had sought to usurp Heaven. But instead, they destroyed it.

They were cast out, twisted and cursed by their own corruption. They returned as monsters, the first of the darkspawn.

They became a blight upon the lands, unstoppable and relentless.

The dwarven kingdoms were the first to fall. And from the deep roads, the darkspawn drove at us again and again, until finally we neared annihilation... until the Grey Wardens came.

Men and women from every race, warriors and mages, barbarians and kings, the Grey Wardens sacrificed everything to stem the tide of darkness, and prevailed.

It has been four centuries since that victory, and we have kept our vigil. We have watched and waited for the darkspawn to return. But those, who once called us heroes, have forgotten. We are few now, and our warnings have been ignored for too long. It may even be too late, for I have seen with my own eyes what lies upon the horizon. Maker help us all.

You receive **1000 cp** to help you survive the darkness that lies ahead.

Origins:

Age and gender may be chosen freely.

Human Noble: Born to wealth and power second only to royalty, you find your training in both diplomacy and war put to the test when your father's castle is betrayed from within on the very night your elder brother leads the family's forces to war.

City Elf: You have always lived under the heavy thumb of your human overlords, but when a local lord claiming his privilege with the bride shatters your wedding day, the simmering racial tensions explode in a rain of vengeance.

Dalish Elf: Proud of your role as one of the last ‘true elves,’ you have always assumed you would spend your life wandering with your clan... until a chance encounter with a relic of your people's past threatens to tear you away from everything you've known.

Circle Mage: Gifted with a power considered dangerous by most, you have spent most of your life secluded in the remote tower of the Circle of Magi to be trained and watched closely by the dreaded Templars. Now your final test is upon you — succeed and prove your strength or be slain.

Dwarf Commoner: Born casteless in a land where rank is everything, bound as the lackey and thug of a local crime lord, you have spent your life invisible until chance thrusts you into the spotlight, where you can finally prove whether you will be defined by your actions or your birth.

Dwarf Noble: The favored child of the dwarven king, you proudly take up your first military command... only to learn that the deadly intrigues of dwarven politics can pose a greater danger than even that faced on the battlefield.



Class:

Where do your skills lie?

Warrior: Warriors are powerful fighters, focusing on melee and ranged weapons to deal with their foes. They can withstand and deliver a great deal of punishment, and have a strong understanding of tactics and strategy.

Rogue: Rogues are skilled adventurers who come from all walks of life. All rogues possess some skill in picking locks and spotting traps, making them valuable assets to any party. Tactically, they are not ideal front-line fighters, but if rogues can circle around behind their target, they can backstab to devastating effect.

Mage: As dangerous as it is potent, magic is a curse for those lacking the will to wield it. Malevolent spirits that wish to enter the world of the living are drawn to mages like beacons, putting the mage and everyone nearby in constant danger. Because of this, mages lead lives of isolation, locked away from the world they threaten. This class is exclusive and mandatory for **[Circle Mage]**.



General Perks:

Soundtrack of Ferelden [Free]: Music is a truly beautiful thing, enjoyed all across the world and in all cultures. Should you wish to never go without music, then with this option you possess a mental playlist of music from the Dragon Age series that you can pull up at any time. A perfect way to liven up a battle, emphasize an important event, or something to enjoy in those rare peaceful moments.

Character Sheet [50]: Know the enemy and know yourself, then you shall always achieve victory. Well, in this dark and strange world, it's quite difficult to predict what you may run into, but at least you'll always know just what you yourself are capable of. When you need to, you can conjure a number of mental screens which detail all of your skills and abilities, how much you have progressed in them, as well as other things affecting you. It will also let you see your relationship with your companions.

Heroic Looks [50]: Many look to the past with rose-tinted gazes, seeing only their romanticized version of their own interpretation. Though not all who participate in history are not as attractive as what actors stageplays may make it appear as, you certainly cut a heroic figure. Your beauty may manifest however you want, but all can agree that you are more than pleasing to the eye, and even scars do nothing to mar your visage.

Arcane Clarity [100]: You have embraced ancient techniques of meditation, resulting in a sound mind and a sound body. This has led to you developing a truly insane amount of stamina, capable of running around for hours on end without even getting winded. For those with magic, however, they will find their mana capacity has seen a similar level of improvement, casting spells left and right with nary a thought regarding the cost.

Great Vitality [100]: The result of a regimen of strenuous exercise, you'd be hard pressed to find any as hale and hearty as yourself. Not only are you now extremely resistant to disease and poison, but the amount of punishment your body can take has seen an unbelievable increase. It would take the blow of an Ogre to leave any serious damage on you with one hit, but a few knives to the back would work just as well to bring you down.

Deep Pockets [200]: If you want to survive the Blight, you're going to need all manner of supplies, from weapons and armor to healing poultices and poisons. Now it won't be as big of a problem for you, as you've found yourself in possession of seventy slots to store items. You can call upon these items at any time, swap them out, and stack certain kinds of items into a single slot.

Enchantment? Enchantment! [200]: You have become one of Ferelden's foremost scholars on iconography, and have the natural talent to back it up. Not only are you able to apply runes to weapons and armor, granting them arcane properties, but you're even capable of crafting your own. With the right materials, plenty of lyrium, and time to experiment, you could one day create artifacts of legend.

Andraste's Grace [400]: Whether you believe in the Maker or not is irrelevant, for it appears as though something divine has taken a special interest in you and your story, putting a hand on the scales in your favor. You will find that you have a knack for escaping death by the skin of your teeth more often than not, as well as snatching victory from the jaws of defeat. Events will play out in such a way that even your losses will lead to a better outcome later on down the line. Even when things look their bleakest, when it seems all hope is lost, place your faith in the Maker, for there will always be a way forward.



Human Noble Perks:

Discounts for Human Noble are 50% off, with the [100] perk being free.

Heir of Highever [100]: The Couslands are one of the only two remaining teyrnirs in all of Ferelden, giving them wealth and power second only to the royal family. As the youngest child of Bryce Cousland, you have more sway than most others, and as such people in high positions will be more likely to hear you out and consider your opinion in various matters.

Silver Tongued [200]: Diplomacy and coercion are difficult skills to master, yet are absolutely essential when dealing with high society, and even beyond. After all, it's highly beneficial to convince people of higher status that you're a trustworthy fellow. In fact, getting people to like you and open up is surprisingly easy, worming your way into even the coldest of hearts with just a few conversations. Even separate from that, your persuasive abilities are nothing to scoff at, talking down hostile

Claim to the Throne [400]: Nobility is a surprisingly complex web of influence and claims to land, enforced by strength of arms and number of men under their banner. Though you may not be able to claim the latter, you are still counted amongst the ranks of Ferelden’s nobility, and that holds more weight than one would first think. Quite frankly, you are able to push towards any claim of nobility and position, even that of the king should you have the right support, and are already a part of a given nation. Some may argue against it, seeing it as you stepping beyond your station, but they cannot deny that it does exist.



City Elf Perks:

Discounts for City Elf are 50% off, with the [100] perk being free.

Streets of Denerim [100]: Amongst the most oppressed people in all of Ferelden, there are some who see the elves more akin to rodents than people. With those in power more often than not keeping your people from entering more important areas of the city, you've grown used to navigating the winding streets of Denerim. This has led to an almost uncanny ability to navigate nearly any urban environment, finding the quickest way to a destination so long as it remains within the city bounds.

Street Rat [200]: With good paying jobs so rare for your people, you've needed to make coin any way you can if you want to make ends meet, even if the methods are a bit questionable. You're an expert when it comes to larceny, plucking the fat coin purses off of an equally plump merchant without their knowledge is well in your capabilities, as is picking the lock to almost any door or chest that isn't protected by magic.

Elven Alienage [400]: It is common for many of the larger cities in Thedas to have a separate district housing elves, Alienages they are called. And while they are seen as blights upon proper society, it is here that you call home. In fact, you can turn such places of segregation into safe havens for the oppressed and disenfranchised, where people can live their lives without fear of a system that seems almost designed to hate their existence. Even founding your own away from the cities is possible, though some may rage at the idea of a home for elves, ruled by elves.



Dalish Elf Perks:

Discounts for Dalish Elf are 50% off, with the [100] perk being free.

Legacy of the Dales [100]: With the destruction of your homeland, your people have been forced to wander the lands, searching desperately for the slightest scraps of ancient elven knowledge. Whether you've been successful on that front or not, this lifestyle has led to the Dalish being unrivaled when it comes to traversing the wilds. The difficult terrain of the natural world doesn't seem to slow you and yours down whatsoever, traversing through thick forests as easily as a meadow.

Nature's Bounty [200]: Far from the comforts and safety of civilization, the Dalish have had to use what they can find to survive. Through long practice and basic necessity, you've come to be quite the talented herbalist, creating healing poultices and soothing salves to help your fellow elves. Of course, you can easily turn this knowledge towards crafting deadly poisons as well, which are often just as needed.

Nomadic Hunter [400]: There are many dangers found in the lands beyond the walls of human settlements and the mountain holds of the dwarves, all that the Dalish must contend with. One cannot afford to be ignorant of their surroundings, no matter how seemingly safe it appears. This focus on awareness manifests as an almost sixth sense, allowing you to detect nearly all nearby creatures within a certain range. Even if they were to perfectly conceal themselves, you'd still be able to find that assassin in the trees, or the undead behind the ruined column.



Circle Mage Perks:

Discounts for Circle Mage are 50% off, with the [100] perk being free.

Circle Trained [100]: Magic exists to serve man, never to rule over him. The leading excuse of the Chantry to toss those connected to the Fade into a Circle and promptly forget about them. Yet it is not without merits, for within these places are where you can properly hone your craft in a relatively safe environment, leading to greater control over your powers. Even abilities not dependent on the Fade will be easier for you to command, for do they not exist to serve you?

Fading Dreams [200]: The greatest danger that a mage faces is that of demons, inhabitants of the Fade that wish to enter the physical world through possession. Yet to become one such abomination is not your fate, as these beings will find no purchase upon your mind and soul that you do not allow. Even other mages will find it exceedingly difficult to influence your mind or fool your senses.

First Enchanter [400]: Through long study of the Circle's available resources, learning from the best mages around, you've come to understand the arcane in a way that few others could match. Due to your extensive magical knowledge, you've found numerous ways to improve both the efficiency and potency of your spells. Sure, any mage can let loose a fireball onto a darkspawn, but you can throw one that engulfs the five next to it, and at only half the mana cost. To look at you is to see just what magic is truly capable of, for better or for worse.



Dwarf Commoner Perks:

Discounts for Dwarf Commoner are 50% off, with the [100] perk being free.

Casteless Scum [100]: Looked down upon by all of dwarven society, the Casteless are the dirty secret staining Orzammar's perfect society, seen as less than even the dirt beneath one's boots. Yet there are benefits to being the lowest of the low, as rare as they are. People are less likely to notice you when you so desire it, blending into the background as others shine upon their pedestals.

A Girl's Best Friend [200]: With good steel being somewhat of a rarity amongst the lower echelons of dwarven society, the Casteless have had to make do where they can. This has led to some like you who prefer poisoned caltrops and sleeping gas to take down your enemies over axes and swords. Constructing these traps and lures is like second nature to you at this point, as is disarming any that you may end up running across.

Ties to the Carta [400]: Forced to resort to crime in order to survive, the Carta are the only alternative most Casteless are given if they want a full stomach. With how long you've been a member of this crime syndicate, you've come to notice other such organizations with just a few glances, as well as finding an in that will allow you to join up with them on the spot. Some may be suspicious of the stranger that suddenly appeared in their ranks and quickly earned the boss' favor, but that's just natural in this kind of business.



Dwarf Noble Perks:

Discounts for Dwarf Noble are 50% off, with the [100] perk being free.

Blood of Aeducan [100]: Yours is a lineage of kings, of a hero that saved the dwarven people from annihilation during the First Blight. Such a lineage shines through in your mannerisms, in the way you hold yourself, marking you as someone important. It is easy to have yourself placed in charge of a group, to convince others that you're clearly the best person for the job.

Tunnel Fighting [200]: Many nobility are required to spend some amount of time within the military, fending off the endless tide of darkspawn within the Deep Roads. In such cramped environments, surrounded by countless enemies, fighting effectively as a whole is an essential skill. You're highly experienced in utilizing these group tactics, quickly figuring out which individuals are best for which roles in a fight, and leading them to victory.

Highborn of Orzammar [400]: Though many look to the dwarves as an industrious people, steadfast and stoic in all things, they rarely see the political machinations going on behind the stone walls and closed doors. A lifetime amongst the nobility and their schemes has seen to it that you are well versed in their tricks, in maneuvering yourself within the deadly game they play amongst themselves. Ensuring that your position within Orzammar is safe and secure is quite simple for you, as is taking care of any rivals who would see you cast down.



Warrior Perks:

Discounts for Warrior are 50% off, with the [100] perks being free.

Combat Training [Exclusive]: Since childhood, you've come to learn the ways of war, of weapons and armor clashing in glorious combat. This training will assist you in the less glorious battles to come, granting you mastery over one general fighting style of your choosing, as well as enabling you to wear any kind of armor without hindering your speed and range of movement.

Body of Steel [100]: In order to better survive the coming days, you will need to be as hale and hearty as possible, especially if you intend to be on the front lines. Thankfully, being weak is far from your list of worries, as your body possesses a truly admirable amount of strength, with a constitution to match. Swinging a warhammer the size of a child all day is barely straining for someone like you.

Berserker [200]: The first berserkers were dwarves. They would sacrifice finesse for a dark rage that increased their strength and resilience. Eventually, dwarves taught these skills to others, and now berserkers can be found amongst all races. They are renowned as terrifying adversaries. These wrathful talents can be called upon at a moment's notice, and dispelled just as quickly, and yet will never fully consume you.

Champion [200]: The champion is a veteran warrior and a confident leader in battle. Possessing skill at arms impressive enough to inspire allies, the champion can also intimidate and demoralize foes. These are the heroes you find commanding an army, or plunging headlong into danger, somehow making it look easy. Those beside you will fight all the harder, morale never faltering so long as you stand to inspire them to be better.

Reaver [400]: Demonic spirits teach more than blood magic. Reavers terrorize their enemies, feast upon the souls of their slain opponents to heal their own flesh, and can unleash a blood frenzy that makes them more powerful as they come nearer to their own deaths. With each kill you make, your wounds will heal, and your enemies will be wracked with a primal fear when looking at your terrifying visage.

Templar [400]: Mages who refuse the Circle's control become apostates and live in fear of a templar's powers - the ability to dispel and resist magic. As servants of the Chantry, the templars have been the most effective means of controlling the spread and use of arcane power for centuries. Even without lyrium to enhance your abilities, you'll quickly become a nightmare for any mage who thinks they could break their chains.

Guardian [600]: Many warriors foolishly believe that they can control the tide of a battle on their own, but a guardian realizes that an ally's survival is as important as an enemy's death. Guardians prefer to protect party members directly, but if necessary, they are prepared to make personal sacrifices to ensure that their companions live. So long as you stand ready, your allies will be kept from harm, regardless of whether you face off against a horse of darkspawn or a dragon.

Spirit Warrior [600]: Although spirit warriors employ magical abilities, they are not mages; instead, they flirt with inhabitants of the Fade who agree to augment mortal abilities in exchange for a glimpse of the physical world. Naturally, the Chantry's templars rarely acknowledge that distinction. You are strange, in that you can call upon these abilities without the assistance of a spirit, allowing you extreme protections against both physical and arcane harm, as well as your attacks counting as magical damage.



Rogue Perks:

Discounts for Rogue are 50% off, with the [100] perks being free.

Fighting Dirty [Exclusive]: If you're fighting fair, then clearly you've done something wrong. Having trained in the way of stealth, you're more likely to go past your opponents long before they even notice you. In those moments when you can't sneak away, you've got a whole host of dirty tricks that'll give you an edge in combat, though you'll ideally never need to use them.

All About Finesse [100]: Why in the Maker's name would you ever put yourself in a position to be hit? While it is true that you can't always choose how you'll enter combat, you can control how you react to it. Not only will your dexterity see a significant increase, but so too has your cunning, allowing you to quickly figure out the best way to dodge incoming attacks, and actually do so.

Duelist [200]: Duelists are deadly combatants who prefer to fight in light armor and strike with light, but precise attacks. Experienced duelists have preternatural reflexes that allow them to evade their opponents' clumsy blows, as well as strike with remarkable precision. You'll become a whirlwind in combat, causing lasting damage to foes before being somewhere else entirely before they can even strike back.

Ranger [200]: Rangers have an affinity for open country and wilderness, but as independent scouts and militia, they are opportunists, not stewards of nature. They exploit every advantage of their environment, and can lure wild beasts to attack their foes. You yourself are capable of conjuring an empowered beast to your side to aid you in combat, its hide capable of repelling blades as easily as steel plate.

Assassin [400]: The assassin finds any notion of fairness a quaint ideal that has no place in combat. Poisons are their weapon of choice, as are crippling strikes that inflict persistent wounds on their foes. As killers, assassins are a marvel of stealth and efficiency. Not only can you instantly find the weak points on any opponent, but wounds you make are harder to heal, and quickly bleed out. Additionally, felling an enemy with a backstab will partially restore your stamina.

Bard [400]: Bards follow an Orlesian tradition, acting as assassins, spies, saboteurs and following other secretive pursuits in the constant, and sometimes petty, struggles between nobles. Having taken the minstrel's art to new levels, bards are skilled performers and master manipulators; bards can inspire their allies or dishearten their foes through song and tale. Not only are you an expert with all forms of instruments and songs, your manipulations will have almost anyone wrapped around your finger in no time.

Legionnaire Scout [600]: Most tales of the dwarven Legion of the Dead are likely minstrels' fabrications, but the trail of darkspawn corpses that the Legion leaves behind proves the efficacy of their training. Legionnaire scouts often travel ahead of their companions, and consequently become renowned for unusual hardiness, able to survive battles that would kill any other rogue. With this training, one can become temporarily immune to damage, though it is tiring to maintain, and takes a while in between uses.

Shadow [600]: There is no order or organization of shadows - they are self-taught elite rogues, masters of concealment and ambush. They strike from darkness, employing personal decoys and hallucinogenic poisons to distract enemies before sliding a dagger between their ribs. It's even possible for them to become momentarily invisible, nearly impossible to be seen or heard before you've already got a dagger deep inside your spine.



Mage Perks:

Discounts for Mage are 50% off, with the [100] perks being free.

Connection to the Fade [Exclusive]: Through intense training and harrowing experience, you have managed to reach mastery in one of the four classical schools of magic. The School of Creation, which manipulates natural forces. The School of Entropy, which is used for decay and destruction. The School of Primal, utilizing the elements to deadly effect. The School of Spirit, manipulation over magic and spirits themselves.

Strong Will [100]: It is through a mage's dreams that a demon may find and tempt them, looking for a foothold into the mortal world. Yet they find no purchase within your psyche, incapable of breaking or shattering even under the worst duress or the most skilled of torturers. With such will driving you, one could accomplish great things, or plunge headlong into tragedy.

Blood Mage [200]: Every mage can feel the dark lure of blood magic. Originally learned from demons, these dark rites tap into the power of blood, converting life into mana and giving the mage command over the minds of others. Such power comes with a price, though; a blood mage must sacrifice their own health, or the health of allies, to fuel these abilities. Of course, you could also use these sacrifices to enhance other spells, proportional to what exactly was sacrificed.

Shapeshifter [200]: Rumors speak of barbarians that hold secrets of transforming the body into the form of animals. The Circle of Magi denies such rumors, but this rare art survives in the forgotten corners of Thedas. Mastery of their bodies allows shapeshifters some protection, even in human form, making them durable opponents and staunch allies. Though you start off knowing only three forms, being a bear, spider, and swarm of insects, you may learn how to assume different firms in the future.

Battlemage [400]: Some mages specialize in spells that permit them to engage in combat from afar. Battlemages, by contrast, prefer to wade into the fray alongside their blade-wielding companions, close enough to read the fear in their opponents' eyes. Their spells primarily concern personal preservation as well as control of the elements in their immediate surroundings. To face off against you is more akin to battling a force of nature than a person.

Spirit Healer [400]: Not all entities of the Fade are demonic. Many are benevolent entities consisting of life energy, which can be called upon to mend flesh and heal disease. Spirit healers focus on channeling the energies granted by these spirits, making them indispensable members to any party of adventurers. In addition to healing even the most grievous of wounds, you are capable of temporarily enhancing your allies' abilities, making them even more effective in combat.

Arcane Warrior [600]: Among the ancient elves, there were mages who trained their magical arts to augment their martial prowess. They channeled magical power through their weapons and bodies, becoming terrors on the battlefield. Most consider these skills lost forever, but they may still linger in forgotten corners of the world. Through combining arcane power and martial might, there would be few who could face such a force and survive.

Keeper [600]: Every Dalish clan has a keeper, a wise mentor dedicated to preserving the elves' ancient lore. It is exceptionally uncommon for a keeper to teach anyone other than a fellow clan member about the unique Dalish understanding of nature magic, which focuses on control of the roots beneath the earth, amongst other abilities. Most prominently, creatures of nature such as sylvans will find themselves compelled to follow your commands, while elves will be more deferential towards you.



General Items:

All Origins gain an additional **[300]** *to spend on items only. You may import items freely.*

Basic Equipment [Free]: You can't very well go out into Ferelden as bare as a nug. Thankfully, you don't have to, as you'll find yourself with a decent set of rough hide armor, a shield, and two iron weapons. You will also have a set of fine clothes to wear, should you not wish to run around in just your armor.

Coin Purse [50]: Even with the darkspawn threatening to ravage all of Ferelden, merchants are still going to charge an arm and a leg for their goods. Instead of scrounging the entire country for spare change in order to afford that cool set of armor, you could simply have this leather pouch. Held within are fifty gold coins, all of which can be broken down automatically into silver and copper ones as needed. Anything you do spend will be replenished at the end of the week.

Ferelden Codex [50]: The lands of Thedas have a long and rich history, one that many either ignore or are ignorant of in favor of making ends meet. This leather bound tome is meant to give a short, concise history of Ferelden and nearby lands for those with too much going on to properly study. From Fort Drakon towering over Denerim to the Deep Roads of Orzammar, there is much to learn about this land.

Mechanical Materials [50]: If you want to be laying down bear traps and grease smears in a chokepoint, you're going to need certain things in order to actually make them. This satchel is a tinkerer's best friend, filled with all manner of crafting materials like scrap metal and string, among some more interesting ones, such as spirit shards and corruptor agent. These will replenish weekly.

Potion Supplies [50]: With the rates of potion prices, it's often best to just make your own if you find yourself getting injured often. A dark leather satchel with branching embroidery, it's filled with all manner of ingredients for any aspiring alchemist. Along with a large number of flasks, it has everything ranging from elfroot to deep mushrooms to lifestone. These will replenish weekly.

Thoughtful Gifts [50]: If you're planning on spending any amount of time with others, traveling the width and breadth of Ferelden, it would be smart to be at least friendly with them. This crate is filled with many trinkets and baubles, but aren't useful for selling. No, they are for gifting to others. Each of the items has some measure of meaning for notable traveling companions you'll come across, as well as your normal Companions, and will notably improve their opinion of you if given to them.

Witch's Rings [50]: These are a pair of twisted loops of rosewood, the grain of which seems to shift and change from one moment to the next, taking on shapes reminiscent of animals and people. Those who wear one ring will always be able to know which direction the second one is, as well as if they are being worn.

Band of Fire [100]: Magical fire is used with great care in the construction of these rings. After a few unfortunate incidents of singed eyebrows and burnt hair, there is some speculation that this is why the Formari often shave their heads. Wearing this ring will grant you a sizable resistance to most forms of fire and heat, and will extinguish any flames that linger on your person for more than a second.

Drake Scales [100]: There are no crafting materials more treasured by smiths than the scales of drakes and dragons. How lucky you are, that you'll never be without these valuable scales. At the beginning of each month, you will receive enough drake scales to make a full set of armor, and enough dragon scales to make a similar set every three months.

Healing Potions [100]: It is almost essential to carry a number of healing options if you intend to go travelling, given how dangerous the roads can be these days. While they may not be able to heal every ailment, you can't deny the usefulness of being able to mend a wound in the heat of battle, given the chance to drink these concoctions. This wooden crate is filled with ten of every kind of healing potion one could find in Ferelden, and will replenish weekly.

Lyrium Crate [100]: An extremely volatile and sometimes explosive material found deep beneath the earth, only the Mining Caste of dwarves are able to safely mine and process it. When refined, like these monthly shipments are, they can be used for all sorts of things, such as replenishing a mage's stores of mana, the crafting of runes, and used to enhance the anti-magic abilities of the Templars.

Rune Catalog [100]: One of the most prized pieces of equipment a warrior could have, runes are almost essential for the mighty and rich. This collection of runes can be attached to your gear in order to grant it supernatural abilities, such as a weapon bursting into flame, paralyzing those struck, and enhancing one's natural capabilities. Not only will this collection replenish monthly, but you also receive notes on how to craft your own, should you possess the skill and aptitude for it.

The Lucky Stone [100]: This old stone, set in a golden ring, has been an aid and companion to dozens of adventurers across innumerable years. Its trip to Ferelden was long and convoluted, with some even saying that it has a life of its own. Those who wear this ring will see a notable improvement to all of their attributes.

Butterfly Sword [200]: It's unclear whether this gaudy blade is meant as a weapon of war or an eye-catching stage prop. While it's fully capable of splitting a full grown man wearing armor in twain with a single stroke, provided the wielder is skilled enough, it is surrounded in a multicolored corona that causes the user to be surrounded by butterflies.

Dalish Promise Ring [200]: Intended for a Dalish elf's betrothed, this enchanted silver band was blessed by the tribe's Keeper to ensure a long, healthy life. Wearing it will see that any healing done to you is more effective, as well as making it less likely to draw the hostility of others towards yourself.

Feral Wolf Charm [200]: Chasind hunters favor charms like this. The hunters claim that they are enchanted on moonlit nights by scantily clad witches deep in the heart of the Korcari Wilds. But perhaps that is just wishful thinking. Those who wear it will see their wounds slowly closing before their eyes, as well as offering a resistance towards spells utilizing the forces of nature.

Guildmaster's Belt [200]: The guilds of Denerim are despised by the peasants of Ferelden because the guildmasters grow fat off their labors. Quite literally in the case of this belt's former owner, who could’ve stood to lose a pound or two. Wearing it will see that all of your monetary gains are doubled, along with getting better prices on goods in general.

Vigilance [400]: Once in a dozen generations, a truly legendary weapon is forged. This blade, created in a time of war from the bones of an ancient dragon, sings with power. Taking on either the shape of a longsword or a two-handed greatsword, it can cut through even dwarven steel like hot butter, and holding it seems to elevate your capabilities to greater heights. Additionally, it can either be covered in arcane flames or frost at your discretion. Best protect it, for who knows how many would risk their lives to acquire such a weapon.

Warrior Items:

Discounts for Warrior are 50% off, with the [100] item being free.

Dwarven Warrior's Belt [100]: Steel rivets have been driven through the leather, making this belt almost armored. Taken from a member of the Warrior Caste involved with the Carta, it slightly improves the protectiveness of one's armor, as well as allowing their swords and axes to strike with just a bit more force than before.

Shield of Highever [100]: This shield was carried by Teyrn Ardal Cousland, who died defending King Vanedrin from the Orlesians at the Battle of Lothering. The face still bears the scars of Orlesian blades. While it may have failed at protecting the king, it seems to almost angle itself to better protect against incoming arrows.

Bergen's Honor [200]: When the Grey Warden Bergen knew he was at the end of his life, he descended into the Deep Roads joined by a full company of the Legion of the Dead. They slew hordes of darkspawn, clearing tunnels that had been lost for centuries. When at last they fell, a lone dwarf brought back Bergen's helm, as well as his defiant and inspirational tale. Wearing this helm will improve one's overall physical resilience.

Mark of Vigilance [200]: Not all maleficar practice forbidden blood magic, but templars must constantly guard against the possibility that even an innocuous-seeming mage has delved into arts that permit him to control the minds of others. The best mage-hunters are granted these valued amulets as rewards by the Divine, and are often entombed alongside the templar when he dies. Wearing this amulet will grant one incredible resistance to magic that affects the mind.

Bulwark of the True King [400]: This shield once belonged to Moira, the Rebel Queen, who was killed when her liege lords betrayed her to the Orlesians. The shield was taken from her body and given in tribute to the usurper Meghren. It has since changed hands several times. This shield will completely negate any physical force applied to it, be they blades or warhammers.

Keening Blade [400]: This blade makes an eerie wail, just on the edge of hearing, whenever it cuts the air. Twined runes are carved into its surface, hinting at the enchantments bound inside. Those who feel its bite will have their wounds freeze over, sapping both heat and their lives away. This arcane frost is even capable of affecting armor, making it more brittle with each strike.

Blood Dragon Armor [600]: Commissioned by an infamous Nevarran dragon hunter, this armor was crafted in a time when dragons had almost been hunted to extinction. Infused with their blood, the armor gained notoriety after the hunter died at the hands of men rather than the dragons it was designed to protect him from. It grants the wearer incredible strength and vitality, as well as a seemingly bottomless well of stamina. Flames will also be less effective against against the wearer, allowing one to weather the torrent of draconic flames with ease.

Dragonbone Cleaver [600]: This massive two-handed axe was originally crafted from dragonbone to serve as a tool for hewing more workable pieces of bone from a dragon's skeleton. With dragons in short supply these days, its devastating edge has been adapted for use directly on the battlefield. Cleaving through steel armor with the same ease as flesh, one would have to be incredibly foolish to even try and block a swing from this axe. Due to its nature, it is especially effective against all things draconic, inflicting wounds upon them that will never heal.



Rogue Items:

Discounts for Rogue are 50% off, with the [100] item being free.

Fencer's Cinch [100]: The leather has been dyed a dark blue, highlighted here and there with polished steel rivets. The buckle has been fashioned in the shape of a wolf's head. Wearing it will see that your attacks utilizing daggers or arrows are more effective than before.

Heirloom Necklace [100]: A necklace made up of hundreds of wooden beads, each carved into the shape of an animal. Deer, hawks, wolves, and rabbits chase each other across its length. Passed down through the Mahariel family of Dalish elves, when worn you will be more resistant towards spiritual damage.

Lion's Paws [200]: Lady Rosamund, an infamous outlaw of the Korcari Wilds, wore these regal boots. Through clever ambushes and surprising tactics, she spent decades preying on merchants and eluding the king's guards until one day she simply disappeared. Some still brave the Wilds in search of her hidden hoard of treasure. The wearer will find it much easier to dodge out of incoming attacks.

The Edge [200]: Newly forged and sporting an edge sharp enough to cut through boot leather, this blade is the pinnacle of Fereldan crafting skill. Wait, there's more! It slices, it dices, and can make Orlesian potatoes. With just one easy payment, you too can stab your fellows in the back as easily as making stew!

Bregan's Bow [400]: This bow once belonged to the Orlesian Commander of the Grey Wardens, Bregan. When he ventured into the Deep Roads for his Calling, he left this bow in the hands of a young recruit. What happened to Bregan after this is a mystery. Arrows fired from this bow will naturally gravitate towards a target's more vulnerable areas, regardless of how poor a shot the wielder is.

The Wicked Oath [400]: Countess Luciana of Antiva lived as a virtual prisoner in her husband's castle until an elven slave offered her a way out. The slave magically bound a small amount of the countess's blood into a ring in return for a promise of freedom. The countess agreed, and the count was found stabbed soon afterwards, this ring lying beside him. Neither Luciana nor the slave were seen again. Those who wear this ring will find any backstabs they perform are more damaging, and more easily able to penetrate through armor.

Blackblade Armor [600]: The Blackblade assassins disbanded after Daron Blackblade's lover poisoned him for forgetting her birthday. A shame, as those who wear this black leather set will find their dexterity and cunning vastly improved, as well as offering great resistance towards fire and cold magical effects. This is all on top of being more protective against physical attacks than dragon scales.

The Sorrows of Arlathan [600]: Ancient carvings cover the limbs of this bow. It looks to be some form of elven, either a poem or a prayer of some sort. Not only do arrows fired from this longbow punch through even the thickest of armors, but the user can fire them at such a rate to rival ten of their equals. Strangely, it seems as though this bow is more effective against those who don't possess elven blood, biting into their flesh like the fangs of a dreaded wolf.



Mage Items:

Discounts for Mage are 50% off, with the [100] item being free.

Blackened Heartwood Staff [100]: The damage the darkspawn inflict is not limited to violence they commit. Their presence appears to corrupt, tainting the earth and all that lives. This staff was once mahogany heartwood, but no more. Where the wood ends and the metal begins is not even clear. Still, this proves to be a useful tool for any mage, slightly empowering their spells' potency.

Memory Band [100]: Made by the Formari, these lyrium-infused rings are supposed to help apprentices retain their lessons. They work rather well - too well, perhaps, as less capable students sometimes wear three or four per finger. As is to be expected, you will be able to retain and recall information much easier while wearing this ring.

Amulet of the War Mage [200]: This amulet was forged during the height of the ancient Tevinter Imperium's power, a time when entire armies would flee upon seeing a Tevinter magister stride into battle. While the name Cavellus remains engraved on its back, any memory of the magister who created it has been lost to the mists of time. The wearer will find themselves slightly resistant to all forms of magical damage.

Blood Ring [200]: Images of dragons adorn this ring. Anyone who wears it gets the nagging sensation that someone is whispering nearby, just a little too softly to make out. Wearing it will see a notable increase to the potency of their spiritually aligned spells, as well as purifying the bearer's blood and bolstering its quality. These two effects compound upon each other, making blood magic more formidable than it already was.

Anduril's Blessing [400]: Belts of this type, crafted by ancient elven keepers, were given to a clan's honored allies. Although the fine engravings are faded from age and use, the enchantments remain strong to this day. Not only will it bolster one's resilience to damage and spiritual magics, but it allows the wearer to swiftly replenish any spent mana, even in the midst of battle. Yet even with such potent equipment, the elves fell all the same to the Imperium.

Spellweaver [400]: This ancient elven-forged blade vibrates slightly to the touch in most people's hands, but it stills in the grip of a mage. Crafted with lost techniques for alloying lyrium and metals, Spellweaver enhances a mage's powers, acting as a focus in the same way as a staff. Wielding it into battle will render one more resistant to magic, as well as enhancing the replenishment of one's arcane energies. Truly, an elegant weapon from a bygone age.

Reaper's Vestments [600]: Reaper was an apostate mage who evaded the templars for many years before being captured. Part villain, part folk hero, it is said he led a charmed life avoiding dangers that would have killed lesser men. Due to the lyrium weaved within, it has the same protective capabilities as hardened leather, on top of potent spell resistances and an immunity to fire. Of course, there is also the chance that you will be moved out of the way of attacks automatically, regardless of whether you saw them coming or not.

Staff of the Lost [600]: The beauty of this staff has suffered little, considering how long it spent in darkspawn hands. An artifact of great power, it would turn even the most mediocre of mages into a true force to be reckoned with. The lyrium imbued within its golden metal greatly empowers all magics the wielder casts, though these improvements will be especially notable when it comes to spells that are pure magical or spiritual in nature.



Companions:

Traveling Companions [50/100/200]: With the Blight going on, as well as all of the other various problems you're bound to run into, it would be best to have some as you travel. As such, you may import or create 1, 4, or 8 companions respectively into an origin of their choice. Each companion receives 800 cp to spend on perks and items. This could alternatively be used to ensure that canon characters join you.

Mass Import [300]: If you wish to survive the coming Blight, to survive the tide of evil and corruption, you'll be needing all the help you can get. As such, you may import as many companions as you want into an origin of their choice. Each companion receives 800 cp to spend on perks and items.

Wardens of Jumper [Free]: In order to combat the Blight and its endless number of darkspawn, one requires an army to hold the tide as the Grey Wardens slay the archdemon that leads them. Should you already possess such an army, then you may import them into this world, gaining a background and life of their choosing, as well as any relevant skills. They will be a member of your race by default, though that need not be the case, as the Blight affects all.

Antivan Crow [Optionally Free]: The most efficient, most feared, and most expensive guild of assassins in the world, the Crows, calls Antiva their home, and their reputation alone defends the borders. Contracted to assassinate any remaining Grey Wardens after the battle at Ostagar, Zevran Arainai found himself at the mercy of his would-be victims. Zevran shows an affinity for the finer things in life - hardly surprising for an Antivan Crow - but his appreciation can be more poetic than he lets on. A simple bar of refined silver or gold, uncomplicated by a craftsman's hammer, is elegantly valuable.

Drunken Berserker [Optionally Free]: Oghren was once married to Branka, Orzammar's sole living Paragon, but she left him to search for the Anvil of the Void, taking the whole of their clan alongside her. Oghren took to drink, then accidentally killed another warrior in a drunken Proving match. For this mistake, Oghren was stripped of his house and barred from bearing weapons - for a warrior, worse than exile. Oghren enjoys challenging his palate with alcohols of ever increasing rarity, potency, and outright lethality. This has afforded him no benefit whatsoever.

Elder Mage [Optionally Free]: Wynne's talent became apparent early on, particularly her skill at healing magic, and possessed a quiet confidence and maturity beyond her years. She spent many years mentoring apprentices within the Circle, and her peers thought so highly of her that she was asked to be First Enchanter Irving's successor, but she refused. When word reached the tower of King Cailan's call to arms, Wynne volunteered to go to Ostagar. For Wynne, the printed word is a window to true understanding. A scholar by heart, she feels that what a people commit to the page is sacred by definition.

Grey Templar [Optionally Free]: Alistair was a novice templar when Duncan recruited him into the Grey Wardens—or rescued him, as Alistair would say. Raised as a ward to Arl Eamon Redcliffe, he is the long-secret son of the late King Maric Theirin, and the half-brother of King Cailan. Alistair is fascinated by magic, even as his life is defined by fighting its darker manifestations. He has a fondness for strange runestones and figural studies of arcane creatures.

Mabari Hound [Optionally Free]: Mabari war hounds are a breed of intelligent dogs said to have been bred by mages, which the Alamarri and their Fereldan descendants popularized as war hounds, status symbols, and lifelong companions. Having chosen you as its new master, this particular warhound has a pedigree older than Highever, and a penchant for driving cooks to distraction.

Orlesian Bard [Optionally Free]: A lay sister of the Chantry who can beat the stuffing out of trained mercenaries would be notable enough, but one who also claims to have been sent to fight the darkspawn by the Maker Himself is... unusual to say the least. She spent much of her life as a bard in Orlais: a minstrel, assassin, and spy employed by the nobles of Val Royeaux in their elaborate games of intrigue. Leliana takes care to honor the Lothering cloister that took her in, and keeps symbols of Andraste's blessings close to her heart.

Qunari Vanguard [Optionally Free]: Sent with a small group of Qunari soldiers to investigate the Blight and report back, they were ambushed by darkspawn. They fought off the attack, but only Sten survived. Alone and unarmed, he panicked, killing the entire family which had took him in. Realizing he had sacrificed his honor, Sten waited for the villagers to come, and surrendered, expecting death. Sten has an eye for paintings, an appreciation that might seem out of character, but is actually an extension of Qunari discipline. He respects an artist for careful composition, a skill that is as much about where the brushstroke stops as where it begins.

Stone Prisoner [Optionally Free]: The golems of Orzammar once made up the vanguard of the dwarven army, holding back the tides of darkspawn that flooded out of the Deep Roads. But the art of making them was lost, and many of them succumbed to wear and damage in battle. Shale has no memories either of the time spent fighting in the Deep Roads, or of coming to Honnleath, only a few spotty, and bitter, recollections of its last master.

Wild Witch [Optionally Free]: Her mother claims to be Flemeth. If that's true, the Morrigan might well be a very powerful witch, for the tales of the daughters of Flemeth tell of twisted, monstrous women who can kill a man with fear. She was made to accompany the surviving Grey Wardens: The payment, Flemeth said, for saving their lives at the Tower of Ishal. Sardonic and cruel, Morrigan's critical eye is not reserved solely for others. Knowing or not, she has a simple fondness for jewelry and is very particular about her appearance.

Awakened Wardens [100]: Newly inducted into the Grey Wardens, they were recruited in order to assist the Warden-Commander in Amaranthine soon after the Fifth Blight ended. The rogue mage Anders, as known for his healing abilities as his rebellious spirit. Nathaniel Howe, the son of Arl Rendon Howe and sent away to train under a chevalier. A member of the Legion of the Dead, Sigrun was the last survivor of a group sent to Kal'Hirol. Valenna was a Dalish mage causing havoc in the Wending Woods, murdering humans who crossed her path to terrorize the nearby villages into releasing her sister. And trapped in the body of a Grey Warden, this spirit of justice fought on behalf of the villagers that the baroness trapped in the Fade.

The Architect [100]: A unique darkspawn emissary with a will of its own, possessed of an intelligence seldom seen in his kind. It is unusual in that it does not appear to be subject to the call of the Old Gods, nor to any other darkspawn compulsion. Architect of the Works of Beauty seemed to be conducting strange experiments in the old silverite mines near the Wending Wood, all in an effort to free the darkspawn from their mindlessness, granting them intelligence and a will of their own.

High Dragon [200]: Seldom seen, high dragons spend most of their time sleeping and mating, living off the prey their drakes bring back. But once every hundred years or so, the high dragon prepares for clutching by emerging from her lair and taking wing. She will fly far and wide, eating hundreds of animals, most often livestock, over the course of a few weeks and leaving smoldering devastation in her wake. She then returns to her lair to lay her eggs and will not appear in the skies again for another century. This one is strange, in that it is completely loyal to you, and is as well trained as a mabari war hound, albeit one that can fly and breathe fire.

Scenarios:

The Fifth Blight

No matter your lot in life, what challenges you may have faced, you will soon be recruited into the Grey Wardens by a man named Duncan, and brought to Ostagar in order to face off against the growing Blight. Yet soon after your joining, Teyrn Loghain Mac Tir betrayed his king, leaving King Cailan and his army to die as he retreated. Thus was the Blight left unimpeded, free to bring ruin to all the world.

As one of the few remaining Grey Wardens still within Ferelden, it is up to you to stand up against the darkspawn, and slay the archdemon that leads them. If you are not able to turn the tide of battle yourself, you will need to gather a mighty army in order to face this threat. When the Archdemon lies dead, and the darkspawn fleeing back to the Deep Roads once again, only then may you consider yourself victorious.

Rewards:

When it seemed like Ferelden would tear itself apart as the Blight ravaged all in its path, you rose up and saved the land from certain doom. As the **Hero of Ferelden**, all would be honored to rally behind you, to fight in your name against a common enemy. Men, elves, dwarves, mages, all putting aside their differences so long as you are there to lead them. In addition, you can now bring death to the deathless, to those who would find ways to cheat that inevitable specter. A soul seeking to hop into a different body as its original dies will not escape the bite of your sword, the cycle of reincarnation forever broken, nothing is unkillable to you.

At some point, you will have come across the **Royal Panoply** of King Cailan, a set of ornate golden armor fit for the king of Ferelden, alongside his blade and shield. As protective as dragonbone, the armor will reduce incoming physical attacks by a quarter, render the wearer all but immune to mental effects, and reduce the amount of stamina all actions require. Your wounds heal and stamina replenish while holding the sword and shield, just as they will weaken nearby darkspawn and similarly corrupted beings.



Broken Circle

It would not be incorrect to say that mages do not live good lives in Ferelden, ripped away from their families and forced to join the Circle or face death. Is it so unthinkable that many would turn towards darker means if it meant they could finally be free of the shackles placed upon them by the Chantry? Uldred, an ambitious Senior Enchanter, sides with Teyrn Loghain on the condition that mages will be granted more freedom. After the Teyrn's treachery was revealed, however, he attacks along with a group of blood mages supporting him. During this fight, Uldred attempts to summon a Pride demon but is overwhelmed and becomes an abomination.

The tower is now overrun with demons and abominations, slaughtering and bewitching any they come across. It is now up to you to reach the top of the Circle, defeating any that tries to stop you, be they mortal or demon. The only question is, will you work to keep any remaining mages safe, or will you side with the templars, ensuring that all possible taint is removed.

Should you have sided with the Mages, you will receive the following rewards:

Mages may be heavily discriminated against, but at least they have an ally within you. As an **Arcane Liberator**, the disenfranchised and ostracised will instinctively place their faith and trust in you, to follow your lead in the hopes of a better future for them. Convincing others to set aside their discrimination and prejudices is also something you're well suited for.

In an effort to repay your actions, you will be given the **Staff of the Magister Lord**, a masterpiece of enchantment dating back to the Tevinter Imperium. Holding it will allow your mana to replenish at a truly impressive rate, which will greatly benefit the wielder as they will find all of their spells enhanced by a magnitude, no matter their nature.

Should you have sided with the Templars, you will receive the following rewards:

Having faced off against such **Reviled Abominations**, you truly see why it is that mages must be locked away, all maleficar and blood mages hunted down. This hatred for magic has a tangible effect, as your very presence weakens the forces of magic, draining the arcane might from mages and demons alike.

When the Circle has been freed from Uldred and his demonic forces, you will be granted the **Armor of the Divine Will**, typically granted by the Chantry to no lower than a knight-vigilant, and is relinquished only through the greatest shame or outright death. The wearer will find themselves possessing a truly impressive amount of resistance towards all magic, with lesser spells having no effect whatsoever.

Nature of the Beast

Ever since the destruction of the Dales, many elves have abandoned the comforts of civilization to wander the land, searching for any scraps of ancient elven knowledge that would bring about the return of an elven homeland, safe from the predations of humanity. One such clan has been seen near the Brecilian Forest recently, though they are not sticking around by choice.

The Dalish elves are being destroyed by a virulent disease which is turning them all into werewolves. The clan keeper, Zathrian, asks for your assistance in ridding them of the curse. He requests that you find the first werewolf, Witherfang, and return with his heart to end the curse destroying his people. Though, there is clearly more going on here than the keeper would have you know.



Should you have brokered peace, you will receive the following rewards:

With the passing of Zathrian and the Lady of the Forest, you feel something enter you, touching not your flesh but your soul. You have been touched by the **Spirit of the Forest**, and carry with it some measure of her mercy. Be they accursed beings like werewolves or base beasts, your very presence will calm their hearts and minds, allowing the men within to surface once again.

When all is said and done, the **Heart of Witherfang** will be there, waiting for you. A blue-black stone that is difficult to directly observe, it bestows a strange sense of peace on the wearer. It will grant the wearer an increase to their strength and arcane potency, while making them more resilient to the forces of nature, and magics harnessing it.

Should you have sided with the Dalish, you will receive the following rewards:

To have slaughtered the werewolves, down to the very last beast, has proven that you possess the **Spirit of the Dales**, as well as the spite held by its descendants. You can now tie curses to your very life, allowing them to persist so long as you live, and vice versa. Of course, the removal of these curses do not require your death, but they do require your consent.

A relic of the Grey Wardens and the legendary "aerials," griffons now lost to the past. **Griffon's Beak** has been passed down from a Dalish Grey Warden who had once taken to the skies. It will prove especially deadly to both darkspawn and the cursed, ignoring any defenses they may possess. A fitting weapon for those who would tear down those threatening the Dalish, even of their own making.

Should you have sided with the werewolves, you will receive the following rewards:

The Dalish tribe lies dead, torn to shreds by the very beasts they created. This savagery, this **Spirit of the Beast** will continue with you long after you've left this forest. With it, you can imbue your allies with an almost feral strength and ferocity, pushing them beyond their limits in order to hunt down their enemies. Though they may not possess claws or fangs, they will rip and tear all the same.

From his days as a human, and long since discarded as he embraced his claws and fangs, you now hold **Swiftrunner's Shield**. Made of solid whitewood, any heraldry it once had has long since faded away. You will find that it is capable of deflecting spirit and nature magic in their entirety, a truly frightening thing for any Dalish keeper to see wielded by their enemies.

Paragon of Her Kind

The underground kingdom of Orzammar has been thrown into disarray upon the death of her king. The king's only remaining son, Prince Bhelen, seeks to bring about radical reformations that may very well change dwarven society for the better, but there are rumors that he caused the downfall of his other siblings in order to get the throne. Lord Harrowmont was a close friend and treasured confidant of the king, yet is mired in tradition and unwilling to change even in the face of necessity.

The only way to break this stalemate would be the approval of a Paragon, of which there is only one known living example, Branka. However, she and her House have long since left for the Deep Roads in search of Caridrin's Anvil of the Void, and the secrets of creating golems. With no sightings of them in years, it seems like the only way to find her would be through the last remaining member of her House.

Should you have sided with Branka, you will receive the following rewards:

By siding with Branka, you have chosen to preserve the **Anvil of the Void** and put it to use. With it you are capable of imbuing stone with life, you will find yourself able to create golems of your very own. While you may be able to create them without imbuing an already existing soul into them, they won't be nearly as effective, but are you willing to pay the price?

Before leading her house into the Deep Roads, Branka forged and infused this masterwork weapon with tireless, if single-minded, devotion. This weapon in hand, she would lead her people to the Anvil of the Void, or die trying. **Vanguard** grants the user with Branka's tirelessness, imbuing them with seemingly endless stamina on top of making them impossible to move when rooted to the ground.

Should you have sided with Caridrin, you will receive the following rewards:

Even if you had given it to your chosen candidate for Orzammar's throne, the **Crown of Orzammar** will be waiting for you. Made for a would-be king, it grants the wearer the qualities of a king. Not only will the wearer's persuasive abilities be heavily bolstered, and golems of all make seeking to follow your orders as if you possessed their control rod.

A chambered pendant that guides any incoming charge around the central stone. An intricate work of engineering, **Caridrin's Cage** is a true marriage of beauty and functionality. Those who wear it will find themselves rendered immune to all forms of electricity, be they natural or magical in nature.

The Arl of Redcliffe

It is notable that one of the only members of Ferelden nobility and their armies that did not take part in the battle of Ostagar were those of Arl Eamon of Redcliffe, whose nephew was King Cailan. Visiting the area will quickly reveal a serious problem. Every night, undead forces leave the nearby castle, harassing the town below and keeping them from leaving to ask for aid.

It matters not if you choose to aid them or leave them to die, but looking into the matter will reveal that the Arl's son, Connor, was possessed by a demon in order to save his father from an assassin's poison. The demon must be dealt with, and a means to save Arl Eamon located, with the only possible solution being the legendary Urn of Sacred Ashes, said to contain the ashes of Andraste herself.

Rewards:

Such a series of unfortunate events, tied and twisted in such a way that could have easily ended in tragedy for all. Yet, there is hope, hope that a **Dedicated Savior** like yourself will be able to find a method where everybody lives. Indeed, finding these ways to get a happy ending for all is easy for you, especially if you go out of your way to learn some unorthodox solutions. Put in the work, and an unavoidable tragedy in the making may end up with a happy ending for all.

A legendary artifact of such potency and historical value, even to those who eschew the teachings of the Chantry, the **Urn of Sacred Ashes** is something that would cause untold pilgrimages just to catch a glimpse of it. A pinch of the ashes is enough to fully restore a man from the brink of death, no matter the cause. However, should you pour all of the ashes upon a fresh corpse, they will return to life once more. Thankfully, these ashes will replenish once every ten years, so there will rarely be a need to fear running out, should you be frugal with its use.



Warden’s Keep

Centuries before the Fifth Blight, the Grey Wardens of Ferelden took up arms against their kingdom's rulers. This tumultuous event led to the expulsion of the Grey Wardens from Ferelden, leaving their ancient fortress of Soldier's Peak to the ravages of time. Soon after the failed battle of Ostagar, an opportunity to aid a man named Levi Dryden in redeeming his family name by proving that Sophia Dryden, his great great grandmother and commander of the Grey Wardens at Soldier's Peak, acted honorably.

Rewards:

After drinking an experimental concoction found in the keep, the ancient magic will interact with the taint within you. Depending on where your main skills lie, the **Power of Blood** will offer different benefits, though all will see a notable increase in their physicality. Mages can sacrifice their own health to replenish their stores of magic, and use their blood to fatally wound enemies. Rogues can become more nimble and agile at will, while coating their weapons in tainted blood. Warriors can sacrifice their movement speed to increase the power behind their attacks, and unleash a spray of blood that knocks back opponents.

Of course, you will also be able to bring **Soldier’s Keep** along with you on your travels. Not only is it capable of withstanding sieges for years on end, but the Dryden family will join you as well, working to keep the ancient fortress in peak condition while doing what they can to support you on your adventures. Be it selling off your unwanted junk, repairing your weapons and armor, or keeping your valuables safe, it's good to have a place to rest your head, even if only momentarily.



Awakening of Darkness

For centuries, the Grey Wardens - the ancient order of guardians, sworn to unite and defend the lands - have been battling the darkspawn forces. Legend spoke that slaying the Archdemon would have put an end to the darkspawn threat for centuries to come, but somehow they remain.

Six months after the Fifth Blight and being appointed as the Warden-Commander of Ferelden, you will be given command over the Arling of Amaranthine and the ancient fortress of Vigil's Keep, and will soon find yourself once more embroiled in chaos. Darkspawn have attacked Vigil's Keep, leaving you as one of the only Grey Wardens left in Ferelden, forced to rely on any new recruits you happen upon in order to get to the bottom of all this.

Rewards:

As the newly appointed **Commander of the Grey** for the Grey Wardens of Ferelden, you possess more experience with facing the Darkspawn than most anyone on the surface. This has led to your ability to sense the taint growing greatly in potency, allowing you to pinpoint corruption and dark creatures with unerring accuracy. You will also instinctively know numerous ways to get rid of these efficiently and effectively.

The armor that once belonged to the Grey Warden who killed the first archdemon, Dumat, the **Sentinel Armor** is an ancient set that surpasses almost anything made in the modern age, possessing a host of powerful enchantments. It grants the wielder greatly improved strength and constitution, heals the wearer's wounds over time, drastically reduces the damage caused by physical attacks, and incoming arrows and similar projectiles seem to completely miss you.

After getting to know the area as well as you have, as well as saving it from the darkspawn, you will be able to take the **Arling of Amaranthine** along with you. Regardless of how well the Arling weathered the siege of darkspawn, it will be restored to its full glory, those living within these lands will be loyal to you, and gladly follow you into future worlds.



Drawbacks:

Early Exit [+0]: It has been a harrowing experience, your time in Ferelden. Should you feel the need to rest early, you may either end your time here soon after the defeat of the archdemon, or around a year later, when the Warden would have originally tracked down a certain wayward companion.

Bloody Plains [+100]: In times such as these, there's no telling who you might meet on the road, be it a wandering trader or blighted beasts. Even with so many possibilities, you'll eventually see them all, as your time on the road will see all manner of encounters drawn to you. Even at the best of times, you'll be dragged into a fight or ambushed once a day as you're traveling to your destination.

Empty Bedroll [+100]: It is when we are faced with the possibility of death that people's emotions are at their peak, and the need for intimacy at its greatest. Yet you will not be receiving any of these carnal comforts, as you seem to repel any chance at romance. Even ladies of the night, who sell their bodies for coin, will find some reason why they won't be able to lie with you for a single night.

Iron Feet [+100]: In the midst of battle, speed is often one of the more important parts of combat, defeating your foes as quickly as possible. Sadly, that seems to be something you're lacking in. Almost like your feet are made of lead, you cannot run or sprint whatsoever, limited only to walking. This will be a problem for many, but not as much as one might think.

Demonic Whispers [+200]: All would be wise to fear the inhabitants of the Fade, for the powers they can bear are as mighty as they are frightening. Unfortunately, one of these inhabitants have found themselves whispering into your mind, looking to weaken your resolve enough to steal your body for themselves. It may be possible to expel this demon from your possessed flesh, but you'll surely be changed forevermore.

New Tapestry [+200]: A legendary tale, one that would surely be told for generations to come. Should you wish to experience these events with a fresh perspective, then you can expunge any knowledge of Thedas and its future from your mind. All that will be left are essential facts that someone of your chosen origin would already be privy to.

Rite of Tranquility [+200]: The brand upon your forehead, the even tone of your voice, the almost blank look in your eyes. The Chantry has deemed you enough of a threat that they forced you to undergo the Rite of Tranquility. This has separated you from the Fade, and removed your ability to feel emotions. All that remains behind may seem like pure logic, but can you truly understand what all it is you're casting away?

Beyond the Veil [+300]: The Veil is what separates the realm of the Fade, of dreams and magic, from the physical world, and it is only through sleep or mages that it leaks into the other. Your entry into this world was more affected by the Veil than you may have first thought, stripping you of your otherworldly powers abilities, leaving you with only your Body-Mod, your mundane skills, whatever you may have purchased here, and anything else native to the Thedas.

Dark Nightmare [+300]: The path set before you was already a trying one, but if you wish, you may give yourself this incredible challenge. As if bolstered by the taint in the air, all enemies you face will be more powerful than before, more resistant to harm. Some may consider this a form of suicide, but you have never been one to back down, have you.

Urthemiel's Ire [+300]: All darkspawn are drawn to the Archdemons, as it is through them that they can be directed, controlled like one would consider a hive of bees. The only exceptions of tainted entities that are able to resist this call are the Grey Wardens, yet they are not immune to their ability to sense the shared taint. At any given moment, the Archdemon will know your exact location, able to direct the countless darkspawn at its disposal towards you, or even dealing with you directly, if it believes you vulnerable.



Ending:

Stay: Having seen the highs and lows of Ferelden, nowhere else could be your home.

Go Home: The war comes to an end, and a hero's return awaits you.

Continue: There is no rest for one like you, so used to the road beneath your feet.

Notes:

-If you chose **[Circle Mage]** as your **[Origin]**, then you can choose whether to be an elf or human. Dwarves are incapable of magic.

-**[Character Sheet]** will show you the player screen from the game.

-**[Andraste's Grace]** basically gives you plot Armor when it comes to surviving events you really shouldn't be able to.

-About Exclusive perks:

- **[Combat Training]** will give you all of the base Warrior talents, as well as the talents of a single fighting style of your choosing (Archery, Dual Weapon, Weapon and Shield, or Two-Handed)
- **[Fighting Dirty]** will give you all of the base Rogue talents, as well as the talents of either Archery or Dual Weapon.
- **[Connection to the Fade]** will give you all of the base Mage talents, as well as the spells of one school of Magic (Primal, Creation, Spirit, Entropy)
- Starting the **[Awakening]** scenario will give you the additional talents/spells from the DLC for your chosen specialization.

-Taking a Class Specialization perk grants you all four talents/spells from the game tied to that specialization.

-Companions are not forced to go through events of their chosen **[Origin]** unless they want to, or if they share the same with you. If so, they will simply have a similar history in Thedas, separate from the events seen in the game.

- If you do share an **[Origin]** and they want to go through the same events as you, they can be considered your sibling or a close friend.

-Concerning **[The Fifth Blight]** scenario:

- You will be guaranteed to survive the Joining, and the drawbacks of being a Grey Warden will be removed post-Jump.
- If you don't take it, you'll be going through your chosen origin story without Duncan there to bail you out.

-The sensing capabilities of **[Commander of the Grey]** has a radius of about three miles.

-Yes, the **[Sentinel Armor]** will make you immune to bullets. Explosives, like RPGs, will still be a problem.

-When in doubt, fanwank.

-Have the day that you deserve~