

DRAGON AGE™

ORIGINS



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Author's Note

13.04.2011: Like everyone, I was playing the game again for the save games and thought I should give one last update to this epic game before playing its sequel. And to my surprise, I found more side quests and stuffs even in my third playthrough; I've added all of them to their respective sections and made few changes. Hope you guys find it useful.

Before I go, I would like to thank all the readers and websites for your feedbacks and support. Thank you guys, for all your help, reviews, suggestions, questions, flamings and everything. This guide would have never been this good without your help.

26.09.2010: New DLCs has been added along with some corrections.

29.03.2010: This is my third and final update I'm making during the second playthrough of the game, I've added almost everything I wanted to add and checked it fully for mistakes. If there are still any mistakes or misspells then contact me via E-mail or my blog, provided at the bottom of the document so that I can correct them.

Lately, I've been getting some stupid mails about codex, if you can't find the thing there then try looking in the next room instead of complaining. C'mon I'm a human being; you can't expect me to collect 330 codexes without any mistakes. I tried correcting as many mistakes I can in the second playthrough, if there are still any mistakes then please contact me properly and stop flaming. As for the beginners who are playing this awesome epic game for the first time, please go through the tabbed section below for extra useful tips:

- It's an epic game with 60 hours of game [Took me 53:30 and 47:00 hours to beat it completely], adopt a habit of saving the game frequently. Save, save, save, save, save every dialogues and movements of your game, you'll never know when you need to reload. We should really thank Bioware for giving unlimited save slots; we would have been toasted if they made it limited save slots or auto-save every time we reach a checkpoint.*
- I'm not the type who'll write how many enemies are dwelling in each room, NO WAY. If you can't deal with couple of Genlocks and Hurlocks then quit playing instead of telling me to write how to defeat them. If there's really that much of a tough battle then I'll mention it, besides that there's no telling how many creatures can be find in each area. It depends on difficulty level of the game, plus there are places where creatures respawn due to a glitch. I've already written how to defeat each and every boss, if you are still having trouble then change your difficulty level.*
- Some asking me how to find codex. Well it's pretty easy, go to every room and hold Tab to highlight usable objects. This is how everyone finds them so it should work for you as well.*

- *Combat system of the game is very different from the others. It is a role-playing game but instead of controlling one, you control your entire team. Choose wisely when you choosing your origins, specializations and weapon expertise for your main character, the same apply for the remaining NPC's as well. Don't try to change NPC's weapon expertise and specializations. For example: giving a two-handed sword for Alistair when his originally a sword and shield type or giving Reaver specialization with Templar. Try to balance the abilities when choosing specialization, Alistair is a Templar and a good tank, give him berserker or champion, which'll increase his attack strength.*
- *Decision making is the best feature in the game, the ability to weave the game as you want. Wow! Right? So choose wisely when you are taking decisions, save those moments so that you can play as both good and evil. This is definitely a game worth two-three playthroughs, try different things every time you play. Don't stick to the same game play all the time; try to be evil kick-ass character. Believe me its damn fun.*
- *Plan your game, don't go to the toughest place first and get your ass kicked. Start from the easier one, save the tough ones for later. The best possible order I can think of is: Origins, Ostagar and Korcari Wilds, Lothering, Redcliffe Village and Castle, Haven, Circle of Magi, Breclian Forest, Orzammar, Denerim and The Final Battle. When I first played this game, I went to Orzammar after completing Redcliffe Village and yes, as you guys already guessed I got my ass beat up by the time I came out of the deep roads. Don't do the same mistake I did and get killed.*
- *Finally, the most simple and important tip - keep gaming until your thumbs go red, grew numb and burst to pieces and have fun!*

Story

You'll begin the game in one of the six origins, each with its own storyline and characteristics. During the origin, you'll meet a NPC called Duncan, Leader of the Grey Wardens, who brings the turning point by recruiting you to the Grey Wardens, an order of specialized veterans of/from all races pledged to fight the darkspawn till death. In Ostagar, you'll complete your joining ritual becoming a fully pledged Grey Warden. Soon the darkspawn reach the fortress and Duncan and King Cailon takes the front line while you and Alistair travels to the Tower of Ishal to light the beacon to signal Loghain's men to charge from the flank. After killing several darkspawn that dwelled inside the tower, you'll manage light the beacon but Loghain pulls back his men and retreats to the capital and Cailon and Duncan dies with the remaining Grey Wardens and soldiers.

After several days, Flemeth, the witch of the wilds manages to carry your half-dead bodies from the tower and heals your injuries. In her hut, it becomes apparent that an Archdemon, a tainted Old Dragon God has been awoken and leading the darkspawn to the surface. With the loss of your beloved leader, Duncan, you and Alistair decides to use the treaties to gather forces and slay the Archdemon. Meanwhile in Denerim, Queen Anora, Cailon's wife and Loghain's daughter nominates her father as the regent to the throne.

When traveling to meet Arl Eamon, Alistair reveals he is the second son of King Maric and half-brother to King Cailon. But in order to prove he is true heir to the throne, you need to call the landsmeet and before that you need to gather an army strong enough to push back the darkspawn force to the deep roads. With new companions to aid in your journey, you'll travel to the deep cities of Orzammar, which is in turmoil without a king and princes and landlords fighting for the throne, ancient forests of Breccian, which has been hunted by werewolves from centuries, dangerous Circle of Magi filled with powerful abominations of blood mages and sick Arl of Redcliffe, who has been poisoned by Loghain's men, solving their problems and making them pledge their alliance to the Grey Wardens.

Finally, the sick Arl Eamon calls the landsmeet to prove Loghain's treachery to the nobles and to return the throne to its rightful heir. Riodorn, a Grey Wardens from the neighboring country, informs that only the Grey Wardens must personally engage in battle and slay the Archdemon sacrificing their own life. In the Final Battle, you'll be made to choose between your life or your fellow Grey Warden's life, which will decide the final outcome of the game.

Controls

Party Selection

Select Full Party	=
Select Party Member 1	F1
Select Party Member 2	F2
Select Party Member 3	F3
Select Party Member 4	F4
Add Party Member 1 To Group	Shift + F1
Add Party Member 2 To Group	Shift + F2
Add Party Member 3 To Group	Shift + F3
Add Party Member 4 To Group	Shift + F4

Quickbar

Quickbar 1	1
Quickbar 2	2
Quickbar 3	3
Quickbar 4	4
Quickbar 5	5
Quickbar 6	6
Quickbar 7	7
Quickbar 8	8
Quickbar 9	9
Quickbar 10	0

Camera Controls

Fix Camera Up	Up
Fix Camera Down	Down
Fix Camera Left	Left
Fix Camera Right	Right
Move Camera Left	A
Move Camera Right	D
Fix Camera	Middle-Click
Zoom In	Scroll Forward
Zoom Out	Scroll Backward

Player Controls

Move Forward	W
Move Backward	S
Move Left	A
Move Right	D

<i>Toggle Run/Walk</i>	<i>Numpad /</i>
<i>Swap Weapon Sets</i>	<i>/</i>

Menus

<i>Character Record</i>	<i>C</i>
<i>Journal</i>	<i>J</i>
<i>Inventory</i>	<i>I</i>
<i>Skills</i>	<i>K</i>
<i>Spells & Talents</i>	<i>P</i>
<i>Map</i>	<i>M</i>
<i>World</i>	<i>N</i>
<i>Main Menu</i>	<i>Esc</i>
<i>Tactics</i>	<i>I</i>

Miscellaneous

<i>Pause</i>	<i>Space</i>
<i>Hold Position/ Move Freely</i>	<i>H</i>
<i>Highlight Usable Objects</i>	<i>Tab</i>
<i>Quick Save</i>	<i>F5</i>
<i>Quick Load</i>	<i>F9</i>
<i>Screenshot</i>	<i>Print Screen</i>
<i>Hide Main Interface</i>	<i>V</i>

F.A.Q

Codex

Note: The codex numbering of the DLCs may change if you have any other DLCs installed with them. The numbering you find below will only remain the same if you have installed only that DLC with the base game. Also, the numbering of the base game codexes is how they appear when none of the DLCs and expansion is installed.

#	Origins	Category	Location
1.	<i>Abomination</i>	<i>Creatures</i>	<i>Encounter an abomination.</i>
2.	<i>Arcane Horror</i>	<i>Creatures</i>	<i>Encounter an arcane horror.</i>
3.	<i>Archdemon</i>	<i>Creatures</i>	<i>Talk to Duncan in Ostagar.</i>
4.	<i>Ash Wraith</i>	<i>Creatures</i>	<i>Encounter an ash wraith.</i>
5.	<i>Bear</i>	<i>Creatures</i>	<i>Encounter a bear.</i>
6.	<i>Bronto</i>	<i>Creatures</i>	<i>Encounter a bronto.</i>
7.	<i>Broodmother</i>	<i>Creatures</i>	<i>Defeat the broodmother inside the dead trenches.</i>
8.	<i>Corpse</i>	<i>Creatures</i>	<i>Encounter a corpse.</i>
9.	<i>Deepstalker</i>	<i>Creatures</i>	<i>Encounter a deepstalker.</i>
10.	<i>Desire Demon</i>	<i>Creatures</i>	<i>Encounter a desire demon.</i>
11.	<i>Dragon</i>	<i>Creatures</i>	<i>Encounter a dragonling, drake, dragon and high dragon in Haven.</i>
12.	<i>Genlock</i>	<i>Creatures</i>	<i>Encounter a genlock.</i>
13.	<i>Ghoul</i>	<i>Creatures</i>	<i>Encounter a ghoul.</i>
14.	<i>Golem</i>	<i>Creatures</i>	<i>Encounter a golem.</i>
15.	<i>Halla</i>	<i>Creatures</i>	<i>Encounter a halla in the Breclian Forest.</i>
16.	<i>Hurlock</i>	<i>Creatures</i>	<i>Encounter a hurlock.</i>

17.	<i>Mabari War Hound</i>	<i>Creatures</i>	<i>Talk to the kennel master in Ostagar or encounter a mabari hound.</i>
18.	<i>Nug</i>	<i>Creatures</i>	<i>Talk to the nug dealer in Orzammar.</i>
19.	<i>Ogre</i>	<i>Creatures</i>	<i>Encounter an ogre.</i>
20.	<i>Pride Demon</i>	<i>Creatures</i>	<i>Defeat Uldred in the Circle of Magi.</i>
21.	<i>Rage Demon</i>	<i>Creatures</i>	<i>Encounter a rage demon.</i>
22.	<i>Rat</i>	<i>Creatures</i>	<i>Encounter a rat in human noble origin or inside the fade.</i>
23.	<i>Revenant</i>	<i>Creatures</i>	<i>Encounter a revenant.</i>
24.	<i>Shade</i>	<i>Creatures</i>	<i>Encounter a shade.</i>
25.	<i>Shriek</i>	<i>Creatures</i>	<i>Encounter a shriek.</i>
26.	<i>Skeleton</i>	<i>Creatures</i>	<i>Encounter a skeleton.</i>
27.	<i>Sloth Demon</i>	<i>Creatures</i>	<i>Encounter a sloth demon in magi origin or in the Circle of Magi.</i>
28.	<i>Giant Spider</i>	<i>Creatures</i>	<i>Encounter a giant spider.</i>
29.	<i>Wild Sylvan</i>	<i>Creatures</i>	<i>Encounter a wild sylvan in the Breclian Forest.</i>
30.	<i>Werewolf</i>	<i>Creatures</i>	<i>Encounter a werewolf in Breclian Forest.</i>
31.	<i>Wisp</i>	<i>Creatures</i>	<i>Encounter a wisp in magi origin or inside the fade.</i>
32.	<i>Wolf</i>	<i>Creatures</i>	<i>Encounter a wolf in dalish elf origin or in the Korcari Wilds.</i>
33.	<i>Mabari Dominance</i>	<i>Creatures</i>	<i>Activate the mabari domination.</i>
34.	<i>The Litany Of Adralla</i>	<i>Items</i>	<i>Pick up the litany of adralla from Niall's body in the Circle of Magi.</i>
35.	<i>Archons of the Imperium</i>	<i>Items</i>	<i>Trade or loot the</i>

			<i>book from the Mad Hermit in the Brecelian Forest.</i>
36.	<i>Havard's Aegis</i>	<i>Items</i>	<i>Loot it from the ogre in the Tower of Ishal.</i>
37.	<i>Ancient Elven Armor</i>	<i>Items</i>	<i>Collect all the pieces of Juggernauts armor in the Brecelian Forest.</i>
38.	<i>Aodh</i>	<i>Items</i>	<i>Loot it from Cristof in Denerim.</i>
39.	<i>Bard's Dancing Shoes</i>	<i>Items</i>	<i>Purchase it from Bodhan and Sandal in the party camp.</i>
40.	<i>Blood Ring</i>	<i>Items</i>	<i>Win all the illegal fights in Orzammar.</i>
41.	<i>Bow of the Golden Sun</i>	<i>Items</i>	<i>Loot it from Davera inside the elven alienage.</i>
42.	<i>Camenae's Barbute</i>	<i>Items</i>	<i>Purchase it from Gorim in Denerim.</i>
43.	<i>Dark Moon</i>	<i>Items</i>	<i>Purchase it from Varathorn in Brecelian Outskirts.</i>
44.	<i>Katriel's Grasp</i>	<i>Items</i>	<i>Purchase it from Gorim in Denerim.</i>
45.	<i>The Life Drinker</i>	<i>Items</i>	<i>Loot it from the High Dragon in Haven.</i>
46.	<i>The Magister's Shield</i>	<i>Items</i>	<i>Steal it from the deserted building in Denerim.</i>
47.	<i>Shadow of the Empire</i>	<i>Items</i>	<i>Purchase it from Legnar in Orzammar.</i>
48.	<i>The Summer Sword</i>	<i>Items</i>	<i>Loot it from Ser Cautherien in Denerim.</i>
49.	<i>Thorn of the Dead Gods</i>	<i>Items</i>	<i>Collect all the thorn pieces.</i>
50.	<i>Throval's Luck</i>	<i>Items</i>	<i>Purchase it from Gorim in Denerim.</i>
51.	<i>Yusaris: The Dragonslayer</i>	<i>Items</i>	<i>Loot it from Shah Wyrd in the Circle of Magi.</i>

52.	<i>Andruil: Goddess of the Hunt</i>	<i>Magic and Religion</i>	<i>Examine the statue of Andruil inside the Dalish Camp.</i>
53.	<i>Dirthamen: Keeper of the Secrets</i>	<i>Magic and Religion</i>	<i>Examine the scrolls near Varathorn's shop in the Dalish Camp.</i>
54.	<i>Elgar'nan: God of Vengeance</i>	<i>Magic and Religion</i>	<i>Examine its statue inside the Dalish Camp.</i>
55.	<i>Falon'din: Friend of the Dead, The Guide</i>	<i>Magic and Religion</i>	<i>Pick it up from the Dragon Hoard in the upper level of the ruins in the Brecelian Forest.</i>
56.	<i>Fen'harel: The Dread Wolf</i>	<i>Magic and Religion</i>	<i>Examine its statue in the Dalish Camp.</i>
57.	<i>Ghilan'nain: Mother of the Halla</i>	<i>Magic and Religion</i>	<i>Examine the headless statue inside the Dalish Camp.</i>
58.	<i>June: God of the Craft</i>	<i>Magic and Religion</i>	<i>Examine the God of Craft statue in the Dalish Camp.</i>
59.	<i>Mythal: The Great Protector</i>	<i>Magic and Religion</i>	<i>Loot the shield from the skeleton in the Eastern Brecelian Forest.</i>
60.	<i>Sylaish: The Heartkeeper</i>	<i>Magic and Religion</i>	<i>Examine the statue of Sylaish in the Dalish Camp.</i>
61.	<i>The Aeonar</i>	<i>Magic and Religion</i>	<i>Examine the scroll inside the wonders of thedas.</i>
62.	<i>Andraste: Bride of the Maker</i>	<i>Magic and Religion</i>	<i>Examine the book at the entrance of the ruined temple.</i>
63.	<i>The Rite of Annulment</i>	<i>Magic and Religion</i>	<i>Examine the book in the entrance of templar's nightmare.</i>
64.	<i>Apostates</i>	<i>Magic and Religion</i>	<i>Talk to Jowan in Redcliffe castle.</i>
65.	<i>The Black City</i>	<i>Magic and Religion</i>	<i>Examine the statue inside the raw fade.</i>
66.	<i>The Chant of Light: The Blight</i>	<i>Magic and Religion</i>	<i>Examine the scroll near the infirmary in Ostagar.</i>
67.	<i>The Commandments of the Maker</i>	<i>Magic and Religion</i>	<i>Examine the book</i>

		<i>Religion</i>	<i>in Redcliffe Chantry.</i>
68.	<i>The Maker</i>	<i>Magic and Religion</i>	<i>Examine the altar in Lothering chantry.</i>
69.	<i>The Chant of Light: Redemption</i>	<i>Magic and Religion</i>	<i>Talk to the sisters outside the chantry in Denerim.</i>
70.	<i>The Imperial Chantry</i>	<i>Magic and Religion</i>	<i>Examine the book in Lothering chantry.</i>
71.	<i>Chantry Hierarchy</i>	<i>Magic and Religion</i>	<i>Examine the book inside Brother Genitivi's house.</i>
72.	<i>Templars</i>	<i>Magic and Religion</i>	<i>Unlock templar specialization.</i>
73.	<i>The Founding of the Chantry</i>	<i>Magic and Religion</i>	<i>Examine the books in Redcliffe chantry.</i>
74.	<i>The Fraternity of Enchanters</i>	<i>Magic and Religion</i>	<i>Examine the book inside Irving's study room in the Circle of Magi.</i>
75.	<i>Hierarchy of the Circle</i>	<i>Magic and Religion</i>	<i>Examine the book inside the mage asunder.</i>
76.	<i>History of the Circle</i>	<i>Magic and Religion</i>	<i>Examine the bookcase inside mage asunder.</i>
77.	<i>The Fade</i>	<i>Magic and Religion</i>	<i>Talk to Wynne in Ostagar or enter the fade.</i>
78.	<i>The Harrowing</i>	<i>Magic and Religion</i>	<i>Examine the book inside mage asunder.</i>
79.	<i>Lyrium</i>	<i>Magic and Religion</i>	<i>Examine a lyrium vein in the fade or in the deep roads.</i>
80.	<i>Maleficarum</i>	<i>Magic and Religion</i>	<i>Examine the books in the templars nightmare.</i>
81.	<i>Mana and the Use of Magic</i>	<i>Magic and Religion</i>	<i>Examine the book inside the apprentice quarters in the Circle of Magi.</i>
82.	<i>Demonic Possession</i>	<i>Magic and Religion</i>	<i>Examine the book in Redcliffe</i>

			<i>chantry.</i>
83.	<i>The Cardinal Rules of Magic</i>	<i>Magic and Religion</i>	<i>Examine the book inside the mage asunder.</i>
84.	<i>Blood Magic: The Forbidden School</i>	<i>Magic and Religion</i>	<i>Talk to Jowan in magi origin or in Redcliffe castle.</i>
85.	<i>The Four Schools of Magic: Creation</i>	<i>Magic and Religion</i>	<i>Examine all the books regarding the magic schools in mage asunder.</i>
86.	<i>The Four School of Magic: Entropy</i>	<i>Magic and Religion</i>	<i>Examine all the books regarding the magic schools in the mage asunder.</i>
87.	<i>The Four Schools of Magic: Primal</i>	<i>Magic and Religion</i>	<i>Examine all the books regarding the magic schools in the mage asunder.</i>
88.	<i>The Four Schools of Magic: Spirit</i>	<i>Magic and Religion</i>	<i>Examine all the books regarding the magic schools in the mage asunder.</i>
89.	<i>Beyond The Veil: Spirits And Demons</i>	<i>Magic and Religion</i>	<i>Examine the statue in the entrance of the raw fade.</i>
90.	<i>The Tranquil</i>	<i>Magic and Religion</i>	<i>Examine the books inside the mage asunder.</i>
91.	<i>The Sacred Ashes of Andraste</i>	<i>Magic and Religion</i>	<i>Examine the books in Lothering chantry.</i>
92.	<i>The Veil</i>	<i>Magic and Religion</i>	<i>Enter the fade.</i>
93.	<i>Aravels</i>	<i>Culture and History</i>	<i>Talk to Elora in the Dalish Camp.</i>
94.	<i>The Dales</i>	<i>Culture and History</i>	<i>Talk to Sarel in the Dalish Camp and agree to listen to the story.</i>
95.	<i>The Long Walk</i>	<i>Culture and History</i>	<i>Examine the scroll near Varathorn's shop in the Dalish Camp.</i>
96.	<i>Uthenera</i>	<i>Culture and History</i>	<i>Collect all the pieces of Juggernaut armor and complete 'The</i>

			<i>Mages' Treasure' in the Breceilian Forest.</i>
97.	<i>Vallaslin: The Blood Writing</i>	<i>Culture and History</i>	<i>Examine the ink near Arthras in the Dalish Camp.</i>
98.	<i>The Anderfels</i>	<i>Culture and History</i>	<i>Examine the book at the counter of pearls in Denerim.</i>
99.	<i>Antiva</i>	<i>Culture and History</i>	<i>Examine the book in Arl of Denerim's estate.</i>
100.	<i>The Avvars</i>	<i>Culture and History</i>	<i>Examine the book beside the villager's house in Haven.</i>
101.	<i>The Bannorn</i>	<i>Culture and History</i>	<i>Examine the book inside your room in Denerim's estate.</i>
102.	<i>The Breceilian Forest</i>	<i>Culture and History</i>	<i>Examine the fallen tree in the Breceilian Forest.</i>
103.	<i>Thedas Calendar</i>	<i>Culture and History</i>	<i>Examine the book in Redcliffe chantry.</i>
104.	<i>The Chasind</i>	<i>Culture and History</i>	<i>Listen to the conversation near Sten's cage in Lothering.</i>
105.	<i>The City Elves</i>	<i>Culture and History</i>	<i>Examine the book inside the apartment in elven alienage.</i>
106.	<i>Alienage Culture</i>	<i>Culture and History</i>	<i>Travel to the elven alienage.</i>
107.	<i>Arlathan: Part One</i>	<i>Culture and History</i>	<i>Talk to Lanaya in the Dalish Camp.</i>
108.	<i>Arlathan: Part Two</i>	<i>Culture and History</i>	<i>Examine the scroll inside camp in dalish elf origin.</i>
109.	<i>The Dalish Elves</i>	<i>Culture and History</i>	<i>Talk to Zatharian in the Dalish Camp.</i>
110.	<i>Denerim</i>	<i>Culture and History</i>	<i>Examine the book inside the wonders of thedas.</i>
111.	<i>Dragon Cults</i>	<i>Culture and History</i>	<i>Examine the book inside Brother Genitivi's house.</i>
112.	<i>History of Ferelden: Book 1</i>	<i>Culture and</i>	<i>Examine the books</i>

		<i>History</i>	<i>inside the second floor in Redcliffe Castle.</i>
113.	<i>History of Ferelden: Book 2</i>	<i>Culture and History</i>	<i>Examine the book inside Eamon's estate in Denerim.</i>
114.	<i>Culture of Ferelden</i>	<i>Culture and History</i>	<i>Examine the book inside the pearl in Denerim.</i>
115.	<i>Dogs in Ferelden</i>	<i>Culture and History</i>	<i>Examine the scroll in the third floor of Tower of Ishal.</i>
116.	<i>Geography of Ferelden</i>	<i>Culture and History</i>	<i>Examine the book inside the wonders of thedas.</i>
117.	<i>The Free Marches</i>	<i>Culture and History</i>	<i>Examine the book inside the room where Zevran is standing in Eamon's estate.</i>
118.	<i>Politics of Ferelden</i>	<i>Culture and History</i>	<i>Travel to the gnawed noble tavern in the market district.</i>
119.	<i>The Frostback Mountains</i>	<i>Culture and History</i>	<i>Examine the books inside the ruined temple.</i>
120.	<i>Gwaren</i>	<i>Culture and History</i>	<i>Examine the [only] book inside the library in Arl of Denerim's estate.</i>
121.	<i>Highever</i>	<i>Culture and History</i>	<i>Talk to the scholar inside the library in human noble origin.</i>
122.	<i>Lake Calenhad</i>	<i>Culture and History</i>	<i>Examine the sign post in Redcliffe docks.</i>
123.	<i>Lothering</i>	<i>Culture and History</i>	<i>Travel to Lothering.</i>
124.	<i>King Maric Theirin</i>	<i>Culture and History</i>	<i>Talk to Teyrn Cousland and Arl Howe in human noble origin or Teyrn Loghain in Ostagar.</i>
125.	<i>Nevarra</i>	<i>Culture and History</i>	<i>Examine the book inside gnawed</i>

			<i>noble tavern.</i>
126.	<i>The Noble Families of Ferelden</i>	<i>Culture and History</i>	<i>Talk to the scholar inside the library in human noble origin or examine the book inside gnawed noble tavern.</i>
127.	<i>The Old Gods</i>	<i>Culture and History</i>	<i>Examine the books inside the ruined temple.</i>
128.	<i>The Orlesian Empire</i>	<i>Culture and History</i>	<i>Examine the book inside Eamon's study room in Redcliffe castle.</i>
129.	<i>The Casteless</i>	<i>Culture and History</i>	<i>Examine the rubble in dust town.</i>
130.	<i>The Castes</i>	<i>Culture and History</i>	<i>Examine the wall carving in Orzammar commons.</i>
131.	<i>Life in Orzammar</i>	<i>Culture and History</i>	<i>Examine the wall carving inside the weapon shop in Orzammar.</i>
132.	<i>Deep Roads</i>	<i>Culture and History</i>	<i>Examine the book inside the shaperate in diamond quarters.</i>
133.	<i>The City of Orzammar</i>	<i>Culture and History</i>	<i>Travel to Orzammar.</i>
134.	<i>Cut to Kal Sharok</i>	<i>Culture and History</i>	<i>Examine the sign board near the deep roads.</i>
135.	<i>Legion of the Dead</i>	<i>Culture and History</i>	<i>Examine the book inside the shaperate in diamond quarters.</i>
136.	<i>House Aeducan, Shield of Orzammar</i>	<i>Culture and History</i>	<i>Examine the wall carving in Orzammar diamond quarters.</i>
137.	<i>The Paragons</i>	<i>Culture and History</i>	<i>Examine the Paragons statue in the entrance of Orzammar.</i>
138.	<i>Orzammar Politics</i>	<i>Culture and History</i>	<i>Examine the book inside the</i>

			<i>shaperate in diamond quarters.</i>
139.	<i>The Proving</i>	<i>Culture and History</i>	<i>Examine the wall carving inside the proving grounds in Orzammar commons.</i>
140.	<i>Dwarven Faith</i>	<i>Culture and History</i>	<i>Examine the book inside the shaperate in diamond quarters.</i>
141.	<i>Stalata Negat</i>	<i>Culture and History</i>	<i>Examine the rune stone in the dead trenches.</i>
142.	<i>Orzammar History: Chapter One</i>	<i>Culture and History</i>	<i>Examine the statue in caridin's cross.</i>
143.	<i>Orzammar's History: Chapter Two</i>	<i>Culture and History</i>	<i>Examine the statue at the entrance of dead trenches.</i>
144.	<i>Ostagar</i>	<i>Culture and History</i>	<i>Talk to the guard near the bridge in Ostagar.</i>
145.	<i>Par Vollen: The Occupied North</i>	<i>Culture and History</i>	<i>Examine the book inside Eamon's estate in Denerim.</i>
146.	<i>The Qunari</i>	<i>Culture and History</i>	<i>Talk to Sten in Lothering or examine the book inside the wonders of thedas.</i>
147.	<i>Redcliffe</i>	<i>Culture and History</i>	<i>Travel to Redcliffe.</i>
148.	<i>Rivain</i>	<i>Culture and History</i>	<i>Examine the book inside gnawed noble tavern.</i>
149.	<i>The Tevinter Imperium</i>	<i>Culture and History</i>	<i>Examine the book in the third floor of Circle of Magi.</i>
150.	<i>Legend of the Juggernaut</i>	<i>Culture and History</i>	<i>Collect all the pieces of Juggernauts armor in the Breclian Forest.</i>
151.	<i>Geography of Thedas</i>	<i>Culture and History</i>	<i>Examine the book inside the wonders of thedas.</i>
152.	<i>Vhenadahl: The Tree of The People</i>	<i>Culture and History</i>	<i>Examine the tree inside the elven</i>

			<i>alienage.</i>
153.	<i>The Grey Wardens</i>	<i>Culture and History</i>	<i>Talk to Duncan in your origins.</i>
154.	<i>The Korcari Wilds</i>	<i>Culture and History</i>	<i>Travel to Ostagar.</i>
155.	<i>Darkspawn</i>	<i>Culture and History</i>	<i>Talk to Duncan in your origins.</i>
156.	<i>The Blights</i>	<i>Culture and History</i>	<i>Examine the rubble in caridin's cross or ortan thaig.</i>
157.	<i>Alistair</i>	<i>Characters</i>	<i>Meet Alistair in Ostagar.</i>
158.	<i>Anora</i>	<i>Characters</i>	<i>When you first see her in the cut scene when you are traveling to Lothering.</i>
159.	<i>Bhelen Aeducan</i>	<i>Characters</i>	<i>Meet Bhelen in Orzammar.</i>
160.	<i>King Cailan Theirin</i>	<i>Characters</i>	<i>Talk to Teyrn Cousland and Arl Howe in human noble origin or meet King Cailan in Ostagar.</i>
161.	<i>Ser Cauthrien</i>	<i>Characters</i>	<i>When you first see her in the cut scene at the end of Ostagar's battle.</i>
162.	<i>Connor Guerrin</i>	<i>Characters</i>	<i>By Isolde in Redcliffe village.</i>
163.	<i>Dog</i>	<i>Characters</i>	<i>Complete 'Mischief in the Ladder' in human noble origin or 'The Mabari Hound' side quest in Ostagar.</i>
164.	<i>Duncan</i>	<i>Characters</i>	<i>Meet Duncan in your origins.</i>
165.	<i>Arl Eamon Guerrin</i>	<i>Characters</i>	<i>By Alistair in Flemeth's Hut.</i>
166.	<i>King Endrin Aeducan</i>	<i>Characters</i>	<i>Talk to the guard at the entrance of Orzammar commons.</i>
167.	<i>Flemeth</i>	<i>Characters</i>	<i>Complete 'The Tower of Ishal' in Ostagar.</i>

168.	<i>Brother Ferinand Genitivi</i>	<i>Characters</i>	<i>Complete 'The Arl of Redcliffe' in Redcliffe or talk to Weylon in Genitivi's house in Denerim.</i>
169.	<i>Knight-Commander Greagoir</i>	<i>Characters</i>	<i>Meet Greagoir in the Circle of Magi.</i>
170.	<i>Lord Pyral Harrowmont</i>	<i>Characters</i>	<i>Meet Harrowmont in Orzammar.</i>
171.	<i>Arl Rendon Howe</i>	<i>Characters</i>	<i>Meet Howe in human noble origin or in 'The Landsmeet' in Denerim.</i>
172.	<i>First Enchanter Irving</i>	<i>Characters</i>	<i>Meet Irving in magi origin or in the Circle of Magi.</i>
173.	<i>Arlessa Isolde</i>	<i>Characters</i>	<i>Complete the 'The Attack at Nightfall' in Redcliffe.</i>
174.	<i>Leliana</i>	<i>Characters</i>	<i>Meet Leliana in Lothing.</i>
175.	<i>Teyrn Loghain Mac Tir</i>	<i>Characters</i>	<i>Meet Loghain in Ostagar.</i>
176.	<i>Morrigan</i>	<i>Characters</i>	<i>Complete 'The Grey Wardens' Cache' in the Korcari Wilds.</i>
177.	<i>Oghren</i>	<i>Characters</i>	<i>Meet Oghren in Orzammar.</i>
178.	<i>Sten</i>	<i>Characters</i>	<i>Meet Sten in Lothing.</i>
179.	<i>Bann Teagan Guerrin</i>	<i>Characters</i>	<i>Meet Bann Teagan in Redcliffe chantry.</i>
180.	<i>Valendrian</i>	<i>Characters</i>	<i>Meet Valendrain inside the elven alienage.</i>
181.	<i>Wynne</i>	<i>Characters</i>	<i>Meet Wynne in Ostagar or in the Circle of Magi.</i>
182.	<i>Keeper Zathrian</i>	<i>Characters</i>	<i>Meet Zathrian in the Dalish Camp.</i>
183.	<i>Zevran Arainai</i>	<i>Characters</i>	<i>Complete the 'Broken Circle' and meet Zevran in the ambush.</i>

184.	<i>Witherfang</i>	<i>Characters</i>	<i>By Zathrian in the Brecelian Outskirts.</i>
185.	<i>Avelin, The Knight of Oralis</i>	<i>Books and Songs</i>	<i>Examine the book inside Connor's room in Redcliffe castle.</i>
186.	<i>Ballad of Ayesleigh</i>	<i>Books and Songs</i>	<i>Examine the book inside Dernal's house in Redcliffe.</i>
187.	<i>Meditations and Odes to Bees</i>	<i>Books and Songs</i>	<i>Examine the book inside the library in Eamon's estate in Denerim.</i>
188.	<i>Adventures of the Black Fox</i>	<i>Books and Songs</i>	<i>Examine the book in Lothering chantry.</i>
189.	<i>The Holy Brazier</i>	<i>Books and Songs</i>	<i>Light the braziers inside the temple in Haven.</i>
190.	<i>The Legend of Calenhad: Chapter 1</i>	<i>Books and Songs</i>	<i>Examine the book inside Kaitlyn's house in Redcliffe.</i>
191.	<i>The Legend of Calenhad: Chapter 2</i>	<i>Books and Songs</i>	<i>Examine the book near Jowan's cell in Redcliffe castle.</i>
192.	<i>The Legend of Calenhad: Chapter 3</i>	<i>Books and Songs</i>	<i>Examine the book inside gnawed noble tavern.</i>
193.	<i>Caridin's Journal</i>	<i>Books and Songs</i>	<i>Examine the book near Branka's journal in ortan thaig.</i>
194.	<i>The History of Chantry: Chapter 1</i>	<i>Books and Songs</i>	<i>Examine the books inside the Tower of Ishal.</i>
195.	<i>The History of Chantry: Chapter 2</i>	<i>Books and Songs</i>	<i>Examine the book in the third floor of the Circle of Magi.</i>
196.	<i>The History of Chantry: Chapter 3</i>	<i>Books and Songs</i>	<i>Examine the book inside Brother Genitivi's house.</i>
197.	<i>The History of Chantry: Chapter 4</i>	<i>Books and Songs</i>	<i>Examine the book inside wonders of thedas.</i>
198.	<i>The Tale of Iloren</i>	<i>Books and Songs</i>	<i>Complete 'Cammen's Lament' side quest in the Dalish Camp.</i>

199.	<i>Dane and the Werewolf</i>	<i>Books and Songs</i>	<i>Examine the book inside the pearl.</i>
200.	<i>Death of a Templar</i>	<i>Books and Songs</i>	<i>Examine the book inside the villager's house in Haven.</i>
201.	<i>A Very Chewed and Moist Book</i>	<i>Books and Songs</i>	<i>Have your dog search the area.</i>
202.	<i>The Noladar Anthology of Dwarven Poetry</i>	<i>Books and Songs</i>	<i>Examine the book on the open market.</i>
203.	<i>The Feast Day Fish</i>	<i>Books and Songs</i>	<i>Examine the book inside the room where Oghren is standing in Eamon's estate.</i>
204.	<i>The First Blight: Chapter 1</i>	<i>Books and Songs</i>	<i>Examine the book in Lothering chantry.</i>
205.	<i>The First Blight: Chapter 2</i>	<i>Books and Songs</i>	<i>Examine the book inside Arl's room in Redcliffe.</i>
206.	<i>The First Blight: Chapter 3</i>	<i>Books and Songs</i>	<i>Examine the book inside the temple in Haven.</i>
207.	<i>The First Blight: Chapter 4</i>	<i>Books and Songs</i>	<i>Examine the book inside Arl of Denerim's estate.</i>
208.	<i>The Maker's First Children</i>	<i>Books and Songs</i>	<i>Examine the book inside the gauntlet.</i>
209.	<i>The Legion of Steel</i>	<i>Books and Songs</i>	<i>Examine the book inside the shaperate in diamond quarters.</i>
210.	<i>In Uthenera</i>	<i>Books and Songs</i>	<i>Open the chest near the keeper in Dalish Camp.</i>
211.	<i>The Legend of Luthias Dwarfson</i>	<i>Books and Songs</i>	<i>Talk to the ash warriors' leader in Ostagar.</i>
212.	<i>In Praise of the Humble Nug</i>	<i>Books and Songs</i>	<i>Examine the book inside the shaperate in diamond quarters.</i>
213.	<i>Traditional Dwarven Folk Songs</i>	<i>Books and Songs</i>	<i>Examine the book inside the shaperate in diamond quarters.</i>
214.	<i>The Sermons of Divine Renata I</i>	<i>Books and</i>	<i>Examine the books</i>

		<i>Songs</i>	<i>inside the temple's library in Haven.</i>
215.	<i>Journal of the Tranquil</i>	<i>Books and Songs</i>	<i>Examine the book inside the room next to Eamon's study in Redcliffe Castle.</i>
216.	<i>Train's Journal</i>	<i>Books and Songs</i>	<i>Examine the book or letter inside the royal palace in Orzammar.</i>
217.	<i>Cautionary Tales of the Adventurous</i>	<i>Books and Songs</i>	<i>Examine the book inside Kaitlyn's house in Redcliffe.</i>
218.	<i>Berwick's Letter</i>	<i>Notes</i>	<i>Talk to Brewick in Redcliffe tavern.</i>
219.	<i>A Letter to Someone in Highever</i>	<i>Notes</i>	<i>Have your mabari search the area in Lake Calenhad.</i>
220.	<i>A Letter from King Endrin</i>	<i>Notes</i>	<i>Examine the scroll inside Harrowmont's estate in Orzammar.</i>
221.	<i>A Note from Ser Henric</i>	<i>Notes</i>	<i>Loot it from the dead templar in Lothering imperial highway.</i>
222.	<i>A Letter from Rica</i>	<i>Notes</i>	<i>Examine the scroll inside one of the rooms in Orzammar royal palace.</i>
223.	<i>A Craven Elven Tablet</i>	<i>Notes</i>	<i>Loot it from the sarcophagus inside the lower ruins in Brecelian Forest.</i>
224.	<i>A Tattered Shopping List</i>	<i>Notes</i>	<i>Examine the book inside Redcliffe general store.</i>
225.	<i>Graffiti in Redcliffe's Tavern</i>	<i>Notes</i>	<i>Examine the graffiti in Redcliffe tavern.</i>
226.	<i>Load Limit Reached</i>	<i>Notes</i>	<i>Examine the rubble near Hespith in dead trenches.</i>
227.	<i>The Black Vials</i>	<i>Notes</i>	<i>Kill all the black vial revenants.</i>

228.	<i>Correspondence Interruptus</i>	<i>Notes</i>	<i>find all the love letters in Ferelden.</i>
229.	<i>Circles Within Circles</i>	<i>Notes</i>	<i>Examine the torn paper inside the bookcase in Irving's study room.</i>
230.	<i>Desire and Need</i>	<i>Notes</i>	<i>Loot it from the possessed templar in the Circle of Magi.</i>
231.	<i>The Notes of Arl Foreshadow</i>	<i>Notes</i>	<i>Steal it from Arl Foreshadow in the Circle of Magi.</i>
232.	<i>Irving's Mistake</i>	<i>Notes</i>	<i>Examine the book inside Irving's study room in the Circle of Magi.</i>
233.	<i>Promises of Pride</i>	<i>Notes</i>	<i>Loot it from one of the abominations in the Circle of Magi.</i>
234.	<i>Extracurricular Studies</i>	<i>Notes</i>	<i>Collect all the notes written by the templars in the Circle of Magi.</i>
235.	<i>Grease Fire</i>	<i>Spell Combinations</i>	<i>Grease + Fire.</i>
236.	<i>Entropic Death</i>	<i>Spell Combinations</i>	<i>Death Hex + Death Cloud.</i>
237.	<i>Paralysis Explosion</i>	<i>Spell Combinations</i>	<i>Glyph of Paralysis + Glyph of Repulsion.</i>
238.	<i>Storm of the Century</i>	<i>Spell Combinations</i>	<i>Spell Might + Blizzard + Tempest.</i>
239.	<i>Flame-Quencher</i>	<i>Spell Combinations</i>	<i>Grease + Fire + Blizzard.</i>
240.	<i>Shockwave</i>	<i>Spell Combinations</i>	<i>Force Field + Crushing Prison.</i>
241.	<i>Improved Drain</i>	<i>Spell Combinations</i>	<i>Vulnerability Hex + Drain Life.</i>
242.	<i>Advanced Reanimation</i>	<i>Spell Combinations</i>	<i>Spell Might + Animate Dead.</i>
243.	<i>Nightmare</i>	<i>Spell Combinations</i>	<i>Sleep + Horror.</i>
244.	<i>Shattering</i>	<i>Spell Combinations</i>	<i>Freeze + Melee Attack.</i>
245.	<i>Tactics</i>	<i>Controls</i>	<i>Open your tactics</i>

			<i>menu.</i>
246.	<i>Party Approval</i>	<i>Controls</i>	<i>Raise your companions' approval.</i>
247.	<i>Area Map</i>	<i>Controls</i>	<i>Open your area map menu.</i>
248.	<i>Heavy Armor</i>	<i>Controls</i>	<i>Equip a heavy armor.</i>
249.	<i>Army Picker</i>	<i>Controls</i>	<i>During 'The Final Onslaught' in Denerim.</i>
250.	<i>Retrieve Your Equipment</i>	<i>Controls</i>	<i>Retrieve your stripped equipments from the chest.</i>
251.	<i>The Job Board</i>	<i>Controls</i>	<i>Examine a job board.</i>
252.	<i>Codex Entries</i>	<i>Controls</i>	<i>Collect a codex entry.</i>
253.	<i>Combat Basics</i>	<i>Controls</i>	<i>Encounter your first enemy in your origins.</i>
254.	<i>Combat Basics - Mage</i>	<i>Controls</i>	<i>Encounter your first enemy in your Magi origins.</i>
255.	<i>Ranked Creatures</i>	<i>Controls</i>	<i>Encounter a ranked creature.</i>
256.	<i>Injuries</i>	<i>Controls</i>	<i>Acquire an injury.</i>
257.	<i>Severe Injuries</i>	<i>Controls</i>	<i>Acquire a severe injury.</i>
258.	<i>Health Poultices</i>	<i>Controls</i>	<i>Pick up a health poultices.</i>
259.	<i>Controlling Party Members</i>	<i>Controls</i>	<i>Meet your first companion in your origins.</i>
260.	<i>Crafting</i>	<i>Controls</i>	<i>Acquire a skill point.</i>
261.	<i>Recipes</i>	<i>Controls</i>	<i>Find a crafting recipe.</i>
262.	<i>Defending the Gates</i>	<i>Controls</i>	<i>During 'The Final Onslaught' in Denerim.</i>
263.	<i>Disguised!</i>	<i>Controls</i>	<i>During 'Rescue the Queen' in Denerim.</i>
264.	<i>Exploration</i>	<i>Controls</i>	<i>At the beginning of the game.</i>
265.	<i>Fatigue</i>	<i>Controls</i>	<i>Equip a heavy armor.</i>

266.	<i>Gifts</i>	<i>Controls</i>	<i>Find a gift.</i>
267.	<i>Friendly Fire</i>	<i>Controls</i>	<i>Engage in a fight with your archer or mage.</i>
268.	<i>Inventory</i>	<i>Controls</i>	<i>Open your inventory menu.</i>
269.	<i>Runes and Enchantment</i>	<i>Controls</i>	<i>Find a runestone or talk to Bodahn and Sandal in your party camp.</i>
270.	<i>Journal</i>	<i>Controls</i>	<i>Open your journal menu.</i>
271.	<i>Level Up</i>	<i>Controls</i>	<i>Acquire enough experience to level up.</i>
272.	<i>Sustained Abilities</i>	<i>Controls</i>	<i>Activate a sustained ability.</i>
273.	<i>Inventory Overload</i>	<i>Controls</i>	<i>Fill your inventory.</i>
274.	<i>Party Member</i>	<i>Controls</i>	<i>Meet your first party member.</i>
275.	<i>Party Camp</i>	<i>Controls</i>	<i>Travel to your party camp.</i>
276.	<i>Locked Item</i>	<i>Controls</i>	<i>Encounter a locked item.</i>
277.	<i>Plot Helper</i>	<i>Controls</i>	<i>Receive your first task.</i>
278.	<i>Shapeshifter: Burning Man Form</i>	<i>Controls</i>	<i>Acquire the burning man form inside the fade.</i>
279.	<i>Shapeshifter: Golem Form</i>	<i>Controls</i>	<i>Acquire the golem form inside the fade.</i>
280.	<i>Fade Shapeshifting</i>	<i>Controls</i>	<i>Acquire the rat form inside the fade.</i>
281.	<i>Shapeshifting: Spirit Form</i>	<i>Controls</i>	<i>Acquire the spirit form inside the fade.</i>
282.	<i>Specializations</i>	<i>Controls</i>	<i>Reach level 7.</i>
283.	<i>Stealth</i>	<i>Controls</i>	<i>Perform stealth or recruit Leliana or Zevran.</i>
284.	<i>Merchants</i>	<i>Controls</i>	<i>Visit a merchant.</i>
285.	<i>World Map</i>	<i>Controls</i>	<i>Enter the world map.</i>
286.	<i>A Rolled-Up Note</i>	<i>Quest-Related</i>	<i>Examine the scroll inside the basement</i>

			<i>in Redcliffe Castle.</i>
287.	<i>Summoning Science</i>	<i>Quest-Related</i>	<i>Collect all the notes written by the apprentices and complete the 'Summoning Science' side quest in the Circle of Magi.</i>
288.	<i>The Dead Caste</i>	<i>Quest-Related</i>	<i>Collect all the armors pieces and the insignia and complete the 'Dead Castes' side quest in Orzammar.</i>
289.	<i>The Crosscut Drifters</i>	<i>Quest-Related</i>	<i>Examine the rubble pile near the fractured statue in caridin's cross.</i>
290.	<i>The Gangue Shade</i>	<i>Quest-Related</i>	<i>Examine the statue inside the dead trenches.</i>
291.	<i>The Key to the City</i>	<i>Quest-Related</i>	<i>Collect all the information about Orzammar and complete the 'The Key to the City' side quest in Orzammar.</i>
292.	<i>The Shaper's Life</i>	<i>Quest-Related</i>	<i>Collect all the runes and complete the 'Wall of Memories' side quest in Orzammar.</i>
293.	<i>Topsider's Honor</i>	<i>Quest-Related</i>	<i>Collect all the pieces of topsider and complete the 'Topsider's Honor' side quest in the deep roads.</i>
294.	<i>Jammer's Stash</i>	<i>Quest-Related</i>	<i>Collect all the cheapest items and complete 'Jammer's Stash' in the carta.</i>
295.	<i>Letter from the Blackstone Irregulars</i>	<i>Quest-Related</i>	<i>Meet a Blackstone Liaison.</i>
296.	<i>Blackstone Letter of Conscription</i>	<i>Quest-Related</i>	<i>Collect the letters for 'Greasing the</i>

			<i>Wheels' or 'Dereliction of Duty' side quest from the Blackstone Liaison.</i>
297.	<i>Blackstone Letter of Condolence</i>	<i>Quest-Related</i>	<i>Collect the letters for 'Notices of Death' side quest from the Blackstone Liaison.</i>
298.	<i>A Pinch of Ashes</i>	<i>Quest-Related</i>	<i>Loot it from the dead soldier near the bridge and complete 'A Pinch of Ashes' side quest in the Korcari Wilds.</i>
299.	<i>Letter of Jogby</i>	<i>Quest-Related</i>	<i>Loot it from the dead body traveler and complete 'The Missionary' side quest in the Korcari Wilds.</i>
300.	<i>Farewell Letter to Jogby</i>	<i>Quest-Related</i>	<i>Open the chest mentioned in Jogby's note.</i>
301.	<i>Rigby's Last Will and Testament</i>	<i>Quest-Related</i>	<i>Loot the body near the river and complete the 'Last Will and Testaments' side quest in the Korcari Wilds.</i>
302.	<i>Signs of Chasind</i>	<i>Quest-Related</i>	<i>Locate all the signs of Chasinds and complete the 'Signs of Chasinds' side quest in the Korcari Wilds.</i>
303.	<i>The Mages' Collective</i>	<i>Quest-Related</i>	<i>Meet a Mages Collectives Liaison.</i>
304.	<i>Asunder</i>	<i>Quest-Related</i>	<i>Collect all the bloody sacks and complete the 'Asunder' side quest in the deep roads.</i>
305.	<i>Unbound</i>	<i>Quest-Related</i>	<i>Collect all the dead adventures journal</i>

			<i>and complete the 'Unbound' side quest in Denerim.</i>
306.	<i>Caged in Stone</i>	<i>Quest-Related</i>	<i>Activate the throne and complete the 'Caged in Stone' side quest in Orzammar royal palace.</i>
307.	<i>By Order of Emer Thorogood</i>	<i>Quest-Related</i>	<i>Loot the note from the ambushers and complete the 'Sign if Safe Passage' side quest in the Brecelian Forest.</i>
308.	<i>Scrolls of Banastor</i>	<i>Quest-Related</i>	<i>Collect all the scrolls and complete the 'Scrolls of Banastor' side quest.</i>
309.	<i>Friends of Red Jenny</i>	<i>Quest-Related</i>	<i>Collect the painted box from Irving's room and the letter from the dead ambusher and complete the 'Friends of Red Jenny' side quest in Denerim.</i>
310.	<i>Five Pages, Four Mages</i>	<i>Quest-Related</i>	<i>Collect all the torn papers and complete the 'Five Pages, Four Mages' side quest.</i>
311.	<i>Watchguard of the Reaching</i>	<i>Quest-Related</i>	<i>Collect all the notes written by the apprentices and complete the 'Watchguard of the Reaching' side quest in the Circle of Magi.</i>
312.	<i>Maleficarum Regrets</i>	<i>Quest-Related</i>	<i>Loot it from the dead mage in Lothing imperial highway.</i>
313.	<i>Renold's Plea</i>	<i>Quest-Related</i>	<i>Examine the scroll inside Redcliffe Castle and complete</i>

			<i>'Have You Seen Me?' side quest in Denerim.</i>
314.	<i>The Spot</i>	<i>Quest-Related</i>	<i>Examine the apprentices' footlocker in the first floor of Circle of Magi.</i>
315.	<i>Letter of Termination</i>	<i>Quest-Related</i>	<i>Collect the letters for 'Notices of Termination' side quest from the Mages Collectives.</i>

<i>#</i>	<i>The Warden's Keep</i>	<i>Category</i>	<i>Location</i>
98.	<i>The History of the Drydens</i>	<i>Culture and History</i>	<i>Talk to Levi Dryden in the party camp.</i>
99.	<i>The History Of Soldier's Peak: Chapter 1</i>	<i>Culture and History</i>	<i>Examine the statue near the main gates.</i>
100.	<i>The History Of Soldier's Peak: Chapter 2</i>	<i>Culture and History</i>	<i>Examine the book in the first floor of Soldier's Peak.</i>
101.	<i>The History Of Soldier's Peak: Chapter 3</i>	<i>Culture and History</i>	<i>Examine the altar in the second floor of Soldier's Peak.</i>
102.	<i>The History Of Soldier's Peak: Chapter 4</i>	<i>Culture and History</i>	<i>Examine the corpse inside Avernus's laboratory in Soldier's Peak.</i>
190.	<i>Sophia Dryden</i>	<i>Characters</i>	<i>Talk to Levi Dryden in the party camp.</i>
224.	<i>Sophia Dryden's Journal</i>	<i>Books and Songs</i>	<i>Examine the book in the second floor of Soldier's Peak.</i>
233.	<i>A Letter From Bann Mathuin Wulff</i>	<i>Notes</i>	<i>Examine the book in the first floor of Soldier's Peak.</i>
234.	<i>Avernus's Notes</i>	<i>Notes</i>	<i>Examine the book inside the laboratory in Soldier's Peak.</i>
235.	<i>A Plea From Commander Athlar</i>	<i>Notes</i>	<i>Examine the book inside the first floor in Soldier's Peak.</i>

#	<i>The Stone Prisoner</i>	Category	Location
178.	<i>Shale</i>	<i>Characters</i>	<i>Meet Shale in the village of Honnleath.</i>
218.	<i>The Journal of Enchanter Wilhelm</i>	<i>Books and Songs</i>	<i>Examine the book inside the basement in Honnleath.</i>
223.	<i>A Note from the Honnleath Village Council</i>	<i>Notes</i>	<i>Examine the scroll on the round table in Honnleath.</i>
229.	<i>A Decades-Old Letter</i>	<i>Notes</i>	<i>Examine the scroll inside Wilhelm's basement in Honnleath.</i>

#	<i>Return to Ostagar</i>	Category	Location
218.	<i>Cailan's Documents - Page 3 of 3</i>	<i>Notes</i>	<i>Loot it from Cailan's chest in Ostagar.</i>
236.	<i>Cailan's Documents - Page 2 of 3</i>	<i>Notes</i>	<i>Loot it from Cailan's chest in Ostagar.</i>
237.	<i>Cailan's Documents - Page 1 of 3</i>	<i>Notes</i>	<i>Loot it from Cailan's chest in Ostagar.</i>
238.	<i>Return to Ostagar - Credits</i>	<i>Notes</i>	<i>Complete Return to Ostagar DLC.</i>

#	<i>Feast Day Gifts and Pranks</i>	Category	Location
235	<i>Feast Day Gifts Credits</i>	<i>Notes</i>	<i>Upon installing the DLC</i>
236	<i>Feast Day Pranks Credits</i>	<i>Notes</i>	<i>Upon installing the DLC</i>

#	<i>The Darkspawn Chronicles</i>	Category	Location
245.	<i>Battle Trophies</i>	<i>Controls</i>	<i>Find a gift.</i>
246.	<i>Burning the Alienage</i>	<i>Controls</i>	<i>Travel to the alienage.</i>
247.	<i>Earning Thrall's Respect</i>	<i>Controls</i>	<i>Recruit your first thrall.</i>
248.	<i>Fallen Thrall</i>	<i>Controls</i>	<i>When your thrall falls in battle.</i>
249.	<i>Healing</i>	<i>Controls</i>	<i>Find a health poultice.</i>
250.	<i>Ogre Abilities</i>	<i>Controls</i>	<i>Enthrall an ogre.</i>

251.	<i>Recruiting Enthralles</i>	<i>Controls</i>	<i>When you start the DLC.</i>
252.	<i>Stealthy Shriek</i>	<i>Controls</i>	<i>Enthrall a shriek.</i>

#	<i>Leliana's Song</i>	<i>Category</i>	<i>Location</i>
282.	<i>Raiding the Collectives</i>	<i>Quest-Related</i>	<i>Collect the signet from the mages collectives.</i>
283.	<i>The Orlesian Game of Intrigue</i>	<i>Quest-Related</i>	<i>When you start the DLC.</i>
284.	<i>The Arl's Estate</i>	<i>Quest-Related</i>	<i>Examine the statue at the entrance of Arl's estate.</i>
285.	<i>The Hard Line</i>	<i>Quest-Related</i>	<i>Encounter an elite soldier in Arl's estate.</i>
286.	<i>War Journal, Revised</i>	<i>Quest-Related</i>	<i>Examine the war journal in Arl's estate.</i>
287.	<i>Harwen Raleigh's Personal Journal</i>	<i>Quest-Related</i>	<i>Examine Raleigh's journal in Arl's estate.</i>
288.	<i>Marjolaine</i>	<i>Quest-Related</i>	<i>Examine Marjolaine's bag in the hideout.</i>
289.	<i>Sketch</i>	<i>Quest-Related</i>	<i>Examine Sketch's books in the hideout.</i>
290.	<i>Tug</i>	<i>Quest-Related</i>	<i>Examine Tug's bag in the hideout.</i>
291.	<i>An Introduction</i>	<i>Quest-Related</i>	<i>Examine Andraste's statue in the chantry.</i>
292.	<i>Silas</i>	<i>Quest-Related</i>	<i>Talk to Silas in the chantry.</i>

#	<i>The Golems of Amgarrak</i>	<i>Category</i>	<i>Location</i>
33.	<i>A Bronto Named Snug</i>	<i>Creatures</i>	<i>Meet Jerrick in deep roads grotto.</i>
34	<i>The Harvester</i>	<i>Creatures</i>	<i>Defeat the Harvester in Amgarrak forge.</i>
188.	<i>Jerrick Dace</i>	<i>Characters</i>	<i>Meet Jerrick in deep roads grotto.</i>
189.	<i>The Grey Warden</i>	<i>Characters</i>	<i>When you start the DLC.</i>
---	<i>Darion's Journal</i>	<i>Books and</i>	<i>Examine all pieces</i>

		<i>Songs</i>	<i>of Darion's journal and enter all the phases in the thaig.</i>
232.	<i>Ancient Writings</i>	<i>Notes</i>	<i>Examine all the tattered notes in Amgararak.</i>
233.	<i>Seneschal Garevel's Missive</i>	<i>Notes</i>	<i>When you start the DLC.</i>

#	Witch Hunt	Category	Location
33	<i>The Varterral</i>	<i>Creatures</i>	<i>Defeat the Varterral in Dragonbone Waste.</i>
187.	<i>The Mabari Hound</i>	<i>Characters</i>	<i>When you start the DLC.</i>
188.	<i>Flemeth's Demise</i>	<i>Characters</i>	<i>Examine the clearing where you killed her.</i>
189.	<i>The Grey Warden</i>	<i>Characters</i>	<i>When you start the DLC.</i>
---	<i>Letters from the Past</i>	<i>Culture and History</i>	<i>Examine all the notes in cadash thaig.</i>

Companions

<i>Alistair</i>		
<i>Race</i>	<i>Human</i>	<i>Alistair is a trained templar who then becomes a Grey Warden. He'll join you in the early stage of the game and stays with you till the end unless your [harsh] decision results in killing him in the landsmeet. He is the second son and the true heir to King Maric's throne though he likes to hide his origin and act like he's too lucky to die as a Grey Warden.</i>
<i>Class</i>	<i>Warrior</i>	
<i>Specialization</i>	<i>Templar</i>	
<i>Level</i>	<i>Depends on your level and game progression</i>	
<i>Gifts</i>	<i>Alistair's Mother Amulet* Black Runestone Compleat Genealogy of the Kyngs of Fereldan Duncan's shield* Grey Warden Hand Puppet Joining Chalice Onyx Demon Statuette Small Carved Statuette Stone Dragon Statuette Stone Warrior Statuette White Runestone</i>	
<i>Requirement</i>	<i>Complete 'Joining the Grey Wardens' quest in Ostagar</i>	<i>Tactics: Alistair serves as a powerful tank if you equip him with good weapons and armors. Work a bit on his health and he can take the frontline in the battle allowing you to sneak behind the target and finish them off.</i>

<i>Side Quest</i>	<i>Alistair's Family</i>	<p><i>His templar skills become very handy if you are fighting against a blood mage and he'll become a massive damage dealer if you raise his sword and shield expertise. When choosing specialization, go for berserker. It'll raise his attacking strength making him a killing machine.</i></p> <p><i>Approval: Alistair is a fun character to have around; you'll never get bored if he's in the team. He likes to joke around and can take a few teasing and flirting but never dare to bad mouth Duncan in front of him.</i></p> <p><i>Baby sitting him is the best way to raise his approval, he is the most easiest character to take care of, try not to hurt his feelings and don't mention about his father or him being the heir to the throne and you'll get by pretty easily without any gifts or decisions.</i></p> <p><i>There are around three situations where Alistair decides to leave the party: [a] if you hurt his feelings for his family after meeting his sister, [b] if you FORCE him to become the king and [c] if you take Loghain into the Grey Wardens. Avoid these three and he'll stick around your back like your shadow.</i></p>
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Dog

<i>Race</i>	<i>Mabari War Hound</i>	<p><i>You can acquire your dog by completing 'Mischievous in the Larder' in Human Noble origins or 'The Mabari Hound' side quest in Ostagar.</i></p> <p><i>Tactics: Try gaining his overwhelm ability in the early stage of the game, your dog will be replaced as</i></p>
<i>Class</i>	<i>War Dog</i>	
<i>Specialization</i>	<i>---</i>	
<i>Level</i>	<i>Depends of your level and game progression</i>	
<i>Gifts</i>	<i>Beef Bone</i> <i>Lamb Bone</i> <i>Large Bone</i> <i>Ox Bone</i>	

	<i>Protective Collar Stick Veal Bone</i>	<i>you meet other companions but until you find them you need his overwhelming skill as it can kill a non-boss unit in a single blow.</i>
<i>Requirement</i>	<i>Complete 'Mischievous in the Ladder' side quest in Noble Human origins or 'The Mabari Hound' side quest in Ostagar</i>	<i>Having your dog in the team nets you three things: [a] he'll fetch you random things if you have him search the place, [b] activating mabari dominance increases his attacking strength and [c] having him lick your bloody gore gives him a little health boost [and keeps you clean].</i>
<i>Side Quest</i>	<i>None [c'mon what kind of a side quest a dog can give?! Go fetch my bone?!]</i>	<i>Approval: His rating never drops below 100% but you can always fetch him a bone or two so that he can play with them. J</i>

Leliana

<i>Race</i>	<i>Human</i>	<i>Leliana's a migrant from Orel, she spent most of her time as a bard and an under covered spy who then joins the chantry trying to spread the chant of light to the four corners of the world. You'll meet Leliana in Lothering tavern, she'll voluntarily joins your team saying she was sent by The Maker to help you fight against the darkspawn.</i>
<i>Class</i>	<i>Rogue</i>	
<i>Specialization</i>	<i>Bard</i>	
<i>Level</i>	<i>Depends on your level and game progression</i>	
<i>Gifts</i>	<i>Andraste's Grace* Blue Satin Shoes Bronze Symbol of Andraste Chantry Amulet Cute Nug* Etched Silver Symbol Fat Lute Golden Symbol of Andraste Silver Sword of Mercy Steel Symbol of Andraste Ugly Boots</i>	<i>Tactics: Best possible weapon expertise for Leliana is either archery or duel-weapons though it's best to avoid her in hand-to-hand combat. Raise her archery skill and she'll become one of the handiest characters in the team, especially in the early stage of game where you can't afford to buy weapons and have to rely on chests and lockers.</i>
<i>Requirement</i>	<i>During the "Lothering and Imperial Highway" quest in Lothering</i>	
<i>Side Quest</i>	<i>Leliana's Past</i>	<i>Approval: As a religious person Leliana always expects you to respect her culture and never bad mouth Andraste and The Maker. She'll always supports you for doing good deeds and tries to speak out</i>

		<i>her words if you try to cheat her culture. For example: If you try to poison the Urn in the temple then she'll turn against you and helps the guardian kill you, but if you have high concretion skill then you can intimidate her to stay in the team.</i>
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Loghain

<i>Race</i>	<i>Human</i>	<i>Loghain will join your team if you let him live in the landsmeet but doing so will result in Alistair leaving your team. Loghain replaces Alistair in most of the places including being a good tank, standing in the same place as Alistair in the party camp and giving the same pose on the companions screen. But as we all know he can't replace that blondie-bastard who tries to make fun out of everything.</i>
<i>Class</i>	<i>Warrior</i>	
<i>Specialization</i>	<i>Champion</i>	
<i>Level</i>	<i>Depends on your level and game progression</i>	
<i>Gifts</i>	<i>Ancients Map of Imperium Botanist's Map of Thedas Current Map of Ferelden King Maric's Shield Map of the Anderfels Map of Occupied Ferelden Orlesian Mask</i>	
<i>Requirement</i>	<i>During 'The Landsmeet' quest in Denerim</i>	
<i>Side Quest</i>	<i>None</i>	<i>Tactics: Loghain skills are as same as Alistair; he'll replace Alistair as a powerful tank taking the frontline and can inflict a bit more damage than Alistair. He comes with champion specialization, which he'll teach you if you ever manage to raise his approval to warm or higher status.</i>
		<i>Approval: As the senior most member of the team, Loghain talks very little. The only way to raise his approval is by gifts, try talking about Anora and agree he know what's best for her, this'll give you a little boost in the rating.</i>

Morrigan

<i>Race</i>	<i>Human</i>	<i>After escaping from the Tower of Ishal, Flemeth offers her daughter's assistance to help you guide in the wilds. But Morrigan plays a major role rather than just guiding through wilds providing one of the</i>
<i>Class</i>	<i>Mage</i>	
<i>Specialization</i>	<i>Shapeshifter</i>	
<i>Level</i>	<i>Depends on your level and game progression</i>	
<i>Gifts</i>	<i>Alistair Doll</i>	

	<p><i>Black Grimore*</i> <i>Flemeth's Grimore*</i> <i>Golden Amulet</i> <i>Golden Demon Pendant</i> <i>Golden Earrings</i> <i>Golden Mirror*</i> <i>Golden Rope Necklace</i> <i>The Chant of Light - Unabridged</i> <i>Tribal Necklace</i></p>	<p><i>four possible endings after slaying the Archdemon.</i></p> <p><i>Tactics: Try to acquire blood mage specialty when dealing with Connor, with this in hand she can become a nightmare to your foes dispatching them with her AoE spells and curses. Her shape shifting abilities are good but not as good as her magic.</i></p>
<i>Requirement</i>	<i>Complete 'The Tower of Ishal' in Ostagar</i>	
<i>Side Quest</i>	<i>Flemeth's Grimore</i>	<p><i>If you are planning to acquire her master shape shifting skill then acquire arcane warrior in the Breclian Forest instead of blood mage. If not then work on her paralyzing and AoE spells like cone of cold, with this you can freeze your enemies including the boss units and create an opening for your warriors to strike.</i></p> <p><i>Approval: Morrigan is more of a practical type than a sentimental, she don't like wasting time and money on foolish things and helping others with their headaches. You'll get around -5 to -10 drop in her approval every time you try to help others.</i></p> <p><i>You can easily raise her rating by giving her gifts, which are available in vast number or by simply talking to her in the camp. For example: when she says she doesn't believe in love and all, agree love is unnecessary and people only seek to gain more power. These kind of conversations give you a huge boost in her rating. Morrigan will only leave your team if you turn down her offer before the final battle against the Archdemon.</i></p>

Oghren

<i>Race</i>	<i>Dwarf</i>	<i>Oghren forces himself into the team while looking for her wife, Paragon</i>
<i>Class</i>	<i>Warrior</i>	

<i>Specialization</i>	<i>Berserker</i>	<p><i>Branka in the deep roads and decides to come with you so that he can get good variety of ale.</i></p> <p><i>Tactics: Two-handed weapons works wonders with his berserker skill dealing massive damage to the enemies. If you are playing Orzammar in the final stages of the game then its fine, if not then you need to work a lot on his health since he'll die with two or three critical hits from a moderate level foe.</i></p> <p><i>Oghren's best if you use him in the second row having your tank taking all the damage and allowing him to strike from behind, like I said increase his health then his berserker skill and two-handed weapons expertise and he'll become a handy fighter in tough situations.</i></p> <p><i>Approval: Oghren likes to drink; yes he loves to drink more than his dead wife. Fetch him some powerful ale from the nearby taverns and he'll stay on your tail till the end. When you are talking to him in the camp, try consulting for his lose instead of talking about his wife, leave him if he don't wish to talk you to gain a boost.</i></p>
<i>Level</i>	<i>Depends on your level and game progression</i>	
<i>Gifts</i>	<i>Ale</i> <i>Alley King's Flagon</i> <i>Bread Flask</i> <i>Chasind Sack Mead</i> <i>Garlbog's Backcountry Reserve</i> <i>Golden Scythe 4:90 Black</i> <i>Legacy of White Shear</i> <i>Scented Soap</i> <i>Sun Blonde Vint-1</i> <i>Wilhelm's Special Brew</i>	
<i>Requirement</i>	<i>Complete 'A Prince's Favor/A Lord's Trust: The Second Task' quest in Orzammar</i>	
<i>Side Quest</i>	<i>Oghren's Flame</i>	

Shale

<i>Race</i>	<i>Golem</i>	<p><i>Shale in one of few surviving golems in Ferelden, she was born in Cadhas Thaig as a dwarven woman then scarifies her life to become a golem. She has no memories of her past since she has spent last few decades of her life as a scare crow in Honnleath Village.</i></p> <p><i>Tactics: She have good defense and can replace Alistair or Loghain as a tank. Unlike others she don't have</i></p>
<i>Class</i>	<i>Warrior</i>	
<i>Specialization</i>	<i>None</i>	
<i>Level</i>	<i>Depends on your level and game progression</i>	
<i>Gifts</i>	<i>Pet Rock</i> <i>Remarkable Amethyst</i> <i>Remarkable Diamond</i> <i>Remarkable Emerald</i> <i>Remarkable Garnet</i> <i>Remarkable Greenstone</i> <i>Remarkable Malachite</i>	

	<i>Remarkable Ruby Remarkable Sapphire Remarkable Topaz Uncrushabled Pigeon</i>	<i>multiple slots for equipments, she only got two slots. One for offense and one for defense. If you manage to get two color crystals of same colors then she'll receive a bonus, just like you wearing same class/metal equipments.</i>
<i>Requirement</i>	<i>Complete 'The Stone Prisoner' DLC</i>	
<i>Side Quest</i>	<i>A Golem's Memories</i>	

Apporval: To be frank I don't know much about her to tell you how to raise her approval. She's a golem who spent decades as a scare crow, hurting her feelings with these things will cause major drop in her approval. She like crystals so fetching them is the best way to raise her approval.

<i>Sten</i>		
<i>Race</i>	<i>Qunari</i>	<i>Sten can be found in the northern part of Lothering, if you don't free him there then he's gone for good. He comes to Ferelden to help in the blight but instead gets hurt and separated from his remaining team, a group of farmers finds him wounded in the wilds and treats his injuries but he sub-coconsciously kills them thinking they are the one who tried to kill him in the battle.</i>
<i>Class</i>	<i>Warrior</i>	
<i>Specialization</i>	<i>None</i>	
<i>Level</i>	<i>Depends on your level and game progression</i>	
<i>Gifts</i>	<i>Butterfly Sword Painting of the Rebel Queen Portrait of a Goose Girl Quaanro Prayers for the Dead Silver Framed Still-Life Sword of Beresaad Totem Water-Stained Portrait</i>	
<i>Requirement</i>	<i>Complete 'The Qunari Prisoner' side quest in Lothering</i>	
<i>Side Quest</i>	<i>The Sword of Beresaad</i>	

After realizing he has slaughtered an entire family who saved him, he surrenders to the local templars feeling guilty for what he has done. The only way to recruit him into the team is by offering him salvation by fighting in the blight and helping you kill the Archdemon.

Tactics: Sten's becomes the life of the team has he is the most powerful warrior in the group. Two-handed weapons are best suited for him since he can slice oversized foes with his swords and axes.

Complete his two-handed weapon

		<p><i>expertise acquiring the final skills like critical-hit, death-blow, etc and throw him some of the best armors and he'll become a killing machine taking on five-six troops at a time.</i></p> <p><i>Approval: You'll lose a bit of rating every time you decide to help others, which will stop you from reaching the Archdemon. As a born warrior, he likes to stay on his enemy's tail until he kills them. Don't talk to him anything except for the blight, darkspawn and Archdemon. The only way to raise his rating is by gifting him some paintings, for which he's mysteriously fond of.</i></p>
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<i>Wynne</i>		
<i>Race</i>	<i>Human</i>	<i>Wynne's a scholar and a first enchanter in the Circle of Magi, who then decides to leave the Circle and go with you to help you defeat the blight, in which she failed in Ostagar. She's another one of those who voluntarily joins your team to fight against the darkspawn and stays with you unless your decisions makes them leave or die.</i>
<i>Class</i>	<i>Mage</i>	
<i>Specialization</i>	<i>Spirit Healer</i>	
<i>Level</i>	<i>Depends on your level and game progression</i>	
<i>Gifts</i>	<i>Amulet of Memories Cat Lady's Hobble Stick Discovering Dragon's Blood Potions, Tinctures and Spicy Sauce Fancy Scroll The Guerrins of Ferelden: A Genealogical History Tattered Notebook The Rose of Orlais The Search for the True Prophet Wine</i>	<p><i>Tactics: As a spirit healer Wynne's a valuable asset to the team, if you are replacing Morrigan by Wynne then try acquiring blood mage specialty since arcane will do no good to her ability as a mage.</i></p>
<i>Requirement</i>	<i>During the 'Broken Circle' quest in the Circle of Magi</i>	<p><i>With the combination of blood magic and spirit healing, she'll become the most reliable NPC to count on in toughest battles like the High Dragon, Flemeth and the Archdemon, for which you need a dedicated healer along with a powerful mages to drain life out of enemies' souls.</i></p> <p><i>Approval: She's not the one who</i></p>
<i>Side Quest</i>	<i>Wynne's Regret</i>	

		<p>likes to hang out and talk with friends, she likes to discuss about particular topics rather than random things like Morrigan and will leave you in two situations: [a] if you decide to poison the Urn and [b] if you decide to kill all the mages in the Circle of Magi before confronting Uldred. Here, she'll turn into a blood mage and attacks you so be careful.</p> <p>As a scholar, she likes books, scrolls and etc and expects you to respect everything in the world without bad mouthing or sharing your thoughts, she's more like Leliana, who wants you to do good deeds and help others, when they need you the most [crap I say].</p>
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<i>Zevran</i>		
<i>Race</i>	<i>Elf</i>	<p>Zevran's an assassin, who's sent by Loghain to kill you and Alistair, he'll ambush you trying to kill you but then joins your team [if you let him live]. He's a bloodthirsty assassin who likes to plunge his blade into his enemies' neck and see their blood spill to the ground.</p> <p><i>Tactics:</i> A deadly assassin who'll become more deadlier with twin blades. He'll become the most valuable member in the team with his rogue skills allowing you to pick locks and chests. Put him in stealth before the fight starts and navigate him behind the target's back to see his true power put to test; he can inflict massive damage on boss units using his rogue and assassins skills to backstab the targets brining them to their knees.</p> <p><i>Approval:</i> He's a bloodthirsty murderer who likes to kill people; he'll enjoy spilling others blood and wants you to be like him. He's a</p>
<i>Class</i>	<i>Rogue</i>	
<i>Specialization</i>	<i>Assassin</i>	
<i>Level</i>	<i>Depends on your level and game progression</i>	
<i>Gifts</i>	<i>Anitva Leather Boots*</i> <i>Chasity Belt</i> <i>Dalish Gloves*</i> <i>Medium Gold Bar</i> <i>Medium Silver Bar</i> <i>Rare Antivan Brandy</i> <i>Small Gold Bar</i> <i>Small Silver Bar</i>	
<i>Requirement</i>	<i>After completing the 'Broken Circle' quest in the Circle of Magi</i>	
<i>Side Quest</i>	<i>None</i>	

		<i>funny character who likes to tease others even if it means hurting his own feelings. He thinks of what he'll get in return and will not think twice to betray you if he's going to get a better pay from your opponents unless you have warm or higher relationship with him.</i>
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Gifts and Pranks

<i>Name</i>	<i>Recipient</i>	<i>Location</i>
<i>Ale</i>	<i>Oghren</i>	<i>Bartender in gnawed noble tavern.</i>
<i>Alistair Doll</i>	<i>Morrigan</i>	<i>Feast Day Gifts DLC.</i>
<i>Alistair's Mother Amulet</i>	<i>Alistair</i>	<i>Inside Arl Eamon's study room in Redcliffe castle.</i>
<i>Alley King's Flagon</i>	<i>Oghren</i>	<i>Legnar inside Orzammar commons.</i>
<i>Amulet of Memories</i>	<i>Wynne</i>	<i>Feast Day Gifts DLC.</i>
<i>Ancient Map of Imperium</i>	<i>Loghain</i>	<i>Wonders of thedas in Denerim.</i>
<i>Andraste's Grace</i>	<i>Leliana</i>	<i>Near the landmark tree in Redcliffe village.</i>
<i>Antivan Leather Gloves</i>	<i>Zevran</i>	<i>Chest inside the general store in Haven.</i>
<i>Beef Bone</i>	<i>Dog</i>	<i>Chest near the dogs kennel in the Tower of Ishal.</i>
<i>Black Grimore</i>	<i>Morrigan</i>	<i>Inside Irving's study room in the Circle of Magi.</i>
<i>Black Runestone</i>	<i>Alistair</i>	<i>One of the chests inside ortan thaig.</i>
<i>Blue Suede Shoes</i>	<i>Leliana</i>	<i>Ox merchant randomly encountered in world map.</i>
<i>Botanist's Map of Thedas</i>	<i>Loghain</i>	<i>Chest inside Eamon's study room in Denerim.</i>
<i>Bread Flask</i>	<i>Oghren</i>	<i>Feast Day Gifts DLC.</i>
<i>Bronze Symbol of Andraste</i>	<i>Leliana</i>	<i>Chest near the Revered Mother in Lothering.</i>
<i>Buttefly Sword</i>	<i>Sten</i>	<i>Feast Day Pranks DLC.</i>
<i>Cat Lady's Hobble Stick</i>	<i>Wynne</i>	<i>Feast Day Pranks DLC.</i>
<i>Chantry Amulet</i>	<i>Leliana</i>	<i>Fallen templar inside the Circle of Magi.</i>
<i>Chasind Sack Mead</i>	<i>Oghren</i>	<i>Pile of scrolls inside the Temple in Haven.</i>
<i>Chasity Belt</i>	<i>Zevran</i>	<i>Feast Day Pranks DLC.</i>
<i>Compleat Genealogy of the Kyngs of Ferelden</i>	<i>Alistair</i>	<i>Feast Day Pranks DLC.</i>
<i>Current Map of Ferelden</i>	<i>Loghain</i>	<i>General store inside the elven alienage after completing 'Unrest in the Alienage' quest.</i>

<i>Cute Little Nug</i>	<i>Leliana</i>	<i>Nug dealer in the Orzammar.</i>
<i>Dalish Gloves</i>	<i>Zevran</i>	<i>Camp near the Great Oak Tree in the Brecelian Forest.</i>
<i>Dirty Pantaloons</i>	<i>Misc.</i>	<i>Randomly found by your dog.</i>
<i>Discovering Dragon's Blood Potions, Tinctures and Spicy Sauces</i>	<i>Wynne</i>	<i>Bookshelves inside the temple in Haven.</i>
<i>Duncan's Shield</i>	<i>Alistair</i>	<i>Inside the Grey Wardens' cache in Denerim's warehouse. After completing 'Rescue the Queen' quest during the landsmeet. Go to the warehouse near gnawed noble tavern and examine the bookshelves to reveal the hidden cache.</i>
<i>Etched Silver Symbol</i>	<i>Leliana</i>	<i>Ruck inside the ortan thaig.</i>
<i>Fancy Scroll</i>	<i>Wynne</i>	<i>Complete the 'Elven Ritual' quest and kill the ghost woman in the Brecelian Forest.</i>
<i>Fat Lute</i>	<i>Leliana</i>	<i>Feast Day Gifts DLC.</i>
<i>Flemeth's Grimore</i>	<i>Morrigan</i>	<i>Chest inside Flemeth's Hut after completing 'Flemeth's Grimore' quest.</i>
<i>Found Cake</i>	<i>Misc.</i>	<i>Randomly found by your dog.</i>
<i>Garlbog's Backcountry Reserve</i>	<i>Oghren</i>	<i>Randomly found by your dog.</i>
<i>Gemmed Bracelet</i>	<i>Misc.</i>	<i>Garin inside Orzammar commons.</i>
<i>Gold Earrings</i>	<i>Morrigan</i>	<i>Legnar inside Orzammar dust town.</i>
<i>Golden Amulet</i>	<i>Morrigan</i>	<i>Garin inside Orzammar commons.</i>
<i>Golden Demon Pendant</i>	<i>Morrigan</i>	<i>Dead adventurer inside the Temple in Haven.</i>
<i>Golden Mirror</i>	<i>Morrigan</i>	<i>Garin inside Orzammar commons.</i>
<i>Golden Rope Necklace</i>	<i>Morrigan</i>	<i>Bodahn and Sandal in your Party Camp</i>
<i>Golden Scythe 4:90 Black</i>	<i>Oghren</i>	<i>Crate near the villagers house in Lothing.</i>
<i>Golden Symbol of Andraste</i>	<i>Leliana</i>	<i>Legnar inside Orzammar dust town.</i>
<i>Grey Warden Hand Puppet</i>	<i>Alistair</i>	<i>Feast Day Gifts DLC.</i>
<i>Joining Chalice</i>	<i>Alistair</i>	<i>At the far end side of the war council in Ostagar, Return to Ostagar DLC.</i>
<i>King Maric's Shield</i>	<i>Loghain</i>	<i>Feast Day Gifts DLC.</i>
<i>Lamb Bone</i>	<i>Dog</i>	<i>Inside the mabari war hounds room in Redcliffe castle.</i>
<i>Large Bone</i>	<i>Dog</i>	<i>Inside the general store in Haven.</i>
<i>Legacy of White Shear</i>	<i>Oghren</i>	<i>Sarcophagus inside the ruined fortress in the Brecelian Forest.</i>
<i>Locket</i>	<i>Misc.</i>	<i>Chest inside the general store in Haven.</i>
<i>Map of Andefels</i>	<i>Loghain</i>	<i>Inside the Grey Wardens' cache in Denerim's warehouse. After completing</i>

		<i>'Rescue the Queen' quest during the landsmeet. Go to the warehouse near gnawed noble tavern and examine the bookshelves to reveal the hidden cache.</i>
<i>Map of Occupied Ferelden</i>	<i>Loghain</i>	<i>Chest inside Arl Eamon's estate in Denerim.</i>
<i>Medium Gold Bar</i>	<i>Zevran</i>	<i>Treasure pile inside Arl of Denerim's estate.</i>
<i>Medium Silver Bar</i>	<i>Zevran</i>	<i>Chest inside the anvil of the void in the deep roads.</i>
<i>Onxy Demon Statuette</i>	<i>Alistair</i>	<i>Bones near the gravestone in the Brecelian Forest.</i>
<i>Orleasian Mask</i>	<i>Loghain</i>	<i>Feast Day Pranks DLC.</i>
<i>Ox Bone</i>	<i>Dog</i>	<i>Rubble pile near the fallen tree in the Brecelian Forest.</i>
<i>Painted Sky Ball</i>	<i>Misc.</i>	<i>Rubble near the fallen tree inside the Brecelian Forest.</i>
<i>Painting of Rebel Queen</i>	<i>Sten</i>	<i>Ox merchant randomly encountered in the world map.</i>
<i>Pet Rock</i>	<i>Shale</i>	<i>Feast Day Gifts DLC.</i>
<i>Piece of Wood</i>	<i>Misc.</i>	<i>Randomly found by your dog.</i>
<i>Portrait of a Goose Girl</i>	<i>Sten</i>	<i>Faryn in front of Orzammar's fortress.</i>
<i>Protective Collar</i>	<i>Dog</i>	<i>Feast Day Pranks DLC.</i>
<i>Quanri Prayers for the Dead</i>	<i>Sten</i>	<i>Feast Day Gifts DLC.</i>
<i>Rare Antivan Brandy</i>	<i>Zevran</i>	<i>Feast Day Gifts DLC.</i>
<i>Remarkable Amethyst</i>	<i>Shale</i>	<i>Somewhere in Orzammar dust town</i>
<i>Remarkable Diamond</i>	<i>Shale</i>	<i>Garlin inside Orzammar commons.</i>
<i>Remarkable Emerald</i>	<i>Shale</i>	<i>Figor inside Orzammar commons.</i>
<i>Remarkable Garnet</i>	<i>Shale</i>	<i>Wonder of thedas in Denerim.</i>
<i>Remarkable Greenstone</i>	<i>Shale</i>	<i>Loot it from the dead wraith inside Wilhelm's basement, The Stone Prisoner DLC.</i>
<i>Remarkable Malachite</i>	<i>Shale</i>	<i>Owen inside the Circle of Magi.</i>
<i>Remarkable Ruby</i>	<i>Shale</i>	<i>Alariths inside the elven alienage in Denerim.</i>
<i>Remarkable Sapphire</i>	<i>Shale</i>	<i>Legnar inside Orzammar commons.</i>
<i>Remarkable Topza</i>	<i>Shale</i>	<i>Faryn in front of Orzammar fortress.</i>
<i>Scented Soap</i>	<i>Oghren</i>	<i>Feast Day Pranks DLC.</i>
<i>Shiny Gold Ring</i>	<i>Misc.</i>	<i>Barlin inside Lothering tavern.</i>
<i>Silver Bracelet</i>	<i>Misc.</i>	<i>Inside the Tower of Ishal in Ostagar.</i>
<i>Silver Brooch</i>	<i>Misc.</i>	<i>Varathon inside the dalish camp in the Brecelian Outskirts.</i>
<i>Silver Chain</i>	<i>Misc.</i>	<i>Vanity inside the senior mages quarters in the Circle of Magi.</i>
<i>Silver Demon Head</i>	<i>Misc.</i>	<i>Legnar inside Orzammar dust town.</i>
<i>Silver Medallion</i>	<i>Misc.</i>	<i>Dragon hoard inside the elven ruins in</i>

		<i>the Breceland Forest.</i>
<i>Silver Sword of Mercy</i>	<i>Leliana</i>	<i>Ox merchant randomly encountered in the world map.</i>
<i>Small Craved Statuette</i>	<i>Alistair</i>	<i>Crate near the merchant in Lothering.</i>
<i>Small Framed Still Life</i>	<i>Sten</i>	<i>Chest inside the second floor in Redcliffe castle.</i>
<i>Small Gold Bar</i>	<i>Zevran</i>	<i>Charmed templar inside the Circle of Magi.</i>
<i>Small Silver Bar</i>	<i>Zevran</i>	<i>Chest inside the chantry in Haven.</i>
<i>Steel Symbol of Andraste</i>	<i>Leliana</i>	<i>Chest inside Brother Genitivi's house in Denerim.</i>
<i>Stick</i>	<i>Dog</i>	<i>Feast Day Gifts DLC.</i>
<i>Stone Dragon Statuette</i>	<i>Alistair</i>	<i>Chest inside the second floor in Redcliffe castle.</i>
<i>Stone Warrior Statuette</i>	<i>Alistair</i>	<i>Dragon filth inside the Temple's caverns in Haven.</i>
<i>Sugar Cake</i>	<i>Misc.</i>	<i>Feast Day Gifts DLC.</i>
<i>Sun Blonde Vint-1</i>	<i>Oghren</i>	<i>Vanity inside the fourth floor in the Circle of Magi.</i>
<i>Sword Of Beresaad</i>	<i>Sten</i>	<i>Complete 'The sword of Beresaad' quest.</i>
<i>Tangled Ball of Yarn</i>	<i>Misc.</i>	<i>Randomly found by your dog.</i>
<i>Tattered Notebook</i>	<i>Wynne</i>	<i>Randomly found by your dog in the Circle o Magi.</i>
<i>The Chant of Light, Unabridged</i>	<i>Morrigan</i>	<i>Feast Day Pranks DLC.</i>
<i>The Guerins of Ferelden: A Genealogical History</i>	<i>Wynne</i>	<i>Bookshelves in the second floor of Redcliffe castle.</i>
<i>The Rose of Orlais</i>	<i>Wynne</i>	<i>Library in the Circle of Magi.</i>
<i>The Search for the True Prophet</i>	<i>Wynne</i>	<i>Chest inside Orzammar shaperate.</i>
<i>Thoughtful Gift</i>	<i>Misc.</i>	<i>Feast Day Gifts DLC.</i>
<i>Totem</i>	<i>Sten</i>	<i>Chest inside Caridin's cross.</i>
<i>Tribal Necklace</i>	<i>Morrigan</i>	<i>Barrel inside the Tower of Ishal.</i>
<i>Ugly Boots</i>	<i>Leliana</i>	<i>Feast Day Pranks DLC.</i>
<i>Uncrushabled Piegon</i>	<i>Shale</i>	<i>Feast Day Pranks DLC.</i>
<i>Veal Bone</i>	<i>Dog</i>	<i>Chest inside the apartment in elven alienage.</i>
<i>Water Stained Portrait</i>	<i>Sten</i>	<i>Ox merchant randomly encountered in the world map.</i>
<i>White Runestone</i>	<i>Alistair</i>	<i>Abominations in the third floor of Circle of Magi.</i>
<i>Wilhelm's Special Brew</i>	<i>Oghren</i>	<i>Examine the brew maker in Wilhelm's house, The Stone Prisoner DLC.</i>
<i>Wine</i>	<i>Wynne</i>	<i>Lloyd in Redcliffe tavern.</i>

Legendary Items

Weapons and Staves

- *Ageless Sword [Two-handed Weapon]:* In Orzammar, before choosing the king, go to the throne room and place your party members on the pressure plates, one is outside the door and two are in the right side of the room. Have your fourth character examine the throne to free to the trapped dragon, kill it and loot its body to find the sword.
- *Antique Warden Crossbow [Ranged Weapon]:* Dropped by the Warden Master Scout at the entrance of the fortress during *The Warden's Keep*.
- *Aodh [One-handed Weapon]:* If you intimidated the White Falcons to leave the tavern during 'Pearl Before Swine' side quest. Then, Cristof will attack you in a random encounter, kill him and loot his body to find the weapon.
- *Calion's Shield [One-handed Weapon]:* Kill the darkspawn vanguard in Ostgar during *Return to Ostgar DLC* and loot its body to find the sword.

P.S: Gives a stamina bonus when paired with Maric's Blade.

- *Chasind Great Maul [Two-handed Weapon]:* Purchase it from Gorim in Denerim market district.
- *Dragonbone Cleaver [Two-handed Weapon]:* Defeat the Vaterall in hard or nightmare difficulty during the *Witch Hunt DLC* to acquire the weapon in the base game.
- *Duncan's Dagger [One-handed Weapon]:* Loot it from the resurrected ogre at the end of *Return to Ostgar DLC*.
- *Duncan's Shield [One-handed Weapon]:* After completing 'Rescue the Queen' quest in Denerim, go to the warehouse next to gnawed noble tavern and examine the table to reveal a hidden cache, loot the shield from the chest and give it to Alistair to have it turned into a shield.
- *Duncan's Sword [One-handed Weapon]:* Loot it from the resurrected ogre at the end of *Return to Ostgar DLC*.
- *Faith's Edge [Two-handed Weapon]:* Dropped by Kolgrim during the 'Urn of the Sacred Ashes' quest in Haven.
- *Fang [One-handed Weapon]:* You can only acquire this weapon if you are playing as the city elf. When you return to the alienage during the landsmeet, talk to Cyrion and he will give you the dagger.

- *Far Song [Ranged Weapon]: Purchase it from the new blacksmith in the village after completing 'The Art of Redcliffe' quest in Redcliffe.*
- *Final Reason [Staff]: Purchase it from Bodahn in the party camp.*
- *Imperium Crossbow [Ranged Weapon]: You need to steal or pickpocket this from the merchant in Lothering.*
- *Keening Blade [One-handed Weapon]: Kill Gaxkang in his hideout during the 'Unbound' side quest and loot his body to find the sword.*
- *Mage's Eye [Ranged Weapon]: Purchase it from the only shop in Haven.*
- *Maric's Blade [One-handed Weapon]: Loot it from Calion's personal chest during Return to Ostgar DLC.*

P.S: Gives a stamina bonus when paired with Calian's Shield.
- *Marjorlaneses Recurve [Ranged Weapon]: Kill Marjorlane in Leliana's side quest and loot her house to find the bow.*
- *Nug Crasher [Two-handed Weapon]: Found inside the weapon stand in Ostgar during Return to Ostgar DLC.*
- *Spellweaver [Staff]: Dropped from the arcane warrior inside the caverns during the 'Urn of the Sacred Ashes' quest in Haven.*
- *Staff of Magister Lords [Staff]: Purchase it at Wonders of Thedas in Denerim market district.*
- *Starfang [One-handed Weapon or Two-Handed Weapon]: While traveling around the Soldier's Peak, you will get a random encounter in the crater where you will see an old couple finding a baby. After the cut scene, go to the spot and you will find a strange material, take it to Levi's brother in the Soldier's Peak and chose what type of weapon you want to have it forged into a long sword or great sword.*
- *The Green Blade [One-handed Weapon]: While looking for Bevin in 'A Missing Child' side quest in Redcliffe Village, ask what he was doing inside the house and acquire the key from him, open the cupboard upstairs to find the sword.*
- *The Reaper's Cudgel [One-handed Weapon]: Defeat the Harvester in hard or nightmare difficulty in The Golems of Amgarrak DLC.*
- *The Rose's Throne [One-handed Weapon]: Purchase it from Legnar / Garlin in Orzammar commons.*
- *The Sarrows of Arlathan [Ranged Weapon]: Complete the scrying ritual in the Witch Hunt DLC to earn the bow.*

- *The Summer Sword [One-handed Weapon]: Kill Cautherin during the 'Rescue the Queen' or 'The Landsmeet' quest in Denerim and loot her body to get the sword.*
- *The Veshialle [One-handed Weapon]: Purchase it from Bodahn in the party camp.*
- *Topsider's Honor [One-handed Weapon]: Find all the pieces in the deep roads and take it to its master's grave in ortan thaig to complete the 'Topsider's Honor' side quest and get the sword.*
 1. *Hilt - Dropped by a genlock emissary in Caridan's Cross.*
 2. *Pommel - Found inside the vase in Ruck's camp in Ortan Thaig.*
 3. *Blade - Dropped by the ancient darkspawn in Dead Trenches.*
- *Winter's Breath [Staff]: Kill the rage demon found in the great hall during the The Warden's Keep DLC and loot it's remainings to find the staff.*
- *Wintersbreath [Staff]: Purchase it from the Wonders of Thedas in Denerim market district.*
- *Yusaris Greatsword [Two-handed Weapon]: Kill Shah Wyrd in the Circle of Magi and complete the 'Watchguard of the Reaching' side quest to get the sword.*

Armors and Robes

- *Armor of the Divine [Armor - Chest Piece]: Purchase it from Ruck in Ortan thaig.*
- P.S: The armor can be used as a replacement to Effort's chest piece and still get the set bonus.*
- *Battledress of the Provocateur [Armor]: Find all the armor pieces during Leliana's Song DLC to have it transferred to the main game:*
 1. *First piece - Dropped by Jovi Merice in the market district.*
 2. *Second piece - Inside the locked chest inside the hall in the estate.*
 3. *Third piece - Inside he locked ornate inside the master bedroom in the estate.*
 4. *Foruth piece - In the armor stand inside the room, where you fight the weapon master and mabari hounds.*
 5. *Fifth piece - Inside the first room after passing the second portcuillis.*
 6. *Sixth piece - Inside the desk in the chantry.*
 - *Blood Dragon Armor Set [Armor]: Install the DLC to get the armor and buy the rest of the pieces from Bodahn in the party camp.*
 - *Calian's Armor Set [Armor]: Kill the darkspawn leaders in Ostgar during Return to Ostgar DLC and loot their bodies to find the pieces.*

1. *Helm* - Dropped by one of the darkspawn generals in Ostgar during Return to Ostgar DLC.
 2. *Chest piece* - Dropped by one of the darkspawn generals in Ostgar during Return to Ostgar DLC.
 3. *Gloves* - Dropped by one of the darkspawn generals in Ostgar during Return to Ostgar DLC.
 4. *Boots* - Dropped by one of the darkspawn generals in Ostgar during Return to Ostgar DLC.
- *Effort Armor Set [Armor]: Find all the pieces of the armor in the deep roads to complete set:*
 1. *Helm* - Have your dog search the thaigs inside the deep roads.
 2. *Chest piece* - Dropped by the broodmother in 'Anvil of Void' quest in Orzammar.
 3. *Gloves* - Complete the 'Drifter's Cache' side quest and open the chest to find the gloves.
 4. *Boots* - Purchase it from Alimar in Orzammar dust town.
 - *Juggernaut Armor Set [Armor]: Collect all the armor pieces scattered in the Breceilian Forest and complete 'The Mages' Treasure' side quest to get the armor.*
 1. *Helm* - Found inside one of the graves in Breceilian Forest.
 2. *Chest piece* - Found inside the sarcophagus where you fight the ghost lady in the ruins.
 3. *Gloves* - Found inside one of the graves in Breceilian Forest.
 4. *Boots* - Found inside one of the graves in Breceilian Forest.
 - *Legion of Dead Armor Set [Armor]: Collect the pieces scattered in the deep roads and complete the 'Dead Castes' side quest to get the armor.*
 1. *Helm* - Found inside the altar where you find the key to the Broodmother in Dead Trenches.
 2. *Chest piece* - Found inside sarcophagie in one of the houses in Dead Trenches.
 3. *Gloves* - ound inside sarcophagie in one of the houses in Dead Trenches.
 4. *Boots* - ound inside sarcophagie in one of the houses in Dead Trenches.
 - *Reapers Vestment [Robe]: Purchase it from the Wonders of Thedas in Denerim market district.*
 - *Robe of Avernus [Robe]: Dropped by Avernus in the fortress during The Warden's Keep DLC.*
 - *The Felon's Coat [Robe]: Purchase it from Wade's Emporium in Denerim market district.*
 - *Vestment of the Seer [Robe]: Complete the Witch Hunt DLC to acquire the item in the base game.*

- *Wade's Drake Scale Armor Set [Armor]: Collect the drake scales from the drakes in Haven temple and give them to Wade in Denerim along with some money to get the armor.*
- *Wade's Superior Dragon Scale Armor Set [Armor]: Collect the dragon scale from the High Dragon and give them to Wade with some coins to have them forged into armor.*
- *Wade's Superior Drake Scale Armor Set [Armor]: Collect the drake scales from Haven temple and give them to Wade with more money to get the armor. Remember, you need to collect the first armor set before you can order the second one.*
- *Warden Commander Armor Set [Armor]: Kill Sophia Dryden in the fortress during The Warden's Keep DLC and loot her body to find the armor.*

P.S: The helm is not required for the set bonus but can be purchased Mikhail Dryden in Soldier's Peek for extra protection.

Accessories

- *Andruil's Blessing [Amulet]: Purchase it from the quartersmaster in the Circle of Magi.*
- *Dawn Ring [Ring]: Acquired from Shainni after protecting the alienage in 'The Final Battle' quest in Denerim.*

P.S: Gives a set bonus when paired with the Dusk Ring.

- *Dusk Ring [Ring]: Dropped by the greater shade near the The Grand Oak tree in the Brecelean Forest.*

P.S: Gives a set bonus when paired with the Dawn Ring.

- *Key to the City [Ring]: Find all the scrolls scattered throughout Orzammar to find the location of the chest and open it to complete the 'The Key to the City' side quest and to get the ring.*
- *Lifegiver [Amulet]: Purchase it from Gorin in Orzammar commons.*
- *Magister's Shield [Amulet]: Find inside one of the chests in the deserted building during 'The Last Request' side quest in Denerim.*
- *Memory Band [Ring]: Acquired through its DLC.*
- *Ring of Ages [Ring]: Purchase it from the Wonders of Thedas in Denerim market district.*

- *The Spellward [Amulet]: Purchase it from Bodahn in the party camp.*

Specializations

Warrior			
Berserker	Champion	Reaver	Templar
<p>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.</p> <p>+2 strength, +10 health</p> <p>Source: By Oghren or a manual available from Gorim in Denerim market district.</p>	<p>The champion is a veteran warrior and a confident leader in battle. Possessing skills at arms impressive enough to inspire allies, the champion can also intimidate and demoralize foes. These are heroes you find commanding an army, or plunging headlong into danger, somehow making it look easy.</p> <p>+2 willpower, +1 cunning</p> <p>Source: By Arl Eamon after healing him using the Urn of the Sacred Ashes.</p>	<p>Demonic spirits teaches 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 bloody frenzy that makes them more powerful as they come to nearer to their own death.</p> <p>+1 constitution, +5 physical resistance</p> <p>Source: By Korgrim after poisoning the Urn of the Sacred Ashes.</p>	<p>Mages who refuses Circle's control becomes apostate and live in a fear of 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.</p> <p>+2 magic, +3 magic resistance</p> <p>Source: By Alistair or a manual available from Bodahn and Sandal in the Party Camp.</p>

Mage			
Arcane Warrior	Blood Mage	Shapeshifter	Spirit Healer
<p>Among the ancient elves, there were mages who trained their magical arts to augment their martial prowess. They channeled their magical</p>	<p>Every mage can feel the dark lure of blood magic. Originally learned by demons, these dark rites tap into the power of blood, coverting</p>	<p>Rumors speak of barbarians that hold the secrets of transferring the body into the form of animals. The Circle of Magi denies such rumors, but this rare art survives in the</p>	<p>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</p>

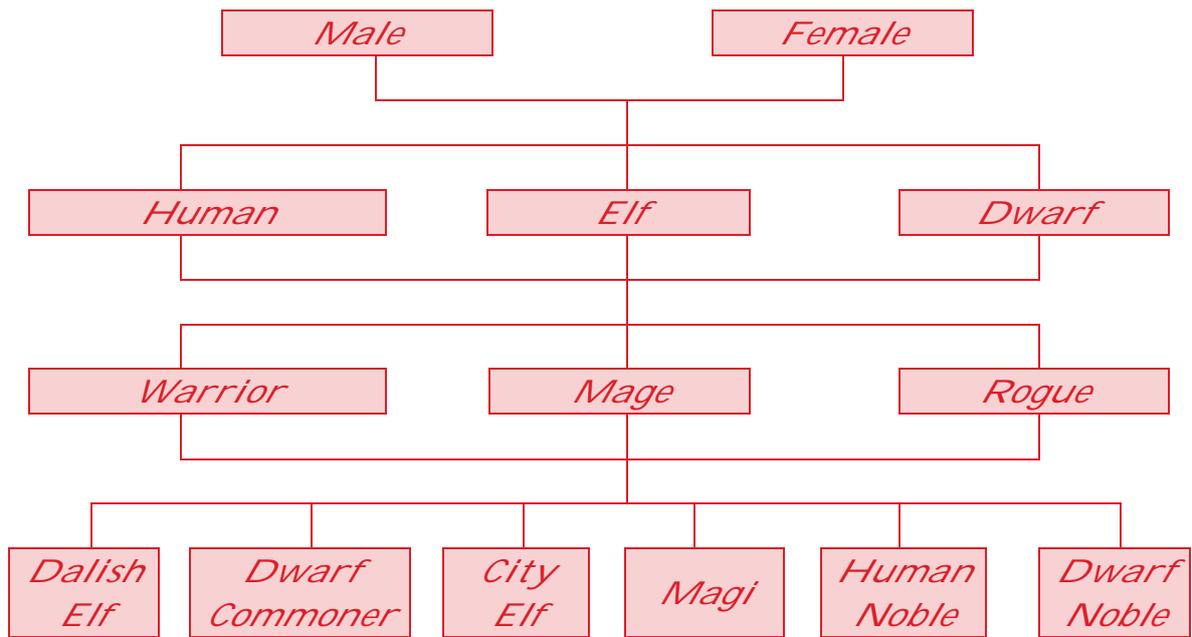
<p><i>power through their weapons and bodies, becoming terrors on the battlefield. Most considered these skills lost forever, but they may still linger in the forgotten corner of the world. Arcane warriors may learn to use their magic power score to satisfy the strength requirement to equip higher-level weapons and armor.</i></p> <p><i>+1 dexterity, +5 attack</i></p> <p><i>Source: By freeing the soul trapped inside the phylactery in the Brecelean Forest.</i></p>	<p><i>life into mana giving the mage command over the minds of others. Usch power comes with a price, though, a blood mage must sacrifice his own health, or the health of allies, to fuel these abilities.</i></p> <p><i>+2 constitution, +2 spell power</i></p> <p><i>Source: By going through Jowan's ritual to free Connor or demanding the desire demon to grant the power while the Circle of Magi performs the ritual.</i></p>	<p><i>forgotten corners of Thedas. Mastery of their bodis allows shapeshifters some protection, even in human form, making them durable opponent and staunch allies.</i></p> <p><i>+2 constitution, +1 armor</i></p> <p><i>Source: By Morrigan or a manual available from Varathorn in the Dalish Camp.</i></p>	<p><i>heal disease. Spirit healers focus on channeling the energies granted by these spirits, making them dispensable members of a party of adventurers.</i></p> <p><i>+2 constitution, +0.2 combat health regeneration</i></p> <p><i>Source: A manual available from the wonders of thedas or Levi Dryden in the Soldier's Peak.</i></p>
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Rogue

Assassin	Bard	Duelist	Ranger
<p><i>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, as assassins are a marvel of stealth and efficiency.</i></p>	<p><i>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 taking the minstrel's art to new level, bards are skilled performers and mastered</i></p>	<p><i>Duelists are deadly combatant who prefer to fight in light armour 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.</i></p>	<p><i>Rangers have affinity for open country and wilderness, but as independent scout and militia, they are opportunistic, nit stewards of nature. They exploit every advantage of their environment, and can lure wild beats to attack their foes.</i></p> <p><i>+1 constitution, +5</i></p>

<p><i>+2 dexterity, +2.5 critical chance</i></p> <p><i>Source: By Zevran or a manual available from Alarith in Denerim elven alienage.</i></p>	<p><i>manipulators, bards can inspire their allies or dishearten their foes through song and tale.</i></p> <p><i>+2 willpower, +1 cunning</i></p> <p><i>Source: By Leliana or a manual available from Alimar in Orzammar dust town.</i></p>	<p><i>+2 dexterity, +1 damage</i></p> <p><i>Source: By Isabela in Denerim pearl after beating her in a cards game.</i></p>	<p><i>nature resistance</i></p> <p><i>Source: A manual available from Bodahn and Sandal in the Party Camp.</i></p>
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Walkthrough



Gender

Male	Female
<p>Men and women in Ferelden are generally regarded as equal. Both genders are evenly represented in most organizations, noble houses, and military forces.</p>	<p>Men and women in Ferelden are generally regarded as equal. Both genders are evenly represented in most organizations, noble houses, and military forces.</p>

Race

Human	Elf	Dwarf
<p>The most numerous, yet the most divided of all the races. Only four times have they ever united under a single cause, the last being the centuries ago. Religion and the Chantry play a large part in human society. It distinguishes them culturally from elves and dwarves more than anything else. Humans can be warriors, rogues, or mages.</p> <p>Racial benefits: +1 strength, +1 dexterity, +1</p>	<p>Once enslaved by humans, most have all lost their culture, scourging an impoverished living in the slums of the human cities. Only the nomadic Dalish tribes still cling to their traditions, living by the bow and the rule of their gods as they roam the ancient forests, welcome nowhere else. Elves can be warriors, rogues, or mages.</p> <p>Racial benefits: +2 willpower, +2 magic</p>	<p>Rigidly bound by caste and tradition, the dwarves have been waging a losing war for generations, trying to protect the last stronghold of their once vast underground empire from the Darkspawn. Dwarves are very tough and have highly resistance to all forms of magic, thus preventing them from becoming mages.</p> <p>Racial benefits: +1 strength, +1 dexterity, +2 constitution, 10% chance to</p>

*magic, +1 cunning**resist hostile magic***Class**

<i>Warrior</i>	<i>Mage</i>	<i>Rogue</i>
<p><i>Warriors are powerful fighters, focusing on melee and ranged weapons to deal with their foes. They can and deliver a great deal of punishment, and have strong understanding of tactics and strategy. Specialization for warriors includes berserker, templar, champion and reaver.</i></p> <p><i>Class benefits: +4 strength, +3 dexterity, +3 constitution</i></p>	<p><i>As dangerous as it potent, magic is a curse for those lacking the will to wield it. Malevolent spirits that wish to enter the world of living are drawn to mages like beacons, putting the mage and everyone nearby in constant danger. Because of this, mages lead the lives of isolation, locked away from the world they threaten. Specialization includes spirit healer, arcane warrior, and blood mage.</i></p> <p><i>Class benefits: +5 magic, +4 willpower, +4 cunning</i></p>	<p><i>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 for front-line fighters, but if rogues can circle around behind their target, they can backstab to devastating effect. Rogue specializations are ranger, bard, duelist, and assassin.</i></p> <p><i>Class benefits: +4 dexterity, +2 willpower, +4 cunning</i></p>

Background

<i>Dalish Elf</i>	<i>Dwarf Commoner</i>	<i>City Elf</i>	<i>Magi</i>	<i>Human Noble</i>	<i>Dwarf Noble</i>
<p><i>Proud of your role as one of the few 'true elves', you always assumed you spend your life with your tribe... until a chance encounter with a relic of your people past's threatens to tear you away from</i></p>	<p><i>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</i></p>	<p><i>You have always lived under the heavy thumbs of your human overlords, but when a local lord claiming his "privilege" with the bride shatters your wedding day, the simmering</i></p>	<p><i>Wielding a power as dangerous as it is potent, you know the magic is curse for those lacking the will to control it. You anxiously await your Harrowing, the one chance to prove</i></p>	<p><i>Born to wealth and power second only to royalty, you find your training in both diplomacy and battle put to the test as your brother leads the bulk of your family's forces to the</i></p>	<p><i>As the favored child of the dwarven king, you proudly take up your forst military command... only to learn that the deadly intrigues of family and sycophants may pose a greater</i></p>

<i>everything you ever known.</i>	<i>spotlight, where you can finally prove whether you will be defined by the actions or your birth.</i>	<i>racial tensions explodes in a rain of vengeance.</i>	<i>yourself against the demons lurking without and withing. Succeed, or slaughter by the knights who ward against your kind.</i>	<i>war in the south.</i>	<i>danger than even the battlefield.</i>
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Dalish Elf Origins

The story start when your friend, Tamlin captures two humans in the forest, ask them what they were doing here and let them go. Then follow the path and you'll reach an old ruin in the middle of the forest, kill the spiders at the entrance and proceed east. Kill the creatures outside the room and enter the mirror room to trigger a cut scene. You'll wake up in your camp, the elder says a human named, Duncan brought you back from the cave and his currently looking for Tamlin.



Approach Fenarel and he'll asks you to take him with you to look for Tamlin, talk to the elder and persuade her to let him come with you. Then meet up with Merrill and head to the forest, this time there'll be darkspawn instead of wild animals so be very careful. Enter the ruins and head to the mirror room to trigger another cut scene, where Duncan destroys the mirror and takes you all back to the camp.

Speak to Hahren and tell him to prepare for Tamlin's ceremony for the dead, then return to the elder and she'll tell you some shocking news. You have been tainted by the darkspawn and there's no real cure, Duncan offers a cure to your infection if you agree to become a Grey Warden and go with him, agree to join the Grey Wardens and the elder tells you to say farewell to everyone. Talk to the weapon maker and persuade him to give you a bow then talk to the story teller and agree to tell the children a story to get some codex. Talk to other NPCs and visit the merchant if you need something, then return to the elder and tell her you ready to leave the forest.



Dwarf Commoner Origins

Watch the cut scene and exit the house to meet your buddy, Leske. Make way to the tapster tavern in the commons and talk to the Oskias. You can either kill him and take the goods back to Berath or negotiate and sell the lyrium for some gold. Go back to the shop in dust town and talk to Berath, he tells you to go to the proving grounds and make sure his man wins the fight.



Return to the commons and talk to the guards to enter the proving grounds, go to Everd's room to find he's in no condition to fight in the competition. Open the chest and grab his armors and weapon, enter the battle ground and win all five rounds to trigger a cut scene. When you wake up, you'll find yourself in the prison, lure the guard inside and knock him out. Then take the keys and escape the prison, reclaim your weapons from the chest and head across the carta to exit the building. At the end, you'll find Berath chatting with his buddies, kill them and exit the carta to trigger another cut scene.

City Elf Origins

Shianni, your cousin wakes you up and tells you to get ready. Pick up the wedding clothes from the chest and talk to your father to receive the boots. Exit the house and talk to the old couple near the house; they'll give you 10 silvers, which they have been saving to give you. Talk Nessa's and her family and they'll inform they are leaving because they don't have money to live in the alienage, try to leave them and his daughter asks you to help her so that she can live here or go somewhere else, give some money or convince her father stay here. Then meet up with Soris near the

large tree and he'll take you to the wedding celebration but things gets roughed up when Arl's son, Vaughn kidnaps your brides and escapes.



Talk to Duncan and he'll give a long sword and a bow so that you can protect yourself in Arl's estate. Travel to the estate and meet up with your friend outside the castle, follow him to the backdoor and enter the estate. Sneak into the northern side of the estate and kill the guards inside, examine the body to find out she's dead. Continue north and you'll eventually reach Vaughn and his men, kill them and watch the cut scene. Return to the alienage and talk to everyone you want, then go back to Duncan and tell him you are ready to leave.

Magi Origins

You'll start inside the fade, follow down the path killing spirits until you reach a talking rat, talk to him and agree to follow him. Continue down the path and you'll reach Spirit Valor, who asks you to fight him if you want him to help you, defeat him and he'll give you a staff along with some information about your exam. Follow the rat to the plot helper and you'll see a huge bear, which asks you to solve its riddles in exchange for the information:

Map
Tongue and
Dream



Follow the plot helper back where you started and you'll see your final exam waiting for you, kill the demon and watch the cut scene. When you come back to the Circle, your friend, Jowan tells you to meet the First Enchanter Irving in his office. Go to the office in the second floor and Irving will introduce you to Duncan and tells you to escort him to the guest wings. Take Duncan to the guest wing in the same floor and talk to him inside his room, head back to your quarters and Jowan asks you to follow him to the chantry, where he'll ask you to help him escape the Circle. You can either be a good friend and agree to help him or agree to help and then

complain to Irving. Either way, you need to go through the entire process so it doesn't matter what you choose.

Head to the exclamatory mark and talk to the First Enchanter, she'll ask you to help her kill the spiders in the store room, agree to help and kill the spiders inside the cavern. Then head to the Quartermaster Owen and ask him for a fire rod, for which he'll ask you to get a signature from a First Enchanter. Take the paper to Leorah and she'll gladly sign the paper if you have her helped kill the spider, take the signed paper back to Owen and get the rod.



Return to Jowan and follow him to the repository, kill the sentinels and approach the door to trigger a cut scene. Go through the other door and make your way to the plot helper killing the sentinels on the way. Examine the bookcase in the library to find out there's a room behind the wall, move the bookcase and use the statue to destroy the wall. Kill the sentinels inside and approach the phylactery to trigger a cut scene.

Human Noble Origins

Your father, Teyrn Cousland of Highever introduces you to Arl Howe and tells you to speak to your brother before he leaves the castle. The scene continues when Duncan, Leader of the Grey Wardens arrives in the court. He tells he's here to recruit new members and offers you to join but your [dumb old] father refuse it. Talk to your father, Arl Howe and Duncan and try to get as much as information about the darkspawn.



Exit the room through the left door and head north, you'll meet Sir Gilmore, who's been sent by your mother to inform about your naughty dog. Before going to the kitchen, talk to Gilmore about himself and the Grey Wardens. Then head north and turn right when you reach the alley, enter the kitchen and talk to Nan. Enter the larder and you'll see your dog goofing around, pick a name for your hound and

watch the cut scene. Kill the [not so] giant rats and exit the room, talk to Nan again and she'll tell you a story about a mabari war hound.

Roam around the castle talking to NPCs, then visit your mother in the atrium and watch the scene, where you'll meet Howe's wife and son. Head straight from the atrium and turn left, enter the room and talk to your brother. Return to your room and watch the cut scene. Open the inventory and put on your weapon and armors, kill the soldiers outside the door and exit the room. Talk to your mother and enter your brother's room to find your sister-in-law and nephew dead. Exit the room and kill the soldiers, visit all the places including the chapel, library, kitchen and pantry and kill the soldiers inside. Then proceed to the main hall and kill the soldiers.



If you are running low on health then use the potions from the inventory to your restore your health, if you or your allies dies in the battle then you can't use them until the battle is over so be careful. Talk to Gilmore and he'll tell you he saw your father in the kitchen. Instead of kitchen, head to the treasury room and your mother will give you the key to the armory, open the door and grab the things inside. Then proceed to the kitchen and you'll see a large group of soldiers outside, be careful and keep an eye on your health. Enter the kitchen and watch the cut scene, your father and mother decides to stay and fight while Duncan escorts you to Ostagar.

Dwarf Noble Origins

After the cut scene, head to the proving grounds in the commons and you'll meet your brothers on the way, talk to them and head to the proving grounds. Speak to the Proving Master and tell him you wish to participate, win all five rounds and return to the royal palace for a cut scene, where you'll be assigned to your first task as commander. You need to travel to the deep roads and retrieve your family shield.



Travel to the north side and meet up with the scout at the center of the thiaq, continue down the path and make your way to the Aeducan thiaq. At the entrance, you'll be ambushed by a large group of Trian's men, kill them and loot their bodies to find your brother's signet ring. Enter the room and you'll find a locked sarcophagus, suspend free movements and place your three members on the pressure plates and press the signet ring into the lock to open the door.

Retrieve the shield and exit the chamber to trigger a cut scene. After the cut scene, you'll find yourself at the entrance of the deep roads. Continue down the path killing all the creatures you encounter, head to the far northern tunnel and turn east to find Duncan and remaining Grey Wardens, who have been exploring the deep roads in search of the darkspawn to complete the your origins story.



Note: I played the game as human noble so I don't know what happens in the other origins after getting recruited to the Grey Wardens, as far as I know, there's no difference between origins except for few dialogues and cut scenes. If there are any significant differences then I will mention it in the walkthrough.

Joining the Grey Wardens

You will arrive in Ostagar, where warriors from all races have gathered to fight against the darkspawn. Duncan tells you to find another Grey Warden named, Alistair before commencing the joining ceremony. Run around the area talking to NPCs and collecting codex, if you are having trouble finding places then talk to the guard near the bridge, he'll explain whose where.



To the right, you'll find the Circle of Magi, Wynne and a Tranquiller. Daveth, another Grey Warden recruit, is in front of Wynne's tent. In the left side, you'll find dogs' kennel, Grey Wardens, King Cailan and Teyrn Loghain's tents. Across the

bridge is the infirmly, where you can find Jory, another recruit. If you are looking for supplies then talk to the Quartermaster near Daveth.

Once you are done, head across the bridge in the west and talk to the Grey Warden, Alistair, tell him you are ready to begin the ceremony and follow him to the camp. Watch the cut scene where Duncan explains the joining ritual, you need to travel to the Korcari Wilds and find three vials of darkspawn blood and some old scrolls lost deep in the forest. When you are ready, pick up any equipment you want and talk to the guard to enter the wilds.

Tainted Blood

As soon as you enter the forest, you'll get attacked by a pack of wolves, kill them and approach the wounded soldiers to trigger a cut scene. Your first objective is to find three vials of darkspawn blood. There dozens of darkspawns dwelling in the forest, kill the ones in the entrance and examine their bodies to collect the blood.

The Grey Wardens' Cache

Once you get the blood, feel free to roam around and explore the area. Then pass the ruins and head north until you reach a large group of Darkspawns, put everyone in defense and take control of all your characters. Lure the genlocks to the other side and kill them, then cross the bridge and take out the mage and archers. Continue north until you reach the outpost, approach the broken chest and examine it to trigger a cut scene.



After the Joining

Return to Duncan to begin the ceremony and watch the cut scene. Every recruit must undergo a ritual called, the joining ritual, where they need to drink darkspawns blood and survive. There is no guaranty that they'll survive but once the ceremony has began, there is no turning back. It's either do or die. When you get control of your character, head to the meeting and watch the scene. According to Loghain's strategy, Cailan and Duncan will take the front line while you and

Alistair go to the Tower of Ishal and light the beacon signaling his army to attack from the back [pretty nasty plan if you ask me].



The Tower of Ishal

If you have got the key from the prisoner then go to the tranquilizer's tent and open the chest to find his stuffs. Then talk to the merchant if you need any equipments and head to the tower, talk to the mage at the entrance to find out the tower is under attack. Kill the darkspawn attacking the soldiers near the doors and send one character to take out the archers in the lookout towers. Enter the tower and slowly move towards centre, there'll be a large group of darkspawn in the first floor. Take control of your entire team and slowly move to the left side of the tower, wait for the fire blast and release your party members. Command two members on the emissary and take him out first, then pick the remaining darkspawn one by one and loot their bodies.

Proceed to the second floor and search all the rooms killing every darkspawn you find. Enter third floor and you'll see some darkspawn torturing the Hounds, use the same strategy we used before and kill them. If you are having trouble then release the Mabari Hounds out of the cage, they'll take care of them for you. Proceed to the fourth floor and watch the cut scene, which isn't very pleasant to watch.

The room is empty with only you, your friends and..... an ogre [Run!!!!!!!], switch to mage and let loose of your remaining characters, use spells like paralyze, fire ball and lighting to stun the ogre and create an opening for your warriors to strike. Once the Ogre is down, light the beacon and watch the cut scene. Loghain retreats from the battlefield and both Cailon and Duncan dies fighting the darkspawn [Loghain..... I'll get for this].



You'll wake up in Flemeth's hut, thanks to her you are still alive and breathing. She carried you back from the tower and treated your wounds. Talk to Morrigan and approach Alistair to trigger a cut scene. Alistair suggests using the Grey Wardens treaties to demand alliance from other races to fight against the darkspawn, but entire Ferelden is now under Loghain's control and he has labeled you two for murdering the king. The only man capable of saving you is Arl Eamon, the Arl of Redcliffe and King Cailon's uncle. Talk to Flemeth, Morrigan and Alistair and pick up your stuffs from the chest inside, then gather your team and head north to enter the world map.

Lothering and the Imperial Highway

When you are travelling to Lothering, you get a cut scene where Queen Anora nominates her father, Teyrn Loghain as the regent to the throne [Great!]. Your goal is to secure a safe passage in the Imperial Highway, which will take you around Ferelden. Travel to Lothering and you'll see some bandits collecting tolls from the travelers. You can either pay them 10 silver or intimidate them to leave or kill them and loot their bodies, I say kill them.

Once you are done with the bandits, head down to the village and watch the scene. According to Alistair, the Grey Wardens can call for aid from four races namely Dwarves of Orzammar in the Frostback Mountains, Dalish Elves of the Brecelian Forest, Circle of Magi from Lake Calenhad and Arl Eamon of the Redcliffe. But in order to do so, you need to travel to each place and ask them to pledge their alliance to the Wardens.



Enter the village and find a merchant to dump off your goods, then talk to the NPCs collecting codex and information. Head to the chantry and talk to the brother in the entrance, he'll give a reward for killing the bandits i.e., if you have the killed the bandits. Enter the chantry and talk to brothers and sisters to collect some info about the Chant of the Light, talk to the Revered Mother in her studies to get some information about Loghain's whereabouts.

Head to the tavern and you'll see some bounty hunters harassing the villagers, interfere the conversation and scare them out of the tavern. Having Sten and Morrigan will help a lot, use attacks like sunder arms, winter grips, pummel strike

and shield bash and try to freeze or paralyze them. If you are having trouble dealing with all of them then concentrate on the commander and take him out first, if you take out the commander then the rest will surrender and leave the tavern. After the fighting, you'll meet a priestess, who wishes to join your campaign against the darkspawns. Even if you disagree to recruit her to your team, she'll come with you when you leave the village. Having Leliana in the party will allow you to pick locks and spot traps so why say no, right?



Head to the northwest of the village and you'll see man inside the cage, talk to him and persuade him to join your cause. Then use Leliana and pick the lock to let him out. Once you are done, head back to the Highway and you'll see some darkspawns attacking two dwarves [I'm getting tired of saving others ass], kill them and talk to the dwarves. If you don't have Leliana then she'll join you at this point, continue north and leave the village to trigger a cut scene, where you'll see the Archdemon in the dream and pass out.

When you wake up you'll see Alistair sitting next to you, he says it's normal for Grey Wardens to have dreams about Archdemon and darkspawns. Talk to Bodahn and Sandal and they'll offer to trade items and enchant your weapons for discount, use runes you found in your journey and enchant any one of your weapon to add extra effects to it. Remember, you can only enchant certain weapons and not all [Even I don't why it's like that but it's like that].

A Village Under Siege

When you arrive in Redcliffe, you'll get a cut scene regarding Alistair's past. This bastard is the half-brother of King Cailan. Now that Cailan is dead, he is the heir to the throne. But the only person who knows this is Eamon, Loghain and King Maric. Now that Maric's dead and Eamon's sick, there's no one who'll help you regain the throne from Loghain and Loghain will do everything in his power to stop you and Alistair from reaching Denerim.



*Head to the village and you'll see a Militia near the bridge, talk to him and agree to meet Bann Teagen. The village is under attack by undead, they are attacking at nights killing and kidnapping villagers. Many has died fighting and Arl is deadly sick to call for aid, Teagen offers to arrange an audience with the Arl if you help them defend the village [*Sigh* As if we have a choice]. Talk to the Revered Mother and others and collect more information about the siege.*

Talk to General Murdock outside the chantry and he'll ask you to speak with the blacksmith, who has locked himself in the smithy. Break open the door to the smithy or persuade / intimidate him to open it and talk to him. Persuade him to help the villagers and he'll ask you to find his daughter, promise to look for her and leave the house. Next head to the east side of the village and break into Dwyn's house, persuade him to help in the siege and agree to pay 100 silvers [what?! I've worked hard to earn this money].

Then head to the tavern and you'll see an elf spying on the villagers, intimidate him and he'll admit the truth, get the letter and tell him to fight with the militia. Talk to the militia inside the tavern and they'll complain about the owner for charging for the ale, talk to Lloyd and persuade him to give free ale to the soldiers, if you don't have good persuasion skill then pay 100 silvers for the ale. Return to Murdock and tell him the militias are ready for the attack, then head to Ser Perth's outpost and inform him you are ready to wait for the nightfall.

The Attack at Nightfall

There'll be two waves of attack in the hilltop each with around 15-20 undead, luckily Ser Perth and his knights will held you a hand. Kill the undead and follow the messenger to the village, there'll be around five waves here, first two will come in groups whereas the remaining comes one after another. If you manage to defeat the first two groups then you can pick out the remaining easily, loot their bodies and watch the scene.



The Arl of Redcliffe

Talk to Teagen and he tell you to meet him and Ser Perth in the windmill, do as he says and speak to him at the windmill to trigger a cut scene, where you'll meet the Arlessa of Redcliffe, who seems to hate Alistair a lot. The castle is under attack and Connor, Arl's son is acting very strange. They fear he has become an abomination. Teagen tells you to use the secret passage to enter the castle and see what's exactly happening. Talk to Ser Perth and he'll promise to help you if you open the main gates for his men, enter the windmill and use the secret passage to travel to the castle.

When you arrive, you'll see some walking corpse torturing the prisoners, kill them and talk to the mage inside the cell [Yes, he's your buddy from the Circle of Magi]. Choose whether to let him go or kill him and watch the scene, be careful though Alistair will disapprove if you let him go. Search all the rooms and kill each and every undead you see, you'll find Velen, blacksmith's daughter inside one if the rooms in the north, tell her the path is safe and send her back to the village to complete her father's side quest.

Clear the troops in the basement and head to the courtyard for one of the most annoying fights in the game. Take control of your entire team and move them behind the tree, lure the archers in the stairs and kill them. Once the archers are dead, equip all your characters with bow and attack the revenant from distance, this'll deplete most of his health before he reaches you. Then switch weapons and let your warriors distract the revenant while your mage or rogue sneak behind him and open the gates for Ser Perth and his soldiers, take out the revenant first then kill the remaining to trigger a cut scene.



Just like Jowan predicated, Connor has become an abomination. The only way to solve this problem is by either killing him or agree to go through Jowan's ritual and sacrifice Isolde or get some help from the Circle of Magi. If you want to kill Connor then go to the second through the main halls and you'll find Connor near Eamon's room, intimidate the demon to show its true form and kill it, it's an easy fight as long as maintain your health stable.

Jowan's or the Circle of Magi's ritual are both the same, you have to send Morrigan or Wynne into the fade and kill the demon saving Connor. If you are planning to acquire blood magic specialty then you have to go through the ritual. In Jowan's ritual you'll get the specialty as soon as you enter the fade through blood magic. Whereas in CoM's ritual, you have to persuade or intimidate the demon to give you the power then kill it. Once the demon is dead, the village will be back to its old state but Arl is still sick with no signs of improvement. Talk to Teagen and he'll tell you about the Urn of the Sacred Ashes, offer to help him look for it and leave Redcliffe [for now].



The Urn of Scared Ashes

Teagen tells you to meet a brother named, Genitivi, who's currently doing research on the sacred ashes. Though his current whereabouts is unknown his house is located in the Denerim. So start your search there, go to his house near the gnawed noble tavern and talk to Weylon, use persuasion and other skills and get as much as information as possible.

Then try to enter the room behind him and he'll stop you, insist on entering and he'll change into a malefic and attacks you, kill him and enter the room to find real Weylon's body and Genitivi's journal. Travel to Lake Calenhad and talk to the inn owner, he clearly states there's no one by the name of Genitivi and tells you to get out. Exit the inn and you'll get attacked by a group of cultists, kill them and loot their bodies.



Travel to Haven, it is located in the western part of Ferelden and talk to the guard in the entrance [That's a warm welcome]. After some questioning, he'll let you enter the village. Enter the house in the left and you'll see an altar with fresh blood, examine the altar to find its human blood. Exit the house and you'll get attacked by another group, kill them. Enter the store and talk to the owner, try to question about the situation and he'll attack you, kill him and enter the storeroom to find one of Eamon's knights dead body [I'm beginning to love this village].

Talk to boy outside the shop and he'll tell you all the villagers are in the chantry, that's all the info you can get from him so leave the boy and head to the mountains. You'll get attacked by more villagers on the road, kill them and enter the chantry. Talk to the Revered Father Eirik and ask him about Brother Genitivi, instead of answering he'll turn into a mage and attacks you [This is why I hate to be polite]. Have your mage or archer and a melee fighter take care of him while the others clear the remaining guards in the room.

Once everyone's dead and gone, Examine the wall near the bookcase and you'll find a secret door behind [Just like old movies], enter the room and talk to Genitivi. According to him, the sacred ashes are kept inside a ruined temple in Haven and he can help you find it if you take him there. Pick up the medallion from Eirik's body and talk to Genitivi agree, agree to take him to the temple and watch the cut scene.



Leave Genitivi to his work and search the temple, clear all the cultists inside the rooms and explore the temple. The main hall in the upstairs is locked; the key is hidden inside the chest in the western wings. Take the key and enter the main hall, which leads to the caverns, where the ashes are kept. There will be couple of dragonling, a younger version of dragons, drakes and dozens of cultists inside, kill them and make sure you pick up the scales from the dragons you slew; they'll help you complete two quests. Take your time to clear all the cultists inside [Why leave them waiting, right?], then turn left and head deep into the caves.

At the end of cavern, you'll find Father Kolgrim, who welcomes you much better than villagers. Anyway this dickhead thinks Andraste has returned as the High Dragon but she is very weak to return to her true form. SO... he asks you to help him revive her to full power by pouring the dragon's blood on the ashes. You can either choose to help him and take the blood or promise to help and then betray him or say NO and kill him here, I say kill him. Search the bodies [Assuming you killed them] and pick up flute.

Exit the cave and you'll see a dragon flying to the mountain top [Finally a dragon, I was starting to wonder why they named Dragon Age if there are no dragons in the game]. Look around the area and head to the Gauntlet on the other side of the bridge. Talk to the Guardian and he'll ask you to state your purpose for being here, admit you are looking for the ashes to heal your friend and he'll let you take a single pinch from the urn. Ask him about the High Dragon and he'll clarify you with a big NO.



A Test of Faith

Before taking the ashes, you need to go through several tests to prove yourself to The Maker and Andraste. Enter the room behind the Guardian and you'll see eight disciples of Andraste, if you have seriously gone throw all the codices regarding Andraste and her teaching then you should be able to guess the answer. But if you haven't then refer to the following list:

- Ealisay - A Tune*
- Vasilia - Vengeance*
- Havard - The Mountains*
- Catherin - Hunger*
- Brona - Dreams*
- Thane Shartan - Home*
- General Maferath - Jealousy*
- Archon Hessarian - Mercy*

If you answer all the questions correctly then the door to the next room will open. In the next room, you'll meet someone from your origins. For me [noble human] I saw my father, Teyrn Bryce Cousland, who gave me an amulet [I don't know what'll happen in the other origins. Sorry]. Enter the next room and you'll see four images of you and your friends, who attack you for no reason. They are not hard just annoying, if you have Morrigan then have her shape shift into a spider or bear.

Next room is a bit tricky; you need to make your way to the other side of the room by stepping on the right set of tiles. For this you need all four characters so suspend their free movements and command your characters to hold position, then find the two tiles which will make the floor solid. For the sake of not to get confused, I'll name the characters as No. 1, No. 2, No. 3 and No. 4, this way you'll know which one to move. Here's how it's done:

- *First move No.1 to the second tile in the right side, then move No.2 to the third tile in the left side and No.3 to the sixth tile in the left side. This'll make two tiles solid enough to walk, move the No.4 to the second tile in the centre.*
- *Move No.1 to the first tile in the left side and No.2 to the fourth tile in the right side. Then move No.3 to the sixth tile in the left side to create the next set of tiles, move your No.4 to the next tile in centre.*
- *Move No.1 to the first tile in the left side and No.2 to the second tile, move No.3 to the fifth tile in the right side to create the final set of tiles. Finally move your No.4 to the other side to make all four tiles appear.*



Proceed to the next room and examine the altar, remove your equipments and cross the holy fire to trigger a cut scene. You have successfully completed all the tests and proved yourself faithful, the Guardian lets you take a single pinch of ash from the pot. If you have agreed to help Kolgrim then you can pour the blood to the pot, but doing so will trigger a boss fight against the Guardian, Alistair, Leliana and Wynne. You can intimidate your companions and convince them to stay but dealing with the Guardian is not an easy task, he's a hard nut to crack.

If you don't want to fight the Guardian and the others then simply take a pinch of ashes and leave the urn. This'll trigger a fight with Kolgrim and his men, which is a whole lot easier than the Guardian's. Your choice determines what specialization you'll get from the quest, if you kill the Cultists and protect the urn then Eamon will reward you with the champion specialization. On the other hand, helping Kolgrim will net you reaver specialization [after killing the Guardian and exiting the temple].

Either way, take the ashes and leave the Gauntlet. Head back to the mountains top and you'll see the High Dragon at the peak. If you have killed Kolgrim and picked up his flute, then go to the inventory and blow it to call down the dragon. But do it only if you are above level 15 or else it'll be like suicide attempt. The fight will be similar to Flemeth's fight, she have crazy defense and uses variety of attacks. Her flames aren't like dragonling's fire, it hurts A LOT. I suggest having three meele fighters with Wynne, this way you can keep healing and reviving members while fighting.



When she's going to die, she'll pick up one of your character and chews them until they are dead [Yuck!]. Have Wynne revive them as soon as she let goes, keep up the melee attacks and deplete her bit by bit until it reaches 0. Make sure you loot her body before leaving, she have enough equipments for your entire team. Once you are done, head back to Genitivi and tell him about your success, here you can either kill him to keep the ashes safe and secret or persuade or intimate not to tell anyone or have him research on the ashes which'll cause the entire world to come and take the ash. Then rush back to Redcliffe and use the ashes to get the old man back on his feet.

While traveling to Redcliffe, you'll have another nightmare of the Archdemon, Alistair takes you back to the camp and lets you rest for awhile. When you wake up, you'll see your dog barking then suddenly a group of darkspawn attacks your camp. It's not a hard fight, you'll have your entire team at your disposal [You just can't control them that's all. Lol] so don't worry about strategies and all, just kill them and talk to your fellow Grey Warden.



Gather the Army

Thanks to the healing power of the ashes, Eamon is back on his feet. After a long conversation, the Arl promises to call a landsmeet against Loghain and prove his disloyalty to the nobles. But the problem is who'll take the throne after Loghain, Alistair clearly states he's not willing to take over the throne and leaves but it's a problem to deal later.

Now you need to gather an army large enough to defeat the darkspawn and slay the Archdemon. After all the cut scenes, you have to decide what to do with Jowan, there's no benefit in killing him so convince the Arl to let him live. If you haven't recovered Alistair's amulet then pick it up now, it's inside the drawer in Arl's study.

Giving it to Alistair will give you a huge load of approval, which will help you unlock his side quest.

Once everything's set and done, let's move onto the biggest part of the game 'Gather an Army', for this you need to travel to the Circle of Magi in Lake Calenhad, Breccelian Forest and Orzammar in the Frostback Mountains. If someone asks me to comment on these three then I'll say they are boring, annoying and irritating. Anyway I'm sure I'm ruining your curiosity by saying all these things so let's just get on with it. We'll do it in the same order Alistair explained in Lothering: Templars/Mages from the Circle of Magi, Dalish Elves of the Breccelian Forest and Dwarves of Orzammar.



Broken Circle

Head to Lake Calenden and talk to the Templar near the boat, he says the Circle is currently closed. Talk to Kester and hop onto the boat, talk to Sir Griegor at the entrance and he'll fill you in with the remaining details. The mages have turned into the abomination and attacked the Circle; the templars are now trying to trap the abomination inside by sealing the doors. Griegor clearly states they can't help in their current situation and tells you to look for aid somewhere else, try to persuade him and he'll let you enter the Circle.

Dump off your equipments in the quartermaster and head through the doors. Once you go through the doors, there's no turning back until the tower is back to normal with no abomination so pack yourself with some powerful equipments and potions. Proceed to the centre hall and you'll see Wynne from Ostagar fighting the abominations, kill them and talk to her. Here you can convince the mages to leave and help the templars seal the doors or help the mages clean the Circle, if you are looking for help to deal with Connor then you need to help the mages by killing the abominations.



Proceed to the second floor and talk to Owen, he says he saw some blood mages looking for lyruim. Enter the room and you'll see some blood mages he mentioned, they are actually weak in hand-to-hand combat so you shouldn't have any trouble dealing with them. Once done, a woman will beg for mercy, you can either let her go or kill her, it doesn't matter what you choose though Alistair may disapprove if you have low rating. Proceed to the First Enchanter's study and search the room, especially for the Black Grimore.

Giving it to Morrigan will trigger her side quest, I suggest you give it to her right away [Assuming she's in your team] so that she'll give you the quest the next time you go to your camp. If you give it her in your camp then you have to wait until you go back to the camp next time. There's nothing special in the third floor, more abominations and some side quests. So deal with them and head to the fourth floor. In the centre room, you'll encounter a sloth demon, who will send you and your companions to the fade.

Lost in Dreams

[*Evil tone* welcome to the biggest pain in the ass part of the game] If you fail to resist sloth demon's temptation then he'll send you to the fade. Like I said, the fade is a complete pain, it's divided into ten parts and the sloth is the centre. You'll start in Weisshaupt Fortress; from here you need to travel to four other places viz., the burning tower, the mages of asunder, the templar's nightmare and the darkspawns invasion.



Proceed to the entrance of the fortress and you'll see Duncan, who tries to lure you into dreams, kill him along with the remaining Grey Wardens and access the fade pedestal. Travel to raw fade and you'll see a mage at the entrance, who'll explain how to travel from pedestal to pedestal and escape the fade. Go through the fade portal and kill the rage demon, killing it will trigger a conversation with a rat,

which has been trapped inside the fade. After few questioning and answering, it will give its shape shifting ability, which will allow you to become a rat and travel through mouse holes. Use the pedestal next to you and travel to the burning tower, head east and go through the mouse hole. Kill the demon and the templar will give you the burning man form, which will allow you to cross fire without getting hurt, this form is strong against melee fighters but when it comes to mages its best to avoid it.

Travel to mages of asunder and go through the mouse hole, follow the hall way killing whatever you find and at the end, you'll see a dreamer being attacked by golems, kill them and he'll give you the golem form, most powerful form in the game. Head to the next pedestal and enter the darkspawn's invasion, kill the arcane horrors and head north through the mouse hole. Kill the darkspawn's attacking the dreamer and he'll give you the spirit form for saving his life. Once you got all four forms in hand, head back to all the pedestals and kill its masters to unlock the remaining pedestals.



Head back to the raw fade and talk to Niall then go through the spirit next to him and you'll see a desire demon, Zevenya, she isn't very hard but the problem is her shades. Lure the shades away from her and kill them, then change into the golem and pummel her until she's dead. Next, head to the burning tower and cross the fire, inside you'll find Rhagos. Turn into a golem if you have the form, if not then use the burning man form and kill him. Travel to mages of asunder and go through the blocked door where you got your golem form. Head straight and at the end, you'll find Slavren., get rid of him however you want and use the pedestal to the templar's nightmare.

Pass the massive door at the far side of the fade and kill arcane horrors and darkspawn's, enter the room and you'll see another desire demon called, Vereveel, who'll run away as soon as she sees you. Chase after her through the mouse hole and kill her. Finally, head to the darkspawn's invasion and destroy the massive door in the entrance, kill the Genlock Emissary and the remaining darkspawn and bust open the next door to find Uthkiel, kill him to unlock the nightmare pedestals.

Once all five bosses are dead, you need to travel to the nightmares and rescue your companions, they will be trapped believing what they are seeing is real, you need to free them by killing their dreams or nightmare. For example: the elven student for Wynne and Goldanna for Alistair. Once you complete all three nightmares, the centre fade pedestal leading to the Inner Sanctum, where Sloth is located will be unlocked. He's not that tough to beat, just annoying. Every time you defeat him, he'll come back in another form. Take control of Wynne and leave your warriors

engage in melee combat. Use Wynne's healing and reviving powers and don't let your characters health to drop less than half. Once you defeated him, you'll have a long conversation with Niall, who tells you to pick up the Litany of Adralla from his body and use it against Uldred to prevent him from turning into abomination.



You'll be back in reality with all your companions safely back at your side, pick up the Litany of Adralla from Niall's body and clear out the remaining abominations in the rooms. Then head to the last room and you'll find a templar, who has imprisoned himself inside a barrier to protect from the abominations. Talk to him and he'll tell you to kill all the mages in the tower, agreeing to this will cause a lot of disapproval in your team including Morrigan and Alistair and..... Wynne will turn into a blood mage and attacks you. Just leave him there and head to the harrowing chamber to find Uldred, the man responsible for all the mess created in the Circle.

After the conversation, you'll be forced to fight him, take out the abominations around him and have all your melee characters distract him while Wynne heals the wounds. Wait for Wynne to tell you to use the Litany and throw the Litany at him to stop him from turning into an [power] abomination. Deplete all his health and watch the cut scene, where you need to decide what to do with the mages. You can either kill them as the templars told you or spare them, if you are looking for help to solve Connor's problem then you need to side with the mages and spare them. Return to the Griegor to complete the quest, you can now head back to Redcliffe and deal with Connor.



After completing the Circle of Magi, you'll get a cut scene of Loghain hiring an assassin to kill you and Alistair. When you try travel to your next destination, you'll be stopped by a girl who asks you to help her save her caravan from darkspawn, you need to follow her as there's no other way which will lead to an ambush by the same assassin. I suggest you don't bring Alistair, Morrigan and Sten with you, you'll know why after the battle.

Have your melee fighters take care of the assassins while your mage freeze the archers preventing them firing shattering shots. If you have Leilana then have her back stab Zevran, gang up and dispose Zevran as quickly as you can then pick out the rest one by one. After the battle, you can either kill him or wake him up and convince him to join your team, if decide to take him into the team then Alistair, Morrigan and Sten will disapproval so it's best if you avoid bringing them.



Nature of the Beast

Travel to the Brecelian Outskirts and you'll meet some elven hunters, who ask you at least hundred questions before taking you to the elder. Sooner or later, you'll realize just like Haven these guys don't like outsiders poking their nose into their business. Talk to the Clan Leader, Zathrian and he'll tell you they are under attack by the werewolves and can't help you in the blight [Tell me one person who can help with the blight?]. Ask him more about the werewolves and agree to help them fight against the werewolves, he'll tell you to travel to the Brecelian Forest and kill the werewolves' leader, Witherfang [Hey! You can't just order me to do your dirty things old man]. Roam around the camp talking to NPCs, especially to Sarel, the story teller.

Once you are ready, head to the forest. The forest is a tricky one to navigate, just roam around killing the werewolves and darkspawn until you reveal the entire area. Somewhere in the northwest you'll run into a werewolf called, Swift Runner [Wow! I didn't werewolves have names]. He'll run away if you kill his buddies so take out the other werewolves and scare him off. Head to the next part of the forest, which is a complete pain in the ass. Every time you try to go through the mist, you'll get back to the starting point so instead of getting annoyed about the forest, try to take out as many werewolves as you can. Then, head to the northwest part of the forest and you'll find a crazy hermit [Exactly where I'm standing in the map] who keeps babbling all the time. According to him, a huge oak tree is trying to kill him because he stole its acorn.



Head to the northeast part, directly opposite to the hermit and you'll see the Great Oak Tree he mentioned, talk to it and it'll agree to help you pass the mist if you bring back its acorn from the Hermit. Head back to the Hermit and talk to him about the acorn, if you have met Danlya back in the forest and picked up her scarf or helped Cammen and received the book then exchange it for the acorn, if not then go back and talk to her/him or just kill him and loot his camp. Either way, go back to the Oak Tree and return the acorn, in exchange it'll give a piece of its enchanted wood, which will let you pass the barrier and reach the werewolves liar.

Go through the barrier and you'll encounter your old friend, Swift Runner again and as usual he run away as soon as he see you. Proceed towards the ruins and enter the so called fortress, kill everyone you see and look around the area. You will stumble across a library in the lower level of ruins, examine the small box on the floor and place it on the altar next to it to free the spirit trapped inside and to gain arcane magic specialization. When you are done, head to the far west corner of the fortress and enter the lair. At the entrance, you'll see a werewolves called, Gate Keeper, talk to him and he'll take you to the Lady of the Forest, who is none other than Witherfang and the White Wolf you encountered outside the fortress.

According to Witherfang, centuries ago when the Dalish Elves first came to the Brecelian Forest, it was occupied by humans. The elves and humans had a crash for the place and the humans kidnapped Zathrian's son and daughter and killed them. Enraged Zathrian summoned a werewolf demon and imprisoned it inside a human body, who is now Witherfang. Witherfang promises to leave the villagers if Zathrian release them from the curse.



Go through the newly opened door and you'll see Zathrian examining the ruins outside. Talk to him and convince him to talk to the Lady of the Forest, now keep in mind that you only need to take him to the Lady so keep that tongue of yours at control and don't do anything stupid to ruin the plan. Take him to Witherfang and they'll have a long [really long] conversation. Here, you can either side with the werewolves and kill Zathrian or side with him and kill Witherfang or stick to the

plan and convince him what he has done is wrong and end the curse without killing anyone.

If you are playing as neutral to both the sides and trying to end the curse then your teammates will support or at least Alistair will. By doing this, Zathrian will be enraged and attack you. But nothing to worry, Witherfang and his men will help you. Once you inflict certain amount of damage, Zathrian admits what he has done is wrong and ends the curse by scarifying himself [What?! I said you don't need to kill anyone, that doesn't mean they can't kill themselves or commit suicide]. Watch the cut scene and return to the camp to complete the task, the clan will pledge to help you fight against the darkspawn [Yippee!].

A Paragon of Her Kind

Before travelling to Orzammar, rearrange your current army and have at least two melee fighters and a rogue to pick locks, then travel to the Frostback Mountains and watch the cut scene. Head to the fortress entrance and you'll see some Loghain's men pestering the guards to let them in, talk to the guards and they'll ask you to get rid the soldiers. Do as they say and enter the fortress to see a warm welcoming scene, talk to the soldier in the entrance and he'll fill in with details. Orzammar is in turmoil, the king is dead and the throne is empty. Both Prince Bhelen and Lord Harrowmont are trying to take over the crown and the citizens are unable to choose between them. Without the King they can't help you against the blight so it's up to you to settle the despite and bring peace back to the land.

Do some shopping if you want and explore the area collecting codex. When you are done exploring, head to the diamond quarters and enter the assembly to trigger a cut scene. You can either side with Bhelen or Harrowmont and make them the King. Either way, they will promise to fight against the darkspawn in the blight. If you are have played/are playing as dwarf noble then you know who to choose, both Bhelen and Harrowmont's men will try to lure you to their side.



A Prince's Favor: The First Task

Talk to Vartag in the assembly chambers and he'll ask you to deliver two letters to the nobles, who have changed their votes to Harrowmont. Go to the tavern in the commons and you'll see two dwarves fighting each others, show the letter to Lord Helmi and leave the tavern. Go back to the diamond quarters and give the other letter to Dace, she'll agree to help Bhelen if you look for her father in the deep roads. Go to the entrance of the deep roads and talk to the commander, enter the deep roads and continue down the path until you reach a fork. Turn left and follow down the path killing all the darkspawn and you'll eventually reach Dace's father, talk to him and return to the palace to complete the first task.

A Lord's Trust: The First Task

If you choose to side with Harrowmont then talk to Dulin in Harrowmont's estate and he'll tell you to go to the proving grounds and get some information on Bhelen [He means go to the proving and win it, dumba]. Head to the proving grounds in the commons and look for the Proving Master, tell him you want to participate and he'll enroll you into the competition. Win all five rounds and return to Dulin, ask him for an audience with Harrowmont and watch the scene.

A Prince's Favor / A Lord's Trust: The Second Task



Bhelen/Harrowmont asks you to deal with the local crime lord, Jarvia, who is residing in the dust town. Head to the dust town and speak to the people about Jarvia and collect information about her current whereabouts. Especially to the

woman sitting near the fire pit, if give her 10 silvers then she'll tell you how you to enter Jarvia's hideout. Then intimidate the shop keeper for more info and leave the shop. Examine the wall behind the fire pit and you'll find an old locked door, enter the house next to it and you'll see couple of Jarvia's guards hanging out, kill them and search the bodies to find the key.

Entering Jarvia's Hideout

Enter the locked room and kill everyone in the entrance, head to the far north part of the carta and you'll find Jarvia in the last left room. She's the most annoying boss in the entire game; she disappears and reappears every time you try to hit her. Cast grease + fire and burn the guards inside the room. Then use cone of cold or blizzard and freeze Jarvia creating an opening for your warriors to strike. Repeat the same technique two or three times and kill her. Loot the bodies and use the hidden passage to exit the carta.



Anvil of the Void

Talk to Harrowmont/Bhelen and they'll ask you to find a Paragon named, Branka, who has left to the deep roads years ago looking for Anvil of the Void. IF you succeed in this task then they'll promise to convince the assembly to help you in the war. Head to the deep roads and you'll meet a drunken named, Oghren, who wants to come with you to look for his wife. He'll tag along even if you say no so just welcome him into the team.

Deep roads is a complete pain, you need at least one day to complete it so pick up whatever you want and fill your bag with loads of health poultices. Like I mentioned before, you need at least two warriors for this part. Once you entered the thaigs, you'll find all sorts of creature so if are planning to play with your charmy mages and archers then forget it. Your [real] destination in the deep roads is the Anvil of the Void, which is located at the edge of the deep roads. For this, you need to travel through Aeducan Thiag, Caridan's Cross, Ortan Thiag and Dead Trenches.

There's nothing much to do in Aeducan Thiag, Caridin's Cross and Ortan Thiag, you'll get attacked by couple of dozens of darkspawn and other creatures who tries to stop you from reaching the Anvil, kill them and clear all the tunnels. Once you

are done, head to the far northwest of Ortan Thiaig and you'll find Branka's journal, it is located right next to the spider queen [Exactly where I'm standing in the map]. Get rid of the spider queen and read the journal, Branka continued her search for the Anvil and traveled to the Dead Trenches, the home of darkspawn.



When you first arrive in the Dead Trenches, you'll see a dragon flying around the thaig [hope it's not the Archdemon]. Talk to the dwarves near the bridge and you'll get attacked by couple of darkspawn, kill them and head to the northwest until you hear some strange voices. Clear the darkspawn outside and enter the hall to find an infected dwarven woman, talk to her about Branka and she'll run away. The room next to this is locked so enter the room at the other side and you'll see spirits wandering around the room, examine the altar and you'll find the key to the big door.

Use the key to enter the room and you'll see a huge big large monster called, Broodmother, who is none other than Hespith. She'll spawn couple of darkspawn every time you hit her, have your warriors deal with the minions while your mage take care of Hespith. You can't kill her with your melee fighters so mages are your only choice, cast spell might and follow it by tempest, inferno and blizzard. You can also use sleep + horror to knock her down then use drain her life or cast crushing prison and follow it by other spells.

Defeat the monster however you want and talk to her, then loot her body and proceed to the next area. At the entrance of the tunnel, you'll find Branka, who orders you to help her pass the traps. Follow her and enter the first room, which is covered with poison gas and four stone golems. Have someone turn off the valves while the others take care of the golems, this way you can save at least half of your health. Next room is filled with traps... lots of traps, have your rogue deactivate them while your remaining three take care of the darkspawn.



Proceed to the next room and you'll see a stone face, which will start turning firing lightning and fireballs. There four stones at each end of the platform, you need to kill the dwarf guarding the stone and use the stone to destroy the faces. Once all four

faces are destroyed, head to the next room and watch the cut scene. Here, you need to choose between Branka or Caridin and help them kill the others, if you have Shale they she'll leave if you chose to kill Caridin so be careful.

If you decide to kill Branka then you need to deal with three of her golems and then with Branka. On the other hand, if you choose to help Branka then you need destroy four Caridin's stone golems and then Caridin himself; dealing with him is no easy task. Once you dealt with them, you need to decide what to do with the Anvil of the Void. As far I know, if you are siding with Caridin then you need to destroy the Anvil. If you wish to return it to the Orzammar then Caridin will attack you even if you helped him kill Branka. Anyway after the fight, the Paragon, whom you chose to help will make a crown to give it to the new king.

Return to Orzammar and head to the assembly chamber, here you can choose who you want to be the next king. It doesn't matter for whom you are working for; you can easily double-cross them and give the crown to the other. If you choose Harrowmont then Bhelen will attack right in the assembly chambers but nothing to worry, the nobles will aid you kick his ass. Watch the cut scene and say bye-bye to Orzammar once and for all.



The Landsmeet

Once you have completed 'Gather an Army', it's time to head back to Redcliffe and begin the landsmeet. This is the last but one quest of the game, you'll travel to Denerim where you'll have a face-to-face conversation with KING Loghain, piss him off as much as you want and watch the cut scene. Talk to Eamon in his estate and he'll introduce to you Erlina, one of Queen Anora's maiden, who believes that the Queen has been kidnapped by Howe [Revenge time].

Rescue the Queen

Head to Ari's estate and meet up with Erlina outside the castle, she tells you to sneak inside through the back door while she distracts the guards. This is the same castle you sneak in city elf origins, follow Erlina to the backdoor and kill the guards patrolling near the walls. Wait for her to distract the guards and sneak inside through the door; once you are inside the castle don't try to talk to anyone. Sneak

into the northern part of the castle and you'll find the Queen inside a locked room [Where I'm standing in the map], she'll tell you to kill the mage who put the barrier in order to remove the spell.



The mage is currently with Howe, you know what this means right? Sneak inside the Howe's bedroom and open the chest to find some Grey Wardens documents, enter the prisons you'll see a prisoner who kills the guard and take his clothes. He introduces himself as a Grey Warden from another country, who came to aid in the blight in Ostagar, ask him about the Grey Wardens and give him the documents you found in Howe's bedroom.

Once you are done, follow the plot helper and you will eventually reach the dungeons where Howe is stationed with his men [waiting for you to come and kill him]. Have your mages or archer concentrate on Howe while your melee take out the men around him. Once everyone's dead, go for the Arl and take him out. Loot their bodies and head back to Anora, open the door and follow her to the next room to trigger a cut scene, where Miss Cauthrien tries to become all goody-goody and attacks you with her men.

Here, you can either fight them or surrender and create a chance for the Queen to escape; if you wish to fight then Anora will double-cross you and goes with Cauthrien. On the other hand, if you surrender then they'll take you and Alistair to prison, from where you need to escape. If you want to fight then use the same strategy we used for Howe and take out the soldiers around her, then go all out on Cauthrien and cut her into pieces. If you wish to surrender then she'll take you and Alistair and let the others escape.



Captured!

They'll take off all your equipments and puts you and Alistair in the dungeons. Here, you can either break out of the prison yourself or wait for your teammates to come and rescue your ass. Act like you are sick and lure the guard inside the cell, kill him and pick up the keys. Grab your belonging from the chest and exit the dungeons. Take out the soldiers outside and bust out of the castle through the front door.

If you choose to wait for your companions to come and save your sorry ass then choose any two characters with good fighting and persuasion skills, talk to the soldiers in the entrance and they'll let you enter the castle. Talk to the captain and he'll agree to let you enter the basement, sneak inside and look for your teammates' cell. If you have Leliana or Zevran then have them open the door, if not then kill the patrolling guards and pick up the keys. Either way, kill the remaining guards near the door and escape the castle.



After escaping the prison or defeating Cautherina, return to Eamon and tell him mission accomplished. He then tells you to visit the elven alienage and see what's happening there. He believes you can find proof to show Howe's treachery to the nobles, which will give a lot of support in the landsmeet.

Unrest in the Alienage

Head north from the entrance and you'll see a large crowd in front of the local healing centre [or whatever it is], talk to Shianni and get some info on what's happening. Go to the backside of the building and bribe the guard to let you in, clear out guards inside and pick up the note. Return to Shianni and give her the note you found, head to the far east side of the alienage and enter the apartment. Kill the guards in the entrance and keep moving south until you reach the warehouse.

At the entrance, you'll meet Devera, you can either persuade or intimidate her to leave you or kill her and loot her to find a codex item. She's basically an archer and weak at hand-to-hand combat, have one of your fighters engage in fight while the remaining clear the room. Head to the next room and speak to Caladrui, who offers a deal. You can either take the documents and leave the elves to die or kill him and

take everything, fighting him isn't very hard so throw the offer back at his face and draw out your sword.



Take control of your mage and use earthquake to reduce the enemies' movements then cast inferno directly on Caladruis to burn him down. Once he's dead, kill the remaining and free the hostages, talk to Valerdrin and he asks you to meet him at his house. Loot the bodies and return to Shianni to inform her about the situation, then talk to Valerdrin and he'll give you Duncan's dagger, made out of pure grey iron.

Return to Eamon and inform about the alienage, he tells you to get ready for the landsmeet and meet him in the hall with Alistair. If you are planning to put Alistair or yourself [Possible only if you are male noble human] on the throne then there are few things you need to do before going to the landsmeet. First, speak to Anora and she'll ask you to support her in the landsmeet, if you are planning to marry her and become king then propose to her and persuade her until she agrees. If you wish to put Alistair in the throne then agree to support in the landsmeet and promise not to kill Loghain. Then talk to Alistair and convince him he can become a good king, if everything's goes well then you'll get +3 or +4 approval from him, this means he's ready to become the king. Return to Arl and tell him you are ready.



If you haven't killed Cauthrien then she'll try to stop you in the entrance, you can either persuade or intimidate her to let you in or kill her and enter the palace. In the landsmeet, there are few things you need to borne in mind. First, speaking stupid things will make you lose support. Second, never try to intimidate or persuade anyone. And thirdly, don't try to break out a fight until its necessary. Use the following dialogues and the landsmeet will go smoothly:

[Persuade] I'm not the one who betrayed Ferelden!
 You allowed Rendon Howe to imprison and torture innocents.
 Why did you try to steal the throne from your own daughter?
 What have I done? I've protected her from you.
 The queen speaks the truth [If she's giving her support to you].

This'll cause a group fight against Loghain and his men; let the nobles surround Loghain while you and your companions take care of the soldiers. If you have followed all the steps correctly then the Revered Mother, who raised Alistair will stop the fight, the nobles suggest to settle the dispute in a duel. You can have any of your friend fight Loghain but I suggest you don't choose Alistair because he'll automatically give the deathblow and kills him. This is bad if you are planning on recruiting him to the team.



After the fight, you'll get an option to recruit Loghain to the Grey Wardens or kill him. If you chose to recruit him then Alistair will leave your team. But killing him means you or Alistair have to die in the end [Spoilers!], so I suggest you let him live. Then you need to choose who will be the next King and Queen, here you can either chose Alistair or Anora or Alistair and Anora or You and Anora or Alistair and you. If you chose to kill Loghain then Alistair will continue as a Grey Warden even after becoming the king so don't worry about losing him.

The Final Onslaught

I suggest you finish off your pending side quests before going to Redcliffe. When you are ready, head to Redcliffe village and talk to the guard near the bridge, who has been sent to inform you about the darkspawn attack. Clear the darkspawn near the bridge and head down to the village, take out the ones near the chantry and Ser Perth's outpost and head to the castle.



The front door will be surrounded by darkspawn, lots of them but don't worry as they are all one hit kill. Once you are done, talk to the guard and tell him you wish to see the Arl. After the cut scene, Riordan tells you to meet him in his room to discuss some Grey Wardens business, do as he says and speak to him. According to the ancients' records, the Grey Wardens who gives the deathblow to the Archdemon will receive the taint and DIE. Dang!

Morrigan's Ritual

After talking to Riordan, return to your room and you'll have a long conversation with Morrigan. According to her, she can prevent the sacrifice by sealing an Ancient God in her womb so that when you or other Grey Wardens give the death blow, the taint gets transferred to the child and saves the Wardens. You can either agree to perform the ritual or deny it, but denying will make Morrigan leave the team immediately [No, there's no way you can make her stay]. If you want accept the offer, then you / Alistair / Loghain have to go through the ritual and only that one can to give the death blow.

After accepting or denying the ritual, restock your supplies and head to Denerim to start the final battle. Clear the darkspawn in the entrance and head to the gates. Riordan tells you to take three members and go to the palace while the others defend the gates, though he tells you to take Alistair or Loghain there's no need to take them if you don't want to. Here, if you are playing as female human noble then I suggest you don't take Alistair with you because he'll automatically give the deathblow and die, if you are playing as male then it's OK. One more thing, take either Leliana or Zevran with you, you'll need them in the final battle.



Head to the market district and you'll see a large group of ogres attacking the civilians, split into two teams and take out the ogres one by one. If you are having trouble then use any one of the melee races from the army selection slot to help you kill them, clear out the troops in the entrance and head towards the open market to find the Hurlock General. Kill the ogres beside him first and then pummel his head to the ground to finish him off.

Defend the Alienage

Once you are done in market district, head to the elven alienage and speak with Shainni, you can either have the elves fight with you or tell them to flee. Wait for the darkspawn to break the gates and cast blizzard. Pick them out one by one and hold your position until everyone's dead

Hold the Gates

Travel to your next destination and you'll be stopped by another random encounter, where you will take control of the other team, which you left to defend the gates. If you are not using these characters then have everyone's skills maxed out and equipped them with good equipments, talk to the general and tell him you are ready. Rally your troops and block the gates killing everyone as soon as they enter, this'll reduce the number of foes pouring into the area at a time. If you have Wynne then you shouldn't have any problems dealing with them, have her heal the injuries time to time while the others take care of the battle. Once done, send the messenger back to the palace.



The Final Battle

You'll be back in control of your main team, there'll be a large group waiting near the stairs preventing you from entering Fort Drakon. You need to deal with them as there's no other way. Let me see, there are ten generals like emissaries and alphas, three dragons and dozens of darkspawn grunts, I prefer you summon one of the melee fighters from the slot unless you are freak who thinks you can take on all of them by yourself. Once done, enter the fortress, where the stage has been set for the final battle. Enter the main hall and you'll find couple of shades and a Genlock Conjurer, he can switch place with the shades so you need to kill the shades before dealing with him.

Make your way to the left side of the fortress. You'll be constantly attacked by emissaries, powerful ones, dealing with them is no easy task. On the western wing, you'll find Genlock Shapeshifter, he's basically a shape shifter like Morrigan. He usually change into a spider or a bear, you can easily fry him with fire spells. Once done, continue down the hall and you'll find Sandal near the stairs to the second floor. Purchase anything and everything you can think of and enter the second floor.

More emissaries, kill them and clear the remaining minions. Open the doors to the armory and cast inferno before entering, there'll be three groups of archers with five men each, they'll bring death upon you before you can reach them. Proceed to the next room and you'll get attacked by a Genlock Assassin, another Genlock with

Zevran's ability. Kill him and anyone else you can possibly find. Then make your to the north most part of the fortress and enter the balcony for the final showdown, save the game before the entering.

Yes, its dragon slaying time! The fight is divided into four pieces; the dragon will change its attacking pace every time you deplete 25% of its health. Of course, this battle is similar to Flemeth and High Dragon but a bit easier, mainly because you are stronger, powerful, have an entire army to back you up and you know how to fight in tight situation. First and foremost, you need a massive damage dealer, a good tank, a rogue and a kick-ass mage, preferably a blood mage. When you enter, the dragon will be fighting in the centre of the balcony. Take control of all your characters and move them to nearest turret. Give hold position and have your mage cast the most powerful AoE spells combination while your rogue use the ballista to inflict some critical damage, make sure your melee characters are near your mage and rogue so that they can protect them from the attacking troops, this'll also save a lot of health.



Once you deplete 25% of its health, it'll fly to the turret in the others side of the balcony and starts firing fire balls and vortex, you can't reach it for melee combat so move to the nearest ballista turret and repeat the same technique we used previously. There'll be a large of darkspawn attacking at this pace, if you are having trouble then call one of the melee fighters to aid you. Make sure your mage and rogue is alive, you can win the battle as long as your mage or rogue lives.

When it reaches 40% of its health, the dragon will fly back to the centre and starts rampaging the floor, get ready for some serious action. If your melee fighters are dead then call for archers, they'll inflict maximum damage without getting hurt. Restore your party's health and cast storm of the century directly at the dragon. Once the dragon is frozen, have your melee fighters engage in combat. Ignore the darkspawn interfering the combat and concentrate on finishing the dragon as soon as possible. Just keep up the freezing and pummeling for awhile and the dragon will fall before your party members die.

Once you deplete all its health, it's time to make the final decision, who will give the final blow? The game has four possible endings, you give the death blow and die or Alistair gives the deathblow and die or Loghain gives the death blow and die or you go through that witch's idiotic ritual and save everyone's ass. If you die then Alistair will be build the Grey Wardens' fortress in your name and your tomb will be built in Weisspaut Fortress, beside the four others who have given their lives to defeat the Archdemon. If you live then you can stay with Alistair and become the queen or the chancellor of Ferelden, second only to king, and build Grey Wardens'

fortress in Amarthine [C'mon who will take care of your doggy if you die?]. Every one of your companions has their own endings depending on their side quests, decisions and approval. I don't want to tell more and spoil your curiosity, look for yourself.



Well that's it guys. You can still download and play the DLCs if you want. The expansion pack is coming out on March; it's the continuation of the same story with new enemies and companions. You can continue your same character from the Origins or create a new Grey Warden so don't delete your save games after beating the game. It's coming out on March 16 and I'll be back as soon as it's out. So, until then BYE!

Side Quests

Ostagar & Korcari Wilds

- *Last Will and Testament* by examining the dead body near the cliff in Korcari Wilds

Head west and you'll see a dead body on the left side of the ruins, examine the body and pick up the letter, which is the last will of this dead guy asking to deliver the chest to his wife in Redcliffe. Head all the way to the north and you'll find a camp near the first trails of the chasinds. Kill the darkspawn if there are any and examine the fire pit/camp fire to find the chest, when you go to Redcliffe seeking alliance with the Arl, go to the chantry and deliver to his wife, Jetta.

- *Pinch of Asses* by picking up the pouch from the dead emissary in the bridge

Head north and you'll find a large group of darkspawn near the bridge, kill them and pick up the pouch from the emissary which will trigger the mission. Head west from the bridge and sprinkle the ashes on the rocks to call the spirit, kill it and pick up the equipments to complete the quest.

- *The Hungry Deserter* from the Prisoner inside the cage in Ostagar

Talk to the prisoner and he'll ask you to bring some food in exchange for the key to the tranquiller chest. Talk to the guard and use persuasion to get the food, if you don't have good persuasion skill then agree to pay 10 silvers and buy the key. But remember, he'll only give the food if you have 10 silvers, take the food back to the prisoner and receive the key.

PS: The chest can only be opened after everyone leaves for the battle.

- *The Mabari Hound* from the Kennel Master or by picking up the plants in the Wilds

If you have survival skills then talk to the kennel master and agree to examine the dogs to receive the quest. If you don't then travel to the western part of the Korcari Wilds and you'll find some white flowers with red center, pick them and give it to the kennel master. If you don't have a mabari hound then completing this quest will get you one, but remember you need to do it before going to the meeting with Loghain.

- *The Missionary* by examining the dead body near the river in the entrance of the Korcari Wilds

At the entrance of the wilds, you'll find a dead body near the river, which contains a letter directing the location where the guy is supposed to meet his family. Follow the direction given in the letter to find the chest:

- Look for tree leaning on a ruined building.
- Pass under the fallen tree.
- Pass a submerged tower on the right.
- Look between a high arch and a mossy standing stone.
- Walk along a path of roots and stones.
- Look for two statues with a chest between them.

To put it simple, this place is located where you'll find Rigby's hidden loot. Look around for a pack of wolves with an alpha wolf, kill them and open the chest behind them to complete the quest with some equipments.

- *Signs of Chasinds* by locating all the trails of chasinds in the wilds

After you trigger 'Last will and testaments' side quest, you'll find several marked spots called, trails of chasinds in your map. The first one is located to the east of Wardens' outpost, examining it will unlock another one or two. This goes on until you find all six or seven. Once you are done, head to the final/last marked place in the far end side of the map and you'll find a camp filled with darkspawns unless you have already killed them while exploring the wilds, kill the darkspawns and loot the camp to find hidden loots.

Lothering

- *A Fallen Templar* by examining the dead templar on the Imperial Highway

After dealing with the toll collectors, search the dead templar's body in the highway and pick up the items. Go to the chantry inside the village and you'll find a knight from Redcliffe, talk to him and give the items to complete the mission.

- *A Last Keepsake* from the Chanter's Board

According to the chanter's board, the boy's mother got separated in the nearby forest; they fear she has been killed by the wild animals. Head to the east of the village and you'll find some wolves feeding on a dead body, kill the wolves and collect the remains from the body. Return it to the chantry to complete the quest.

- *A Poisonous Proposition* from Barlin inside the tavern

Barlin wants some poison to use in his traps, agree to get some poison and leave the tavern. Buy 3 flasks from the merchant and head to the east side of the village, kill the giant spiders near the river and collect the venom. Use the flask and venom and

make 3 flasks for poison, take it back to Barlin for some coins. Remember, only Leliana can mix the extracted venom so if don't have her then you can't make the poison.

- *Bandits on the Roads* from the Chanter's Board

When you arrive in Lothering, you'll meet some bandits collecting tolls from travelers, kill them or scare them away and report it to brother outside the chantry to collect the reward.

- *Dereliction of Duty* from the Blackstone Liaison

You need to find three people who have deserted their duties and teach them a lesson:

1. Layson inside the rundown alley in Denerim.
2. Sammeal in front of the inn in Lake Calenhad.
3. Tornas near the entrance of Orzammar's fortress.

- *More Than Just Plants* from the Village Elder Miriam

The village elder asks you to bring some poultices so that she can tend to the wounded travelers. You need to give 3 little poultices, you can either give her the ones you found or make new ones using Leliana.

- *Scarping the Barrels* from the Blackstone Liaison

You need to find the people, who promised to help Blackstone in times of need and send them to the Blackstone:

1. Patter Gritch inside the chantry in Lothering.
2. Dernal Garrison inside the house near the windmill in Redcliffe village.
3. Varel Baern inside the Eleven Alienage in Denerim.

- *Traps are a Girl's Best Friend* from Alison in Lothering

You need a companion with basic trap making skill to initiate this quest; if not then you cannot initiate the quest. Once you have received the quest, go to Dane's refuge and buy three traps, have them turned to spring traps and deliver them to Alison.

- *The Quanri Prisoner* from the prisoner inside cage

Talk to the prisoner and persuade him to join your cause, if you have Leliana then have her open the locks or talk to Revered Mother in the chantry and intimidate her release him.

- *Weed Out the Bandits* from the Chanter's Board

Travel to the northern side of the highway and you'll see some bandits blocking the way and collecting tolls from the villagers, kill them and return to the chantry to complete the quest.

- *When Bears Attack* from the Chanter's Board

Some of the bears are dwelling in the forest near the village and villagers fear they might attack in night times, so they asks you to kill them so that they sleep peacefully. Head to the far east of the village and you'll see some bears near the river, kill them and return to the chantry.

Redcliffe

- *A Missing Child* from Kaitlyn

Talk to Kaitlyn in the entrance of the chantry and she'll ask to you look for her brother, Bevin. Head to the east side of the village and enter Kaitlyn's house, approach the dresser to find Bevin. If you have good persuasion skill then ask him what he was doing and he'll tell you he was looking for his grandfather's sword, persuade him to give the key and send him back to the chantry. Pick up the sword from the chest and return to the chantry.

- *Brothers and Sons* from the Chanter's Board

Some of the men, who left Redcliffe has not returned from their journey, the chantry wishes someone to look for them. Travel to the Battlefield in the world map and you'll see a pack of wolves feeding on dead bodies, kill them and collect the belongings of the victims, especially the diary in the entrance of the area. Return them to the chantry to complete the quest.

- *Caravan Down* from the Chanter's Board

There has been no report from the caravan from few days and according to the messenger it has been attacked by darkspawn on its way back. Travel to the Caravan in your world map and kill the darkspawn surrounding the area, then take the news back to the chantry for your reward.

- *Desperate Haven* from the Chanter's Board

Some of the refugees have traveled to Haven and never returned, you need to go to the spot and see what happened to them. Travel to the spot in the world map and you'll find a group of darkspawn attacking the refugees, kill them and safely escort the remaining refugees back to the village.

- *Greasing the Wheels* from the Blackstone Liaison

You need to find five hooded mages in Denerim and tell them to return to their masters:

1. Near the open market.
2. Inside the dark alley.
3. Inside the rundown alley.
4. Inside the inn in the pearl.
5. Inside the elven alienage.

- *Jowan's Intention* from the Chanter's Board

You need to release Jowan from the castle and tell him to get out of the place. If you ask him to help you, then Teagan will once again imprison until Eamon is recovered so, you need to free and send him out of the castle. Once you have freed him and have completed the "Urn of the sacred Ashes" quest, the chantry will ask you to look for the mission apostate and a new place will be unlocked for you in the world map. Travel to the spot and you will see Jowan protecting several refugees from the wolves, kill the wolves and you will get an option to either let him go or to kill him, both the options will not have any impact on your companions so the choice is completely up to you. once the fight is over, return to the chantry to collect your reward.

- *Lost in the Castle* from Owen in the smithy

Talk to Owen in his house and he'll ask you to look for his daughter, Velen. Use the secret passage in the windmill and head to Redcliffe castle, search the right side of the castle and you'll find her in one of the room. Tell her to return her father and head back to Owen to complete the quest.

- *Skin Deep* from the Chanter's Board

The chantry asks you to bring some demonic galls from the walking corpses so that they can research on them. This can only be collected by killing any living corpses, if you don't get enough of them then wait until you travel to Haven and Werewolves liar, where you can find couple more of them. Bring 20-25 of them to get a huge reward.

- *Unintended Consequences* from the Chanter's Board

You need to complete the "Summoning Science" side quest in the Circle of Magi to trigger this mission. Once you have accepted it, you will get a random encounter when traveling around the Circle, where the whim you summon attacks you, kill it and return to the chantry to complete the quest.

Haven

- *Dragon Scale Armor* by picking up the dragon scale from the High Dragon in Haven

If you are mad enough to attack the High Dragon and slew it then pick up its scale and give it Wade, he'll ask you to return after sometime to collect your armor. Do as he says and return after awhile to collect one of the legendary armors set in the game.

PS: There's no need for you to pay him any money.

- *Drake Scale Armor* by picking up the drake scales in Haven

Kill the drakes inside the cave and collect their scales, you need two of them. Take them to Wade's emporium in Denerim and give it to the man in the collector, Wade asks you to give him some time so that he can make the armor. Visit after some time and collect your armor, which he complains isn't very artistic. Give him the other set of scale and return after some time to get a superior or better one than the previous one.

PS: There's no need for you to pay him any money.

- *Forgotten Verses* by picking up the old scroll in Haven

To the west of the Temple, you'll find an old scroll in the library, take it to the chantry in Denerim and give it to Sister Justine so that she can research on it.

Circle of Magi

- *Careless Accusation* from the Mages Collectives

This poor guy has been accused for living with a couple of blood mages in a village. You need to find the witness and silent them before they complain to the Circle, they can be found when traveling around Lothering, persuade or intimidate or kill them and return to the collectives to complete the quest.

- *Five Pages, Four Mages* by collecting all the torn papers in the third floor

Has the name suggests, you need to find five notes of the mages scattered in the third and fourth floor. These papers are actually torn papers stacked to reading stands. The best way to find these papers is by visiting each room and hold Tab to

highlight usable objects; this'll highlight the papers making it easier for you to find them.

Once you found all five, you'll get a warning to be on lookout for the guy who scammed the mages. The fight takes place when you are traveling in the world map. He'll attack you with two melee fighters and a mage, try getting rid of the mage first, use advances drain technique then shower him fireballs and chain lightning. Once he's down, picking the remaining is fairly easy.

- *Friends of Red Jenny* by picking up the painted box from the First Enchanter Irving's study

Somewhere inside the Irving's study, you'll find a small painted box, taking it will trigger a random encounter in the world map. Kill the thugs or whatever they are and loot their body to trigger the quest, which is as easy taking a candy from the baby. Take the box to the house near gnawed noble tavern in Denerim and pass it through the hole [Man! What the heck was that sound I just heard!? Creepy!]. That's all. J

- *Herbal Magic* from the Mages Collectives

Some of the mages wants you to bring some deep mushrooms to create potions. These things can be found all most anywhere, collect 10 of them and hand them over to the mages.

- *Notice of Termination* from the Mages Collectives

Some of the students have proven useless and has been terminated from the Circle, they need you to take the letters to the students and give them the happy news:

1. Near the open market in Denerim.
2. Inside the wonders of thedas in Denerim.
3. In front of the fortress in Orzammar.

- *Places of Power* from the Mages Collectives

The Collective needs you to activate four of their power generators, which are scattered throughout Ferelden:

1. Tree of Life in the Elven Alienage.
2. Irving's chair in the Circle of Magi.
3. Gravestone near the Oak Tree in the Western Brecelian Forest.
4. Altar inside ortan thaig in Orzammar, it's the same altar where you'll call the fade beast in 'Asunder' side quest.

- *Summoning Science* by collecting all the textbooks in the library

This quest can't be activated until you complete 'Broken Circle'. Search all the books in the first floor library and find all the text books, just go to every room in the first

floor and press Tab to highlight the text books. Then go to the library and activate the items in the following order to call the summonings:

1. Spirit Hog
 - a. Summoning font
 - b. Tome of spirit personages
 - c. First summoning flame
2. Trickster Spirit
 - a. Summoning font
 - b. Rodercoms uncommon calling
 - c. Silver coin at the bottom of the statue
 - d. Second summoning flame
3. Fade Rifter
 - a. Summoning font
 - b. Elvorn's grenade bestiary
 - c. Trace sigil
 - d. Spiritorum etherialis
 - e. Statue of magus gorvish
 - f. Novice phylactery
 - g. Third summoning flame

Kill the demon and loot its body to find some equipments and to complete the quest. Remember, if you don't have all the text books then the spirits will die when you summon them.

- *Thy Brother's Killer* from the Mages Collectives

Some blood mages has killed a Circle mage and now the Collective needs you to take revenge for them, according to the journal they are located inside the Brecelian Forest. Head north in the Eastern Brecelian Forest and you'll find a group of mages performing a ritual near the ancient tombstone, kill them, they aren't tough so you shouldn't have any trouble dealing with them, and return to the collectives.

- *Watchguard of the Reaching* by finding all notes in the tower

This quest is easier if you play it after cleaning the tower out of abomination. Search the rooms in the first three floors and collect all the notes, written by students. Try pressing Tab to highlight the objects; this'll make it easier for you to find them. Once you have found all the notes required to begin the quest, head to the third floor and activate the statues in left, right and middle order. Then go to the centre room and activate the statue in the middle, the one with three shields and a sword. Once you are done, go to the first floor and examine the door to the basement to trigger a fight with a rage demon, Shah something [I don't remember properly], kill it and loot its body to complete the quest.

Brecelian Forest

- *Cammen's Lament* from Cammen

Ghenya has refused to marry Cammen because he's not fully pledged hunter. The completion of the quest depends on your persuasion, if you have high level persuasion with all box checked or at least three then you can talk to Ghenya and persuade her to marry Cammen. If you have medium or OK persuasion then talk to Cammen and persuade him to take a wolf pelt from you, for this you need to have a wolf pelt or you need to kill a wolf and take its pelt back to Cammen.

- *Elora's Halla* from Elora

Talk to Elora near halla's stable and she'll tell you one of the halla is acting very strange and refusing to take fool. You need medium or high survival skill for this, if you examine the halla and tell her a lie then the halla will die. It's best you don't take this quest until you get at least two to three survival boxes checked.

- *Lost to the Curse* from Athras

Athras thinks his wife has become a werewolf and needs you to look for her in the forest. When you travel to the forest, head to the east side and you'll find a lone werewolf called, Danyla, who asks you to kill her and give her scarf to her husband.

If you refuse to merci kill her then she'll lose control and attacks you so it's best to take the scarf and release her from her pain.

PS: One more thing, when you are doing the main quest, the hermit asks you to give something in return of the acorn, you can convince Athras that his wife h'is dead without the scarf so giving it to the hermit will not stop you from completing the quest.

- *Rare Ironbark* from Varathorn

Talk to Varathorn and he'll mention something about ironbark wood in middle of the conversation. When you travel to the Brecelian Forest, go to the west of the forest and you'll find a large timber of ironbark, take it to back to Varathorn to complete the quest. When you take it back to Varathorn, he'll offer to make you something out of it, you can either get a bow or an armor. If you refuse to take any gift then he'll give an amulet, which is fairly decent than the bow and armor.

- *The Elven Ritual* by collecting the tablet from the sarcophagus inside the ruins

To the south of the ruins you'll find a sarcophagus, which will explain how to perform the elven ritual. Head to the far north side of the building and you'll find a pool and an altar, open your journal and go through the steps mentioned in it:

- Examine the pool.
- Take the earthen pot.
- Fill the jug with water.
- Take the jug and leave the pool.
- Examine the altar to the right side of the pool.
- Place the jug on the altar.
- Kneel down and pray to the altar.
- Take a single sip from the jug.
- Take the jug and leave the altar.
- Pour the remaining water into the pool.
- Return the jug back to its place.
- Leave the pool.

Completing the ritual will open the door to the next area, go through the newly opened door and you'll see a ghostie woman, kill her to get the last piece of Juggernaut armor.

- *The Mages' Treasure* by collecting all four pieces of the Juggernaut armor in the Breccian Forest

You need to find four pieces of the armor in the forest to complete the quest:

1. Examine the gravestone behind the Great Oak Tree.
2. Examine the gravestone near the Mad Hermit.
3. Pass the magical barrier and examine the gravestone at the far end side of map.
4. Complete 'The Elven Ritual' side quest and kill the ghost woman to get the final piece of the armor.

- *Wounded in the Forest* upon finding the wounded elf in the forest

When exploring the forest, you will find a wounded elf near the waterfall, where you will first encounter Swiftrunner. Examine him and you will get four options: you can either take him back to the camp or kill him and loot his body or wake him up and then take him back or kill him. If you choose to take him back to the camp, then an elven scout group will appear and offers to escort him back to the camp. Return to the camp and talk to Deygan to get your reward.

Orzammar

- *A Lost Nug* from the nug dealer in the commons

The nug dealer's business is at ruins and he needs you to help him by finding him some nuggets. There are total of 10 nuggets in Orzammar but you only need one to complete the quest. There's one right near the bridge to the proving ground, pick it up and deliver it to the nug dealer.

- *A Mother's Hope* from Filda

Filda's son, Ruck went to the deep roads and never returned. Since, you are going there for the main quest, agree to look for him. When you arrive in the centre of ortan thiag, you'll find Ruck eating a dead darkspawn, speak to him and he'll run away, follow him to his camp and you'll get an option to either kill him or let him live. When you return to his mother, you can either lie to her and tell her son died as a hero or tell her the truth. Either way, she'll give you a shield which she was keeping for her son.

- *An Admirable Topsider* by collecting all three pieces of the Topsider sword in the deep roads

You need to collect all three pieces of the blade and take them to its master's grave in ortan thiag to complete the quest [and to receive the best long sword in the game]:

1. Kill the Genlock Emissary inside the tunnel in ortan thiag to find the hilt.
2. Search the vase inside Ruck's camp in ortan thiag to find the pommel.
3. Kill the Ancient Darkspawn in the dead trenches to find the blade.

- *An Unlikely Scholar* from Dagna

Dagna wants to join the Circle of Magi and study magic but due to the rules in Orzammar, she can't contact the Circle so she asks you to do it for her. Travel to the Circle of Magi and talk to Irving, tell him about Dagna and he'll agree to admit her to the Circle. Take the good news back to Dagna to complete the quest.

- *Asunder* by collecting all three bloody sacks in the deep roads

First, you need to collect all three sacks which containing pieces of a creature:

1. Inside the tunnels in aeducan thiag.
2. At the entrance of caridin's cross.
3. At the edge of ortan thiag.

Once you got all three, take them to the altar in ortan thiag, it's the same altar you use in 'Places of Power' side quest, and place them on the top to summon the fade beast, you can either let go for few gold or kill it.

- **Caged in Stone** by activating the throne in the Royal Palace

You need to do this before choosing a king. Go to the throne room in the royal palace and examine the throne; you'll notice nothing's happening. There are three pressure plates which will activate the throne. One outside the room and two in the right side of the room, suspend free walk and place your companions in each plates. Then examine the throne to free the dragon, kill it and loot its body to find the second best two-handed sword in the game.

PS: The best two-handed sword is inside the deep roads; look for it in vase like crates. If you didn't find it in the deep roads, I think Bodhan has one in your party camp, you can just visit him and buy it.

- **Dead Castes** by collecting all the pieces of the armor in the deep roads

First, you need to collect all four pieces of the armor scattered in the dead trenches, basically these things are hidden in sarcophagus inside the houses in dead trenches. Once you found the gloves, boots and armor, go to the room, where the spirits are roaming, and examine the altar to find the helmet. Picking up the helmet will cause the spirits to attack you, kill them and enter the room in the centre, which will lead to the Broodmother. Have someone wear the armor, best if it's main character and examine the sarcophagus to trigger a fight with a shade, kill it and pick up the insignia from the sarcophagus. When you return to the city, give it to the shaperate to complete the quest.

- **Drifter's Cache** by examining the rubble piles in Caridin's Cross

This quest can be triggered by examining one of the rubble piles in caridin's cross. You need to find and examine all four to find the location of the cache, look at the following place and examine the piles:

1. At the fork road that leads to the darkspawn fort.
2. Near the large cavarán where you fight the deep stalker matriarach.
3. Near the northern bridge, where you fight the genlocks and an ogre.
4. Near the wester exit.

When you find and examine all the rubble piles, the cache location will appear on the map, go to the spot and open it complete the quest with some goodies in hand.

- **Exotic Metal** from Herbalist Widron in Orzammar royal palace

You need access to the royal palace to get this quest, roam around the place and you will find a sick woman and an herbalist in one of the rooms. Talk to the herbliast and he'll ask you to bring an antidote for posion. You'll need the following ingredients to make the potion:

1. 4 elfroots
2. 2 lifestones
3. 2 concentrator agents
4. 1 flask

Once you have the goods, have your master herbalist to make the potion and give it to the sick dwaren woman.

- *Jammer's Stash* by picking up the journal inside the carta

When you travel to the dust town to kill Jarvia, search the carta and find the journal, it's hooked to a reading stand in one of the rooms. Then look for the chests scattered in the carta and take the cheapest items:

1. Sliver custom ring.
2. Iron latter opener.
3. Garnet trinket.

Once you found all three chests, go through the tunnel near Jarvia's room and you'll find the chest behind the tamed animals, unlock it to complete the quest.

- *Lost to the Memories* from Orta in the shaperate

Orta believes she is a descendant of the Ortan family but she needs proof to prove it to the assembly. When you travel to the deep roads, head to ortan thaig and you'll find a chest containing documents at the far end of the tunnel, somewhere near Branka's journal or the altar you use in 'Asunder' side quest. Take it back to Orta and she'll ask you to meet her in the assembly hall, do as she says and meet her outside the assembly to complete the quest.

- *Proving After Dark* from the Proving Master

In the proving grounds, you'll find a guy who looks after arms and armors, talk to him and he'll tell you to take place in one of illegal fights, agree to participate and win all rounds to receive a reward along with some exp. and gold.

- *Precious Metal* from Rogek in dust town

You need to have 40 soverigns and side with the mages in the Circle to complete this quest successfully; if you have sided with the templars then Godwin will be executed along with the other mages. Once you have completed the "Broken Circle" quest, talk to Rogek in the dust town and he'll ask you to deliver some smuggled lyrium to a mage in Circle. Take the lyrium and travel to the Circle, talk to Godwin in the senior mage quarters and he'll agree to pay 60 soverigns for the lyrium. If you have high persuasion skill then you can persuade him to pay 65-70 soverigns along with a crow dagger. Either way, take the money back to the Rogek to get your pay.

- *The Chant in the Deep* from Brother Burkel

Brother Burkel wishes to build a chantry in Orzammar but the Shapers are not allowing him to build it. Head to the shaperate in the diamond quarters and talk to the master, convince him to allow Burkel to build a chantry and return to Burkel to complete the quest. You need a very high level of persuasion for this task; the shaper's not an easy guy to convince.

- *The Golem Registry* from the Shapers

Talk to the shaper and he'll ask you to bring something valuable from the deep roads. After receiving the crown from Branka or Caridin, head to the Anvil of the Void's room and examine the tablet in the entrance, it's a list of all the dwarves who gave up their lives to become golems. Make a trace and take it back to the shaper to complete the quest.

- *The Key to the City* when you first enter Orzammar

You need to find five scrolls, which are scattered all over Orzammar to complete this quest. The scrolls are found in the following places:

1. Near the entrance door in the hall of heroes.
2. On the bridge in Orzammar commons.
3. Near the crates or baskets in dust town, near the alimar's emporium.
4. Near the diamond quarters entrance or exit.
5. In one of the rooms in the proving grounds.

Once you have found all the scrolls, go to the assembly in the diamond quarters and open the crate to find your reward, a ring that will boost all attributes by 2.

- *The Lost Nug* from the Nug Dealer

His business is running low so he asks you to find some lost nuggets so that he can sell them and make some money. There are around 10 nuggets scattered all around dust town but you only need one to complete the quest, if you manage to find all 10 then he'll give a big bonus.

- *Thief in the House of Learning* from the Shaper

The shaper believes some of the thugs have stolen their belongings and needs you to find them. Head to the dust town and you'll see some thugs at the entrance, kill them and loot their bodies to find their leader's address. Go to the proving grounds and look for their leader, kill him and loot his body to find the stolen items. Return it to the shapers to complete the quest.

- *Zerlinda's Woe* from Zerlinda

When you first enter dust town, you'll see a woman asking for money. She's been declared as casteless for giving birth to a baby and now has nowhere to go, you can either persuade her to go to the surface or convince her father to take her back to the family or tell her to go to the chantry [Possible only if you have completed 'The Chant in the Deep' side quest].

Denerim

- *An Audience with the Ambassador* from Master Ignacio

The crows need you to kill an ambassador, who is currently residing in the royal palace of Orzammar, and make it look like an accident. He's well protected by a handful of soldiers so pick some of your best fighters and plan your strategies before attacking him. He is located in one of the rooms in the royal palace, kill him and return to the crows to complete the quest.

- *A Gift of Silence* from the Mages Collectives

The Mages Collectives wants you to give some lyrium to the templar in Redcliffe. Collect 10 lyrium and take them to the Knight-Commander Harrith in Redcliffe, he's stationed in front of the windmill in the village.

- *Backalley Justice* from the Chanter's Board

The chantry needs someone to clean up the backalleys of Denerim and that someone is none other than ourselves. Travel to the alleys and kill the thugs hiding inside, then return to Kylon to complete the quest [Pretty simple huh?].

- *Blood of Warning* from the Mages Collectives

The Mages Collectives wants you to mark some blood mages house with blood so that they can find them before the chantry does:

1. One near the chantry.
2. Neighboring house of Goldanna in open market.
3. Inside the dirty back alley.
4. Inside the dark alley.

- *Change of Leadership* from Renold Hawkwind in the entrance of market district after completing all the side quests given by the Blackstone Irregulars

You need to complete all the side quests given by the Blackstone Irregulars in order to trigger this quest. Travel to Denerim and you'll see a guy named, Renold Hawkwind in the entrance of the market district. Talk to him and he'll ask you to kill his son, Tornas, who has gone obsessed with his powers and riches. Travel anywhere from Denerim and you'll run into a gang of Blackstone Irregulars camping in the woods. Talk to Tornas and you'll get an option to either to let him leave or kill him and complete the quest. If you choose to kill him then you have to deal with bodyguards, which might be a bit tough if you are playing this very early.

- *Correspondence Interrupts* from the gnawed noble tavern owner

You need find 12 love letters and hand them over to the thugs so that they can demand some ransom on them. These things are usually found inside locked chests, you need a rogue, a skilled one, below is a list of all the chests where you can find the love letters:

1. Inside the windmill in Redcliffe village.
2. Inside the basement in Redcliffe castle.
3. Inside Wade's emporium in Denerim.
4. Inside the inn in the pearls.
5. Inside Arl of Denerim's estate.
6. Inside the villager's house in Haven.
7. Inside the inn in Lake Calenhad.
8. Inside the senior mages study in the Circle of Magi.
9. Near the weapon shop in the Breccian Outskirts.
10. Inside the secret room in the entrance of the ruins in the Breccian forest.
11. Inside the carta in the dust town.
12. Inside the royal palace in Orzammar.

- *Crime Wave* from Slim Cloudry in the market district

Your Warden needs to have at least one point in stealth and stealing abilities to trigger this quest. Slim will only appear in the market district if you have either one of these skills and will give mission depending on your skills. If you have both the required skills then both lines of the quest can be accepted and if not then only one line can be completed.

Pickpocketing can be unlocked if your Warden has stealing skills. Here, please note that you only need your Warden to trigger the quest and not to complete them, you rogues who have high stealing and camouflage skills can complete these quests on behalf of your Warden.

1. *Lady's Maid* – The target is standing near the center of the market district talking to merchants, just approach her from behind and steal her stuffs.
2. *Ser Nancine* – You can either steal his sword normally your rogue or steal it while talking to him.
3. *Master Tilver* – If your rogue has stealth plus camouflage then it should be enough to pass the guards and steal the key. If not then pay the nearby messenger boy and he'll distract the guards, allowing you to get your hands on the key.
4. *Steal the Teyrn's Crown* – You need to enter Loghain's seneschal estate and steal the crown. You can either kill the guards along with the seneschal and then loot the crown or intimidate them to leave and steal it.

Unlike pickpocketing missions, where you need only stealing abilities, burglaries needs your Warden to have some basic camouflage abilities along with stealing. You can continue to use your rogues afterward but your Warden must have both the skills while talking to Slim to trigger this line of quests.

1. *The Absent Mistress* – During this quest, you need to break into Lady Sophie's place and steal her stuffs. But you can complete this quest before talking to Slim and have him repay the money he took from you for the information.

2. *A Fistful of Silver* – You need to break into the market warehouse and when you do, you will encounter several Howe's men, kill them and loot the crates from the quest items.
 3. *The Private Collector* – After accepting this quest, a new area will appear on Denerim's map, visit the place and you'll realize something's wrong, head back to Slim and have your money returned.
 4. *The Tears of Andraste* – This quest cannot be triggered until you complete the landsmeet and has to be completed before going for the final battle. During this quest, you need to infiltrate the Arl's estate again and steal the tears, you can go ahead and chop every guard you find inside and loot the tears or play stealthy. Once you have got hold of the tears, return to Slim and you will have a option to send it to the chantry or give it to Slim or keep it yourself.
- *Dead Drop* from the gnawed noble tavern owner

K needs you to deliver some rewards for his workers/clients:

1. Near the docks in Redcliffe.
2. Near the open market in Denerim.
3. Inside the spoiled princess in Lake Calenhad.
4. Near the merchant stand outside the fortress in Orzammar.

The last one actually explodes when you try to place it; you can either fix it with your rogue or simply return to your contact. Either way, you'll get the reward and complete the quest.

- *Defending the Collectives* from the Mages Collectives after completing all the side quests given by them

Some of the mages have turned against the Collectives and are planning to complain to the chantry. The Collectives asks you to handover some documents to Knight-Commander Harrith in Redcliffe so that he can track down and silent the traitors. Travel to Redcliffe and deliver the records to Harrith, then return to the Collectives to complete the quest.

- *Defying the Collectives* from the Mages Collectives after completing all the side quests given by them

Some of the mages have turned against Collectives and are planning to complain to the chantry about the usage of blood magic. The Collectives asks you to deliver some documents to the Knight-Commander Harrith so that he can silent them before they reach the chantry. If you don't want to handover the records to Harrith and help the Collectives silent the witnesses then you can give them to Knight-Commander Tavish near the Elven Alienage in Denerim.

- *False Witness* from the gnawed noble tavern owner

Some of the thugs are abandoning their allies and surrendering to the chantry, you need to find them and kill them before they surrender:

1. Cam inside the wonders of thedas.
2. Frank near the inn in Lake Calenhad.

3. *Brain inside Orzammar.*

- *Fazzil's Request* from the Chanter's Board

A foreigner has lost his sextant and needs you to find it. It is located inside the chest in the elven alienage orphanage, collect it and return it to the chantry to complete the quest.

- *Harsh Decision* from the gnawed noble tavern owner after completing 'False Witness' side quest

Enough of working for K, it time to do jobs for D, who needs you to kill K and his men. Lol. Deliver the notes to Gorim near the open market, sister in front of the chantry and the mage inside the wonders of thedas. Then you'll be instructed to talk to the guards about K. Go the entrance of market district and talk to the guards, give them the witness you have against K and they'll warn you about his henchmen might/will attack you trying to get revenge.

Try leaving the market district and you'll get attacked by a group henchmen, kill them and pick up the directions from the lieutenant. Go to the hideout in Denerim map and you'll find K protected by a group of melee fighters and two archers, have your mage occupy the melee fighters while your warriors kill the archers. Once everyone's dead, gang up and kill K, who isn't much of a boss. Loot his body and return to the bartender to complete the quest.

- *Have You Seen Me?* From the Chanter's Board

Renold went to the Breceilian Forest with his apprentice and never returned. When you travel to the forest, head to the east side of the forest and you'll find an abandoned camp. Examine the camp and you'll get attacked by an abomination, kill it and return it to the mages to collect your reward.

- *Hearing Voices* from the Deranged Beggar in the elven alienage

Talk to the deranged beggar near the orphanage and she'll mention something about an amulet lost in the orphanage, pick up the amulet for the back side of the building, inside the same chest where you'll find the sextant, and give it her to complete the task.

- *Honor Bound* from Ser Landry

To the left of the market, you'll find a punk named, Ser Landry, who believes the Grey Wardens are the ones who killed the king, talk to him and he'll challenge you for a duel. Meet him near gnawed noble tavern and defeat him to complete the quest, he's damn too strong for a one-on-one duel so go for team battle when he asks you to state the conditions.

- *Justice Must Be Served* by accepting 'A Gift of Silence' side quest

The mages asks you to [collect and] deliver 10 lyrium potions to the Knight-Commander in Redcliffe. If you think bribing a templar is wrong then you can complain to the Knight-Commander Tavish near the elven alienage.

PS: You can actually complete both the quests if you have enough lyrium to give.

- *Loghain's Push* from the Chanter's Board

I know I shouldn't be using this word here but when I first saw this quest, it really made me say "wtf!?" they want US to fight against that good for nothing guy in a civil war and help Bannorn win. Yuppie! Travel to the civil war in the world map and you'll see both charging towards each other, rush to the field and kill all Loghain's soldiers attacking the Bannorns. Once you are done, return to the chantry and thank them for giving such a wonderful quest.

- *Lost Templar* from Irminic inside the Howe's estate

When you travel to Howe's estate, sneak into the dungeons and you'll find a wounded templar, talk to him and he'll ask to deliver a ring to his sister, Bann Alfstanna. She is located inside gnawed noble tavern in Denerim's market district, talk to her and give her the ring to gain her support in the landsmeet [very important if you are planning to make Alistair king].

- *Mercenary Hunt* from Master Ignacio

The crows need you to get rid of some qunari mercenaries who are causing troubles to their operations. Travel to Kadan-Fe in the world map and you'll see a bunch of qunaris hanging out in the forest, kill them and return to the tavern.

- *Missing in Action* from the Chanter's Board

When you sneak inside Howe's estate to rescue the queen, you'll find a guard named, Rexel with other nobles in the dungeons. Kill the patrol units and use the key to let them out. Return to the chantry and inform the situation to get your reward.

- *Negotiation Aids* from the gnawed noble tavern owner

You need to collect 15 toxin extracts and give them to the owner on behalf of 'K'. These are very hard to find, I tried collecting from the spiders but it didn't work. So the best suggestion is to travel to the Breceilian Outskirts and buy them from Varathron.

- *New Grounds* from the Blackstone Liaison after completing 'Dead Drops' side quest

Deliver the notes to Gorim near the open market, sister in front of the chantry and the mage inside the wonders of thedas. Then you'll be instructed to talk to the guards about D. Go the entrance of market district and talk to the guards, give them the witness you have against D and they'll warn you about his henchmen might/will attack you trying to get revenge.

Try leaving the market district and you'll get attacked by a group henchmen, kill them and pick up the directions from the lieutenant. Go to the hideout in Denerim map and you'll find D protected by a group of melee fighters and two archers, have your mage occupy the melee fighters while your warriors kill the archers. Once everyone's dead, gang up and kill K, who isn't much of a boss. Loot his body and return to the bartender to complete the quest.

- *Notices of Death* from the Blackstone Liaison

Some of the soldiers have died in a battle and they need you to take the bad news to their family:

1. *Irenia inside the chantry in Redcliffe.*
2. *Sara near the entrance of market district in Denerim.*
3. *Tania inside the dirty back alley in Denerim.*
4. *Larana inside the inn in Lake Calenhad.*

- *Pearls Before Swine* from Sergeant Kylon

Kylon is having trouble dealing with the local mercenaries and needs some help to deal with them. Head to the pearls in Denerim's map and talk to the White Falcon's leader, persuade or intimidate him and scare them out of the inn. Remember Kylon asks you to scare them out of the tavern and not kill them, take the news back Kylon to complete the quest.

- *Restocking the Guild* from the Blackstone Liaison

The Blackstone needs you to bring them 20 health poultices in exchange for some gold. Just give them the ones you picked up or have your mage make some and give it to the Liaison.

- *Sign of Safe Passage* from the gnawed noble tavern owner

When you travel to the Brecelian Forest seeking help from the Dalish Elves, you'll be made to travel to the wilds to kill the werewolves. At the first quarter of the entrance, you'll find the marked place where you are supposed to fire an arrow signaling passengers. Equip a bow and enter the marker to fire an arrow, doing this will trigger a fight with couple of thugs, kill them and return to the owner to complete the quest. One more thing, only your main character i.e., you, The Warden, can fire the arrow, if you try to do it with your campaigns then it won't work.

- *Solving the Problems* from the gnawed noble tavern owner

Some of the clients have committed murders and need help dealing with the bodies, collect the bodies and dump them into the well inside the chantry:

1. *Alley next to the chantry.*
2. *Inside the warehouse near gnawed noble tavern.*
3. *Inside the pearls in Denerim.*

- *Something Wicked* from Ser Otto inside the elven alienage

Ser Otto asks you to find out what causing the diseases in the alienage. Talk to the deranged woman near the orphanage and examine the blood and the poster near the dogs, then head north and examine the dead rabid dog to get all the clues. Report back to Ser Otto and he asks you to accompany him to the orphanage. Enter the orphanage and you'll see a young boy running around the place, follow him killing all the spirits and demons until you reach a rage demon at the back side of the building. Remember you need keep Otto alive throughout the quest, if he dies then you'll lose the mission.

Once you kill the demon, he asks you to follow him to the next building, where more demons are waiting for you. Use AoE spells and stun or freeze them, this'll reduce the damage inflicted on Otto. At the end of the second building, Otto dies [here, he'll die no matter how much health he got so don't worry] leaving you to deal with the last rage demon, kill it and exit the orphanage to complete the quest.

- *The Crimson Oars* from Sergeant Kylon

Some mercenaries are causing trouble to the nobles resting in the tavern and needs to be dealt with. Head to the gnawed noble tavern and talk to the Crimson Oars leader in the left room, scare them out off the building and return to the Sergeant to complete the quest. Remember not to kill them when they ask you to spare their life, Kylon only asks you to get rid of them out of the tavern.

- *The First Test* from Master Ignacio

You need to recruit Zevran to trigger these side quests. When you first arrive in Denerim, a kid brings you a letter from the Antivan Crows; they wish to see in gnawed noble tavern. Speak with Master Ignacio and he asks you to do some work for the Crows, if you have Zevran in your team then he'll try to interfere the conversation but it doesn't stop you from doing the quests.

A guy named, Paedan is gathering all the Grey Wardens supporters and killing them. Head to the elven alienage gate and you'll find poster at the entrance, examine it to locate their hideout. Head to the pearls and talk to the owner, she'll sign towards a room, where target is hiding. Knock the door and tell the password 'The Griffons will raise again', kill the mercenaries inside and return to the crows to complete the quest.

- *The Last Request* by collecting the journal from Ser Friden's body in the rundown alley

Enter the rundown alley and you'll find a dead knight in the entrance, search the body and pick up the journal to find out he has been murdered by a blood mage. Travel to the deserted building and kill the blood mage to complete the quest.

- *The Ransom* from Master Ignacio

Some of Howe's men have kidnapped Crows client's son and demanding a ransom, the Crows have already set up an ambush in the rendezvous place and needs you to be there just in case if things gets out of hand. Head to the rendezvous place and wait for the Crows to signal, kill the guards and return to the tavern to receive your reward.

- *The Scrolls of Banastor* from the Mage Collectives

You need five of the Banastor scrolls to complete the quest, they can be found inside the ancient textbooks in the following libraries:

1. Two inside the libraries/study rooms in the Circle of Magi.
2. Two inside the libraries in the Sacred Ashes Temple.
3. One inside the werewolves liar in the Breceilian Forest.

- *The Tortured Noble* from Oswyn inside Howe's estate

When you travel to Howe's estate to rescue the queen, you'll find couple of nobles imprisoned in the dungeons, kill the patrolling guards and release them from the cells. Then talk to Bann Siggurd inside the gnawed noble tavern to complete the mission.

- *Unbound* by collecting all three journals from adventurers

You need to find three pieces of information before unlocking this quest:

1. Pick up the journal from the dead adventurer inside the temple in Haven.
2. Pick up the journal from the dead adventurer inside the werewolves lair in the Breceilian Forest.
3. Talk to the scared adventurer inside the tapster's tavern in Orzammar.

Once you collect all three journals, head to the dirty back alley in Denerim and knock on the door, tell him you wish to hear tales about Gazkang and he'll open the door. Enter the hovel and kill the revenant to complete the quest.

- *Untraceable* from the gnawed noble tavern owner

K needs you to get 10 garnets so that he can bribe some of his clients. To be honest, I don't know where to get these things. Try the temple tunnels in Haven and deep roads in Orzammar; I'm sure you'll find couple of them there. If you have already sold them then buy them back from the merchant, there's really no other way to this.

PS: By the time you reach 'The Landsmeet' you should have 12 garnets if you have collected them from every foe you killed, I don't think any of the merchants sells them so the only way is to collect them manually.

Party Camp & Companions

- *Enchanting* from Bodahn and Sandal

After you save Bodahn and Sandal in Lothering, they'll set up a shop in your camp and sells you items and enchants your arms. Use a rune stone and enchant a weapon to complete the quest.

- *A Golem's Memory* from Shale

In order to trigger this quest, you need to take Shale to Caridin before he dies. When you return to the camp, Shale asks you to accompany her to her birth place, Chadas Thaig in the deep roads. Put Shale in the party and travel to Chadas Thaig, make your way to the other side of the thaig killing the darkspawn and you'll find a statue bearing the names of all the dwarves born in the thaig, examine it to trigger a cut scene and to complete the quest.

- *Alistair's Family* from Alistair

Alistair thinks he have a half-sister who lives in Denerim and wants you to accompany him to her house to meet her. Her house is located in front of the open market, approach the market and Alistair will point out the house. Enter the house and watch the cut scene, there's nothing for you to do except to say some words to Alistair [Poor guy].

- *Flemeth's Grimore* by giving the black grimore to Morrigan

When you are doing the 'Broken Circle' quest, pick up the black grimore from Irving's study. Give it to Morrigan and she'll tell some shocking news after studying it. According to the grimore, Flemeth is using her children bodies to stay alive from centuries and Morrigan is next in the line, she asks you to travel to the Korcari Wilds and put an end to this.

Head to Flemeth's Hut and talk to her, you can either take the grimore and lie to Morrigan or kill Flemeth and take the grimore back to Morrigan. If you decide to kill her then she'll change into a dragon and attacks you, this is not an easy fight to win so I suggest you just take the grimore and let her live [C'mon, it's the least you can do for her for saving your ass from the tower].

- *Leliana's Past* from Leliana

Leliana believes she has been followed when she's traveling with you so she needs to check on them. When you next travel, you'll get attacked by some guards, who try to kill Leliana, beat them and persuade them to get some information about their boss. Travel to market district and enter the house with 'Assassination Contracts for Leliana'. At the entrance, you'll find two querry mercenaries, dispatch them. Enter the second room and you'll Marjolaine.

Here, you can either threaten and make her leave Leliana alone or kill her. If you choose to kill then you need to deal with two melee fighters, a mage and Marjolaine. Have Morrigan or Wynne take care of the mercenaries while your warriors rush to mage. Once the guards and mage's dead, you can deal with Marjolaine however you want.

- *Oghren's Flame* from Oghren

Talk to Oghren in the camp and he asks you to find someone for him. Travel to Lake Calenhad and enter the inn to trigger a cut scene, talk to Felsi and return to Oghren to activate a conversation between Oghren and Felsi. Support Oghren and lie to her about how he has changed to complete the quest.

- *The Sword of Beresaad* from Sten

Sten asks you to look for his sword, which got lost while he's traveling. Travel to the Lake Calenhad and you'll see some scavenger, ask them about the sword and he'll tell you to meet a guy named, Faryn. Travel to Orzammar and talk to Faryn at the entrance to find he sold it to a dwarf named, Dwyn. Travel to Redcliffe and ask Dwyn about the sword, persuade him to give the sword or buy it and give it Sten to get huge amount of approval.

- *Wynne's Regret* from Wynne

After you raised Wynne's approval level, she'll mention about one of her students who went to the Brecelian Forest and died. Put Wynne in your team and travel to the Dalish Camp, talk to Sarel and he'll tell you they know a boy named, Aneirin. Bingo. Head to the Eastern Brecelian Forest and you'll find him behind the Mad Hermit's camp, talk to him to complete the quest.

D.L.C

The Wardens' Keep

Talk to Levi Dryden in the Party Camp and he'll ask you to help him reclaim his family name by cleaning the Wardens Keep in Soldier's Peak, agree to help him clean the fortress / keep and travel to Soldier's Peak in the world map. Upon arriving, you'll get a cut scene and meets up with Levi, who'll guide you around the keep. Enter the compound and kill the skeletons in the entrance, then examine the statue in the left side of the gate to trigger 'Ancient History' side quest. Kill the skeletons near the main doors and enter the keep.



After the cut scene of past events, clear the left and right room and enter the barracks, where you'll meet Commander Athlar with few of his companions. Have your mage take care of Athlar while your warriors rush to the archers, the difficulty of the battle depends on your level so if you are playing this on the early stage of the game then you might have some problem dealing with him/them. Once done, head to the library and kill the demons dwelling inside along with Archivist. Then examine the book for another clue about the history of the Soldier's Peak, you can also examine Archivist's book for a cut scene, but doing so calls upon more demons in the room which is best to avoid if you can't handle them.

Proceed to the second floor and you'll get another cut scene, which will end triggering a fight with couple of normal demons and a rage demon. Use AoE spells like cone of cold or blizzard and fix them in a place so that your warriors can shatter them with ease. Proceed to the next room and examine to raspberry jam bottle for another update on the side quest. Follow the plot helper and enter the commanders' quarters and you'll meet Sophia [... a demon kinda thing which is still keeping her body moving to put it properly]. After the conversation, you can either let her go or kill her, killing her will net you a nice pair of armor whereas letting her go will save your ass from getting killed.



Exit the building and on the other side of the bridge, you'll find Avernus's laboratory, examine the book on the table to find out more about Avernus's research. Then examine the alchemical concoction on the table to gain two new abilities depending on your class. For example: warriors will get bloody thirst and blood fury, drinking the potion will also get an achievement so don't miss it. Proceed to the next room and you'll see some demons attacking Avernus, kill them and talk to Avernus to trigger a conversation, which will end in either killing him or helping him fix the portals and stop the demons from entering the keep.

Here, you need to choose between Sophia and Avernus, choosing one ends up killing the other one, which is really a pain in the rear problem. Killing Sophia will get you Warden Commander armor whereas killing Avernus gets you a robe, one of the best robe for blood mage. Once you are done with choosing and killing, you need to help the other fix the portal. Follow him / her back to the main hall and protect them while they fix the portals. There'll be four waves of attacks, most consisting low level rage demons: you can easily deal with them even if you are below level 10. After closing the portals, you need to decide what to do to your new ally; you can either kill them or prison them inside the keep forever.



Before leaving the keep, go back to Avernus lab and examine the dead body to get the final clue to Wardens cache, which is located behind the painting in the main hall, collecting the cache will complete the 'Ancient Histroy' side quest. Leave the keep and talk to Levi to complete the DLC. After completing the DLC, Levi and his family will setup shops in front of the keep and you'll get a chest where you can store unlimited items [Be careful though, if you uninstall the DLC then you'll lose your stuffs]. If you have found the strange metal in the random encounter in crater [A reference to Superman], you can give it Levi's brother and have it forged into a fine sword or twin blade.

The Stone Prisoner

Travel to the Sulcher's Pass and you'll meet a merchant named, Felix, who asks you to buy a control rod, which will awaken a golem in the nearby village. Buy the rod and travel to the village of Honnleath, kill the darkspawn in the entrance and make your way to the centre of the village, where you'll find the golem petrified into stone. Enter the house in front of the golem and killing the darkspawn attacking the villagers, talk to Wilhelm, the owner of the golem and agree to look for his daughter. Enter the basement and make your way to the other side, you won't find much creatures so don't worry.



On the end, you'll find the girl and a cat possessed by a desire demon. Here, you can either kill the demon along with the girl or persuade the demon to help and then kill it saving the girl. Either way, talk to Wilhelm and exit the house, approach the golem again to complete the DLC. A golem's memories is a side quest that can be unlocked by either taking Shale to Caridin or by completing 'A Paragon of Her Kind' in the deep roads. When you return to the party camp, Shale asks you to accompany her to her birth place, chadas thaig in the deep roads. Put Shale in the party and travel to chadas thaig, make your way to the other side of the thaig killing the darkspawns and you'll find a statue bearing the names of all the dwarves born in the thaig, examine it to trigger a cut scene and to complete the quest.

Return to Ostagar

The Warden and Alistair will begin to get visions of Ostagar and decides to visit the place and take revenge on the darkspawns. Travel to Bann Loren's land near Lake Calenhad and you'll see an unarmed man being attacked by Bann Loren's men. You can either jump into the fight and kill them or wait for them to leave. Either way, the man will die giving you the map to King Cailon's royal arms and secret documents. You know what this is right? Yes, revenge time for Grey Wardens. Put Alistair in the team and travel back to Ostagar in the Korcari Wilds.



As soon as you set foot in Ostagar, you'll encounter a group of darkspawns at the entrance, dispatch them and another group with Hurlock Strider will pour in, kill them and loot Strider's body to find Calian's boots. Go to the opposite side of the war council and examine the glowing thing on the ground to find the joining chalice, a gift to Alistair. Then head downstairs and collect the royal chest key from the marked place, near the statue. Picking it will cause a large group of darkspawns to attack, kill them and loot the Vanguard to find Cailon's shield.

Go near the Wardens camp and open the chest [It is located exactly where I'm standing in the map] to find Maric's sword and correspondences sent to Cailon. Leave the chest and continue down the path to find a big [really big] group of darkspawn, best if you use inferno or blizzard here. Have someone deal with the genlock using the ballista, your mage can hold off the troops with AoE spells. I used storm of the century [Spell Might + Blizzard + Tempest] but grease fire [Grease + Fire] will also work.



Once you are done with the killing, head to the other side of the bridge to trigger a cut scene, which is really senti and makes you feel sad, you might as well as need some tissues. After the cut scene, kill the darkspawn on the bridge and chase after the Necromancer, who will lead you into another ambush and escape, kill the darkspawn and look up to find a familiar scene, the Tower of Ishal, where you and Alistair almost got killed. Kill the darkspawn led by Hunlock Strategist and loot his body to find Cailon's armor.

Enter the tower and get ready for another fight [Feeling a bit déjà vu?], it's very similar to the fight you played when you first came to the Tower of Ishal after getting recruited to the Grey Wardens. Anyway, kill the darkspawn and enter the room which leads to the second floor, examine the door and you'll find it's blocked from the other side. Go through the large hole in the floor and enter the darkspawn tunnel. Kill the spiders at the entrance and enter the next room to find more of them get rid of them and chase after the Necromancer to the surface, where he'll resurrect the Ogre that killed Cailon and Duncan.



It's as same as any other ogre and will go down pretty easily. Start off with cone of cold and follow it up use advanced drain to deplete most of its health, then have your warriors finish it off and loot its body to find Duncan's Sword and Dagger. Once the Ogre is down, gang up on the Necromancer and kill him for all the trouble he caused, loot his body to find Cailon's helmet, which will complete Cailon's armor set. Enter the tunnel again and watch the cut scene, perform the last rites to King Cailon and leave Ostagar to complete the DLC.

The Darkspawn Chronicles

During this DLC, you'll control the darkspawn leader, Hurlock Vanguard and aid the Archdemon in the final battle in Denerim. Once you got control of the Hurlock, use enthrall on the marked genlock and take it to your command. Here there are no permanent companions, you can recruit any darkspawn and have them fight for you. If you want to recruit a new darkspawn or disband the one you have, then use enthrall again on a darkspawn in your team to kill it. One more thing you need to remember is that if your party member dies then they won't re-spawn after the battle.



Kill the humans outside the city gates and then clear the ones near the ballista and the remaining area. Proceed towards the gates and Ser Cauthrien will attack, she's not $\frac{1}{4}$ powerful as she was in the Origins will go down with few hits. Once she's dead, head left and recruit the marked ogre, kill the men and use the ogre to destroy the barricades marked on the map. Then lead your team towards the gates and kill Rendon Howe, there will be a couple of men and hounds protecting him but ignore them concentrate on him to end the battle quickly. Deal with the remaining guards in the area and head to the market district.

When you arrive in the market, you'll be instructed to hold position and use a shriek to destroy the nearby ballista. Enthrall the shriek next to you and use it to destroy the ballista, make sure you have put it in stealth before advancing. Once the ballista is gone, Ser Perth and his knights will show up, make them disappear and loot their bodies. While in the market district, you'll see several civilians including Goldanna and Gorim running around the place, killing ten of them will complete 'Slaughter the Innocents' side quest. Then proceed towards the chantry and kill the Revered Mother, if any soldiers try to interfere then kill them as well and then deal with the guards near the open market.



Head to the estate on the other side of the map and you'll find Teagan and Ser Landry, its best to lure away the men and kill them separately before engaging in fight with them. Once they are dead, enthrall the Sapper near the alienage and he'll begin to sabotage the gate. While waiting for him to destroy the gates, you'll be instructed to destroy the new weapon supply in the district. Head towards the plot helper and you'll see Herren and Master Wade near the weapon cache but you can't kill them, they are under some sort of enchantment or something and you can't touch them. Kill the guards along with Oghren and examine the weapon cache, another sapper will show up and destroy it.

Once the weapons are destroyed, you'll get a message saying that the gate has been destroyed but a mage is stopping the force from entering the alienage. Proceed towards the gate and you'll see Wynne attacking the darkspawn with other guards. As you already know, she's a healer and will heal her allies no matter what, so take her out first and then deal with the guards. Enter the alienage and you'll be given ten fire bombs and instructed to set the tree into fire. Visit all the places marked on the map and use the bombs on them. Once the tree is set to fire, Zevran will attack with some elves. Once again, he'll go down with couple of critical hits and will not drop anything of significance.



Head to the palace district and the Archdemon will order you to free the trapped ogre and hurry to him. This is not very much needed at present but it's best if you recruit a genlock / hurlock emissary to the team so that you can heal your party member and use magic, there are couple of them in the alienage so make sure you get one when you are there. Kill the dwarven soldiers near the entrance and head east, Kardol and his men from the Legion will be stationed here, take him out first then deal with the rest.

Head to the ramps and you'll encounter couple of steel golems along with some quanri mercenaries, kill them and clear the remaining soldiers in the area. Once everyone is dead, pull the levers and recruit the trapped ogre into the team [You can have two ogres at a time]. Kill the steel golems and use the ogre to destroy the barricade next to the gate to find Sergeant Kylon and his guards, kill them and loot their bodies for some potions. Then destroy the gate blocking the path and kill all the soldiers and golems behind it, most of them are dwarven soldiers so be careful with them.



Then head upstairs and you'll see Sten waiting near the exit. It will be very hard to deal with him having all the guards around. So take control of your entire team [This is because we don't want anyone to attack Sten or go near him] and clear the guards in the area. Then use your emissary to freeze or stun Sten and finish him off. If any of the golems try to interfere then use your ogre's hurl attack to deal with them. Once he's dead, loot everyone's body for some weapons and potion and exit the city through gates.

When you arrive in the Fortress, you'll be instructed to confront and kill Alistair before he kills the Archdemon. Loot Riordan's body at the entrance to find Warden's sword. Then clear the soldiers near the courtyard and stairs and proceed towards the main doors. Don't worry; there aren't any dragons this time. Enter the fortress and you'll be directly taken to the rooftop, where the Archdemon is fighting. Your first four companions namely, Alistair, Morrigan, Leliana and your dog will be here along with the werewolves from the Bereclian Forest.



Don't worry about the Archdemon, it got tons and tons of health and can hold up to itself. So just concentrate on the battle and have one of your party member deal with Morrigan as soon as possible. Then put your shriek to stealth and use it to take out Leliana from behind. Once both the range attackers are dead, kill the dog and some werewolves. Then gang up on Alistair and finish him off, use cone of cold to freeze him and then use ogre's hurl attack to deal some massive damage on him. The DLC will end once Alistair is dead.

Leliana's Song

The DLC features Leliana as the heroin. You'll arrive in Denerim with your companions, an elven mage, Sketch and a dwarven sword and shield type warrior, Tug. Move towards the open market and you'll see three marked chests, examine each of them and steal the goods inside. Then head to the alley near the gnawed

noble tavern and talk to Jovi Merice to attack him, kill him and loot his body to find a masterwork leather piece [masterwork leather piece is a part of Orlesian Battledress] and his body.



Next, head to the estate and you'll be attacked Bann Perrin and his guards at the entrance, kill them and loot Bann Perrin's unconscious body to find suspect underthings. Now, make your way to the alley near the chantry and examine the mages' collective bag to find out there is hidden treasure in the city, go to all the x mark on the map and examine the hidden spots to find more clues. When you examine the last clue, Severin Corwood will attack with his guards, kill them and loot their bodies to find mages' collective signet.

Once you have collected all the stuffs, go to the alley where you fought Jovi and you'll find a drunken guard called, Eams, leave all your stuffs on him to complete the last mission. Head to the plot helper and examine the glow on the ground to call Marjolaine and Lem to the area, Marjolaine will explain the next mission and tells you to meet her when you are ready. Shop whatever you want from Lem and tell Marjolaine, you are ready to start the next mission.



You'll arrive in Denerim Arl's estate [Yes, the same estate which we have infiltrated 100 times in the Origins], proceed inside and on the way, you'll find three elite soldiers and some hounds, kill them and hide their bodies in the garden. Then go to the plot helper and infiltrate the estate via the window. Once inside, make your way to the last room in the eastern corner and open the locked chest to find another masterwork leather piece. Then enter the room at the end of the passage and kill the sergeant, loot his body to find a set of keys and enter the room ahead for a cut scene.

Enter the bedroom and open the chest to find the third piece of the armor. Then examine the desk and plant the papers to trigger another cut scene. After the cut scene, you'll be in your hideout. Talk to Lem and dump off your stuffs, then talk to your companions and then finally to Marjolaine. Once you've talked to Marjolaine, she'll agree to retrieve the papers and you'll once again arrive in the estate. You'll start at Raleigh's room; the main doors will be locked so run to the passage in the

left. There will be couple of off-duty guards here, kill them and loot their bodies to find some stuffs.



The locked room at the end of the passage is the armory, kill the weapon master inside and open the chest to find another masterwork leather piece. Once that's done, rush to the exit and watch the cut scene. You'll wake up in the dungeons with all your weapons stripped off. Examine the pack to find a short blade and the key, exit the cell and enter the left room. Inside you'll find Sketch and a prisoner, deal with the guards and pull the lever to raise the gates. Oh! Your stuffs are kept in the chest next to the lever, make sure you collect them.

Head to the next plot helper and when you get there, you'll find out you are too late to save Tug. Collect his weapons from the stand and equip them to Silas, this will complete Tug's side quest. Head to the barracks, the last room at the eastern side and pick up the masterwork leather piece from the chest. Then escape the dungeons to trigger another cut scene, where you'll meet the woman who helped you escape the dungeons.



You'll wake up in the chantry, examine the desk and pick up the last piece of masterwork leather piece. Then talk to your companions and Lem for some info and stuffs and finally talk to the Revered Mother to set out to find Raleigh. After the cut scene, you'll arrive in windswept shores, kill the soldiers and enter the canyons. You'll find some sand stalkers at the entrance, kill them and follow Raleigh to the other side of the map. There will be couple of beasts and soldiers all the way, freeze them using cone of cold and then shatter them.

You'll encounter couple of archers when you enter the blighted cliffs, kill them and make your way to Raleigh. The dude refuses to fight fair and calls a dragon, use blizzard to extinguish its fire and to freeze it and then hit it with your warriors. Once the dragon is dead, the mage and Raleigh will attack, it is very hard to fight him with the mage and he won't let you kill her. But there's a way to win the fight easily, all you need to do is to keep Leliana alive and acquire her feign death skill.



Once the dragon is dead, take control of your team and use them to lure Raleigh to the other side of the bridge. Once you are away from the mage, attack him and try to deplete as much health as possible. If he manages to kill your companions then quickly use feign death to trick him to walk away. Once he has gone, come out of feign death and restore you and your companion's health. Repeat the same step several times and finish him off to complete the DLC.

The Golems of Amgarrak

A member of the Dace family in Orzammar writes to you to help him look for his brother in Amgarrak. You can import any of your previous character from the Origins or Awakening or create a new one, which will start at level 20. As far as I know there's no reference to the past events in the DLC so it doesn't matter if you create a new character though it is best to import a high level character from your Origins or Awakening. For this, I've imported my previous human noble character, which I used in both Origins and Awakening.



After the opening cut scene, you'll arrive in the deep roads grotto with Jerrick and his pet, Snug. Proceed a bit deeper into the grotto and you'll find your first group of darkspawn, kill them and enter the next area. As you can see the entire grotto is filled with mist, kill the shrieks in the corner and a part of the mist will clear allowing you to enter the next area. Enter the tunnel ahead and you'll find an inactive runic golem and receive 'Runic Golem' side quest. Head back to the previous area and enter the left tunnel, pick up the control rod from the table and use it on the golem to take it into the team and complete the quest.

After claiming the golem, go back to the previous area and kill the shrieks to remove the final part of the mist covering the grotto. Follow the tunnel to the thaig's entrance and you'll encounter a large group of darkspawn including revenant and arcane horror; deal with the revenant first then kill the remaining darkspawn.

Remember, unlike your normal companions, the bronto and the golem won't respawn if they fall in the battle. So keep a frequent check on their health and injuries.



After dealing with the group, follow the blue shadow and enter the door to Amgarrak. When you enter the thaig, the exit will get sealed with a green mist and the group will notice a creepy crawling beast lurking around the place, follow it to the eastern tunnel and some golems will attack, kill them and search the chests to find some potions and stuffs. Then, go through the archway in the left and you'll find Brogan standing in a corner, he's currently covered with a blue mist and you can't talk to him so let's move on. Make your way to the ancient hall killing all the creature you encounter and on the way, you'll find one of Darion's Journal on the ground.

When you reach the ancient hall, enter the lyrium well and interact with the floor switch to activate the blue phase. Now, head back and talk to Brogan and he'll join your group, Brogan is a shield and sword type and will act similar to Alistair and Justice. After recruiting Brogan, go to the tunnel in the northwest corner of the map and enter the room filled with blue mist, it is directly opposite to the lyrium well you went before talking to Brogan.



Inside, you'll find an arcane horror called, twisted sentinel and some corpses, kill them and collect the stuffs from the blue chests. Then go to the lyrium well and deactivate the blue phase to go back to the normal phase. Now, return to the room where you fought the twisted sentinel and you'll find some golems, kill them and open the chest to find Golem Research Notes: Healing. Next, go the room next to the one where you found Brogan and you'll find a revenant type creature called, warped watcher and another twisted sentinel, kill both of them along with their buddies and open the chest to find Golem Research Notes: Fire and Mechanics.

Once you've collected both the notes and recruited Brogan, go to the entrance of the thaig and enter the purple mist room in the left, interact with the floor switch and activate the purple phase. While in this phase, go to the ancient hall and enter the

room in the northern corner. Inside, you'll find some tough looking golems, kill them and activate the green phase. The golems in the room will deactivate in green phase so you can switch back and forth between the two phases to heal yourself while fighting.



When all the golems are destroyed, enter the green phase and open the chests to find Golem Research Notes: Healing and Lighting. Then turn off the green phase and exit the room, the exit will be sealed in green phase so make sure you turn it off before trying to leave. Enter the lyrium well next to the purple one and you'll find Darion's body in the southeast corner, examine his body and pick up the combination code to the red phase.

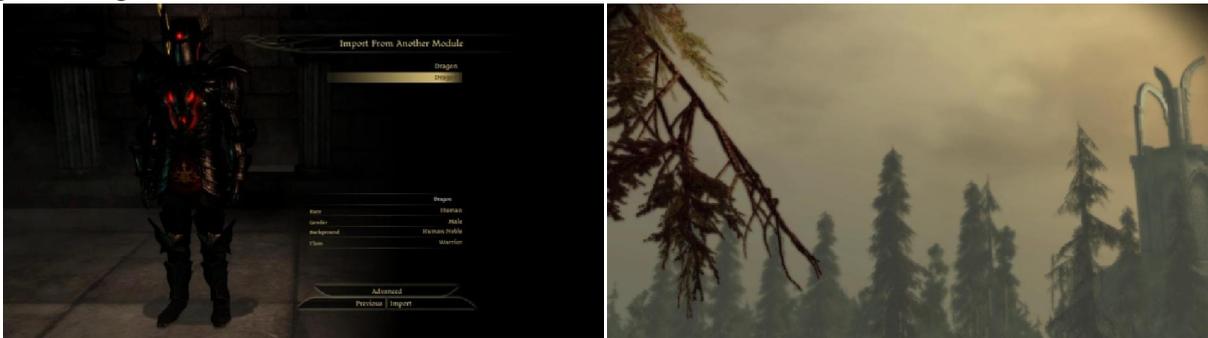
Enter the room adjacent to the lyrium well and you'll find four switches on the wall, activate them in the following order and kill the golems: YMWC [the golems will only attack if you enter the combination wrong or try to activate the switches before retrieving the code from Darion's body so make sure you collect the code and enter it properly]. Once the golems are dead, examine the dairy on the table and you'll be shifted to red phase and instructed to kill the Harvester. Go back to the lyrium well and enter the room covered with red mist, follow the tunnel to the forge and you'll find the Harvester feeding on dead bodies.



This is defiantly the toughest fight in the DLC. At first, the Harvester will fight using a creepy four arms creature as its body. Once you've defeated it there, it'll return to its normal crawling body and attack you. Along with the Harvester, there will be some annoying skeletons attacking you all the time. If your main character is a mage, then have him / her set an AoE spell on the room to deal with them quickly. If you don't have any ranged member in the group, then have the golem attack the Harvester while the others distract the skeletons. The golem can deal massive damage with rock throw and also heal your party members within its aura. The DLC will end once you have defeated the Harvester.

Witch Hunt

As most of you already know, the DLC is based on Morrigan, who disappears before the final battle against the Archdemon in Origins. Once again, you can import any of your previous character from the Origins or Awakening or The Golems of Amgarrak or create a new one from scarp [A level 20 hero]. There are lots of references to the past events so it's best if you import your previous character, who had a hostile or friendly relationship with Morrigan. Also, if you have played as Dalish Elf then importing that character will get you a lot of dialogues regarding your origin.



For this, I imported my level 35 human noble [the same one I used in Origins, Awakening and DLCs] who had +100 status with Morrigan [and no, I denied her ritual if that is your question]. The story is set 1 year after the Origins and 6 months after the Awakening. The Warden Commander receives news of a dark haired mage roaming around the wilds and he decides to investigate to find out if it's Morrigan or not. The new companions and the NPCs responds based on your decisions in Origins and Awakening so I really can't tell how they are going to respond to you though most of the sequences and the storyline are same for all the characters.

The DLC starts with your Warden arriving in the deep woods, he has heard several rumors about a dark haired mage so he decides to find out if it's Morrigan or not. You'll have a mabari hound regardless of whether or not you had one in the Origins, pick a name for it and follow it down the path. Enter Flemeth's hut and you'll meet an elven woman, who has been searching for the thief who has stolen an ancient book from her clan. Ask her what she knows about Morrigan and agree to help her look for the thief. There are no codices here so exit the house to find the first troop of darkspawn; all of them are low level genlocks and hurlocks so deal with them however you want and exit the area.



Travel to the Circle of Magi and talk to Hadley, tell him you are looking for a book and he'll gladly let you explore the area. Make your way to the library and examine the A-F index stand, examine 'The Catalog for Elven Relics' to find out it's in the Mysterious Artifacts section of the library. Go to the Mysterious Artifacts section and examine the books to find out they are in elven language and your new elven companion can't read them without a translator. Head back to the index section and look for 'Translating Elven Languages' in the T-Z index stand. Then go to the History section in the same floor and pick up the book to trigger a cut scene.

After meeting Finn, work a bit on his spells and skills and equip him with a good robe if you have one. Best if you choose primary spells for him than mind spells and curses, he's a spirit healer like Wynne so choose the other two specialties which will contribute towards he's healing skills. Once you are done, meet Hadley near the basement and take the key to the repository. You might have already noticed, there's a lil pale white dwarf standing next to Hadley. Yes, it's none other than Sandal Fredrick. Talk to him if you want to buy anything or enchant your weapons and armors or to know what he's doing in the Circle and where Bodhan is.



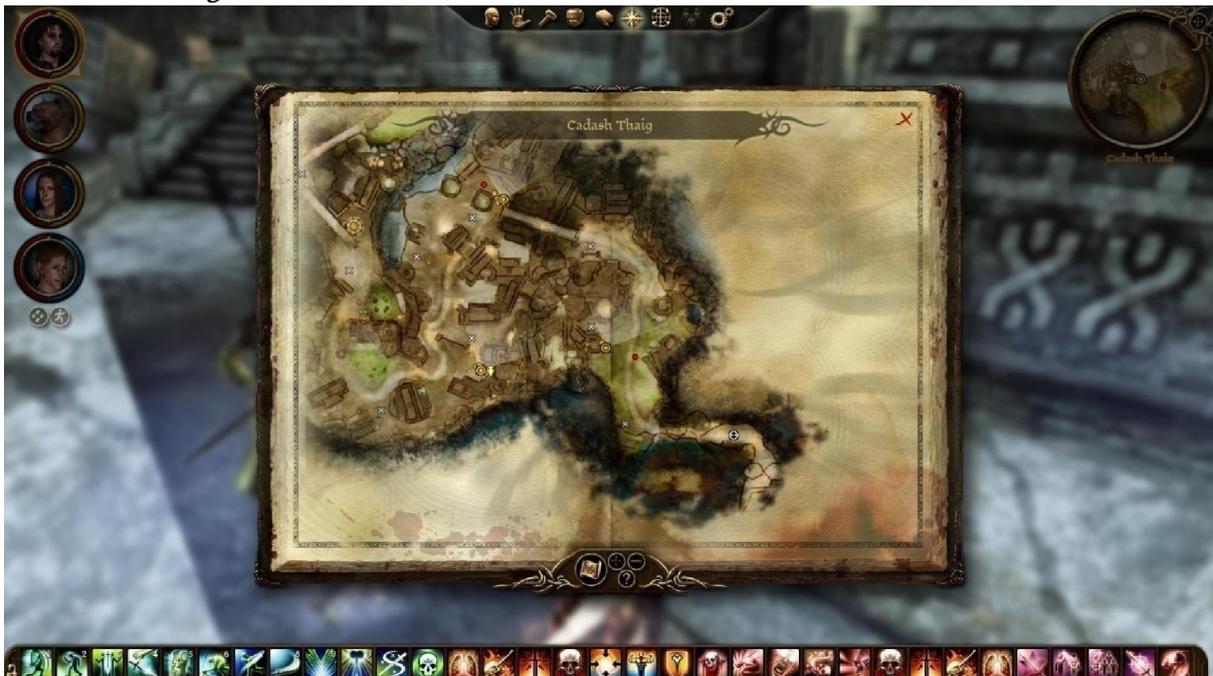
Once you have picked up everything you need, head downstairs and enter the basement. Enter the first room and two sentinels will attack, defeat them and Finn will notice that destroying the veil will clam the sentinels. Enter the repository and examine the Tevinter statue, the statue refuses to answer and Finn notices that the statue won't work until all the veils are mended. There are total of six tears in the area, you need to knock down the sentinels and destroy the veils before they recover. If you are having trouble dealing with the sentinels then just concentrate on destroying the veils, the sentinels will return to normal once the nearby veil is destroyed. Once you are done, head back to the repository and talk to the statue to receive the next mission.

Exit the Circle and travel to the ruins in the Brecelian Forest. Don't go to Cadash thaig first; you can't complete that quest without the shard. Enter the ruins and you'll encounter some darkspawn in the entrance, kill them and examine the landmark with your hound to activate its Mabari Dominance [What he actually does is piss on it and mark it as his area of dominance. Lol]. Enter the next area and you'll find some shrieks and infected elves, kill them and head right at the fork.



When you enter the next area, a white robed mage orders the darkspawn to kill you and escapes, kill shrieks and examine the door to the mirror room to find it's locked. Head back to the fork and deal with the darkspawn outside the door, enter the room at the end of the passage and kill the key master to find the key to the mirror room. Exit the room through the locked door and make your way to the mirror room, kill the darkspawn outside the room and examine the broken glass to pick up a shard from the mirror [If you have played as Dalish Elf then this is the same mirror that Duncan destroys before taking you into the Wardens].

Once you've collected the shard, head to Cadash thaig in the deep roads. During the cut scene, Finn will explain how to find the artifacts so pay SOME attention and listen to it. Follow down the path killing all the darkspawn and you'll find a magic vortex at the bottom of the bridge, they act as GPS and guide you to the artifacts hidden in the area. Basically, you are going to stand on all the vortexes and follow their light until you find the artifacts, if an artifact is near then the light will hit that area and gets deflected.



I know the artifacts are very hard to find so I've marked the location of all the artifacts in the area, just stand on the nearby magic vortex to detect the area and collect the artifact. One more thing, you'll be ambushed by a group of elite elven guardians every time you collect an artifact so be careful, they are not hard to defeat, just have your dog knock them down with overwhelm and then finish them

off. Once you have collected all the artifacts, lead Finn to the marked area and protect him from the fade creatures while he performs the ritual.

After the ritual, Finn discovers that the mirror is hidden in Dragonbone Wastes. Exit the thaig and travel to the final destination in the DLC, there's another landmark here, examine it with your hound to increase his attacking power. Then follow down the path and kill the dragonlings and cultists at the entrance [What Haven's cultists doing here? Collecting dragonbones?]. Fight your way to the other side of the map and approach the nest to trigger a cut scene. A boss at the same spot, where we fought the High Dragon in Awakening! How unsurprising! Bioware should put a fence around the area and hang a board describing 'Do not enter! Boss ahead!':



Despite its scary outlooks, the Varterral is half as troubling as the High Dragon. It'll go down pretty easily if you manage to dodge its legs. Oh one more thing, there are couple of dragons in the area, who will jump into the fight without permission. Just ignore them and concentrate on the big boss, I know dragons are not weak against fire but set an AoE spell like grease fire [Grease + Fire] or storm of the century [Spell Might + Blizzard + Tempest] to deal some massive damage on the spidy. Also, move your entire team to another place as soon as it jumps up, its jump attack hurts a lot so you need to dodge it at any cost.

Once the big spidy is down, deal with the dragons and enter the nest. Move towards the cliffs and watch the final cut scene, where you'll meet Morrigan [Yuppie! I was missing her a lot]. Here, the conversation goes according to the decision you made before the Archdemon's fight in the Origins and your relationship stats with her. Having hostile or friendly stats will get you different types dialogues, she might talk a bit spicy if you have a low rating or she might shut up and talk to you normally if you have +70 stats and completed her side quest.



Also the final decision is based on whether or not you agreed to go through her ritual before the final battle in Denerim. If you have denied her ritual then you can let her go as a good friend or if you have gone through the ritual then you can go

with her and leave the Wardens. The third option [Attack her!] is available for both the situation and you can do so without any hesitation because you are not going to fight her, your Warden will stab his dagger and she'll fall into the mirror. Either way, the DLC and Dragon Age will end after the cut scene [Without answering any of our questions, of course].

Achievements

<i>Achievements</i>	<i>Game Score</i>
<i>Last of Your Line</i> Complete the Human Noble origin story.	10G
<i>Corrupted</i> Complete the Dalish Elf origin story.	10G
<i>Conscripted</i> Complete the City Elf origin story.	10G
<i>Harrowed</i> Complete the Magi origin story.	10G
<i>Casteless</i> Complete the Dwarf Commoner origin story.	10G
<i>Kinslayer</i> Complete the Dwarf Noble origin story.	10G
<i>Last of the Wardens</i> Complete Ostagar.	20G
<i>Standard-Bearer</i> Use the Grey Warden treaties to recruit all possible allies.	20G
<i>Hero of Redcliffe</i> Complete "The Arl of Redcliffe".	20G
<i>Rabble-Rouser</i> Complete "The Landsmeet".	20G
<i>Mercenary</i> Complete 15 job-board quests.	20G
<i>Recruiter</i> Across all playthroughs, recruit all party members.	25G
<i>Hopelessly Romantic</i> Across all playthroughs, experience all possible romances.	25G
<i>Perfectionist</i> Across all playthroughs, discover all possible endings.	50G
<i>Educated</i> Use a tome to improve the main character's attributes, talents, spells, or skills.	15G
<i>Magic Sympathizer</i> Side with the mages in "Broken Circle".	20G
<i>Annulment Invoker</i> Side with the templars in "Broken Circle".	20G
<i>Slayer</i> Side with the werewolves in "Nature of the Beast".	20G
<i>Poacher</i> Side with the elves in "Nature of the Beast".	20G
<i>Sacrilegious</i> Side with the Cult of Andraste in "The Urn of Sacred Ashes".	20G

<i>Ceremonialist</i>	20G
<i>Defie the Cult of Andraste in "The Urn of Sacred Ashes".</i>	
<i>Bhelen's Ally</i>	20G
<i>Side with Bhelen in "A Paragon of Her Kind".</i>	
<i>Harrowmont's Ally</i>	20G
<i>Side with Harrowmont in "A Paragon of Her Kind".</i>	
<i>Liberator</i>	20G
<i>Destroy the Anvil of the Void.</i>	
<i>Pragmatist</i>	20G
<i>Preserve the Anvil of the Void.</i>	
<i>Heavy Hitter</i>	10G
<i>Main character inflicts 250 damage with a single hit.</i>	
<i>Bloodied</i>	10G
<i>Complete an origin story without the main character ever falling in battle.</i>	
<i>Traveler</i>	35G
<i>Set foot in every area in the game.</i>	
<i>Master of Arms</i>	25G
<i>Main character achieves level 20 as a warrior.</i>	
<i>Shadow</i>	25G
<i>Main character achieves level 20 as a rogue.</i>	
<i>Archmage</i>	25G
<i>Main character achieves level 20 as a mage.</i>	
<i>Pilgrim</i>	10G
<i>Complete a Chanter's Board quest.</i>	
<i>Grey Warden</i>	20G
<i>Kill 100 darkspawn.</i>	
<i>Master Warden</i>	25G
<i>Kill 500 darkspawn.</i>	
<i>Blight-Queller</i>	25G
<i>Kill 1000 darkspawn.</i>	
<i>Tinkerer</i>	10G
<i>Craft an item.</i>	
<i>Persuasive</i>	10G
<i>Succeed at five difficult persuasion attempts.</i>	
<i>Silver Tongue</i>	20G
<i>Succeed at 25 difficult persuasion attempts.</i>	
<i>Bully</i>	10G
<i>Succeed at five difficult intimidate attempts.</i>	
<i>Menacing</i>	20G
<i>Succeed at 25 difficult intimidate attempts.</i>	
<i>First Knight</i>	10G
<i>Experience the thrill of romance with Alistair.</i>	
<i>Witch Gone Wild</i>	10G
<i>Experience the thrill of romance with Morrigan.</i>	
<i>Easy Lover</i>	10G
<i>Experience the thrill of romance with Zevran.</i>	
<i>Wine, Woman and Song</i>	10G
<i>Experience the thrill of romance with Leliana.</i>	

<i>Veteran</i>	<i>25G</i>
<i>Main character learns a specialization.</i>	
<i>Elite</i>	<i>30G</i>
<i>Main character learns two specializations.</i>	
<i>A Dark Promise</i>	<i>50G</i>
<i>Defeat the Archdemon and, through a dark ritual with Morrigan, spare your own life.</i>	
<i>The Ultimate Sacrifice</i>	<i>50G</i>
<i>The ultimate sacrifice was made in defense of Ferelden.</i>	
<i>Dragonslayer</i>	<i>30G</i>
<i>Defeat the dragon guarding the Urn of Sacred Ashes.</i>	
<i>Defender</i>	<i>20G</i>
<i>Preserve the lives of half the troops at Denerim's Gates in "The Final Battle".</i>	

The Warden's Keep DLC

<i>Diabolist</i>	<i>25G</i>
<i>Take advantage of Avernus's research.</i>	

The Stone Prisoner DLC

<i>Rock and a Hard Place</i>	<i>25G</i>
<i>Complete "The Golem in Honnleath".</i>	
<i>Stone's lament</i>	<i>25G</i>
<i>Complete "The Golem in Honnleath".</i>	
<i>Master of the Peak</i>	<i>25G</i>
<i>Complete "Soldier's Peak".</i>	

Return to Ostgar DLC

<i>In War, Victory</i>	<i>25G</i>
<i>Defeat the ogre that killed King Calian.</i>	

The Darkspawn Chronicles DLC

<i>Bane of Thedas</i>	<i>25G</i>
<i>Hand victory to the archdemon by killing the Ferelden's last Grey Warden.</i>	
<i>Ogre's keeper</i>	<i>25G</i>
<i>Keep the initial ogre alive as your thrall throughout the entire module.</i>	
<i>Enthralling</i>	<i>25G</i>
<i>Earn maximum approval from all thrall types.</i>	

Leliana's Song DLC

<i>Provocateur</i>	<i>50G</i>
<i>Collect and assemble the Battledress of the Provocatuer.</i>	
<i>Turning Point</i>	<i>25G</i>
<i>Hear Leliana's version of her betrayal.</i>	

<i>Vendetta</i>	25G
<i>Destroy the career of Guard Captain Eams.</i>	
<i>The Golems of Amgarraak DLC</i>	
<i>Reaper</i>	25G
<i>Defeat the Harvester.</i>	
<i>Grim Reaper</i>	50G
<i>Defeat the Harvester in Hard or Nightmare difficulty.</i>	
<i>A Secret Stitched Together</i>	25G
<i>Gather all of the research notes in Amgarraak.</i>	
<i>Witch Hunt DLC</i>	
<i>Varterral's Fall</i>	25G
<i>Defeat the Varterral in Hard or Nightmare difficulty.</i>	
<i>Witch Hunter</i>	25G
<i>Complete "Witch Hunt".</i>	
<i>A Time of Wood and Stone</i>	25G
<i>Gather the last lore of Cadash thaig.</i>	
<i>Through the Looking Glass</i>	25G
<i>Complete the scrying ritual.</i>	

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The End