



Dragon Age II Guide

by [Stephanie Lee](#)

Just when the inferno from the super smash-hit that was Mass Effect 2 began to dwindle a bit, BioWare yet again cranks up the heat on the gaming thermostat, giving us hardly any chance to cool off. Not that we're complaining, of course. At this point, the company's name has become synonymous with quality, highly immersive western RPGs. And with the induction of Dragon Age II into its long line of successful titles, it's only natural for IGN to come equipped with a scalpel ready to dissect this enormous game inside and out.

We've broken down just about every juicy bit of BioWare's newest concoction for you to imbibe. The guide is so large that if you stay here at the introduction any longer, we fear there just isn't enough time for you to read through the whole thing.

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[Basics](#) an exhaustive dissection of Dragon Age II's mechanics.

[Detailed walkthrough](#) that includes a user-friendly web of all the quests in each Act and discussion of alternate pathways.

[Quests galore!](#) Dragon Age II is chock full of them, but we've got them all here!

[An appendix](#) that includes things you may want for adventuring in this age of dragons.

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Welcome to the meat of the guide, the walkthrough for the main plot. We had to separate the potatoes side dish that is the Quests section from this walkthrough index -- there's a separate one detailing the extra quests in each Act. When the sections are put together, though, you get a complete meal that effortlessly complements the two flavors for the whole enchilada (ok, we'll stop with the food metaphors).

We've also designed a sort of web to help you visualize how each quest relates, what is unlocked, quests that are prerequisites, and so on. Not all quests originate from a single propagator, so be sure to navigate the walkthrough index for the full list of possible quests.

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There were some that we could not undertake due to certain restrictions that prevent the quest from being available to us at all. We detail the prerequisites in its appropriate section.

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Side Quests

Advanced Tactics



Abilities

Cross-class Combos

Status Effects

Companions



Crafting



Dragon Age II Achievements / Trophies

A Friend in Need.

5G / BRONZE ↓

Upgraded the armor of one of your party members.

A Worthy Rival

25G / SILVER ↓

Earned the Arishok's respect.

JAYDEN SAYS...

Act 1

Bringing Fenris to your first meeting unlocks extra (and humorous) dialogue at the end of the main quest Black Powder Promise.

Selecting "Future profits" at that same meeting.

Informing him of the deaths of his Qunari after the main quest Shepherding Wolves.

Act 2

During the main quest Offered and Lost, before talking to the corrupt guard at the Hanged Man, inform the Arishok about his envoy being missing.

At the end of that quest, select "Do not hide."

After the mission, inform the Arishok about their deaths of his envoys.

If you did the mission To Catch a Thief, inform him about Isabela's involvement when meeting him alongside Aveline during the main quest Following the Qun.

Doing the steps above unlocks extra dialogue when later confronting him at the keep.

Arcane Defender (Secret)

25G / BRONZE ↓

Sided with the mages five times.

Archeologist

50G / SILVER ↓

During each year in Kirkwall, discovered 3 secret messages from the Band of Three.

JAYDEN SAYS...

ACT I

1. Lowtown (Night) - You can find the Elven Alienage in the northeastern most point of the map. In it is in the back corner, behind the big tree, located directly behind the sewer grate.

2. The Gallows - When you return to the Gallows for The Wayward Son quest, look to the very North, in a pile of bricks before a gate.

3. The Bone Pit - In order to gain access to the Bone Pit during Act I, you must complete your 'Birthright'. After the main story quest 'A New Home' speak to your mother in Gamlen's Home, then speak to your sister to get this quest. After completing it, you will find 'Bone Pit' as a letter on your desk. Once in the Bone Pit, travel to the Southeast dead end and you will see it before the broken train tracks.

ACT 2

1. Chantry - Head up the right most stairs to the top level and the book will be to the right on top of the table in front of the fireplace. The same location where History of the Chantry was in Act I.

2. Darktown - Head up the first set of stairs and then take the next set of stairs on your right. Continue

towards the "Leave Area" icon on your mini-map and you will see it straight ahead (Leave Area is on your right).

3. Docks - Upon entering the docks, head up the stairs to the left by the change party station to enter the Qunari Compound. After passing through the gates head up the left side of the stairs to find it.

4. Gallows Dungeon - This dungeon can only be accessed during Anders' Dissent companion quest. Like all Act II companion quests, you must complete Blackpowder Courtesy first. Then visit Anders' clinic with him in your party to start Dissent. Once in the Gallow's Dungeon, progress until you encounter a cutscene with a group of Templars harassing a mage. After it is over, continue up the stairs. The exit door back to Darktown will be in front of you. Instead of leaving, go to the right and down the northern dead end (the one that looks like a rabbit head on your mini-map) to get this.

ACT 3 (all found during quests)

1. Justice
2. Justice
3. Gamlen's Greatest Treasure
4. Last Straw on the Docks

In addition, Brian says: There is a message from the Band of Three located to the right of the door of a storage room down the hall from Meredith's office in the Gallows. The room is on the same side of the hall as her office and when you go into it, just turn around and check to the right of the door. There is a lamp on the wall that I think is the location of the message. Which makes it possible to get the required 3 messages without going on Anders' mission.

Birthright

15G / BRONZE ↓

Kicked the slavers out of your ancestral mansion.

Champion of Kirkwall

20G / SILVER ↓

Completed Dragon Age II.

Chantry Historian

25G / SILVER ↓

Found all four chapters of "The History of the Chantry," by Brother Genitivi.

Conqueror (Secret)

15G / BRONZE ↓

Defeated Meredith, knight-commander of Kirkwall's templars.

Craftsman

5G / BRONZE ↓

Acquired your first crafting recipe.

Crowning Glory

25G / SILVER ↓

Became the viscount of Kirkwall.

Darkness Falls

5G / BRONZE ↓

Toggled the map from day to night.

JAYDEN SAYS...

In the Map Of Kirkwall (world map), simply switch the map from Daytime to Night time.

Dedicated

15G / BRONZE ↓

Reached Level 10.

Delver of the Deep

10G / BRONZE ↓

Explored the Deep Roads.

Demon Slayer

25G / SILVER ↓

Found and killed the ancient demon, Hybris.

JAYDEN SAYS...

During Act 3, you need to find the 3 Aiwsegiean (or something along those lines) Scrolls: First Aspect, Second Aspect and Third Aspect.

The First aspect is located to the south of the Wounded coast North Eastern entrance, on the dead end path. Once found, you should get a quest, follow the path down towards the western exit. Towards the end, you will be attack by 3-4 groups of corpses, and Meden (an Arcane Horror). Defeat them to finish the First Aspect.

The Third Aspect is found along the left hand side of the path before entering the Dalish camp. You should get another quest, so head up the mountain towards the Cavern. Just south of it, you should be attacked by Corpses, Arcane Horrors, and/or Revenants. Defeat them to finish the Third Aspect.

The Second Aspect is found just behind the broken wall where you just fought the Undead group of the Third Aspect. Go through the caverns, then exit them at the end. Head up the mountain, and you should encounter Bysor, and two Revenants. Defeat them to finish the Second Aspect.

Now head to Anders Clinic. To the southeast, there should now be an X on the map, titled 'Hidden Lair'. Inside is Hybris. Defeat him for Achievement.

Dragon Slayer

25G / SILVER ↓

Found and killed a high dragon.

JAYDEN SAYS...

During Act 2, you will be asked by Hubert to go back to the mines and investigate what happened to the workers. NOTE: This quest will only appear if you completed The Bone Pit quest in Act 1. Once at the Bone Pit, you will be led into a large clearing where the High Dragon will land. BE PREPARED FOR A LONG AND DIFFICULT FIGHT! As you slowly whittle away its health, it will fly to a perch where you

can not attack it. When it does this, heal up quickly because the High Dragon will send out a horde of Dragonlings and Minor Dragons to fight you.

After killing the 15 or so Dragonlings, the High Dragon will reappear in the middle. Repeat this step 1-3 more times, and you will finally have beaten the High Dragon and your achievement/trophy will unlock.

Enchanter

5G / BRONZE ↓

Enchanted an item.

Epic

50G / GOLD ↓

Completed Dragon Age II twice, or completed it once with a save imported from Dragon Age Origins.

Exorcist

25G / BRONZE ↓

Found and killed the undying Xebenkeck.

VIPIN GEORGE SAYS...

You have to complete the quest Forbidden Knowledge acquired from your writing desk in your estate in Act 2. You'll have to destroy five evil tomes created by Tarohne (note you will have to destroy all of them, reading any one of them means you will not be able to finish the quest). On destroying all five your journal will be updated about the location of the Fell Grimoire and the location will be updated somewhere in Darktown. There are a lot of traps here capable of killing of evryone in your party and the boss here is Xebenkeck (one of the toughest bosses in the game). On defeating her you will get the staff Voracity.

Explorer

5G / BRONZE ↓

Left Kirkwall to explore the outlying regions.

Financier

10G / BRONZE ↓

Became a partner in a Deep Roads expedition.

Flirtatious

5G / BRONZE ↓

Flirted with one of your party members to begin a romance.

Friend

25G / BRONZE ↓

Earned the friendship of one of your party members.

Friends in High Places

15G / BRONZE ↓

Met Grand Cleric Elthina, Viscount Dumar, Knight-Commander Meredith, and First Enchanter Orsino.

Full House

10G / BRONZE ↓

Recruited four party members.

Gift Giver

5G / BRONZE ↓

Gave a gift to one of your party members.

Great Minds Think Alike

50G / SILVER ↓

Earned the friendship or rivalry of four party members.

I Got Your Back

25G / BRONZE ↓

Completely upgraded the armor of one of your party members.

Immigrant

5G / BRONZE ↓

Became a resident of Kirkwall.

King of the Hill (Secret)

10G / BRONZE ↓

Defeated the Arishok.

Knowledgeable

25G / BRONZE ↓

Unlocked 100 codex entries.

Legendary

50G / SILVER ↓

Reached Level 20.

Mage Hunter (Secret)

25G / BRONZE ↓

Sided with the templars five times.

Mass Exodus

25G / BRONZE ↓

Reached Kirkwall with each character class across multiple playthroughs.

Master Craftsman

25G / SILVER ↓

Crafted all of the items from a single crafting tree.

Mercenary

10G / BRONZE ↓

Allied yourself with the mercenaries upon arriving in Kirkwall.

Mogul

25G / BRONZE ↓

Had 100 or more sovereigns in your purse.

Nefarious

10G / BRONZE ↓

Allied yourself with the smugglers upon arriving in Kirkwall.

Rival

25G / BRONZE ↓

Earned the rivalry of one of your party members.

Romantic

25G / BRONZE ↓

Completed a romance with one of your party members.

Specialized

25G / BRONZE ↓

Learned two class specializations.

Spelunker

25G / BRONZE ↓

Visited 10 caves in Kirkwall and the surrounding area.

Stone Cold (Secret)

5G / BRONZE ↓

Defeated the rock wraith on your expedition into the Deep Roads.

Supplier

25G / SILVER ↓

Found every variety of crafting resources.

Tag Team

5G / BRONZE ↓

Used teamwork to perform a cross-class combo.

Tale Within a Tale

5G / BRONZE ↓

Listened to Varric begin his tale of the Champion of Kirkwall.

Talented

5G / BRONZE ↓

Upgraded a spell or talent.

The Ultimate Reward

PLATINUM ↓

Completed all Bronze, Silver, and Gold Trophies

That Thing Has Legs

25G / BRONZE ↓

Found and killed a varterral.

Treasure Hunter

25G / SILVER ↓

Opened 50 chests.

Unstoppable

50G / SILVER ↓

Completed a full year in Kirkwall without any party member being knocked unconscious.

Weapon Master

25G / BRONZE ↓

Mastered a weapon style.

JAYDEN SAYS...

This is unlocked by simply maxing out a skill tree. It does not have to be your skill trees, it can be unlocked from anyone's, as long as it was completed.

Dragon Age II Questions & Answers

You've got questions, we've got answers. If you need help with something you didn't find in our guide, we can still help you. We publish the best and most common questions we get here—take a look to see if your question has already been answered. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page.

Common Questions & Answers

Is there a way to erase my abilities and re-distribute my ability points? ↓

In order to do so, you'll need The Black Emporium DLC, which gives you access to a special potion that allows you to respecialize your talents. This DLC should come at no extra cost if you bought the game new.

Can warriors still dual-wield weapons? ↓

Unfortunately not. Warriors must stick to sword and board or two-handed weaponry.

Which class is the best? ↓

This is of course a difficult question to address primarily because everyone has different playing styles. The Getting Started section in the Basics attempts to highlight the strengths and weaknesses of each class, but it all boils down to player preference. Story-wise it seems mages have the advantage of bringing up special dialogue options, but this advantage is instantly leveled when other classes simply place another mage in the party.

Will rogues still be able to dual-wield swords? ↓

Nope, just daggers. If it's any consolation, the daggers kind of look like swords graphically.

How do you romance in this game? Any gifts? ↓

While you can certainly win their affection, romances often stem from a simple flirtatious remark, indicated by the heart icon in the dialogue wheel. Pursue this dialogue path whenever it comes up to show them you are interested beyond the level of friendship.

How does my game in DA:O impact DA2? ↓

As far as we can tell, the decisions from DA:O impact your game in DA2 insofar as which side quests you have access to. This is determined by your prior fraternizations with certain factions in the previous game. You'll also notice references to your character from Origins throughout DA2.

Can mages wield any other weapons? ↓

Just staves it looks like.

Can you replay Dragon Age II with the same character once you've beaten it?



No, there's no option for you to do so.

Which attribute increases my rogue's DPS more: Dexterity or Cunning?



Point for point Dexterity contributes much more to steady DPS than Cunning. However, high Cunning does increase burst damage. There are probably spreadsheets for this, but we would suggest evenly allocating points to both attributes anyway for other useful attribute-derived abilities.

How do I equip my companion's armor?



It is automatically equipped when you find it. You don't have to worry about it afterward. Check out the Companions section in the Appendix for information on where to find companion-specific armor.

You know that legendary armor Hawke wears in the beginning of the game? Can I get that in the actual game?



Yes, you can! You'll find the individual pieces from certain quests in Act 3. The chestpiece from Mine Massacre, the gloves are obtained automatically, the headpiece from Best Served Cold, and the boots are from On the Loose.

Need More Answers?

[E-mail us your question](#)

Dragon Age II Basics

Getting Started

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Part 1

Part 2

Part 3

Understandably, not everyone has played and beaten Dragon Age: Origins. BioWare took this into account when creating the sequel, reconciling wishes from the die-hard fans of the series and accessibility for its timid newcomers. With that said, Dragon Age II is by no means an easy game. This section was designed to help a first-timer's transition into this fantastical world of magic, elves, dwarves, and best of all, dragons.

We've created a bunch of sections with which to improve your gameplay and approach to battle strategy. Even if you're a BioWare-made RPG aficionado, you might still discover something you never knew before.

So, read on, young adventurer!

Some Game Terminology

The game terminology that's about to be discussed herein is hardly considered exclusive to Dragon Age. Nay, this is genre-wide jargon that has its origins firmly rooted in geeky MMORPG culture. This list seeks to illuminate all this interesting jargon that you'll likely come across in the guide.

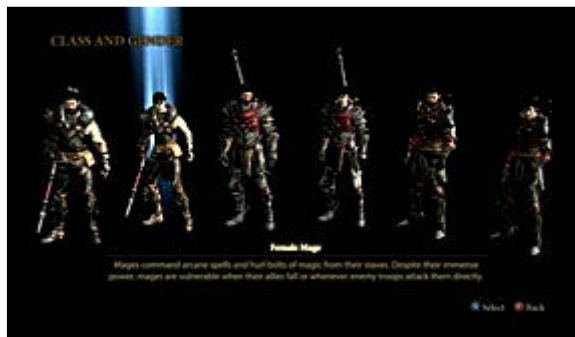
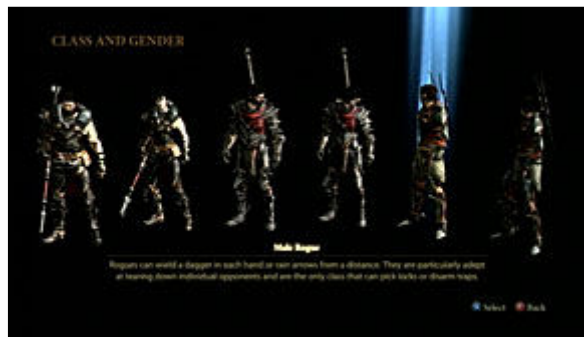
- Tank: A body assigned to contain and focus the target's wrath upon himself. This assignment is generally reserved for a warrior equipped with a shield and one-hander, as well as high defensive stats and abilities that increase his survivability against heavy damage.
- Buff: The act of giving yourself or an ally a beneficial effect. Things like Rock Armor is a self-buff, while Heroic Might is a party-wide buff.
- Crowd control: The act of keeping enemies indisposed for a period of time by one of many disabling effects, such as sleep, paralysis, stun, etc.
- AoE: Also known as Area of Effect, AoE are spells or abilities that affect a circumscribed region, whose radius can vary depending on the spell level.
- Aggro: Slang for monster's aggression and is used to describe the threat level of a party member.
- DPS: Short for damage per second.

There exist many, many more terms, but these are the basic ones we'll be using throughout the guide.

Character Creation

Players dive right back into the engrossing fantasy world of Dragon Age, this time as a survivor of the Blight named Hawke, who eventually becomes the Champion of Kirkwall. Hawke's abundant choices throughout dictate the events that unfold around this story's focal point, with all supporting playable and non-playable characters reacting directly to Hawke.

While the surname remains universally the same in spite of the chosen gender, you can at least personalize the first name. Unlike Origins, however, you don't have a say in your choice of race, as all permutations of Hawke are human. But like Origins the spread of classes is limited to a mage, rogue, or warrior class, which you choose at the outset of the game. Customizing your character's appearance and name come later, after an easy breezy prologue.



Here's a quick overview on each of the classes:

Warrior

Starting attributes: +3 Strength, +2 Constitution, +1 Willpower
Starting talent: Pommel Strike
Starting health: 160
Starting stamina: 105

The most rugged of classes, warriors bring brawns to the party equation. They are melee-type fighters that are designed to either act as a shield for the rest of the party or deal astronomical damage using the class's powerful two-handed weapons-derived skills. Unfortunately, warriors can no longer dual-wield weapons. Unless you particularly enjoy fulfilling the tank role, we recommend becoming an unstoppable wrath of vengeance unleashed upon the Darkspawn since you'll acquire a rather talented tank very early in the game.

For damage-dealing warriors, Strength, Dexterity and Cunning all vie equally for precious attribute points, with a greater emphasis on Strength. For tanks, you want to focus on Constitution, Stamina, and Strength. The bottom line: almost all the attributes are highly relevant in building a battle-hardened warrior.

Mage

Starting attributes: +3 Magic, +2 Willpower, +1 Cunning
Starting spell: Mind Blast
Starting health: 100
Starting mana: 160

Practitioners of the magical arts, mages are, not to be too biased, the author's class of choice. Their greatest asset is their versatility in filling much needed roles that may be missing in the party, be it an offensive face-blaster, a healer, support in mitigating damage and dispelling ailments, and so much more. Properly played mages generally position themselves on the perimeter of the battle, away from the immediate reach of melee fighters and taking very few hits. This therefore explains the paltry health stock of the spell-caster and justifies miserly placement of points in Constitution.

The most important attributes to any developing mage are Magic and Willpower, as they enhance the raw power of their spells and give a boost to their mana pool. Attributes of secondary importance fall to Cunning and Constitution with Dexterity and Strength being essentially a non-issue.

Rogue

Starting attributes: +3 Dexterity, +2 Cunning, +1 Willpower
Starting talent: Miasmic Flask
Starting health: 125
Starting stamina: 130

Tactically, rogues are not ideal on the frontlines; their fox-like cunning and natural instinct for stealth and underhanded moves make them far more lethal in catching enemies by surprise or disrupting enemy formations. While rogues can definitely hold their own in up-and-personal melee combat, they can also exhibit latent talents in deadly sharp shooting to add variability to the party's strengths. As far as weapon proficiency goes, rogues can specialize in dual-wielding or in archery (ranged weapons). Outside of battle, their abilities to pick locks and disarm traps make them indispensable to any traveling party.

Cunning and Dexterity are -- quite arguably -- tantamount to life-supporting oxygen in consideration of a rogue's most vital attributes. The higher the Cunning, the better the chance of picking locks and disarming traps.

Character Interactions

At the heart of each RPG are its characters. In *Dragon Age II*, Hawke is the nucleus, the glue that holds the malleable story together, the delicious cake at a 10-year-old birthday bash -- we think you can begin to grasp by now the impact and sheer weight of Hawke's decisions. In-between all the bloody battles and the rallying of strength to partake in more bloody battles, the interactions between the myriad characters and Hawke govern the story's development as well as Hawke's relationship with these characters. How certain dialogue choices affect the conversation, though, is left up for discussion within the walkthrough as you come to influential turning points.

Applying a conversational style that's similar to the *Mass Effect* franchise, *Dragon Age's* dialogue wheel makes a thoughtful interaction with each person entirely possible. However, unlike *Mass Effect's* mighty system, *Dragon Age* employs more of an "approval" system -- approval from your companions. Indeed, it's undeniable that conversational decisions carry influential power in so far as how your party members and NPCs perceive Hawke.



The structure of the wheel is universal. The choices on the right side of the wheel steer the conversation toward conclusion, whereas the left side is reserved for unraveling story or character information. In addition, a huge variety of icons, each serving to elicit a very specific type of response, directs where the conversation goes, usually toward a copious number of potentially good or bad outcomes. Familiarize yourself with this list since these icons will be the driving force behind any conversation in the game.



Hawke takes on a nice and understanding tone.



Steers the conversation in a certain direction with exclusive conversational options; could be both and bad.



Hawke will act charmin



A choice that generally leads to sarcastic or snarky responses.



Any dealings with money being lost or gained will have this icon tagged on.



Hawke's words take on a more confrontational or aggressive stance.



Lean on this for a more blunt response out of Hawke.



When this icon appears, Hawke defers judgment to a party member. Usually this action reinforces cordial relations with the character.



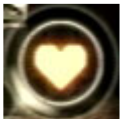
A gesture of murderous intent.



This is perhaps one of the more common options in the game, allowing for a more diplomatic approach to situations.



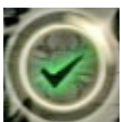
This indicates Hawke will tell a lie.



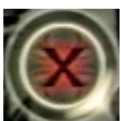
Not always available, but when it is you can use it to pursue romantic relationships with the recipient.



When available, this turns down a character's offer of affection.



Usually appears in light of a yes/no choice. This is to take a positive stance.



Usually appears in light of a yes/no choice. This is to take a negative stance.



Indicates curiosity and allows Hawke to dig up more information about a particular matter.



This icon is an exclusive choice that appears based on previous dialogue choices.

Friendly vs. Rivalry

A character's opinion of Hawke is quantified by his levels of friendliness or rivalry. Measured on a 200-point scale, you can view the current relationship on the Character Record selected from the start menu. Quite simply, the two opposite ends of the spectrum basically represent the classic duality, good and bad. All party members join the party with pre-existing reverence, making them more Friendly, or ill will, which drives them more towards Rivalry. Each character reacts differently and can be swayed in one direction depending on whether your choices -- directly or indirectly -- align with his or her moral inclinations. So, while a decision may not jive with one character, someone else could definitely get behind it.



Keep in mind that a companion deep in Rivalry doesn't necessarily mean it's a bad thing, although it can influence who you can romance and what specialized abilities you can choose.

In the Characters section, we'll go over the finer details of each party member you'll come across, since knowing individual agendas beforehand makes -- as wrong as this sounds -- manipulating them that much easier.

Tip for friendships:

As a general rule of thumb: One of the easiest ways to garner friendship points is to seek their opinion on relevant matters whenever the option is present. All of them respond favorably if their unique perspectives are weighed in equally as much as your own. As well, agree to help them out on their companion quests whenever possible as these grant you the greatest opportunity for one-on-one conversations, allowing your relationship to germinate and possibly flourish into a fulfilling romance. An intended rivalry, on the other hand, relies greatly on the companion's own idiosyncrasies.

Romances

Of the nine characters available for recruitment, only five of them can develop a relationship beyond that of normal friends or rivals with Hawke. Even more intriguing is the possibility of pursuing multiple romances simultaneously. However, some characters will turn cold and bitter if you cheat on them.

As the start of any romance should go, you must first show interest in the potential object of your affection. The most reliable way to steer any relationship toward romance is to make agreeable dialogue choices with the companion that unlocks flirtatious dialogue (denoted by a bright heart icon) and plants the first seeds of love as early as Act 1. Follow up with doing any and all of the person's companion quests and finding or purchasing unique gifts with which to dote on the individual. There is a fairly rigid sequence of events that must be satisfied in order to consummate a relationship with a companion.

Check the Appendix!

The love gurus at IGN have broken down how to court each companion in the Companions section.

The same requisite sequence applies to most companions: Act 1 is the courting phase; show interest and flirt, simple as that. Act 2 plays a more active role in launching the romance to the next level. A sure-fire way to charm a companion is to give unique gifts that can be either found or bought. There's a quest that enters your Journal once the requirements have been met called Questioning Beliefs. A lot of flirting opportunities (or other things) emerge from exploring the quest to advance the relationship as far as it can go during Act 2. In Act 3, continue to foster the relationship by completing companion quests and bestowing gifts, if available, until a similar relationship quest appears in your Journal. For most, these quests are named Questioning Beliefs, but for some the quest name could differ. Finally, to tie the knot, simply approach the love of your life in the brief intermission during the events of the final Act 3 quest.

Attributes

Once you've chosen a class that defines Hawke's functional capabilities, it's time to address the pressing need for an appearance and name befitting of a Champion of Kirkwall. These customization options are pretty inconsequential to the story itself, but merely play on the player's own superficial preferences.

Funneling your attribute points into the right attributes can mean a world of difference in how to max out your character's potential and that in itself also is predicated on the role you decided for your character. With each level gained, you bank three points with which to apply individually to a total of six attributes.

Here are all six attributes and the attached in-game blurb:

(A caveat: Our opinions on the prioritization of these attributes are only guidelines. That's to say, you shouldn't rule out any particular statistic completely, but such considerations should be based upon the dynamics of your individualized party, meaning your party setup should be a huge factor in determining which attributes matter the most. For example, if you lack a good healer, then health for, say, a mage would obviously be bumped up a few notches on the priority list.)



Strength - "Strength increases damage and attack values for warriors. For all classes, it increases fortitude, which measures resistance to effects like being knocked back or set aflame."

What we think: This attribute benefits the frontline melee fighter who squeals with delight at the thought of big damage. This includes warriors and rogues who intend to engage heavily in melee combat. Greater Strength also contributes to greater accuracy with weapons and physical resistance against such effects as getting knocked back, which increases DPS (damage per second) over the long haul.

Dexterity - "Dexterity increases damage and attack values for rogues. For all classes, it increases the likelihood of landing a critical hit."

What we think: Critical hits create more opportunity for inflicting heavy damage or landing huge heals. Obviously, the higher the chance of critically striking an enemy or an ally with a spell, the more the resulting effect is amplified. This can apply both to damage and heals. Moreover, dexterity is the perennial favorite of rogues, especially for ranged attackers since this attribute boosts the power of ranged attacks.

Magic - "Magic increases damage and attack values for mages. For all classes, it increases magic resistance, which absorbs a proportion of damage from magical attacks and affects the duration of hostile magical effects."

What we think: In all things dealing with magic, this single statistic stands heads and shoulders above all others. If you're a mage, this sits in contention with Willpower as *the* sole attribute you should be dumping points into. To be fair, Willpower should get just as much, if not only slightly less, of your attribute points (unless you go deep into blood magic) since the wear of a longer battle will severely drain your mana pool.

Cunning - "Cunning increases defense for all classes as well as the amount of damage inflicted by a critical hit. Cunning also determines the rogue's aptitude for picking locks and disarming traps, with difficulty thresholds every 10 points."

What we think: Cunning is a key attribute for rogues simply due the fact they *need* it to up their lock-picking and trap disarmaments. You'll soon discover many places that are rigged with traps and be pining for someone to disable them. Warrior tanks should also be squeezing points into Cunning for added defense. For others, it still is a crucial statistic to invest in, especially as characters increase in level.

Willpower - "Willpower increases the size of the mana pool for mages or the stamina pool for warriors and rogues."

What we think: The importance of Willpower can vary from person to person; it all depends on how you play your class. Mages might want to consider putting points into Willpower since a deeper mana pool translates into a higher damage output. The same logic applies to rogues and warriors as well, but to reiterate the point, the case rests on the kinds of abilities you have and how you play your characters.

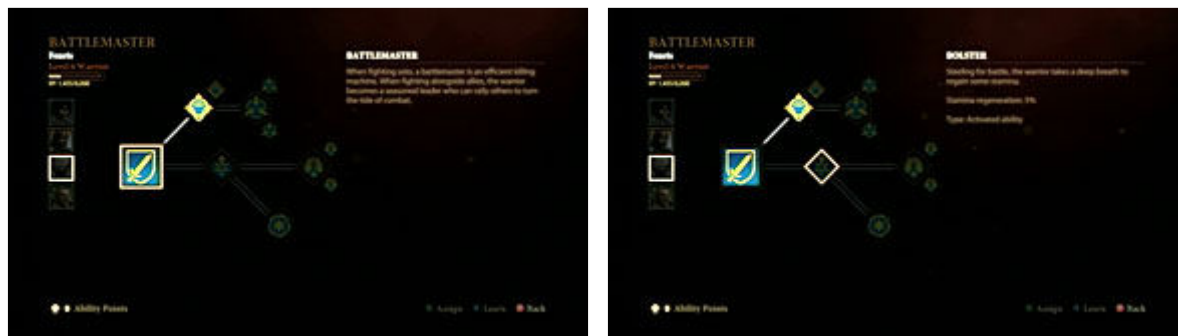
Constitution - "Constitution increases maximum health for all classes."

What we think: A bigger health pool is always a good thing, but unless you're a warrior tank or someone who potentially faces a lot of heat there are more developmentally important attributes to focus on.

Abilities

This time around BioWare put in place a rather complex system for uniquely customizing and expanding upon your character's abilities. There are well over several dozen abilities for each character class, each branching into specialized talent trees. Note that each class can further branch out to be true masters of a certain discipline, but the availability of those is contingent upon the individual character and fulfilling other prerequisites that will reveal themselves to you when the time comes.

Avoid spending ability points willy-nilly simply because the staggering number of abilities for each class necessitates careful calculations that are again very character-centric. Many of these abilities stack with one another in a neat complementary fashion, thus making the sum of the abilities far superior to any single one. Figuring out the combinations for a certain build is all part of the fun, and we will highlight some of the better builds for certain character archetypes in the appropriate section. We urge you to check it out for hot tips on the development of each character.



For now, though, there are a couple things about the ability trees you need to know. Ability points come on a once-per-level rate and can be spent to unlock any ability in a talent tree given that the prerequisites are satisfied. Abilities unlock incrementally, opening access to deeper parts of a tree. As far as we know, abilities are etched permanently in the character once set.

Abilities come in three types:

Activated: Indicated by a diamond icon. Ability needs to be activated by the player and is governed by a cooldown mechanism.

Passive: Indicated by a circle icon. Permanent effects that are added to your character. Requires no mana or stamina to use.

Sustained: Indicated by a hexagonal icon. In order for the effects of a sustained ability to be upheld once activated, it constantly draws from a specified percentage of stamina or mana.

There is a whole separate realm of upgraded abilities that enhance existing, learned abilities. Then, you have specializations which zoom in on unique bonuses of the class and grant new powerful talents.

Dragon Age II Basics: Combat 101

[Getting Started](#)

Combat 101

[General Tips](#)

[Facebook Game Tips](#)

Story progression hinges on your tactfulness in advancing conversations with the various NPCs and also on your ability to survive in battle. And there will be many, many battles to come. While not radically different from other RPGs of the same vein, Dragon Age's formula does have a few quirks that would doubtlessly raise some very valid questions.



The overriding objective of any battle is to overpower opponents using a well-balanced combination of physical prowess and tactical might. But there are also a plethora of additional factors that determine how well you will fare in battle.

Stamina/Mana: The rogue's/warrior's and mage's energy source, respectively. These bars replenish differently depending on your chosen class. For melee classes, it's contingent on the number of hits or kills. For mages, mana is restocked continuously.

Defense: Defense has a directly proportional positive relationship with the amount of armor one carries. Defense gains offer increased protection against physical attacks, an especially useful trait for aspiring tanks.

Damage Per Second (DPS): You oft see this as the determinant of a weapon's power output. A slower DPS value usually sees higher burst damage. Where a faster DPS weapon outputs miniscule damage per hit by comparison, the speed at which these attacks land more than makes up for the overall damage.

Elemental Damage: Elemental damage arrives in the form of both magical and physical attacks. Weapons can be imbued with elemental properties, transforming standard physical attacks into elementally-infused attacks. We've listed the color associated with each element:

- White: Physical
- Orange: Fire
- Blue: Ice
- Yellow: Electricity
- Green: Nature
- Purple: Spirit

Resistances: Such minor alterations make a world of difference in formulating effective strategies against certain enemy types. Most enemies have fixed vulnerabilities and resistances to one or more of the five elements. You might correctly assume that under most circumstances physical damage is sufficient to overpower most foes, but there are some who are more susceptible to magic damage and highly resistant to steel. Further expounding on this is the very idea of elemental-specific resistances. One enemy may possess a vulnerability to a very specific element, and be immune to all others. Attacks imbued with an element opposite the enemy's affinity will allow you to dish out significantly more punishment.

Critical Hits: Each successful hit has a chance of adding bonus damage beyond what is normally generated. This is based on the character's critical hit percentage.

Threat: Characters generate threat whenever any action is performed. However, when four different combatants continuously roll out with a myriad of different moves, a sort of threat hierarchy is created. Whoever produces the most damage or supports the team to great effect is the person whom enemies perceive as the greatest threat and becomes the focus of their offensive efforts. Ideally, the tank should be the only combatant to draw the highest threat.

Injuries: Injuries and fatal casualties are accepted as sacrifices of warfare, and while there are strategies to prevent these (liberal use of HP restoratives, healing spells, good positioning, etc.) they are bound to happen. Even if Hawke happens to fall in the midst of a battle, play is not arrested, instead control automatically moves to the next character. So long as at least one party member survives the ordeal, all fallen members automatically revive themselves, albeit with debilitating injuries that cripple the overall health pool as consequence. Injuries can be mended by using an Injury Kit or be automatically undone by returning "home." Also keep in mind that characters who fall multiple times will have an equal number of negative effects stacked against him.

Ability Cooldowns

Unlike the infinitely replenishing standard attacks, activated abilities undergo a cooldown period during which you are unable to cast the ability again, despite having sufficient mana or stamina. The duration of cooldown periods differs from ability to ability, but it ensures that the spell or talent isn't abused and forces you to use it more wisely, in part adding that extra layer of challenge to the game.

Radial Menu

The radial menu is a circular hub that provides swift access to items and simple party commands, like moving to a certain point or holding position.

In most cases, you should only be using it to seek out shortcuts you haven't yet mapped to your standard face buttons (or keys). One important aspect is that one-time use items are consumed by the character with which you first opened the menu. So, if you're hoping for a Quick Heal from the 12 o'clock position, be absolutely sure that is the character whose health you want to replenish.



Tip

Another neat trick you could use with the radial menu on the Xbox 360 and Playstation 3 platforms is scoping out the points of interest in the immediate environment. For example, when the radial menu is open, use the analog stick to rotate the camera around and see if descriptive text appears above any object. This is also an effective way to cherry pick your targets instead of automatically targeting the one in front of you.

Save Often!

As much as some storyline pundits may disapprove of this tip, we still highly recommend making multiple save files and saving before any decision -- even the minor ones -- in case events don't pan out as you want them to (and trust us, that will happen a lot). It's even helpful for when you learn an ability you're unsure about, since having that save file revert back to an unaltered state certainly would allow you to make more informed and confident choices. Remember that choices you make in the storyline or even in meta-game aspects (picking abilities, putting points in attributes, etc.) will have an indelible influence on the rest of the game.

Maximize Damage!

Maximize damage in more than one sense of the words. Rather than making your opponents submit to overt muscle power, you can exploit their weaknesses to reap even greater benefits. Many enemies in Dragon Age II have immunities and vulnerabilities to certain elements, and discovering these specific elements is mostly intuitive. You can inflict elemental damage through spells or through weapons channeling the five elements, the latter accomplished, in turn, through abilities, Runes, or just innate properties of the weapon.

Build Cunning!

Like collecting loot? Of course, you do! Having a rogue around means more chances at rarer loot found in locked chests. These locked chests can be wrested open as long as the rogue meets the criteria for sufficient Cunning. A higher Cunning gives any rogue access to these chests, ranked in 10-point increments of Cunning. The chest grades and their corresponding required points in Cunning are as follows:

- Simple- 10 points
- Standard- 20 points
- Complex- 30 points
- Master- 40 points

It's a party!

You might grow accustomed to certain clutch players, which are presumably clutch for a good reason, but at the very least it's important to build your party around specific roles to not only prevent stagnating in key combat situations but also to keep the party as a whole very well-rounded. For example, you absolutely want the healer with standard party augmenting spells *and* offensive abilities, such as Dispel and some crowd control spells. Complementing this healer would be a stalwart tank capable of stripping threat away from the healer and withstanding tremendous damage. These staple roles would, rather unsurprisingly, be supplemented by major hitters, perhaps one ranged and one melee, to fill out the rest of the party.

The party setup described here closely follows tradition, but that's not necessarily a bad thing. As they say, there's no school quite like old school. Feel free to shift members around, but a tank is the most essential element. Without one, monsters run amuck, striking down more fragile damage dealers, and targets aren't conveniently clumped together for maximum damage. General chaos reigns and the result drives down the efficiency of battle.

Nurture Your Relationships!

Taken from the words of Colin Moriarty, author of the first Dragon Age guide, concerning this matter:

"One of the most interesting aspects of Dragon Age is in the realm of relationships. Relationships aren't only romantic, but can be friendly as well, and all of it depends on the choices you make, how you treat other characters, and even the gifts you give them. As was mentioned earlier in basics, many choices have a positive for some characters and an equal negative for others. Certain characters like certain gifts, so when you find one, give it to the proper person for a huge "like" boost. But if you make the wrong choice around a certain character, or are rude to them, expect a bump downward on that same meter. Oh, and as far as romantic relationships are concerned, you can have one with any character, regardless of your gender, or the other character's gender in question. Push the envelope as much or as little as you'd like in this particular

realm."

He speaks the truth. Of particular importance is a relationship that is slanted more one way than the other also opens up special combat abilities for the character, making him or her an even greater asset to the party.

Area of Effect Spells Are Supreme!

Rarely will you ever fight a single target. Rarely do enemies even have the testicular fortitude to face you alone. In fact, 99.9% of the time your party will be overrun by immense numbers -- what they lack in strength, they make up for in numbers. The tedium of casting single-target spells and dragging on the fight longer than necessary sounds pretty gruesome, so it's in these (see: all) situations that the benefits of AoE spells are really pronounced. Even against stronger opponents, AoE spells are all-powerful, mass killing win buttons. The only trick is to fit the greatest number of targets within the specified target region of the spell. The easy solution: Simply have the tank corral them, or often times the very beginning of a fight usually has the enemies already grouped together, if momentarily. Beware, though, that if the tank hasn't established solid threat the caster may suddenly come under intense fire.

Love Your Rogue(s)!

When traversing indoor dungeon-like areas, which is to say any area that has enemies, always be in control of a rogue, whose eagle eyes can very easily locate traps before they're tripped and therefore prevent a lot of unnecessary injuries and damage. Rogues are even useful for opening up locked chests, which usually contain better loot, provided they meet the minimum Cunning requirement.

by [Electronic Arts](#)

Here are 10 protips directly from the developers that will help your hero hit the ground running in [Dragon Age Legends for Facebook](#):

Keep Your Workers Happy

1

Keeping your workers happiness up reduces the amount of time it takes to craft potions, bombs and kits. Workers like having windows and being near taverns. They don't like living underground, and who can blame them. Would you like living underground?

Keep Your Workshops Productive

2

Productive workshops craft more potions per appointment. Keep your workshops productive by placing them near furnaces or upgrading their productivity individually.

Maximize Your Boosts

3

Taverns and Furnaces are very powerful methods of boosting happiness and productivity in your castle. Maximize the number of worker rooms touching a tavern and the number of workshops touching a furnace. Use gold to upgrade these rooms for big gains in your castle.

Choose Your Friends Wisely

4

Be strategic about the friends that you bring into battle, as each friend will need to rest for a while before you can use them again. You should consider your whole play session, not just that individual battle, when recruiting heroes. If your battle is going to be fairly easy, balance out your friends by choosing one high level friend and one low level friend.

More Friends Means More Gold

5

Every time a friend uses your hero in combat, you receive friend gold as a reward. The more friends you encourage to recruit your hero, the quicker you'll be able to buy that next worker room.

Fire Bombs

6

Monsters, just like players, need mana to use their most powerful skills. Use fire bombs to burn away mana from powerful monsters like Hurlock Emissaries to minimize the threat they pose.

Shock Bombs

7

Shock bombs deal damage to all the enemies in a wave. Use them when facing large groups of monsters to maximize the amount of damage a bomb can do.

Turn Queue Tactics

8

The turn queue on the bottom of the screen shows you the order of the next 7 attackers. Use the turn queue to make strategic decisions about what to do on your turn. If a powerful enemy is coming up, use a Frost Bomb or a crippling skill to incapacitate them.

Team Kits

9

The Infirmary can make several kits which apply to your full team. Upgrade your infirmaries to access powerful kits like the Team Mana Salve, which adds two mana to all members of your party.

Craft on the Go

10

You can manage your castle and pick up friend gold on the go from your smart phone. Simply visit [Dragon Age Legends Mobile](#) to manage your castle while you're away from your computer. Use Dragon Age Legend Now! to keep your hero fully stocked with all your favorite potions, bomb and kits.

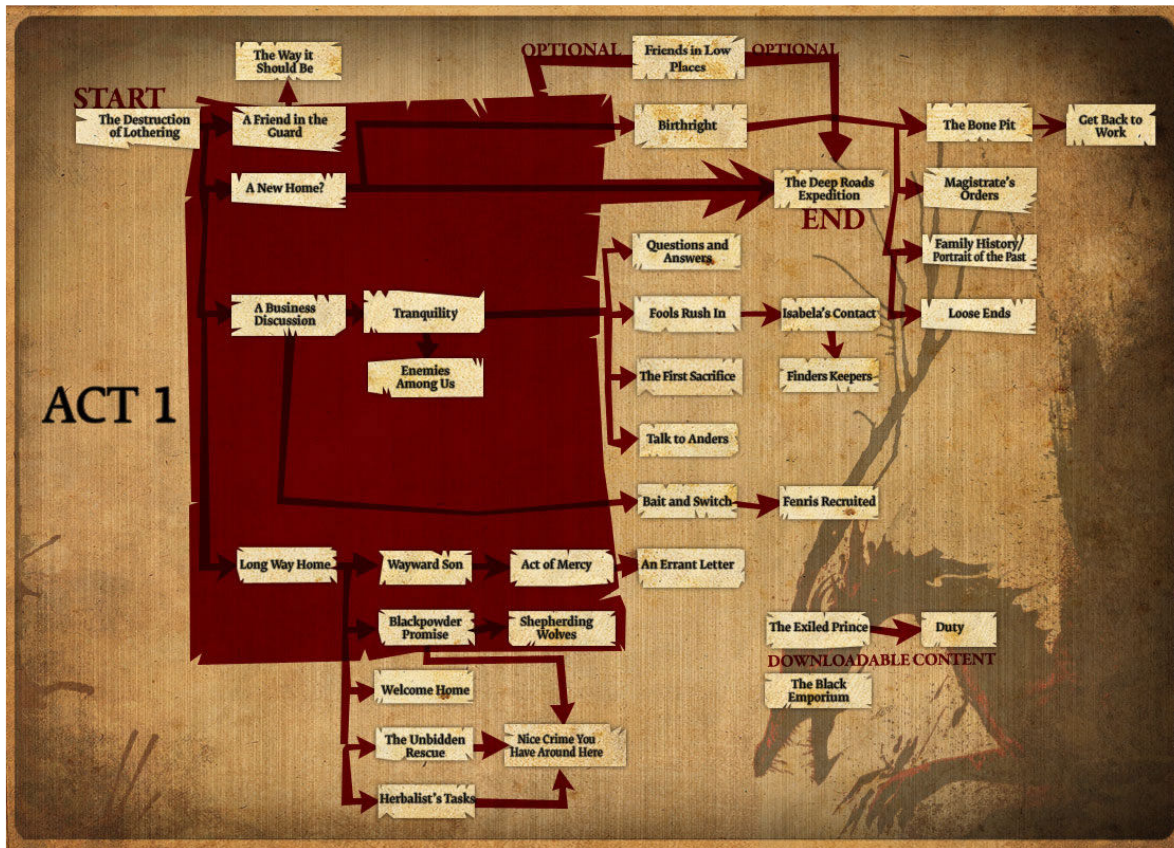
Dragon Age II Walkthrough

☰	Prologue	Act I	Act II	Act III
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Act I Walkthrough Web

We've provided you with a visual tool with which you can see how all the quests in Act I are connected to one another. Keep this road map handy as you progress through the game. *Pssst...* you can click on the quest names, too!

Don't be shy about letting us know if you've encountered a broken link anywhere or get taken to a spot you're not supposed to be taken to.



IMPORTANT NOTE

Two notes, actually:

To side-step any potential confusion that is inherent of player-created character names, we will be referring to the main character as Hawke who, for our purposes, is also female.

Also note that due to the nature of the game's diverging paths your actual gameplay experience may differ slightly or even majorly from what is described here. The guide strives to delineate major branches or alternate paths in the storyline before they happen, but it's possible certain events may slip under the author's nose.

Prologue

Dragon Age II jolts you into action immediately after selecting your character class, and you find Hawke already poised to take on an incoming group of Darkspawn called Hurlocks. If you're unfamiliar with the game's mechanics, we invite you to peruse our Basics section to help you get comfortable with battle. Otherwise, there are helpful on-screen tips as well.

Hawke already owns a rather fluent stock of abilities that can be put to good use almost immediately, though you won't have them for very long. Unfortunately, the game plans to strip these away from Hawke as soon as this beginning sequence ends. These powerful abilities derive from class-unique disciplines that are split into six ability trees. The present time is as good as any to be able to test drive these abilities to find the ones you like most. The ability tree will be made available to you as soon as Hawke sees a level-up. For now, just have fun with the abilities for now and let the near-future you figure it out.



Clear out the Darkspawn with the help of your companion. The groups of Darkspawn are just small fry compared to the giant Ogre that's about to come your way. While the Ogre presents a daunting challenge at first glance, Hawke's much smaller and nimble body can easily dance circles around this cumbersome brute. All the same, Darkspawn cluster around the large beast in an attempt to overwhelm you, but play it safe by picking off nearby Darkspawn and attack the Ogre when it's not hurtling its powerful arms toward you. The Mage class would have a much easier time dealing with the Ogre from a distance. It's not necessary to fully reduce its health to zero since a cinematic takes over before that happens.

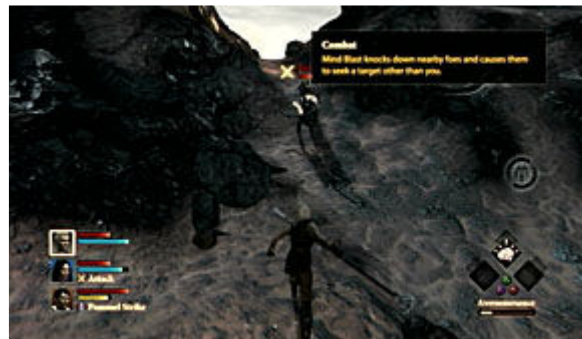


Following this prologue, you move onto part two of the character creation process, in which you can tweak Hawke's visage and various facial features, think of a clever name, and choose Hawke's backstory. Speaking of the backstory, you can choose among a few preset backgrounds, each corresponding to a position on the moral pendulum, but if you've played (but not necessarily beaten) Origins you can import that save file as another option. Note that once you exit this screen, all the changes you've made to your character thus far become permanent. (If you have access to The Black Emporium DLC, though, you can revisit this character customization screen.)

Main Plot: The Destruction of Lothering

Varric's recount of the epic tale against the Ogre turned out to be slightly more embellished and fanciful than the reality of what had truly occurred, and this is where you, as the newly created Hawke, begin.

Once you resume control, move your party down the smoldering path, away from the plumes of fire, to encounter a fresh batch of Darkspawn. Recall our warning earlier about Hawke's short-lived preternatural strength. Still, the Darkspawn hardly pose a problem, especially with the well-rounded party members by your side and the added benefit of being able to manually control each party member.



Hawke's level-up opens the doors to a whole new realm of character building in terms of honing your character's combative specialties and intrinsic statistics. For more information on Attributes, Abilities, and other things of this nature, please refer to our Basics section, where we expand on these details at length and even make a few suggestions to help you better decide how to spend your points.

Loot the downed bodies, and any other glittering bodies in the future, for various random goods, then continue down the path to trigger an introduction to Wesley and the ever reliable Aveline, who find themselves in quite a bind. Your chivalrous deed, of course, leads them away from the cusp of death, but Wesley's unappreciative attitude causes this good will to quickly deteriorate. Through the dialogue wheel, you can find dig up a little dirt on the couple before advancing the dialogue. Aveline joins as a playable and quite formidable party member. We recommend building upon her defensive strength and pushing the role of the ?tank? on to her.

Take a brief moment to assign points to the attributes and abilities of the other members of your party who join Hawke on the level 2 podium, and press on to meet stiff resistance from Darkspawn. In addition to the standard Hurlocks, Hurlock Grunts, who typically carry shields and can take a bigger beating, and some ranged-shooting Hurlock Bolters join this cliffside skirmish as well. The Hurlock Bolters atop their rocky perch might prove to be somewhat annoying if not dealt with swiftly.

The Emissary Apprentice encountered in the next area might spell trouble for the unprepared party, so consider placing priority on the magic-using Darkspawn before attending to the melee and long-ranged fighters. Scour the area for booty, including a new Codex entry, and for those who have chosen a Rogue as their class they can reap in their good fortune from the first locked chest here.



NOTE

Filling out your Codex isn't necessary to completing the game, since they offer nothing more than fun tidbits of information on lore and insights to characters or places you've visited. Most Codex entries are

automatically updated as you discover the people and sights, but others must be found and picked up throughout the world of Dragon Age II.



Wandering a little further up triggers a harrowing re-match with the Ogre. Right off the bat, your party enters the battle with a man down, a disadvantage that is felt almost immediately. Similar to the previous battle, the Ogre doesn't fight alone and will be accompanied by Darkspawn goons. Unlike the previous battle, though, you don't have access to a full stock of powerful abilities. This shock to the system surely changes how you'll manage your cooldowns and also underscores the importance of good character positioning. While there's no need to keep the melee fighters topped off, you should keep them relatively healthy, especially if they've elected to soak up the damage dished out by the Ogre.

NOTE

The sibling who dies is entirely dependent upon your chosen class. If you're a rogue or warrior, Carver dies. Conversely, if you're a mage, misfortune befalls Bethany. This is to ensure a party balance at this delicate stage in your character's development. Carver survived in our game and will be referenced throughout the guide.

TIP

If potions and heals are not an option during very hairy situations, you can always switch to the endangered character and manually steer him out of harm's way until you can get a heal out.

Not long after the battle, the party is plunged straight into another throng of Hurlocks, but just as they're about to be overwhelmed by seemingly endless waves of enemies, a mystical beast swoops in to save the party from certain doom. Is this a friend or foe?

You'll likely need the Witch's help to get past all the Darkspawn. All tremendous favors do come at a price, though, and this one appears to be innocuous. Defer judgment to the rest of your party to build strong, positive rapport and be on your way.

The situation at the Gallows in Kirkwall doesn't look promising, as you'll find out soon enough. Push through the crowd toward the cluster of armored guards to trigger a scene. The rather abrasive city guardsman informs you that the city has been closed off to all incoming refugees unless they possess a heavy enough coin purse with which to buy their way in. Hawke demands to speak to another authority, at which point you are asked to seek out Captain Ewald.



You'll find Captain Ewald in the courtyard quarreling with other refugees, a group called Deserters, trying to enter the city. Ewald repeats much of what you've already learned, with entry into the city barred from the normal citizenry of Ferelden. Applying some tact, you can name drop Gamlen and spark some interest in your group. Just when you've begun to establish common ground with the Captain, the Deserters grow impatient and decide using their weapons to do the negotiating.

Help Captain Ewald fend off these assailants to spin his opinion of you 180-degrees. Your dear Uncle Gamlen proffers a deal that essentially amounts to indentured servitude but seems to be your only ticket into the city. On what might be considered the bright side, you do have the choice between either Athenril, a seedy smuggler, or a hired sword by the name of Meeran. Pick your poison.



NOTE

Allow us to interject here with a cautionary note about making decisions, as decisions are aplenty in the world of Dragon Age II (and characteristic of any Bioware game).

You could obviously approach any problem or person as a righteous diplomat, a bloodthirsty avenger, or whatever you decide to be, but many of your actions and decisions have rippling effects throughout the story. The changes are effected gradually or even immediately, as it shall be in this case. The reliable metrics for Hawke's character are, subsequently, her words and actions, and they may often agree or conflict with interests of other members of your party.

The Smuggler: Athenril

You'll find Athenril stationed further to the north, her position denoted by an exclamation point. She asks you to seek out a merchant named Cavril, who struck a sort of partnership with Athenril and had since tightened his grip on some funds that were rightfully hers. Athenril hopes you can get close to him and reclaim her share of the money.

There are several ways to go about this:

- Upon initiating the conversation with Cavril, you find a poor Ferelden woman being swindled by the callous merchant. The mention of Athenril draws the merchant's ire, but request Aveline to step forward and douse the flames, a somewhat diplomatic feat that effectively empties his pockets. This option sides with Aveline's righteous slant.
- Offer to take a bribe. By doing so, you'll not only betray and drive Athenril out of the city but you'll also take a hit in Aveline's friendship. You now have no choice but to turn to Meeran for help. Such is a typical example of Dragon Age II's reactive consequence for choosing a certain option over another. Expect Athenril to exact her revenge for your betrayal later on.
- The pacifist's approach leads to conflict with Cavril's guards, but also nets you experience.

The Mercenary: Meeran

Agree to attend to Friedrich, who is found not too far from Meeran's current position. Again, you have a few options:

- Tough it out with some good ol' sword-clashing. An interesting thing about this fight is that you can spur Captain Ewald and his men into action and have them fight for you. Do this by selecting all your party members simultaneously, bringing up your radial menu, selecting Move to Point, and positioning them right in front of the jovial captain.
- Offer to take a bribe. You still have his lackeys to deal with, but Meeran will depart, leaving your only option into the city up to Athenril.

If you betray either one of these individuals now or later, place no doubt in your mind that they will exact their revenge at a random opportunity. Return to Gamlen once you've sorted out your allegiances.

[Destruction of Loth...](#)[A Friend in the...](#)[A New Home?](#)[Walkthrough Index](#)

A full year later, Hawke has fulfilled her contractual promise and is now free to pursue the rest of her life's ambitions, which right now happens to be joining the Deep Roads expedition. A new friend, Varric, joins the party and informs you of a connection to Deep Roads -- only problem is you need 50 sovereigns to become a partner. At this time, too, a good number of quests open, giving you ample opportunity to amass the amount needed to progress the story.

The immediate reaction for now is to probably explore Hightown. You'll find merchants peddling their wares, but none is more noteworthy than a crafter named Worthy, who volunteers to be the go-to figure for all your crafting needs and gifts you with a **Recipe: Rune of Protection** to start off with.



Your adventurous spirit may take you also outside Hightown's protective high walls, whereby you encounter a sort of different world map in which you simply choose your next destination and skip all the needless time-consuming travel. New areas open up as you discover them, and some are accessible only through its connecting areas. You also have control over the time of day you want to visit a place.

By now, you've probably racked up a sizable pile of quests so tall that you can barely see over it. For starters: the current party composition seems to be lacking in a stalwart defenseman, a role that can no doubt be filled by Aveline. You'll be able to recruit her through following A Friend in the Guard quest line. This is our recommendation only, of course, but you can tackle these quests in any order you choose. All quests that aren't labeled "Main Plot" are generally considered side quests.

Note:

If you have the Black Emporium and The Exiled Prince DLC content, they'll appear in your Journal. We have more information on them in the Quests section of the guide. The Black Emporium location doesn't appear on the map until you first visit Gamlen's humble abode. As an added perk of the Black Emporium content, your family owns a Mabari war hound, simply named Dog, that fights alongside you as a mini-tank of sorts. You can't control him per se, but is certainly still a welcome addition to the battlefield.

[Destruction of Loth...](#)[A Friend in the...](#)[A New Home?](#)[Walkthrough Index](#)

Main Plot: A Friend in the Guard

Find Aveline in Viscount's Keep. Aveline's terribly jaded and is itching for some action. She's caught wind of some juicy info that'd she like for you to take part in. Agree to look into it and the beast of a warrior rejoins the party without a hitch.

[A Friend in the...](#)[A New Home?](#)[A Business Discu...](#)[Walkthrough Index](#)

Main Plot: A New Home?

You'll find Gamlen's humble abode in Lowtown. Lowtown is the polar opposite of Hightown, representing a much slummier and more impoverished district of Kirkwall. Several quests of note are present here. You can also chat up Lady Elegant, a potions master, for a **Recipe: Elfroot Potion** and start ordering potions through her.



Gamlen's home is found nestled in the corner of Old City Slums. Hawke's year of indentured servitude seems to have made little impact on Gamlen's rise in affluence -- a total lack thereof, rather.

Among his scant possessions, you find a letter from whomever you devoted a year of work to. Return every so often to find new letters crop up soliciting workers. Speak with Hawke's mother to learn some more about your lineage and receive a new Companion quest--Birthright.

Whether you're happy with the conditions or not, Gamlen's home becomes a base of operations, in a sense, where you can place extraneous items in storage, undo any injuries in the party, order new crafting items as you discover the merchants who provide this service, and pick up a few quests.

[A New Home?](#)[A Business Discussion](#)[Tranquility](#)[Walkthrough Index](#)

Main Plot: A Business Discussion



The entrance to The Hanged Man is tucked away along the east side of Lowtown. Once inside, speak to Varric to discuss the next step. A new Main Plot quest, Tranquility, unlocks.

Main Plot: Tranquility

Word of a Grey Warden around these parts has reached Varric's ears, but he only knows so much. A humble shopkeeper by the name of Lirene in Lowtown should know more. Lirene is apprehensive about giving up any information regarding the Grey Warden at first, but there's no better way to loosen up someone's lips than to show a little empathy and peaceful intentions. Lirene finally reveals Ander's location to be in Darktown.

When you leave Lirene's shops, your party's plans to visit the Warden are postponed by a mob of angry refugees who only want to protect their healer. The flame of this confrontation can be quickly snuffed out by calling upon Carver's straight-forwardness or a little reasoning. Avoiding any physical confrontation keeps the entire party happy. Continue on to Darktown and seek out the Warden. If you've any interest in recruiting this healer, rendezvous in Hightown and go find his friend Karl. Prepare to dispose of Templars and a Templar Lieutenant in the ensuing battle.



Following the confrontation you'll be able to recruit Anders. His magical expertise makes him a welcome addition to the party if you don't already have a spell caster among you. Even if you do, Anders can take on the burden of healing and is rightfully fit to do so.

Main Plot: Blackpowder Promise

The genesis of the Blackpowder Promise is a chance encounter with a dwarven merchant named Javaris that happens as you travel between locations sometime after finishing A Long Way Home. Located in Dead Man's Pass, Javaris and company are caught in a bit of trouble when you find them. After helping him out, he sees the value in your capabilities and expresses interest in acquiring some really special explosives. He's prepared to make it worth your while, he says. Be sure to pick up the **Caste Treatise** item from further down the trail, as this *will be your only chance to do so*. Where the road yet again converges more south you can find an **Embrium** resource as well.



The task involves going to The Wounded Coast, a vast area full of winding paths that often times lead to possible goodies. The quest marker directs you to the far northwest. The Tal-Vashoth are moderately resistant to fire damage, so any ice-based damage will have more profound effects. You'll also run into the midst of a dispute between a Dalish Assassin and a self-purported Werewolf, both huddled along the southern horizontal path. If you choose to involve yourself, you'll make additional enemies.



En route to the quest waypoint, you meet a lone Tal-Vashoth, though he does not seem hostile. In fact, if you play the aggression card, he may be convinced to help you fight. Moving on inside the Tal-Vashoth Caverns, your trek through is punctuated by a bunch of poorly orchestrated raids on the party. The assailants often times can be coaxed into bunching together for optimum AoE damage. Don't miss out on the **Silverite** as you converge on the destination.

You soon come to an area in which you clearly see the Tal-Vashoth leader perched upon his high scaffold. His minions on the ground level respond accordingly to the new arrivals, but when their numbers dwindle the leader doesn't hesitate to step in. The leader is fairly standard fodder, although he does provide a small boost to still-standing members of the Tal-Vashoth. However, turn your attention to the Tal-Vashoth Saarebas' that contributes his powerful command of magic; when you see a purple ball of light appear nearby, move out of the way! Counter his magic with any Dispersals you can dish out and hit him hard with physical attacks, like with Varric's Bianca. You can dig up a valuable **Formula: Combustion Grenade** from the Leader's corpse.





Meet Javaris at the Docks, more specifically in the Qunari Compounds, to begin negotiations. You can initiate a sequence with Arishok afterward to uncover more of his backstory. If you have Fenris in your party, you'll have access to additional story elements.

Main Plot: Long Way Home

Sundermount, the place of catalyst for this quest, is home to a small camp of Dalish elves, who don't form particularly good first impressions. The Dalish are a nomadic bunch who steadfastly cling to their Elvhen heritage so much so as to disavow the existence of other elves that have shed cultural barriers in order to co-mingle with the shemlen (humans).



At the entrance to these remote mountains, you'll encounter some enemies of the six-legged type and discover an **Elfroot** resource en route to the camp. Keeper Marethari's gracious presence and all-seeing wisdom stands in stark contrast to the unwelcoming attitude of the camp guards. Marethair will accept the amulet only after it has undergone the Dalish rite for the departed. She entrusts to you her apprentice of sorts, Merrill, to take under your wing.

Search around the camp for **Map of Occupied Kirkwall** for a quest and for numerous additions to the ever-growing Codex. When you're ready, seek out Merrill in the upper parts of town. Merrill is a garrulous, albeit nervous Dalish girl who is naive in the ways of the world. You get the sense she isn't telling you something important. Regardless, the meek elf joins the party as an uncontrollable member, but certainly contributes her fair share to any fight against the legions of undead that include Corpses and Skeleton Archers.



You'll find more **Elfroot** by the campfire mid-way to the Sundermount Passage. Just as with any other dark cavernous areas located in mountainous regions, the Sundermount Caverns are inhabited by creatures of many sorts, but mostly creatures you've already seen--Giant Spiders and its poisonous variations, as well as other creatures from the underworld.

You shan't need to wander too far in to find the path to the Mountain Graveyard, but before venturing forth you can pick up a **The Seal of House Talwain** and various goods from a locked chest through a little exploration. Merrill's blood magic continues this trend of forboding doom, and your reaction to these forbidden arts can create friendships or rivalries accordingly. Naturally, Aveline and Anders both take a less compassionate stance toward this type of magic.



Pluck the **Deep Mushroom** resource up ahead and proceed to the destination, except your walk to the innocent-looking altar is punctuated by appearances of Arcane Horrors, Corpses and Shadow Warriors. Arcane Horrors are the bane of this red-hot battle. Since there are two of them, funnel your efforts to taking one down at a time, throwing out Dispels whenever possible if you have the spell handy. The Shadow Warrior can be temporarily ignored and kept occupied by the tank while the rest of the party zeros in on other targets.

Return to camp for the concluding cut-scenes of this quest. By the end of it, you'll have gained a new ally with Merrill. When she's not in your party, she can be found in her humble abode in Lowtown.

[Long Way Home](#)[Enemies Among Us](#)[Walkthrough Index](#)[Part 1](#)[Part 2](#)

Main Plot: Enemies Among Us

This quest becomes available after unlocking Tranquility. Acting on Varric's sources, you are instructed to head to Hightown and speak to a woman named Macha in front of the Chantry monolith.

Macha sure knows how to cut the formalities because she immediately delves into her woeful troubles concerning her brother. She fears that something terrible has gripped him and would like you to investigate this matter. Accept her request altruistically or by making monetary demands -- either way, the quest moves on the next step, which is to question Keran's closest cohorts.



When you approach the recruits in the Gallows courtyard, they become clearly distraught by your questioning, but later let on about the ongoing problem of recruits like Keran going missing and the Knights keeping a tight lid on these disappearances. The conversation eventually zeros in on a recruit by the name of Wilmod, whom you are to seek out next at his camp.

Moving on into Wilmod's Camp, you come across Knight-Captain Cullen and Wilmod locked in a struggle, and before you know it, Abominations and a Rage Demon spawn into the fray. Abominations hit hard, so having Aveline scoop them all up on the outset is paramount for minimizing casualties. Varric's AoE spells work wonders here and ice-based spells and attacks against the Rage Demon should promptly neuter its innate fire resistance.

Search the immediate area for a **Design: Rune of Impact** stashed away in a crate.

Bring a mage like Anders or Merrill on your visit to the brothel. Lavishly adorned and filled with the raucous laughter (and moans) of the wealthy, the Blooming Rose is headed by Madame Lisune, who cuts the small talk and strikes you down with her clear disdain of non-paying customers. Though if you feel like sully your dignity, by all means choose to partake in one of the many service options provided by the tough-as-leather owner.



The most interesting item of note is the crafting recipe **Design: Rune of Lightning** found in one of the rooms behind the bar.

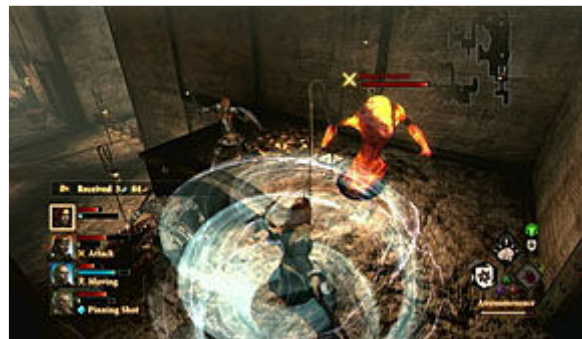


Aside from that, Viveka gets the wheels on this investigation running, which points to an Idunna. Idunna has no qualms about using her enchanting dark arts to Jedi mind-trick you into doing things against your will. Thankfully, if having a mage in the party brings an extra option in the dialogue wheel that can side-step disastrous results. Sparing Idunna here will allow you to partake in the Forbidden Knowledge quest in Act II, although you can unlock it through other means as well.



Of course, you discover that there is a higher puppetmaster behind Idunna's doings, and you'll find her in the Sanctuary at Darktown. The Sanctuary is anything but inviting, the entrance of this dark, dismal lair immediately spawns a slew of Abominations. In conjunction with the trap at the bottom of the steps, things can very quickly spiral out of control if the party is scattered; have Aveline round up the enemies at the base of the steps, with the rest of the party at the top. The appearance of a Rage Demon bookends this encounter.

Search the beginning area for a **Design: Rune of Frost Warding** and a **Deathroot** and proceed to the quest marker further in. Another trap midway through to keep an eye out for. Turns out Tahrone is barking mad and sics a good number of otherworldly beings upon you, including her demonized self. If you have Dispel, this is a good time to use that as well as any number of magic-resisting abilities. Keep a close eye on the tank's health and reserve big heals for the tank. Because there are so many powerful foes about, move your party to a corner with enemies nipping closely at your heels, this way allowing you a concentrated AoE attack on the aggressors.



Seek out the **Grimoire of the Apprentice** item from the sack nearby for a quest by the same name and then inspect Keran. If Anders or Merrill is in your party, you can count on them to confirm a demonic presence in Keran. You have no obligation to report the truth to Cullen, but you can and one of two things can happen:



- Verify that Keran is rid of any chance for demonic possession, allowing Keran to keep his status. This option opens up another quest How to Frame a Templar in Act II. Note that the special option on the lower left shown in the screenshot is possible only if Anders or Merrill previously confirmed it.
- Rob Keran of his status by underlining the possibility of possession. This option opens up the quest A Debt in the Family in Act II.

Main Plot: Wayward Son

Arianni can be found smack dab in the middle of the elven alienage. Your role in this is to help find her son, Feynriel. Not to lead you on some wild goose chase, Arianni drops two potential contacts whom you can interrogate to gain information on Feynriel's possible whereabouts. One of them is Feynriel's biological father, a merchant named Vincento. Vincento has set up shop on the other side of Lowtown, in fact, and can be easily intimidated by a having mage present in the party. If you've chosen to pursue the alternate option involving Thrask instead, you will have the benefit of an additional dialogue option when you speak to Vincento for the first time afterward, if you so choose to.



Either way, the next step of the investigation points to a fellow named Samson, who can be seen in Lowtown at night. Vincento suspects that Feynriel may have sought help from Samson with fleeing the Templars. Samson is not the least bit surprised by your visit; nothing goes unnoticed in the intricate information network here it seems. If he's not already in your party, be sure to have Varric tag along for the ride as his skills will come in real handy soon. Making enquiries about Feynriel's whereabouts leads to the Docks after dusk, inside Arthuris's Private Dock.

Varric or other rogues can ply their trade here with disarming a copious number of traps throughout the building. The inevitable battle that erupts in the confined warehouse room pits you against an Abomination, Captain Reiner who exhibits rogue-like capabilities, and a slew of Skeletal Archers. With the exception of Captain Reiner, the enemies can be herded into one location like cattle and be slaughtered by relentless AoE-prompted punishments. The real challenge here is holding tight reins on the hyperactive Captain Reiner by generating a convincing amount of threat that'll prevent him from tearing a hole wide open in the party.



Salvage **Thrask's Letter**, which initiates An Errant Letter quest, from the pulverized remains of the Abomination and empty the chest for the **Hideout Location Map**. This emerging evidence now points to a slave trader named Danzig in Darktown.

Drop into Darktown to pay a visit to the slave trader. As a side note, having Fenris in the party can lead to a substantially different conclusion than that described here (thanks to Devon for reminding us about this tidbit). Danzig is a powerful slaver that's not to be taken lightly. His magical might is further buttressed by the sheer number of Slave Mages and reinforcements he has at his disposal. Thankfully, the default cramped spaces force the enemies to cluster fairly closely together, giving way to ample ripe opportunities for AoE attacks. If possible, cast Dispel Magic on Danzig to keep his spell-casting suspended for as long as possible, while thinning the enemy ranks with various multi-target spells. He casts slow spells and one that hurts those caught in this enveloping white orb of light.

Loot Danzig's limp body for the **Map to The Wounded Coast**. As well, scavenge the **Remains of Sister Plinth** before vacating the area. If you haven't already begun investigating the Blackpowder Promise, your undertaking may be briefly interrupted by the intrepid Javaris and his inept mercs-for-hire. Continue on this hot trail to Feynriel that ultimately leads you further south of the map to Slaver Caverns. You'll meet the expected resistance comprised of Slavers, its archer variants, and also a Slaver Mage.



The meeting with Feynriel escalates to a rather delicate situation. The best option here is to call on Varric's whimsical imagination to diffuse this nail-biting situation without anyone losing a finger or worse yet, a head. Without Varric, your chances at resolving things peacefully are at rock-bottom. A hostile confrontation would not be particularly taxing or difficult in the face of all the previous encounters.

Feynriel wants nothing more than to go to the Dalish to help him with his burgeoning command of magic, but you can also push him toward the Circle, going along with his mother's wishes.

- Feynriel is of the age where he can most likely think for himself. Let him do so, and he will choose to seek sanctuary among the Dalish.
- Otherwise, Feynriel going to the Circle is a decision approved by Aveline and Fenris. This option also makes available the quest "Elves at Large" in Act 2.

All that's left now is to report to Feynriel's mother. Your decision will be reflected in the subsequent discourse with her, and while she will be rather displeased to hear that her son has done the complete opposite of her wishes, her corollary is that it's probably in her son's best interest.

Main Plot: Shepherding Wolves

A lone woman standing by herself, especially during the night in rundown Lowtown, is enticing prey to any lowlife scum looking to get their grubby hands on change. Sure enough, one approaches this daft Sister Petrice and with a little tact manages to convince her to follow him into a dark, grungy alleyway for further discussion. As an upstanding citizen, you can't just stand around and bear witness to a woman being duped! Do away with these thugs to inspire confidence in Sister Petrice with regards to your abilities and moral integrity. She urges you to consult her at her safehouse.



At the safehouse located just a little ways away, Sister Petrice admits to hiring you for a highly dangerous job, but you've already shown you are more than capable. If you completed Blackpowder Promise and spoke at length with the Qunari leader, you will get special options here. While you would do well to bring along a wealth of various potions with you, you will also perform exceedingly well by taking Varric along for the ride, if you are not a rogue already. The Undercity Warrens teem with traps that could potentially condemn your party to incurring a multitude of otherwise unavoidable injuries. You'll face a number of the familiar arachnids, but beyond these crawlers you'll also run across a gang of weak rabble, who you must mow down to access the Vimmark Mountain Pass further ahead.

Again, if you got the special option the first time from having spoken to Arishok previously, you'll see it again here. However, your presumption in knowing the wishes of the Arishok only angers Arvaarad and doesn't get you on any advantageous footing. Ultimately, you must decide to turn over Saarebas or refuse to hand him over.

- If you hand him over, most of your companions will not approve and you'll lose out on a side quest in Act 2.
- Refusing Arvaarad gets you additional rewards, including the **Talisman of Saarebas**, which follows a lengthy conversation with Saarebas, and access to a side quest in Act 2.



Despite your choice, the party must deal with these embattled enemies. The ensuing battle is a long and grueling ordeal that can be upheld through liberal consumption of potions. The real danger in fighting Arvaarad and the Qunari lies in their vast numbers. Tenderize the initial throng of Qunari in the beginning with one AoE spell after another as fast as you can cast them, making them easier to mince individually or in smaller groups by the time they scatter. Yet scattering is what you don't want them to do, because their doing so effectively also scatters your concentration and inevitably throws party formation into disarray.

This snowballs into more disastrous results, like party members taking immense damage or even worse, dying. While the expansive area permits a fair amount of freedom of movement, you should really only use a small portion of it; this way you can micro manage your party members more easily and simultaneously keep the AoE pressure on the ruthless Qunari. Employ the standard practices here: redirect hate on other party members to the tank, keep Arvaarad focused on the tank, support the tank, and replenish stamina/mana here as needed to fuel the Qunari extermination.

Your party can't wait to confront Sister Petrice about this treacherous double-cross, but she remains repugnant. There's not much else you can do in light of this disturbing news, except take your payment, if rather begrudgingly.

Main Plot: Act of Mercy

Some time after completing Wayward Son, another letter finds its way to Gamlen's. The anonymous letter is addressed to Hawke and sings the praises of your gallantry throughout Kirkwall, then ultimately insinuates the need for a favor. When you pursue this questionable matter at a site just off the Wounded Coast, you discover the area to be infested with Dragonlings -- a grim foreshadowing of the circumstances to come, perhaps?

As you follow your nose to the quest waypoint marker, you run into none other than a familiar face. Depending on your dealings with him in The Errant Letter and the decision you made in Wayward Son, Thrask's reactions are predicated on those past decisions. In spite of any existing tension, Thrask's proposition is simple still: negotiate some sense to a group of runaway Apostates to have them surrender peacefully to the Templars.

The first room of the Runaway's Cavern already sets the tone for the skillful opposition you are about to face: Apostates who have risen a legion of undead Corpses to aid them. The Apostate must not be allowed to freely cast his spells. Having Dispel Magic at this point is crucial to any repertoire designed to take down magic-users, but also stuns and similar effects, or even any crowd control abilities that keep the Apostate indisposed for as long as possible, will swing any encounter involving them in your favor. You won't run into any more Apostates as you trek through this initial leg of the cavern, but don't expect it to be a free ride as well.

Midway through you meet a defector, who explains that he cannot stomach the decisions and unsanctioned practices of the Apostate leader, Decimus. Dabbling in blood magic, raising the dead, leading the mages to ruins; these are some of Decimus' heavy convictions that you must place a stopper on.

In the main cavern ahead, Decimus attacks the party rather indiscriminately despite his apprentice's protests. Not surprisingly, Decimus summons a bevy of Corpses and Skeletal Archers to fight by his side, but the primary target here should be obvious. Decimus displays the usual tricks of an Apostate, which can be kept under control with proper Dispels, interrupts, and such. Thankfully, all his magical acumen doesn't properly reinforce his defense against physical attacks, so dedicate your highest physical damage dealer, such as Varric, to unleashing a flurry of attacks upon him to severely tax his health bar, if he hasn't been decimated already. Once Decimus is removed from the scene, the rest of the fight is just cleaning up the rest of the cannon fodder.

The climax point of this quest hinges on how you approach your decision in addressing the extant problem involving the clash between the runaway Apostates and the blood-thirsty Templars. You can refuse all involvement, which ends with the Apostates leaving of their own accord but after Grace threatens to expose any mages in your party. Pledge to assist the Apostates and the methodology ultimately comes in two distinct flavors: Lie to Thrask or kill Thrask. The former garners approval from all party members across the board with the possible exception of Fenris, whereas the latter's brutal option yields the least favorable reactions from your party members.



There isn't a quick method of egress here, but that leaves you to explore the surrounding area to unearth its hidden treasures. You'll be forced to plow your way through the risen undead on your way back to the entrance, but when you finally get there you'll have on your hands greater stress than dealing with a bunch of animated Corpses. Much of what follows after the conversation depends on your prior arrangements in the cave. We went with lying to Thrask and incidentally also had Varric in the party, whose quick wit stepped in to smooth out all the rough edges. Alternate paths lead to conflict with Karras and his men, or sentencing the mages to a life with the Circle.

The available quests dependent upon your decisions are as follows:

- Bounty Hunter is available if the mages went with the Circle.
- The Midnight Meeting if Karras is killed.
- Search and Rescue if mages are let free.

Main Plot: Friends in Low Places

This quest arrives in the form of a letter and can be read at Gamlen's place once you've completed a majority of the Act 1 quests (you must also not have continued on with the Deep Roads Expedition). Dougal in Lowtown wants to see you. An old friend of Varric's, Dougal is a bit soured by Bertrand's retraction of a previous deal, but heard you may have money troubles yourself from your possible unchecked expenditure on weapons and equipment, no doubt.

The purpose of this quest is to help the player front the moderate sum of money he or she is required to amass in order to fulfill the Deep Roads Expedition requirement. If you're hard up for sovereigns and the number of quests still available is fast depleting, or just want to forego all the questing, this is the way to go. Keep in mind that reaching out to Dougal's outstretched hand does come at another price, in the form of a quest later on in Act 2.

Main Plot: Deep Roads Expedition

Bartrand appears in Hightown once you've completed all the Main Plot quests that sprout up at first as Rumors. Speak to Bertrand when you've raised sufficient sums to become a partner to begin the Deep Roads Expedition. This is a pivotal point in the plot that may preclude the chance to partake in many of the optional quests here, so we advise you to peruse our Quests section before following through with the rest of the primary plotline. If you've trouble amassing the necessary amount of coin to attract Bertrand's fancy, you can go with the Friends in Low Places quest for financial help, but such generosity is not charity -- you'll be asked to pay back double of what was originally doled out.

Furthermore, certain things must be accomplished if you ever hope to get some Achievements. For example, the "History of the Chantry: Chapter 1" is found in the Chantry for the *Chantry Historian* Achievement.



Whichever way you choose to fund the expedition, Bartrand's initial reaction wears the face of shock and disagreement, but Varric's silver tongue (and a heavy bag of sovereigns) lifts the haze clouding his opinion of you. It's probably in your best interest to properly prepare for the expedition, as the going will be fraught with many perils which a healthy stock of potions can alleviate. Once the Deep Roads Expedition begins to gain traction, your mother will pull you aside and ask you a question that proves to be a critical plot point. Will you choose to bring your surviving sibling (either Carver or Bethany) to the Deep Roads with you? Regardless of the choice, it effectively but involuntarily ejects said member from the party for good. Here are your choices and their consequence:

- If yes, your sibling will befall the same fate as Wesley (from the beginning) at the conclusion of the quest. If Anders is in the party, he will be able to provide a beacon of hope in this grim scenario, suggesting to seek help from Grey Wardens. Without Anders in the party, your choices are severely limited -- and not in a very positive way.
- If no, your sibling will join the Circle or Templars, depending on who it is.

Both decisions will have reactive consequences in the story. For our playthrough, we left Carver behind. We figured he was already a bitter bugger, so why deal with his incessant whining. Once that decision has been made, Bartrand pushes onward with the expedition.



Not far in, progress is delayed by an obstruction in the path, which you agree to look about getting around it. As well, a distressed father is looking for his missing son, who if you agree to take upon yourself to find will increase your overall haul of XP and valuable goods -- highly recommended. Hurlocks have made the poor choice of a home in the series of connecting caverns within the Deep Roads, but the tedious exercise of annihilating these guys at least rewards you with access to not one but two **Deep Mushrooms** further down.

As you venture deeper in, you eventually run into Sandal, who displays a horrifying yet uncanny knack for disabling Darkspawn. He gives you **Stone's Breath**, which is the Rune of Frost, before strolling away. There's also **Raw Lyrium** to be discovered here near the crystallized Darkspawn and another in the spacious room ahead. You'll be assaulted by more Darkspawn throughout, including an Ogre within a small, self-contained room filled with complex traps, and culminating in a battle against a Dragon and her underlings in the huge room.





This Dragon unleashes her bestial wrath upon the party in full force as soon as you enter her sights. Similar to the Mature Dragon from The Bone Pit, she breathes a frontal cone of fire and flaps her wings which doing so concurrently interrupts spell-casting and stuns the party momentarily. Dragonlings swarm the party in small waves throughout the battle, but at this point hopefully they should fall rather easily to the onslaught of AoE attacks. Keep the Dragon from breathing fire upon the entire party, cast any stat-boosting buffs, and go wild. If there is no tank present to contain the Dragon's fury, the person with aggro must at least lure the Dragon away from the party.



Delve deeper in, at which point the party automatically returns to Bertrand to move the expedition further in. Before setting off deeper into the Primeval Ruins, stop at Bodahn's shop to sell unneeded items or perhaps enchant weapons. We suggest adding Frost damage, if possible. Varric starts to get cold feet, and the wild skirmish against Shades and a Stone Golem justifies it. The Stone Golem shakes to life and combines the robustness of a tank with the raw power of a 18-wheeler. The Golem hits hard and has one move that is particularly devastating to the party. When it hugs itself and glows, get out of the way to avoid this powerful AoE. While its thick stone shell may appear to be impregnable, it possesses a weakness to ice damage (hence the reason we suggested adding frost damage not more than a few moments ago). The negative effects of Brittle coupled with Brittle-shattering attacks are an effective combo against this walking slab of rock.



Proceed to the Primeval Thaig and step to the altar to trigger a scene. Afterwards, head south for the exit, but a detour to a side room buries the party waist-deep in Shades and a Stone Golem -- an exhausting battle, indeed, but well worth the effort in loot and XP. The new enemy soon rears its ugly head: Profanes boast strong immunity to electricity damage, but share the same weakness as most things down here to ice. You'll encounter more groups of these, so be ready to feed them a cold one. If you find them mildly annoying, a Hunger Demon approaches you in an attempt to strike a bargain.



Accept and you get to skip the rest of the battles with Profane, making you miss out on precious XP as well as draw contempt from Anders, Aveline, and Fenris. Refuse and you'll have the Hunger Demon's torrid retribution to face; hoards of Profane, Abominations, and Shades spawn out of nowhere. This can get very easily degenerate into a very grave situation if the army of Profane approaching the rear are not dealt with swiftly. Spells like Cone of Cold easily puts a deep dent that goes a long way in eradicating them with cold efficiency. With the Profane out of the way, the additional Shades and Abomination are less worrisome.

The remaining batches of Profane are nothing compared to the imminent showdown with Act 1's ultimate adversary, the Ancient Rock Wraith. This all-powerful opponent boasts an overwhelming advantage in health, armor, power, and abilities over the entire party combined. You'll profit from a Hex of Torment cast on the boss and having a high output of frost- and electricity-based damage. We sincerely hope that by now you have a reliable healer ready to hand out group heals and/or revives. Above all else, the healer must remain alive to hold up the rest of the party.



At first, it may seem there is no hope for defending against its stupefyingly strong attacks, but a survey of the surroundings reveals several rock pillars placed around for a reason. Getting behind these pillars when the Ancient Rock Wraith collapses into a mess of rock pieces in preparation for its great attack or curls up into an alarming red ball, take shelter behind these pillars! If you need them to stay put, select Hold Position on the radial menu to keep them from running headlong to their death, lest they are hungry for major hurting.

While the Rock Wraith lingers in the center, weaker versions of Profane emerge around him, shocking individual party members in range with bolts of lightning. Pick off these Profane before training your fury on the seemingly comatose boss. Before long, it rises up again and attacks the party with a variety of rolling, smashing, and a red spell that forms a vacuum at its center, pulling in only the controlled party member toward it. Constantly keeping the party mobile, from corner to corner, being ready at any time to dive behind a pillar for protection, and throwing out heals as needed are key to overcoming this difficult encounter.



If things begin to look dire, the person with aggro (most likely, the healer) can use the pillar to run the boss in circles, giving the rest of the party members some breathing room to deliver punishment.

This venture will have proven most lucrative if you clean the room of its hidden loot, including a **Crypt Key** that lets you exit the Crypt. If you chose to deal with the Hunger Demon earlier, it re-appears to claim its share of the loot at which point you can have Varric "negotiate" or take matters into your own hands.

Dragon Age II Quests

Companions: Birthright

Birthright is obtained after visiting Gamlen's hovel for the first time. Carver is deeply troubled by these family issues and is intent on discovering his place in society. Speak with mother to update the quest. After vocalizing his thoughts on his deadbeat of an uncle, you can convince Carver to dig deeper into his family legacy--there must be something there. And that something can be found in Darktown.

If you thought the district of Lowtown was bad, then Darktown is considered the absolute dregs of society and houses the most forlorn and criminally-inclined citizens. In fact, you'll find hostile Thugs and Rogues that are more than happy to spill some blood.

Hawke and company will also find a familiar face by the name of Tomwise, a master poison craftsman who parts with a **Formula: Debilitating Poison** upon speaking with him. Plus you'll be able to purchase poisons and grenades from him when given the right resources.



Locate Amell Estate Cellar, which can be a potentially dangerous place. The place is currently occupied by Slave Guards and Assassins and is loaded with booby-traps. Luckily, Varric can detect and disarm these traps before they cause any lethal damage.

Within the cellar, claim an important item, **Tobrius's Documents**, from one of the rooms. As you push deeper into the cellar, you engage the Master Slaver in a rather trying battle made worse by other groups of Slavers.



The fight can become tricky when enemy magic, as well as a deadly trap, gets thrown into the mix. When the cloud of green poison releases into the room (if it does), target all party members and have them fall back to the previous room. Even with the threat of the poison cloud averted, the Master Slaver is not at all powerless, although if your party really lays into him he can be put down relatively quickly. The Master Slaver drops the very crucial **Vault Key**, used to unlock the vault door and gather more information regarding Hawke's family.

Head inside and collect the sovereigns from the chest, some various goodies, and **Grandfather Amell's Will and Testament**. Once you're done looking around, you can exit to Hightown via the door at the top of the stairs. Visit Hawke's mother in Gamlen's house to reveal the truth of Hawke's grandfather's will.

Speak to Hawke's mother one last time to close this sorrowful chapter of your family's history.

Companions: Family History

Before obtaining any key item, the main and most important requirement to beginning this quest is, to even making this quest possible, is Carver's surviving through the Prologue. Without him, this quest ceases to be.

You'll likely have, or are in the middle of completing, gone through the Companion quest: Birthright. A meticulous comb-through of the Estate leads you to important-looking documents entitled **Tobrius's Documents**, which are to be brought to the very man who wrote them, Tobias. He can be found in the Gallows. After speaking to him there, he hands you **Father's Letters**.

These letters reveal Carver's namesake, and showing them to Carver back at Gamlen's house can swing Hawke's relationship with her brother toward the positive, depending on how she reacts to this emotional revelation.

Companions: Fenris Recruited

Reach out to Fenris once you've completed the Bait and Switch quest. If he's not already in the party, he can be found cooped up in the mansion (named Fenris' Mansion on the world map) that you helped exorcise. You'll find a number of Codex entries around him, but the intimate conversation with Fenris takes center stage here, of course. There's much backstory to unveil in Fenris, but he remains rather vague, partially due to faulty memory or perhaps his tendency to repress his dark past. At any rate, you can emerge from this conversation closer to garnering his friendship or keeping him at arm's length.

Companions: Isabela's Contact

Information on Isabela's Contact becomes available after she joins the party upon the conclusion of Fools Rush In. When she's not traveling with the party, she can be found nowhere else but waist-deep in swill at The Hanged Man. She tell you about a "friend" that she has staying in the The Hanged Man and refers you to him for the unabridged version of the quest. This opens up the Finder's Keepers quest.

Companions: Finder's Keepers

As continued from Isabela's Contact, the quest's originator is found holed up in his room in The Hanged Man. The paranoid fool welcomes the offer of amnesty and comes to terms with his new good fortune -- perhaps you'll help him retrieve his lost cargo from the Raiders. Accept Martin's quest and be on your way to the Docks to speak with the Longshoreman there. Your investigation leads to the Harbormaster Liam, but the Harbormaster himself has other more pressing matters to attend to, leaving you his assistant with whom to make enquiries about Martin's cargo. Turns out his shoddy attitude is begging for a proper beatdown or some coin to loosen his lips, although he calls your bluff if you go with the former.



If you refuse to pay up the two sovereigns it will cost to extract the necessary information, you'll need to return here at night, fight some dogs, and claim the **Dockside Redirect**, which is a much more roundabout approach, indeed, but one that ultimately achieves the same results. Plus, if you are keen on gaining more limited XP, you'll have ample opportunities to earn more XP as well as reap in the additional benefits of exploring a new area filled with useful items, including a **Deathroot** and the "Half-Braid" Silsam's Remains that initiates the namesake quest.

Once you've gotten a hold of the information you seek, the next step naturally falls in place. Head to Woodrow's Warehouse via the Docks or, if you went with the circuitous method, via the Disused Passage (which leads you back out to the Docks). When you enter, the Warehouse at first appears to be empty, but past experiences have shown that to be none other than a facade. There's a trap waiting at the bottom of the steps in the main room, which sure enough livens with activity when you reach the bottom. The assailants are nothing you haven't seen before. Once they've been swept by the wayside, continue west to the cargo sitting at by the boats. Be wary of the simple trap laid out in front of it, however. Collect the **Sample of Martin's Cargo** and the rest of its contents, and be on your way except you will have to stuff one last group of enemies before you can finally exit.

Martin's questionable goods leave you with a moral dilemma: to reveal the whereabouts of his goods is to condone yet another, if brutal, method by which to kill; on the other hand, you'll enter into a mutual business agreement in which he provides you with poison at a discount.

Companions: Nice Crime You Have Around Here

After you've completed the Blackpoweder Promise or Wayward Son, Merrill beckons you over under the guise of a quest, but really, this is just an entertaining conversation with the plucky elf.

Companions: Questions and Answers

Similar to the other Companion quests during this particular timeline, this is a quest solely for some one-on-one interaction with your companions, this time with Varric. The rendezvous point is at The Hanged Man pub, where you can ask him any number of questions regarding the Bartrand, the expedition itself, and even questions about Varric himself. But most of all, it's an opportunity to earn higher standing in his eyes.

Companions: Talk to Anders

Once Anders has agreed to lend you his aid, return to his clinic and speak with the terribly disturbed mage. Like any of the other post-recruitment conversations with the individual, this is a good opportunity to establish an initial burst of friendship or rivalry. Anders is a delicate pansy, and as such requires a more sympathetic and affectionate tone for favorable results. That is, unless you're not interested in courting Anders.

Companions: The Way It Should Be

You receive this quest after recruiting Aveline back into your ranks. This is a short side quest that means a lot to Aveline, as such she would be ever grateful for the completion of this favor.

The Sundermount Ambush site teems with Raiders of many kinds: Archers, Assassins, etc. There's a good amount of experience to be had here. When you reach the large ambush site, take note of a few laid-out traps. Disarm them if possible, but if not, have the party fall back into a previous area. The ambush is comprised of many Archers and Soldiers. The Archers quickly get annoying and have the ability to eat through your party's health if left unaccounted for, so make it a point to remove them from the scene forthwith.



Return now to Viscount's Keep to have Aveline speak to her superior, who is genuinely grated by her meddling. His agitation definitely rouses some suspicion, and if you agree to look deeper into the matter, the best place to look is the duty roster that's situated nearby.



Pursuing this matter further, Aveline suggests looking out for the lone patrol in Lowtown during nighttime. When you find Guardsman Donnic, sure enough, he is already surrounded by Thugs. Get him out of this situation to begin unraveling the frayed ends of this politician's scheme.

On your return to the Viscount's Keep, Aveline smiles smugly as the authorities pull the corrupt captain away.

Companion: Welcome Home

Upon completion of A Long Way Home, the childlike elven girl begins her settlement among others of her ilk in Lowtown. Help break in her new house by visiting her in her new home. During this meaningful interaction in which you are given more insight to Merrill's odd character, you have the opportunity to flirt with her as well as build upon your relationship with her. The quest ends once the conversation is over.

DLC: The Exiled Prince

Note:

The Exiled Prince is extra downloadable content that's available for a price. Once you've downloaded this onto your system, the quest for this appears immediately in the quest log when you next load up the game.

At the Chantry Courtyard in Hightown, you walk in on the Grand Cleric trying to dissuade Sebastian from doing something he might regret, but the pious prince's resolve would not be shaken by hollow words. Go to the Chantry Board afterwards to inspect the bounty that had just been put up.

DLC: Duty

Read from the Chanter's Board after the tiff between Sebastian and the Grand Cleric, the bounty is a call to arms against the vile Flint mercenary group for the brutal murder of Sebastian's family. It is also essentially a lead-in to the recruitment of the prince in a companion quest available by the beginning of Act 2.

For now, this quick and easy quest has you eradicating members of the Flint Company from three main places: the Docks at night, Sundermount, and at the Wounded Coast. A quest marker at each location denotes their exact position on the map. Once the world has been rid of fewer of these rascallions, return to the Chantry and speak to Sebastian to learn more about his royal lineage and end the quest.

DLC: The Black Emporium

The Black Emporium is a special retail shop filled with rare items. Available only after retrieving the extra downloadable content, it will be entered into your Journal upon loading a game. Drop by Gamlen's House to find a charming letter from Xenon, who extends a cordial invitation to his highly secretive Black Emporium. Reading this letter opens up the location on the Kirkwall map. The most interesting aspect, other than its immortal shopkeeper, is the special items and features that allow you to do things that aren't normally possible in the core game. This includes changing Hawke's appearance via the Mirror of Transformation and reallocating attributes and ability points by drinking a Maker's Sigh. You'll even find somewhat decent equipment for your taking on your first trip here.

Make regular visits to the shop because its inventory changes as you progress through the story, stocking even better items later on (like Recipes). If in need of crafting resources, you can return here to get those you missed out on.

In addition to opening access to this special shop, the Black Emporium DLC also brings a Mabari war hound into your humble abode. Its default name is Dog and is not actually a party member that you can control per se. You merely summon it by selecting the Summon Warhound in the Sustained Ability menu and have it fight by your side. The Dog, however, does disappear from battle after sustaining an inordinate amount of damage.

Secondary: An Errant Letter

The item that jumpstarts this quest can be gleaned from the Abomination's remains during the Wayward Son questline, in Arthurs's Private Dock. The task is simple like any other delivery side quest, except you'll have the opportunity to employ some compassionate or ruthless dealings. Either dial in on his emotional vulnerability for monetary gain, or dig deep into that blackened void of a heart you have and choose not to desecrate his daughter's ashes. The latter sees friendship increases across the board as well as nominal XP gains, whereas the former rewards you with 3 gold sovereigns and Thrask's eternal hatred.

Secondary: Bait and Switch

Bait and Switch is a rewarding optional quest that recruits an awesome new party member.

Find the beginnings of this quest on Gamlen's writing desk. Visit Lowtown at night. When most of its normal working citizens have long since retired for the night, some nocturnal characters emerge from their dark dens to cause mayhem. Among the group of aggressors, turn your attention to the Sharps Highwaymen, who are the long-distance sharp shooters of the bunch and can become dangerous nuisances if left alone.

Chat up the skittish Anso the Contact and take note that although accepting his job offer will agree with Varric, it might draw scorn from Aveline and your sibling. As you pass the Old City Slums, your party is flanked by a slew of enemies. Make this more manageable by selecting the entire party and moving them back into the Old City Slums. In doing so, your enemies are funneled through the slightly more narrow path and thus prone to AoE attacks.



Continue making your way to the northeast corner of the map to an Abandoned House. One of the doors is booby-trapped to blow and will cripple your health meter should you recklessly barge in. Varric must be present to disarm this deadly trap. The second defensive line comprised of Street Thugs stands between you and the chest.

Outside the house, an entire battalion of Tevinter Hunters anxiously awaits your arrival, and without much further ado, unsheathed swords force you to fight for your life. The Tevinter Hunters attack nearly en masse, with a couple of Slavers and a magic-casting Magic Slaver lending a hand afterward. Outside help soon arrives in the form of Fenris, a once captive elf who requests your help.



Gather your party and pay a visit to Hightown during the night to meet up with Fenris. You'll no doubt run into an abundance of Guardsman Pretenders roaming the streets of the mostly empty Hightown as you head toward Fenris near the middle of town. He becomes an immovable piece in your party during this segment and packs a serious offensive punch, perhaps moreso than Carver if you have him. Thus, our suggested party make-up includes: Aveline and Varric for his ability to pick locks and detect/disarm traps. In lieu of a healer (if you are not one already), you might need quite a bit of health potions stocked.

Once inside, the door over yonder is rigged with a simple pressure-sensitive set of tiles. Disarm this trap to avoid any unnecessary additional damage from the next encounter. The party is soon besieged by animated globs of putrid matter. These Shades, for the most part, have decent magical resistances and are thus relatively impervious to magical attacks. Fortunately, they can barely stand up to a good old-fashioned beating.



A rather rigorous battle plays out in the manor's foyer. Here more Shades pop out of nowhere, along with its more lethal variant, a Rage Demon. Clouds of poison will quickly fill the room if you fail to disable the trap, so deem it wise to retreat into a previous room to resume the fight more safely.

The door at the top of the stairs is locked, but a thorough exploration of the adjoining rooms should yield the **Magister's Key** necessary to unlock it. (Mike cautions that if you open the chest in the northeastern corner of the mansion before engaging the enemies, you may not be able to acquire the Key to advance.) Not surprisingly, opening the door very much resembles opening Pandora's Box, though instead of all the evils being unleashed onto the world you get instead a single and formidable Arcane Horror and a great number of Shades. Focus attack the Arcane Horror, whose health should wither away very quickly. After collecting the goods, exit the manor and proceed to recruit the talented elf warrior.

Secondary: Fools Rush In

Completing this quest adds the salacious and foul-mouthed Isabela to your growing party.

When you again visit the Hanged Man pub after finishing *Tranquility*, you'll witness quite a spectacle: an ebony beauty holding her own quite impressively against the unruly, slovenly pub patrons. Approach the foxy vixen to find out that she, at her very core, is still a damsel in need of some additional back up. Agree to help her and meet her in Hightown at night.



Isabela hit the nail on the head -- she needs the back up. Hayder's cowardice brings Raider Ambushers to crash the party, leaving you with a small group of enemies to dispose of with Isabela's help. Loot **Hayder's Letter** from the body and follow the infuriated Isabela to the Chantry. Expect one more ambush before you're allowed to waltz inside the Chantry, but once in Isabela goes to work on Hayder and his crew.



Although there may not appear to be many foes to contend with at first, many more will join the fray to replace to fallen as the fight drags on. Hayder boasts the most health among his cohorts, as he should, but he doesn't quite own the offensive horsepower to match the intimidation factor. Keep him occupied on the tank while the DPS dispose of the others with a maelstrom of AoE attacks. Assassins can be annoying here, as they do the disappear-and-reappear-behind-you trick quite often, but they perish rapidly to any focused attack.

If any of the subject matter discussed prior to the fight piqued your interest, you'll be free to question Isabela further after the fight. After you're done picking her brain, Isabela joins the party.

Secondary: Herbalist's Tasks

Once you've completed the Long Way Home quest, you will be able to find the savvy herbalist, Solivitus, in the Gallows courtyard and start up a business-centric conversation. If you accept, this long-running quest will span over several Acts, but Solivitus knows not to be too demanding all at once. Giving you a list that you can complete in Act 1, he asks you to fetch him a Dragon Fang, Spider's Silk Gland and a pure Ironbark. No doubt that these are rare items and dangerous to obtain, too, but the herbalist is a businessman after all and promises to make it worth your while. In fact, if you bring him these items before the end of Act 1, his shop's inventory will be upgraded afterward.

The good thing is that you'll get these items regardless of whether prior knowledge of this quest existed. The bad thing is that all of these items are tied to transient, one-time quests that, once completed, are no longer available. If you already missed out on collecting any of these items, you can do naught but sigh and move on with the rest of the game.

- Spider's Silk Gland is a unique item dropped by one of the oversized spiders from the Magistrate's Orders quests. When you enter the Ruined Passage, you'll find a large group of spiders in the first square room. One of them drops this item.
- The Dragon Fang is the byproduct of a slain Mature Dragon from The Bone Pit quest. You'll receive this by looting the trophy from the corpse afterward.
- Information on the Ironbark can be procured from the Dalish master craftsman. Agree to help him find one and a new area appears on the world map. Go to the Ironwood Clearing to find that it is overrun by Hurlocks and an Ogre, a straight leitmotif from the game's beginning. A quest marker indicating the presence of the Ironbark appears once everything has been dealt with.

You can deliver these items to Solivitus in a piecemeal fashion if you wish, but you won't receive payment until you've sought them all. The quest will remain in your log since he'll have more demands in Act 2.

Secondary: Loose Ends

The insomniac wandering around Lowtown afterhours would run into the Red Iron's fearless leader Meeran. Miffed by the incompetence of his men, Meeran opens up the unfinished business for you to complete, if you will take it. It's an assassination gig and the target is a high profile nobility by the name of Lord Harimann.

Important Tip:

Obviously, if your playthrough consisted of allying yourself with Athenril instead, the circumstances will have changed considerably. Athenril, waiting outside The Blooming Rose, will provide this quest with obviously different parameters.

At the docks, one of Meeran's men, Gustav, is already being questioned by the Guards when you arrive, but the sound of swords being drawn soon ring through the air. This hardy group of Guards puts up quite the fight, as some more archers and foot soldiers get thrown into the mix soon thereafter. It's important to have Aveline (or some other tank) peel any aggressors, especially of the long-ranged shooters type, off Hawke and other fragile allies to prevent any major casualties. Keep Aveline's health up and remember to bestow on the party any beneficial auras you may have.



Lord Harimann shows up after the fight. It is during the ensuing conversation with him that you decide whether to steadfastly adhere to the verbal contract with Meeran (i.e. kill Harimann) or let him walk away untouched. Like all other life-or-death choices, this has its internal consequences within the party as well as its external consequences. In particular, Aveline and Anders take a less compassionate stance toward murderous acts.

Either way, return to Meeran:

- If you've confirmed the kill, Meeran pays you
- Assuming you spared Harimann and don't want to burn any bridges to more prospective work from the mercenary, lie to Meeran about having let Harimann run free, and he merely ascribes your failing to his own non-involvement. He shows his gratitude for at least returning Gustav and invites you to see him for anymore work he may have in the future. This option best agrees with Varric.
- On the flip side, Meeran is absolutely infuriated by the truth and severs his ties with you. At least Aveline praises your coin-dodging honesty.



Secondary: Magistrate's Orders

Words of your much heralded endeavors in the Red Iron have reached the ears of nobility, specifically one named Magistrate Vanard. When you approach him in Hightown, he requests a favor that only one of your "special talents" can accomplish.

Head to the Abandoned Ruins outside of town to start your search for the missing convict. While conversing with the guards posted there, a merchant elf named Elren storms onto the scene, vehemently opposing the peaceful apprehension of the target. Nay, it's a personal vendetta and he'd much rather have the "murderous bastard" exterminated for the crimes against his family.

Your choice here ultimately boils down to obeying the Magistrate's orders or going against them to strike with your own palm against injustice.

The ruined passage may present a few branching junctions, but most of the other possible routes are closed off, making the trek a fairly linear affair. In the passage dwells an assortment of enemies, including oversized spiders, animated skeletons, and spell-casters. You'll run into the first batch of giant arachnids almost as soon as you turn at the T-junction of the first room.



In the spacious room beyond, your party is ambushed by a mixture of Venomous Spiders and Giant Spiders. AoE spells would work to great effect here. Here is where you'll also find a **Spider's Silk Gland**, an item used for the Herbalist's Tasks quest.

A chest ahead baits the explorer to open it, but be prepared to be caught in the spiders' web of a trap and ambushers. Let loose the chest contents for a **Pewter Pendant of Wolves Howling at the Moon** afterwards. The upcoming encounter in the circular room can be particularly trying, since you'll be facing a variety of enemies, including an Arcane Horror, Corpses, Poisonous Spiders, and Giant Spiders. Focus fire the Arcane Horror and Poisonous Spiders, though the best thing is to just group up the creepy crawlies and rain death upon them all at once with combinations of AoE effects.



Eventually, you encounter Lia, the daughter of the hysterical elven merchant, to learn about her kidnapper, Kelder. Seems the girl is showcasing a mild form of Stockholm syndrome, as she implores you to keep Kelder free from harm.

When you finally reach Kelder, he turns out to be a bit of a nutjob, offloading the blame onto supposed demons for his deeds. You now decide his fate.



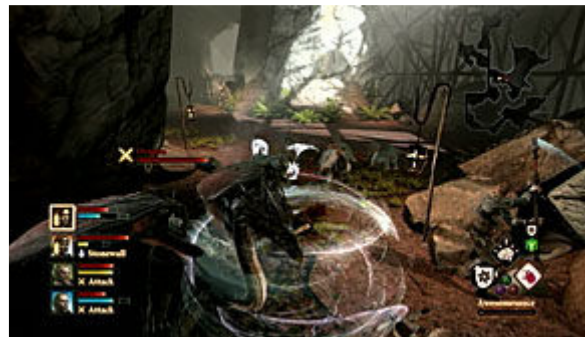
- Take him with you, at which point you need to follow him out and slog through another battle in the middle. This show of mercy doesn't sit well with Aveline as she believes Kelder to be an irreparable mess. When you return to the Magistrate, he fumes at the thought of his secret being let out and attempts to place the money where his mouth is. We rebuffed his offer for money, an action that seemed to have redeemed Aveline's view of you.
- Eliminate him right here and now to gain extra approval points from Aveline and Varric if they are in your party. Outside, you can extort money from Elren for dirtying your hands, or going with the good and putting his fears at ease. The Magistrate, surprisingly, has no comment whatsoever to all this. Perhaps this is a premonition of worse things to come...

Secondary: The Bone Pit

The quest for The Bone Pit arrives in the form of a letter from Meeran found at Gamlen's house. The letter asks you to seek out a merchant named Hubert in Hightown's market. This quest would be considered a reasonable undertaking for those parties with an adequate healer and tank -- though it would be shocking to hear of how anyone could come so far without the proper combatants.

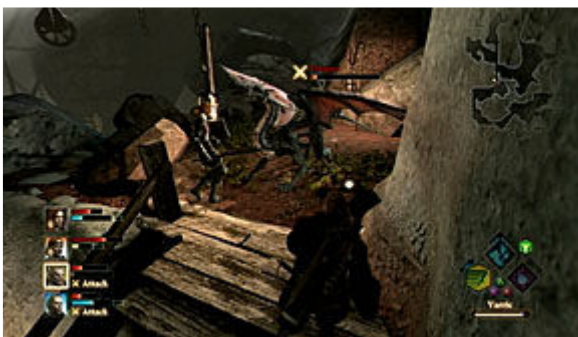
The mine dubbed the "Bone Pit" appears on the world map once you speak to Hubert about the quest. The outside of the mine looks as dismal as the name suggests and is also where you'll find the the trigger for the quest, Remains of the Outlaw "Bearded Beast," by inspecting the skeletal remnants of him.

Unfortunately, with the area devoid of mine workers, Looters have capitalized on the opportunity to pick the place clean, as you'll find out when you run into this scavenging lot just ahead. Your quest destination lies northward, but a little exploration would benefit you with its gifts of an **Elfroot** plant nearby, a few Codex entry additions, and other goods.



Enter the Bone Pit to discover the very reason that Hubert's miners have stopped working -- a valid reason, at that. Dragons and their offspring have turned the Bone Pit into her nest and attack your party for encroaching upon their territory. The first batch of Dragonlings can be taken cared of with little trouble, but the mama has a lot more fight in her with several abilities that hit the entire party, including a party-wide stun. She also bellows the standard dragon's breath and has a wing buffet that pulls surrounding party members toward her and cancels any ongoing spell-casting.

While you can get away with damaging the Dragonlings with fire-based magic, the same tactic won't fly with the much more matured Dragon, who has built quite an immunity to fire damage. Any other magic would, especially ice damage, at least penetrate her high resistances.



After the ordeal, be sure to excavate the **Refined Lyrium** before venturing further into the Bone Pit. As you delve deeper into the Pit, you'll cross paths with many more Dragons and her Dragonlings. If you're meticulous about plundering for loot, you will no doubt come across a **Eustice's Pommel**, an item that jumpstarts a side quest by the same name.



You happen upon a fleeing miner not too much further in, who warns you of the mighty scaly beast awaiting ahead. Not to be deterred by the words of a clearly frightened and unarmed civilian, your party pushes forth to the maw of danger.

Sure enough, there's a Mature Dragon just outside. And she's huge and she wants to rip your head off. As expected of such a majestic beast, the Mature Dragon is stubbornly territorial and begins her talon-tipped assault on the party forthwith. Her attacks are nothing you've never seen before but are backed by the full force of her matured muscles. As a result, she hits harder and with much ferocity.

The tank should be situated on her straightaway and turn her away from the party. Meanwhile, the rest of the party sits further back and unleashes their arsenal of attacks upon the beast. If you have melee fighters, the ideal positioning would be behind her, having them thrash away at her powerful hind legs. If everything goes well, only the tank should be taking any damage at all, thereby testing your single-target healing mettle. Without a doubt, it helps to have such abilities as Barrier and Heroic Aura, as well as strong defensive stats, to dampen the damage. You get a **Dragon's Fang** as a victory trophy. If you're wondering, the item will come in handy for the quest called Herbalist's Tasks.



Upon revealing that creatures, who were once thought to be extinct, had occupied the mines and have now been subverted, Hubert prepares to make a rather lucrative offer: Be business partners and rule the mine together. Accept or decline this business proposition.

If you accept (and depending on how you do it, you may come to a discord with your party members), you'll need to proceed to Lowtown to rally the survivors and get them back to work. You'll find an intoxicated Jansen who -- through his haze of inebriation -- coherently brings up legitimate concerns about returning to those potential nesting grounds.

No matter how you pander to his primal lust for coin, you can bet his wide-eyed, sloshed face running back to work in no time.

Secondary: The First Sacrifice

This quest first spawns as a pamphlet that must be read. Pursuit of the curious matter leads to Ghyslain de Carrac, who is a very loving husband that is heavily disgruntled by the ineptitude of the city guardsmen. You learn he has a missing wife on his hands, but he doesn't want her family to see it that way. It's a complicated matter that looks like may need some serious family counseling. Anyway, if you agree to investigate further, you'll be sent to The Blooming Rose to begin the investigation proper.



The person of interest here is a flamboyant elf named Jethann. He mentions Emeric of the Templar who's also been looking for Ninette. As a side note, you now have the option to pay Jethann for some special services at The Blooming Rose if you so please. Travel to Darktown now and seek out Emeric at the unambiguously named Meeting Place. If you haven't already found the **Deathroot** here, there's one to be picked to augment your growing reserves of Resources. There are Thugs to fight here, but none that pose any challenge whatsoever that you should be phased any at all.



Emeric thanks you for coming at the right moment and reveals that he is currently investigating a couple more instances of mysterious disappearances that he fears may be connected. Realizing his age is more of a hindrance in this investigation, Emeric steps down and passes the torch to plucky, younger adventure-goers like yourself. Even if Mharen's trail has gone cold, there's a chance something will turn up at the Lowtown foundry; it's definitely worth looking further into.



Inside, a suspicious individual flees the room upon see your party -- suspicious, indeed! Step into the room to prompt the appearance of a welcoming committee that's composed of Abominations, Shades, and a Desire Demon. Train your assault on the Desire Demon, with a focus on spells that lock up her own spell-casting. Upon death, a Sack of Bones falls to the floor, containing a **Design: Rune of Fire** and **Ninette's Ring**. This finding doesn't bode well for her safe return, but Emeric needs to be shown this for



completion credit. The quest is officially terminated after your talk with Emeric, but you can continue on to show the ring to the original quest giver and devout husband to collect your reward. He's also probably better off not knowing the grisly detail of her severed hand.

Secondary: The Unbidden Rescue

The quest becomes available after you've completed the Long Way Home quest and can be obtained via a pamphlet in Hightown. Seek Seneschal Bran in Viscount's Keep for further deets on the quest.

Apparently, your party isn't the only ones privy to the news of the Viscount's missing son. Mercenaries, including the violently aggressive Winters group, have flocked from all over for a chance at what would undoubtedly be a mammoth reward for the safe procurement of Saemus. Seneschal Bran, the liaison between the mercenaries and the viscount, suspects this to be the work of the Tal-Vashoth, a rebel group of the Qunari over which the Arishok has no jurisdiction.



Saemus was last seen at The Wounded Coast, your next port of calling. When you reach the quest waypoint marker further south of the map, the scene is not quite what you'd expect from a rescue mission. The Winters have apparently beaten you to the punch, but Saemus is not particularly keen on returning with the brutish thugs. His unwillingness to leave prompts multiple, self-contained battles to ensue. The initial wave includes the snake-like Ginnis and her fairly weak lackeys, but the succeeding groups of reinforcements number close to a dozen and are led by Mercenary Commanders that sport a more robust health bar. As long as he's still standing, the Commander also radiates an aura that benefits his soldiers. Still, his soldiers are so much more fragile that a few AoE spells are all it takes to stymie the assault.



Tell Saemus to wait while you take a look around for the opportunity to plunder the numerous spoils of war. You'll find a **Design: Rune of Fire Warding** from a skeletal corpse lying in the immediate vicinity, as well as the **Redblossom Salve** item that launches the Redblossom Special side quest. Speak to Saemus when you're ready to leave.



As far as concluding conversation of this quest, there aren't any dialogue options that change the story significantly enough to warrant any extended discussion herein. In terms of the potential impact on relationships with your companions, opting to maintain a distance from the father and sons' obviously heated family affairs is the safest option.

Act I Side Quests

IMPORTANT NOTE

Keep in mind that we followed the Hero of Ferelden back story (chosen at the beginning of the game). Some quests may not be available to us nor some to you if you are playing a different back story.

In fact, you may not even see a lot of these quests due to some of their very specific trigger points. We'll provide the known conditions for triggering these quests at least for your information. We also recommend doing these quests before handing over the 50 sovereigns requirement to Bartrand and advancing the Deep Roads Expedition plot.

Because of this we were unable to play Bethany's Companions quest: Portrait of the Past.

Here's a full list of the fetch-and-deliver side quests you'll find in Act I. Each leads to a reward of 250 XP and 50 silver and doesn't impact the story at all, as far as we can tell. The quest is initiated by picking up an item usually of the same name; the table below shows the location of said items.

Quest Name	Starting Location	Description
Bottled Scar 5:34 Exalted	Viscount's Keep	Once the rooms have been unlocked, search through them for the Bottled Scar 5:34 Exalted and bring it to Elven vintner in Lowtown.
Caste Treatise and House Accounting	Dead Man's Pass	The chance to obtain this titular item comes only once, and that chance presents itself when you meet Javaris, the source of the Blackpowder Promise quest. The encounter with Javaris is through a scripted encounter that interrupts travel between areas after completing A Long Way Home. Once you regain control after Javaris takes off, search his camp for the item and bring it to the Traditionalist Envoy in Hightown for your reward.
Eustice's Pommel	The Bone Pit	While undertaking The Bone Pit quest, this item is tucked away in a sack inside the mines. Return it to Guardsman Eustice now in the Viscount's Keep.
Grimoire of the Apprentice	Sanctuary	Fetch the item by the same name needed for this quest from the sack in the Sanctuary, where you battle the blood mages, during the Enemies Among Us quest. It's very important that you find it before you leave the area, as you cannot return once you've left. Bonwald in Lowtown's bazaar would be absolutely exalted to have recovered his lost belonging.
Locks of the Golden Fool	The Chantry	The item is found on the table in the northern part of the map and appears during the daytime. Elven Radicalist in Darktown is willing to pay for this item.
Map of Occupied Kirkwall	Dalish Camp	You'll find the requisite item for initiating this quest at the Dalish campsite in Sundermount, by the clan craftsman. Bring this to Record Keeper Teryn in the Gallows to collect your reward in sovereigns and XP.
Redblossom Special	The Wounded	The item you need to start this quest is found from a red crate in the southern area of the Wounded Coast, which you can

	Coast	get to while undertaking the The Unbidden Rescue quest. Once you have it, deliver it to its proper owner in Darktown.
Remains of the Outlaw "Bearded Beast"	The Bone Pit	This quick and easy quest is picked up when you inspect the skeletal remains at the entrance to the Bone Pit and takes place at the Docks. Locate Arintal the Lesser and deliver these to him.
Remains of the Outlaw "Half-braid" Silsam	Docks	During the Finders Keepers quest, and if you so choose to head down the Disused Passage, you'll find "Half-Braid" Silsam's Remains in a small room south of the map. Deliver these to Eb Silsam in the Dalish Camp to claim your reward.
Shawl of Dalesdottir	The Hanged Man	In The Hanged Man, one of the rooms contains a chest with a special Shawl of Dalesdottir item, which when picked up immediately updates your Journal with this side quest. The quest itself takes place in Hightown, but more specifically, in a brothel called The Blooming Rose.
The Paragon's Toe	The Blooming Rose	In one of the upstairs rooms inside The Blooming Rose, search the crate for a Stone Toe item that initiates this quest. Then speak to the New Surfacers hanging about Lowtown and return it to him.
The Remains of Sister Plinth	Darktown	While undertaking the Wayward Son quest, you'll find her remains lying in the area in which you fight Danzig. Take these to Brother Plinth in the Chantry to collect your reward.
The Seal of House Talwain	Sundermount Caverns	During the Long Way Home main questline, you come across this item in a crate located in the area before the Mountain Graveyard. The rightful owner of this item can be found standing conspicuously in the middle of Hightown market.

This list consists of all the side quests that are affected by a previous Origins save file -- that is, not all of these quests will be accessible to the player. Take a gander at the conditions and see if you meet them.

Quest Name	Starting Location	Condition
Dark Epiphany	The Wounded Coast	Your Origin's save file needed to have spared Avernus from the Warden's Keep expansion.
The Conspirators	Lowtown (Day)	Your Origin's save file needed to have saved Vigil's Keep from Awakening expansion.
Terror on the Coast	The Wounded Coast	Your Origin's save file needed to have spared Sophia Dryded from the Warden's Keep expansion.
Changing One's Nature	Sundermount	You needed to have chosen the No Compromise backstory at the beginning of the game, or have an Origins save where you chose to side with the werewolves in the Nature of the Beast quest.

Last of His Line

Pay a visit to the Docks during the day, because you might as well if you are also following the Loose Ends quest line. A rather bloody feud runs deep between a dwarven lord by the name of Lord Renvil Harrowmont and the Carta Lieutenant. Speak first to Lord Renvil Harrowmont, and he'll ask for your assistance in cleaning up the Carta lurking about with a promise to pay handsomely for your intervention.



When you approach the Carta Lieutenant, expecting a fight at the outset, he instead surprises you with an offer that may flip you the other way. If you choose to accept, you have no choice but to end the Lord's life. Whomever you choose to slay, return to the initiator to collect your reward.

Miracle Makers

Speak to Sergeant Melindra to receive this quest and head to the Old City Slums to mop up the mess of Carta Thugs and Swindlers. You fight the Swindlers initially, but they are later on joined by the more formidable Carta Thugs. When you've painted the streets red with their blood, return to Melindra to collect your reward.

Night Lies

A mass extermination of Guardsman Pretenders in Hightown at night will eventually lead to this quest. You may have to return on several occasions for this note initiating the quest to pop up. The quest now points to their hideout in Shallowguard Base. Within, you'll be asked to root out the leader of the crew Qerth. Clear out the entire area in order to register the quest's completion.

Pier Pressure

First of all, the special enemy you will encounter in this quest is no pushover; you must hold absolute confidence in your ability to micromanage your party. This might also sound contradictory to all the advice we've been giving, but just this once we're throwing caution to the wind and foregoing the use of a tank. Bring DPS and an impressive healer for the later leg of this quest. You'll see why.

As you wander through the Docks at night, you'll no doubt run into throngs of these night prowlers belonging to the gang called Redwater. After taking them out repeatedly, you may randomly pick up a note that discloses their hideout's location, making it a location on the map. Follow the quest marker and enter the Warehouse, whereupon you are immediately besieged by the leader of the Redwater and a few of his crew. Though not quite the cavalry you were expecting, the leader called Leech by himself is quite the handful.

A practitioner of blood magic, Leech does exactly what the definition of his name implies, which is to leech life from his enemies and synthesize it for his own blood magic use. This makes him a very deadly and powerful opponent. Unfortunately, he is immune to most crowd control effects, but careful negation of his blood magic is key to the party's survival. Quickly use any kind of crowd control ability that will offer reprieve from his lackeys for just a few moments and unload all the most powerful offensive spells you can onto Leech. He will no doubt respond with life-draining rituals, but moving away from him and the ominous red cloud that slowly drains you of your vitality and heals him will rob him of the full benefits. Focus all your efforts on taking him out as quickly as possible for before he causes irreversible damage to your party.

Even long after the leader has bitten the dust, the Redwater continue to dedicate their lives for a lost cause and fight. Go through each room and clean house until you complete the mission.

Secret Rendezvous

A Suspicious Lady suspiciously appears after you've completed the Fools Rush In quest. She'll be found suspiciously lounging about in the The Hanged Man pub at night. The details of her quest are of the sordid type, asking you to eavesdrop and get your hands dirty. Make for the Docks at night and head for the quest marker. Move to the bottom of the steps and quickly retreat to the top of the steps for the eavesdrop bonus, but you'll eventually be found out and escalate the situation to hostility. You'll have quite a battle on your hands; these hostile men are not to be taken lightly, with one of them performing attacks of subterfuge like a rogue. Even still, they are no more invulnerable to AoE attacks than flesh is to fire.

When all is still once more, report to the Suspicious Lady your recent findings and collect your reward.

Sharp Little Pinpricks

Perform a little clean-up duty in Lowtown at night and cleanse the streets of the armored Sharps. Upon doing so, their leader, Ignacio Strand, leaves behind a note that initiates this quest. The goal is to clear out their hideout, located in a hovel on the far east side of Lowtown. Raid the hovel, inside which sits the leader himself surrounded by his henchmen. Scavenge Ignacio's corpse for some pretty nifty gear and clear out the adjacent rooms as well to complete the quest. There's little else that is of interest inside otherwise.

Act II Walkthrough Web

We've provided you with a visual tool with which you can see how all the quests in Act I are connected to one another. Keep this road map handy as you progress through the game. *Pssst...* you can click on the quest names, too!

Don't be shy about letting us know if you've encountered a broken link anywhere or get taken to a spot you're not supposed to be taken to.



[Deep Roads](#)[Finding Home](#)[Blackpowder Courtesy](#)[Walkthrough Index](#)

Years go by in Kirkwall and so begins Act 2. Your reputation has earned you an audience with Viscount Dumar, in which he thrusts the task of appealing to the Arishok onto your hands. Accepting brings forth the Blackpowder Courtesy quest, as well as Act 2's pivotal quest and a plethora of Companions quests. Although you are presented with a plethora of quest choices, you don't have much input right now until you leave and bump into Bodahn. The conversation will be steered down separate paths depending on how you paid Bertrand in Act 1 -- through your own hard-earned sovereigns or Dougal's help. The resulting quest (Finding Home or Profit and Loss) reflects the choice, but plays out similarly. Both are completed once you enter the Hawke Estate, your new base of operations in Act 2.

Main Plot: Finding Home

You've cleverly used the extraordinary profits from the Deep Ends to buyback the Amell estate. Naturally, your mother has settled in her new, more ornate abode and would like to speak with you. You get Prime Suspect and further Blackpowder Courtesy upon completion. The estate has now replaced Gamlen's gloomy and hopelessly inhospitable home as your new base of operations, where you can check the Writing Desk for new quests, of which you have many, and enchant items through Bodahn.

Main Plot: Profit and Loss

A Finding Home facsimile in structure and resulting quests, but may have interesting consequences. If you scare Dougal off after he tries to collect his money, he'll return at a later time to wring it from you by force!

From this point, you have a large assortment of quests to pick and choose from, including a whole host of Companions quest. Why not go take a look and catch up with your old friends? Otherwise, the next central plot quests in the pipeline are Blackpowder Courtesy.

Main Plot: Blackpowder Courtesy

In a surprising twist of fate, the Arishok, previously uninterested in you and your affairs, now recognizes your competence and tasks you with hunting down the thief who made away with the Qunari formula. This thief happens to be an old employer, Javaris. Darktown would be the most logical place to begin your search. A Coterie Barker in Darktown has a vendetta to settle with the dwarf as well and points to his possible location, which can be reached via a well-worn shortcut.

Traverse the underground network of tunnels comprising the Smuggler's Cut, fighting the occasional groups of Carta Thugs and noting the **Silverite** resource just before the quest marker. Be sure to pick up the **Ship in a Bottle** item, which is a gift for Isabela. Further thorough sweep of the vicinity yields all kinds of goodies, like a **Deep Mushroom** resource and **Design: Rune of Nature Warding**.



Javaris has been expecting you, if the ambush composed of blood-thirsty Mercenaries is any indication. Dismantle this feeble attempt at your assassination to find Javaris on his knees. The pitiful dwarf doesn't have what you're looking for and displaces the blame on an mysterious elf, whom you are now after. Now you are left with either showing mercy to Javaris or killing him in cold blood. The latter obviously doesn't sit well with Aveline or Sebastian.

Apparently a soon-to-be recurring theme in Act 2, another shady Alley location opens up on the world map. Enter the gas-filled area despite the guard's quibbling and collect the **Steel Latch** from the ground. This item allows you to seal one of four gas barrels from which the lethally toxic gas escapes. However, the closing each barrel invites a raid on the party carried out by Mercenaries and led by a more competent Mercenary Commander. The party and the enemies have a tendency to fan out and create general chaos, but if you organize the enemies together you can rain death and destruction that much more easily. You receive another Steel Latch for battle won and repeat the process of closing a gas barrel and fighting again until all gas barrels have been sealed off.



After the fourth and final, the thief finally reveals herself, though you discover -- unsurprisingly -- that her deep-seated hatred is bred from her own neurosis. She proceeds to go on this long, nonsensical diatribe against the Qunari, after which you must fight the elven fanatic and her underlings. Based on her fighting ability, she's a classic case of having "more roar than bite," as you should have no problem taking her down. She does, however, drop some pretty noteworthy items, so utter a quick thanks before looting the **Formula: Arcane Poison**.

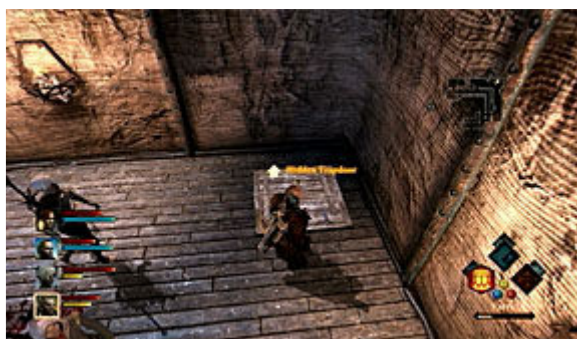
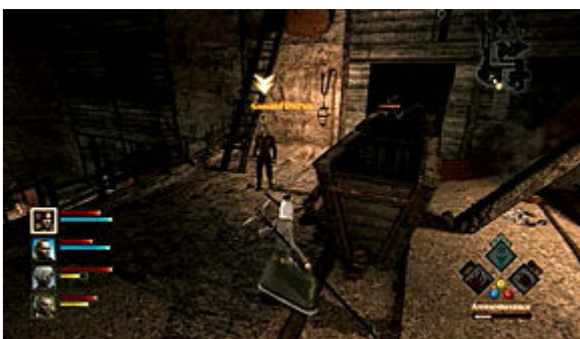


Return to the Arishok to guide the quest toward conclusion. One more thing you have to do before that happens is visiting the Viscount.

Main Plot: All That Remains

Gamlen's enquiry of Leandra's well being stirs concerns about her safety. Fearing the worst, you can do one of two things:

- Meet Gamlen in Lowtown at night and follow the string of clues to the Dark Foundry.
- Although the quest marker directs you to Lowtown, you can also consult DuPuis (if he is alive and available) who is now in southern Darktown. Agree to his blood magic ritual to locate Leandra, which doing so normally would have had a negative impact on relationships with certain companions but would be overlooked in this instance. You'll automatically be taken to the Dark Foundry. DuPuis will tag along for the duration, but don't expect him to contribute anything in combat. His presence will, however, evoke some interesting outcomes near the end.



Follow the trail of blood to the Hidden Trapdoor on the second level. You'll have the standard fare of Shades, Rage Demons, Corpses, and other undead to deal with. There's a lot to pillage, including **Orichalcum**, so be thorough in your search for loot.

When you arrive to face the captor, interesting things unfold if DuPuis is in the party. You can smell a battle looming from a mile away. In this case, though, DuPuis may either join you or join Quentin. If Varric is in the party, he responds in a way that can only be described as signature Varric -- awesome. Obviously, having a blood magic user really adds to your party's offensive punch, but on the other hand having to fight DuPuis along with everything else puts a real strain on your efforts. If DuPuis happens to join the fight in opposition of you, he'll need be the center of your attention.



Quentin begins the fight enveloped in an impenetrable barrier -- it can't be dispelled or anything. It's not like you don't have other things to worry about as you wait for the barrier to disappear. An army of undead comprised of Corpses, Abominations and the like, to be specific. Though nothing rattles your bones more than having to fight a Desire Demon that resembles his previous victims as well. Once you've dispatched Quentin's abominable creations, he will finally leave his protective bubble and open himself to murderous reprisal, though he'll actually perish very rapidly under pressure.

The rest of the quest deals with your and other people's response to recent events.

Main Plot: Offered and Lost

Seneschal Bran starts his talk with a stern warning about implementing discretion. You will gain the Arishok's utmost respect if you go to him after you talk with Bran and inform him of his missing delegate. Drop by The Hanged Man at night to rough up Orwald the Braggart. If Aveline is present, she will step in to resolve things without violence; otherwise, expect a bar fight to break out with Isabela joining in if she's not already in your party.



Orwald's previous newfound bravado breaks down, reducing him to a bumbling little girl who sputters out your next destination: the Chantry. From there, you'll be directed to Ser Varnell's Refuge, where it would be wise to keep a rogue handy for disarming traps and such.

Choose your side: Varnell or the Qunari? Well, you can fight the Qunari only if you really push an aggressive stance, but a battle with Varnell and his myriad of devout followers will most likely occur instead. While Varnell is the main attraction, his followers have the uncanny ability to multiply quicker than you can blink an eye. Soon the entire room is filled with hostile targets, many of which are Archers. Don't underestimate their contribution to damage because as a collective they are a force worth fearing. Thus, the strategy really is to use proper crowd control and hose them all down with concentrated AoE attacks. In the meantime, Varnell can be kept on a leash to keep him from mucking up the party's momentum. Occasionally, you'll find your characters frozen in place by enchantments -- dispel these if possible to resume the assault.

There are interesting outcomes to be had from the conversation with Viscount Dumar. If you go ahead and incinerate the bodies before they are sent to the Qunari, you'll unlock The Fixer in Act 3. Although in the interests of elevating the Arishok's opinion of you, you might want to dissuade the Viscount from trying to conceal the bodies. Before exiting, be sure to grab the **Shield of the Knight Herself** from the slightly singed crate. This jump starts a gift-giving quest with Aveline.



Main Plot: Prime Suspect

Even after all these years, Emeric's sleuthing habits haven't left ever since you helped bring to light the grave matter involving The First Sacrifice from Act 1. His obsession in chasing ghosts has led him to a Gascard DuPuis, whom he is convinced is the mastermind behind these vile crimes. Without much credibility to run with now, he can depend only on you to uncover anything that might incriminate the bastard.



DuPuis' Hightown estate is huge with multiple adjoining rooms, though thankfully the fact that some rooms are closed off completely turns navigating the corridors a linear exercise. When you first break in, you are met by Shades and a Rage Demon in the foyer. There are many interesting points of interactivity located throughout the mansion. Explore each nook and cranny as you work your way to the quest marker on the east side of the map for interesting tidbits of information and a valuable **Design: Rune of Striking** from a chest located in one of the southeastern rooms. If you have Anders or Merrill in the group, they can provide some insight on the vial of blood you discover on a study desk. The mounting evidence being turned up present a solid case against DuPuis; all that's left now is to accost the accused murderer.

You stumble upon a sight that indeed crystallizes Emeric's belief in DuPuis' insidious involvement, but DuPuis tries to introduce reason into this insane plot. Whether you believe him or not brings about interesting consequences:

- If you believe his story and let him go, he'll play a pretty significant role in the quest All That Remains.
- If you don't buy his explanation, you'll need to kill him then and there.



Whatever the case, return to Emeric with your new findings, except in lieu of Emeric is Moira. The next step in the quest is to jump to the Blind Alley, your supposed meeting place with Emeric. This confined, isolated area is the perfect setup for an ambush. Unfortunately, we hit the nail right on the head when Shades very quickly populate this otherwise empty space. You might deduce that among the group of assailants the Desire Demon poses the bigger threat to the party, but the number of Shades can swell to an even greater threat that must be stomped out immediately.

When Moira comes rushing afterwards, tell her that you think DuPuis has nothing to do with this (unless you feel strongly otherwise).

Main Plot: Following the Qun

First complete All That Remains before the letter for this quest arrives at your Writing Desk at home. See Dumar in the Chantry and then follow the quest events to the Arishok. After speaking to the Arishok, you'll be led to the Chantry, where you'll come face to face with none other than Mother Petrice. The events that unfold therein may differ slightly depending on what happened in Offered and Lost. If you fought and killed Ser Varnell, a battle with Petrice's devout followers is inevitable. On the other hand, if you fought the Qunari with Varnell, you'll have the opportunity to side with Petrice.



For us, we ended up duking it out with Petrice's Righteous Mob, which is made up entirely of common citizens who've swallowed Petrice's flimflam about promising a greater afterlife. The Mob Leader might be the most competent foe around since he emulates the fortitude of a durable tank and can take quite a beating.

Main Plot: To Catch A Thief

This optional main plot quest is available to you only if you recruited Isabela in Act 1 and follows immediately after Following The Qun. Stop by the Hawke Estate to barge in the middle of a quarrel between Aveline and Isabela. Isabela insists that the relic is somehow tied in with this growing animosity among the Qunari and so requests your help to mitigate the threat against her. If you refuse, Isabela will leave the party permanently. You will, however, end up losing the curvaceous vixen for a time regardless. Obviously, if she holds a special spot in your party, you'd want to postpone doing this quest for as long as possible and make sure you complete her Questioning Beliefs relationship quest.



March off to Lowtown at night to begin the quest apace. You find a group of brutish-looking Qunari waiting by the Lost-End Foundry entrance and assail the party after a few quick exchanges of words. Sort out the matter of the relic with Isabela after the battle. Give the relic to Isabela and receive a flood of approval from Isabela and fellow companions. The contrary happens if the relic is returned to the Qunari. You run into quite the tiff when you enter the Foundry. Isabela leaves to pursue the relic, leaving you to deal with a hodgepodge of Qunari and Tevinter enemies. Luckily, only a select few deserve your attention, namely the mage and the Qunari named Sten. With one man down, the battle can spin out of control without proper use of crowd control. Employing status effects is more useful more than ever when lacking Isabela's cannon-like firepower.

The quest marker points to the Foundry's exit, but take a brief moment to collect the loot from the upper rooms, including an armor upgrade for Isabela, **Lambswoold Insoles**.

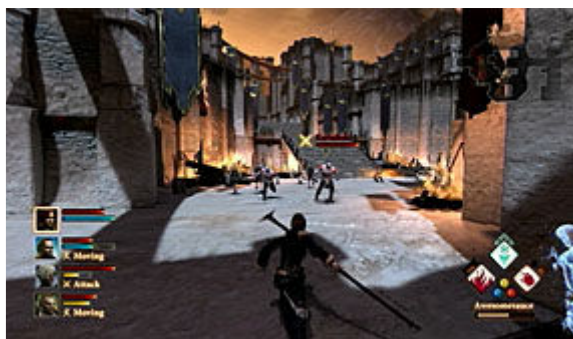
Back outside, Isabela's handiwork is put on display -- loot **Isabela's Letter** from the poor bloke's lifeless body. At this point, Isabela has left your party for good unless you pursued her rigously on the romantic level.

Main Plot: Demands of the Qun

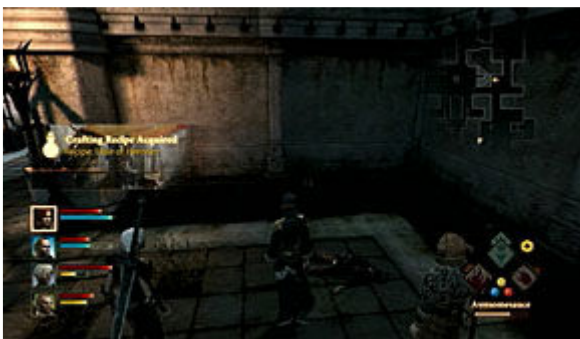
Demands of the Qun represents the zenith of Act 2's plot, for once you tell Aveline you're ready you'll have reached the Act's event horizon from which there is no turning back and miss out on the opportunity to complete the rest of the optional quests. Tension between the Qun and Viscount are almost at a breaking point; Hawke and Aveline enter the compound in an attempt to squelch this imminent uprising.

You resume control of your character in Lowtown, where screams of the innocent reverberate clearly and distinctly through the night air, the streets have been set ablaze, and bodies of citizens sprawled out on the streets -- it's evident that chaos has already tightened its grip during this tumultuous time. The Qunari, still keen on spilling blood, have not yet finished with their work here as Saarebas and other Qunari kin rest their sights on the party at the top of the steps. Saarebas probably pose the biggest threat of any group you'll come to face as you move through the streets. Make dispatching the magically-inclined enemies the highest priority.

Further down you meet some Grey Wardens warring against a common enemy. Help them defeat the Qunari, ask them to help fight, and receive the **Warden's Promise**. Veering off the course guided by the waypoint, you'll find that the chaos wreaked by this unprecedented attack has led Looters and other rapsallions to capitalize on the opportunity vie for territory. Most notably, the Coterie Rogues are probably the most menacing of the bunch. Sten is supported by a ragtag crew of Karashok and Elven Supporters, whose tendency to cluster make them easily susceptible to AoE attacks.



In Hightown, you encounter more Qunari, meet the much heralded Knight-Commander Meredith and Orsino, and briefly cross paths with your sibling. One of the corpses in Hightown yields a **Recipe: Elixir of Heroism**, so do not neglect thorough plunderage. Choose your method of breaching the Qunari defense of Viscount's Keep: Go with Orsino's distraction or have your blood stirred by Meredith's cry for battle. The former transports you directly inside the Keep, avoiding the battle outside and subsequently omitting the potential XP from that fight.



Regardless, the Qunari show no signs of relenting as they attack the party outright in the first room of the Keep. A massive wave of various Qunari warriors, a Sten, and Saarebas participate in the carnage. Proceed to the quest marker to meet with the Arishok, where he tests your mettle in order to crystallize his respect for Hawke. This altercation can be resolved in a few interesting ways, the most strenuously difficult of which is a one-on-one duel to the death against the Arishok. Isabela has a chance of returning here, but that actual occurrence hinges on whether you had completed Isabela's Questioning Beliefs relationship quest before she excused herself from the party.



If you don't feel like engaging in a *very long and challenging* duel, then hope that Isabela returns, where you will have to give her up as a companion and let the Arishok take her back to his homeland. This option is met with much disapproval from a majority of your party. If Fenris is in your party, he intervenes to arrange the duel, but it's up to you to accept or decline. Take note that Fenris would be put off by your refusal. The alternate solution is to fight the Arishok along with his entourage in more familiar settings.

We really don't recommend dueling the Arishok as this is an option that is both mountainous in difficulty and time consumption. If you still push forth with the duel, know that the Arishok hits with devastating precision, speed, and power, with an emphasis on power -- his attacks ream through you if you're ill-equipped to be taking any physical damage. Avoid his charge and bog him down with any slowing effects. Despite Arishok always worshipping the edifice of honor, he will do whatever it takes to survive even if it means constantly rejuvenating himself with potions. Use the pillars in the room to your advantage to keep him relatively at bay and be ready to use up your stock of potions. This is going to be a long, long duel.



That's not to say, however, that the conventional battle with the Arishok and his followers isn't tough, because it certainly is, just more manageable with your party members. Your party will quickly benefit by sitting in the corner and letting the enemies gather around your feet, where you can proceed to unleash wave upon wave of AoE attacks to dwindle the numbers. Arishok himself is a tough nut to crack and should be saved for last. The two Saarebas are troublesome pests that must be dealt with as soon as possible. Keep a very close eye on the health meters of your party members, especially the one who has attracted the Arishok's ire.

Dragon Age II Quests

Companions Quests

Act 2 plays a decidedly bigger role in forging stronger bonds, or perhaps watering the seeds of love you hopefully planted in Act 1, with your companions. At the beginning of Act 2, you'll be flooded with requests to see your companions. These are short interactions that help determine the health of the relationship. As such, making smart dialogue decisions contribute greatly toward cultivating any budding romances and directing the growing relationship toward a solid friendship or rivalry. We've constructed a chart that outlines options that elicit favorable responses from your team member.

Quest	Companion/Starting Location	Description
Calling on the Captain	Aveline / Viscount's Keep	Now Captain of the Guard, she has loads more on her plate and shifts the blame of her heavy burden to you. Respond positively by showing Aveline's immovable resolve and dedication to her position.
Consoling Words	Merrill / Merrill's Hut	For our game, she showed sympathy toward Carver, and we were not able to get any notable friendship points out of her.
Isabela's Ongoing Search	Isabela / The Hanged Man	Show support for her new lead with a flirtatious attitude if possible.
Plans for the Future	Varric / The Hanged Man	Let Varric know your loyalty remains with him to secure a boost in friendship.
Speak to Fenris	Fenris / Fenris' Mansion	Having been a slave for so long, Fenris' self-esteem is not the greatest. Approach his delicate ego and reinforce your similar position as an Apostate refugee.
Visit Anders	Anders / Darktown Clinic	Anders is rather disturbed by the overt mage-hunting activity by Templars. Console him and encourage him to keep it together.

Companions: An Update

Varric at his usual spot seems deeply perturbed by what he's about to tell you. Appeal to his good side by offering to talk over a few cold ones. Apparently, it's possible that incorrigible brother of his, who also is a filthy, two-timing thief, could be back in town and is looking for a buyer. If you agree to help him, you'll have access to Family Matter.

Companions: Family Matter

Before you rush headlong after Varric's brother, it's highly recommended that you bring a proper tank with you. The boss hits so hard that most party members will get pummeled before long.



Varric's tip-off seems to have led to an empty estate, but perhaps it's worth looking deeper into. After Varric's fanciful account, the quest begins properly in a more dilapidated building. Crazy Guards and Crazy Commanders greet you with streamers and cake, except there's really no cake. Just lots of murderous intent and enemies to plow through. These Crazy enemies attack with much more ferocity and have variable toughness to your attacks. Work your way toward the main room of the mansion, where bigger waves of enemies converge on you.

As you approach the room at the top of the stairs, it isn't Bartrand who shows his face but his steward who fills you in on the details of Bartrand's diminishing sanity. Before barging through the door to face off against Bartrand, step into the room just south to pick up **Silverite-Reinforced Buckles**, one of Varric's outfits. Prep up your party for the battle against Bartrand.



Consumed by some sinister force, Bartrand and a couple of his Crazy lackeys rabidly attack the party as soon you swing open the door. Get to work clearing out the extra bodies as quickly as you can, while the tank keeps Bartrand occupied. Avoid letting Bartrand loose on characters with a low defense rating as that assures character death outright. Damage mitigation, party buffs, individual buffs -- go all out. The good news is that Bartrand can at least be slowed by ice magic.

After having just been nearly killed by his brother *yet again*, Varric is faced with deciding the Bartrand's fate. Having Anders in the party alters things pretty significantly. Without Anders intervention, allowing Varric to kill his brother would result in a large friendship increase. By contrast, sparing Bartrand would only draw contempt. *However*, these are flip-flopped with Ander's previous intervention. In that case, spare Bartrand to elicit the most positive response from Varric. If you had killed Bartrand, there are dialogue options to ease Varric's guilt outside, which also deepen your friendship with Varric.

Companions: Bitter Pill

Speak first with Fenris during his initial companions quest of Act 2. When you enter any area in the Free Marches afterward, your party will be beset by a number of Tevinter enemies wanting to re-capture Fenris. Dispose of these slavers comprised of Mercenaries and a Magister, whose magic-casting must be stymied as quick as possible. This fracas only fuels Fenris hatred and lust for revenge to a critical boiling point, where a delay in doing this quest and triggering a second ambush prompts Fenris to reproach this decision and threaten to leave the party. At that point, you must agree to continue on with the quest or he will make his permanent exit.



Be sure to pick the **Embrium** and take down the hostile forces en route to the Abandoned Slaver Den entrance. The enemies in here are the usual undead and Slavers that have a penchant for hacking and slashing. You'll also find slightly protruding tiles that when depressed cause flames to spew out throughout. Try to have your party members avoid fighting around those areas. When you come to the first big room, you encounter an elven captive, whom you can offer employment to or give money to and shoo away. The former option does generate an increase in rivalry with Fenris unless you make a clear distinction between employment or mere slavery. From the chest in the corner of the room, you can find the **Tevinter Chantry Amulet**, which begins a quest by the same name. The chest in the next room also contains an armor upgrade for Fenris.



Not surprisingly, Magister Hadriana is a magic user and should obviously be the priority of your wrath. Her lackeys can be ignored for the most part since killing Hadriana will trigger a cut-scene, bringing an end to the battle prematurely. In this conversation with the Magister, let Fenris do as he will and encourage him to find his long lost relative for a significant friendship boost. Other options will only further agitate the wrathful Fenris.

Return to your home where the ensuing dialogue offers some closure. For those with an ulterior motive, this is your chance to propel the relationship to new boundaries.

Companions: Dissent

Anders has an unsettling plan he'd like for you to help him push into action. Knowing full well that backing his plan would make a huge enemy out of the Templars, you can either abet or turn down his plan.

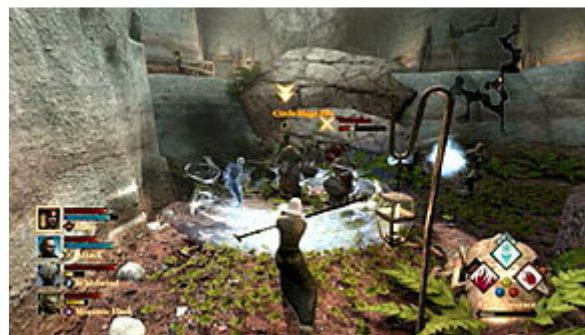


With the quest well under way, Anders reveals the secret underground railroad of sorts for runaway mages located further south. For this quest, Anders supplants the spot of another member in the party if he doesn't already have permanent membership before entering the Gallows Dungeon. For this quest, we advise bringing some DPS and against bringing Sebastian along on this if you want to gain the friendship of both Anders and Sebastian. You'll have to work south from your point of entry, but as usual the extra time spent toward exploration does have its rewards in the form of a **Spindleweed** and other knick-knacks that at least would fetch you more money -- and who wouldn't want more money?



Despite the tunnel being more prominently used by mages escaping subjugation in secrecy, the tunnels are also used by Lyrium Smugglers in service to the Templars. You'll find some of these Smugglers down here reacting with hostility to your presence. It's very likely you'll also pick up **Fine Dwarven Trousers** from one of the corpses to begin The One True Pantaloons quest. In the middle of the map, you'll find a **Deep Mushroom** resource and an abundant of Smugglers who view you as a hindrance to their work. The Smuggler Foreman tends to be tougher, but still shows significant weakness to ice damage.

Reaching the quest marker triggers a cut-scene in which you can intervene through violence. No matter if you try to pacify the rising bloodlust in this encounter the outcome resorts to violence. Ser Alrik surrounds himself with a half dozen men or so with a few more archers standing atop the steps. Lull those into a drowsy or confused state that renders them useless and go to work on brutalizing the Templars with AoE attacks. As with any humanoid enemies, they are most vulnerable to ice magic and respond fairly well to magic damage.



Be very mindful in your efforts to placate Anders, who's not really quite himself, as your choice of words here has great

bearing on the resulting relationship with Anders. If you want to keep Anders, it'd be wise to help Anders calm down and make him see the errors of his ways. Otherwise, the ramifications could include losing Anders permanently as a party member and/or taking a huge hit in friendship. Loot Alrik's body for **Alrik's Papers** and return to Darktown. It doesn't look like what you say to Ella afterward (if she's alive) in the ensuing conversation will have any direct consequences.

See Anders in his clinic. If you culled Alrik's Papers from his limp body and show them to Anders, he'll accept them graciously. If things don't go well and Anders threatens to leave the party of his own accord, you should probably reject the idea since agreement will prompt him to leave permanently.

Companions: Mirror Image

Merrill has been busying herself with a little restoration project that she's excited to show you. It doesn't seem finished quite yet, but that's precisely why she requires your assistance. Agree to go with her to Sundermont and talk to the Keeper. You must place Merrill in your party before entering the Dalish camp. Chances are that this is your first time returning since Act 1, so you may come across a stand-off between some Dalish hunters and Templar guards if you sent Feynriel to live among the Dalish back in the Wayward Son quest. Your intervention here forces you to choose sides -- big surprise there -- but as far as we know there aren't any major consequences for siding with one over the other, game-wise.

As with all things in life, nothing ever comes easy as Keeper Marethari sends you on a dangerous mission to slay a beast that has already taken the lives of several Dalish.

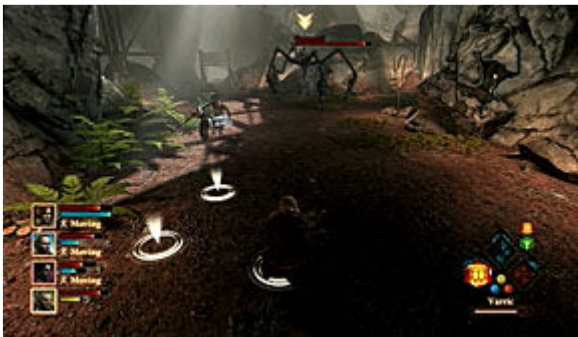
Companions: Honoring the Fallen

More of a continuation of Mirror Image rather than an entirely new quest, Honoring the Fallen has you tracking down a Varterral. The quest marker points northward to the Varterral Hunting Ground, so you ought to take the left-hand path, although your adventurous spirit could reward you with a **Glitterdust** resource. En route to the entrance to the Hunting Ground, you will also stumble upon an **Elfroot**.



Despite the familiar layout of the cave, the familiar enemies boast more durability and harmful attacks. Pay special attention to the Wasp Spiders who can really dole out the hurt to specific party members. Hunter Radha's body gives up his namesake amulet, as do the other named hunters that have fallen in the cave. Merrill has much to say over the death of each of her kin. There are three Hunter corpses in all. As you trek through the caves, you'll come across an **Orilchalcum** and more **Glitterdust**.

Chase after the hysterical Dalish hunter you come across into the open claws of the giant Varterral awaiting its prey. The Dalish hunter faints at this point, leaving you on your own to deal with this new terrible foe.



This first taste of an Varterral might be tough to chew; the creature is certainly imposing, but keep your wits about you and arm yourself with these few pieces of vital information regarding the Varterral. Some of the Varterral's unique attacks force your entire party to be on the move constantly, that is, if you want to avoid as much damage and annoying status ailments as possible. It sometimes spits a pool of purple fluid onto the ground that randomly afflicts paralysis and poison to party members standing in it. It also creates tremors so great that rocks rain endlessly from the cave's ceiling and eventually sends a giant chunk of rock crashing down, causing lethal damage to anyone crushed under it. The simple solution to avoiding these is to manually reposition your party away from these dangers.



Every so often, Cave Spiders descend from the ceiling to aid the fearsome creature and add to the chaos. Thankfully, the Spiders perish rather rapidly under heavy assault, allowing you to divert your attention back to the big fish in front of you. It looks like the Varterral exhibits relative immunity to nature damage but suffers great backlash from electricity damage. Two-handed warriors would contribute greatly to bringing down its health as well.

In the conversation following victory over the Varterral, a sympathetic disposition would garner friendship points from Merrill whereas a callous response to Merrill's obvious torment leads to medium rivalry. Take this opportunity to comb through the immediate vicinity for its spoils, including the vitally important **Varterral's Heart**, which is only a piece of the cake in Herbalist's Tasks. The mere act of exiting the cave is complicated by the sudden appearance of undead enemies, including a Frost Horror who should immediately grab your attention.

When faced with the decision to give the Arunlin'holm to Merrill or retain it, the former decision will be scorned by a majority of your party while the latter will truly anger Merrill, instantly dashing any hopes of romancing her.

Companions: Back from Sundermount

After completing Mirror Image, visit Merrill at her home to have this personal conversation with her. This provides an opportunity for those seeking to rocket the relationship to romance unless you decided to withhold her clan's most precious heirloom.

Companions: The Captain's Condolences

Based on the events that occurred in *All That Remains*, the compassionate captain would like to offer you her condolences. This short conversation is none other than a simple padding of friendship or rivalry under the guise of a quest.

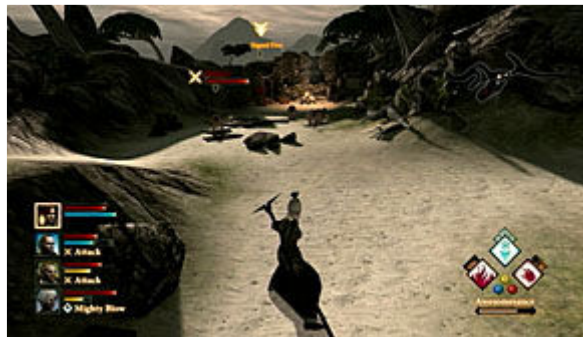
Companions: The Long Road

Once you've completed Blackpowder Courtesy, Aveline wishes to speak with you about a little matter involving Donnic. She needs something delivered to the dashing guardsman, but he mustn't know it's from her. If you agree to help her pursue this love interest, you will be put up to the task of being her messenger. Deliver the Copper Marigolds to Guardsman Donnic, not too far from your current position, and then return to Aveline with Donnic's reaction.

Disappointed by her own brilliantly muddled love message to Donnic, Aveline places legitimate business in your hand this time and sends you off to observe Donnic's reaction once more. Aveline's infatuation with Donnic has driven her towards more unconventional courtship methods and after much deliberation the party helps decide that The Hanged Man is the ideal place where Aveline can confess her undying love. Knowing her history with Wesley, you should probably console her with a sensitive air whenever she lashes out against herself.



Aveline, the warrior, has no trouble slaying mounds upon mounds of Hurlocks at her feet, but the woman in her cowers at the mere sight of Donnic, the object of her complete infatuation. The awkward, long drawn out moments of silence in The Hanged Man should get a chuckle and perhaps even make you take pity upon her woeful attempt at a love confession.



Head toward the Signal Fire on the coast, where the party is beset by a pack of Mabari hounds. Follow the waypoint marker to a few more Signal Fires while being aware of existing traps along the path, fight off some enemies, and witness the painfully awkward sequence at each. One Slaver Mage will rear his head in one of the enemy groups and become the only hitch in this otherwise harmless ride through the coast.

Return to Viscount's Keep afterward to speak with the love-stricken captain.

DLC: Repentance

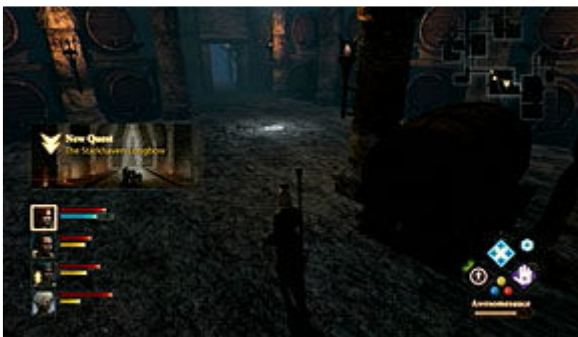
Repentance is a quest not found normally in the core game, but is from the Exiled Prince bonus content. In order to reach this point, you must first clear his Exiled Prince and Duty quests beforehand. Once Repentance becomes available, find Sebastian in the Chantry.

In the time since Duty, Sebastian has learned the identity of his family's sworn enemy and vows to find out the cause behind his family's deaths. Agree to help the humble rogue archer and set out for the Harimann Estate in Hightown. We suggest bringing along a more competent locksmith with 30 Cunning to pop open the plethora of locked chests because Sebastian is not yet up to the task.

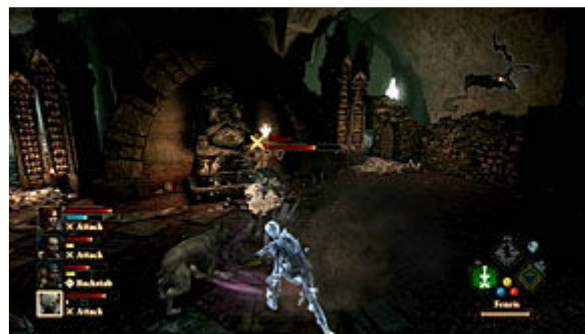
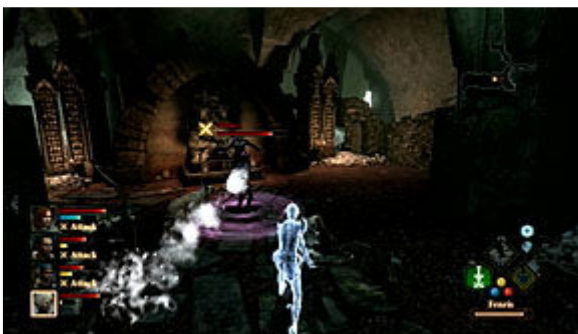


Inside Sebastian comments on how the lack of guards posted at the door and the emptiness of the mansion are uncharacteristic of the Lady Harimann. As you explore the rooms, you stumble upon even stranger sights. Be sure to loot the chest that's found in the room with the cut-scene and collect the **Mail Undertunic**. Head to the destination in the wine cellar and inspect the corpse of the Flint Company Mercenary for the **Starkhaven Bow**, a princely gift for the prince.

Your party is then attacked by none other than Shades and a Desire Demon. Must demons always be behind everything? A new Underground Passage is revealed, and would you be surprised to discover that it is also inhabited by more undead and many matters of undesirables?



Indeed, the demons and the undead have collaborated to thwart your progress by mounting annoying and numerous assaults against the party. Perhaps one of the most threatening encounters is the one comprised of two Rage Demons. A mage with Cone of Cold and Winter's Grasp are the perfect counter to these fiery demons. And yet, the going gets tougher as you progress deeper in. Soon you're hit with a Revenant and an Arcane Horror in one encounter.



The quest marker places the party in front of Lady Harimann and a seductive Desire Demon named Allure. Allure is very good at homing in on your hidden desires, and pausing a moment to entertain her offer will only engender disapproval from your anti-demon companions, Sebastian among them. Both throw themselves into battle and make a duo that cannot be ignored. Do not let Lady Harimann's use of blood magic ravage the party; let her be the target of priority. A concentrated attack by players like Fenris, Isabela, Sebastian, etc. will simply make her explode on the spot.

Afterwards, head back through the mansion and return to the Chantry to end the quest.

These quests are unlocked in sequence and are all related to the mine and the workers' endless troubles there.

Secondary: Cave Crawling

The prerequisite for making this quest available to you is first completing The Bone Pit from Act 1. If satisfied, a familiar young lad named Jansen informs you of a cave accident and the unfortunate sod trapped inside. Recon the area outside before heading in for various goods. Ever since you cleared out the Dragons the last time you were here, the dank caves have since played host to a bunch of Giant Spiders and its Queen. The intimidation factor imposed by such a gargantuan-looking spider (truly a terrifying sight to behold by arachnophobes) is nothing less than impressive. The Queen's lackeys skitter quickly to her side, but their strength in numbers can be just as abruptly diminished by electricity-based AoE attacks, though any non-nature attack can decently penetrate their thick exoskeletons.



When the immediate threat has been neutralized, you'll still want to explore the mines -- rather what you could explore of it, anyway -- for goodies to plunder, including a **Corrupted Lyrium** resource. Back outside speak to Jansen to end this quest and spring forward a couple more related ones. In order to do those other quests, leave The Bone Pit for a completely new area and return.

Secondary: Cavern of Dead

The short quest serves little purpose other than to augment your undoubtedly superb collection of items with more potentially beneficial items. Available from Jansen at The Bone Pit after completing Cave Crawling. The Bone Pit is mired in problems with first dragons, mutant spiders, and now even worse zombies? Venture forth again into the Bone Pit Mines to exterminate the undead of which there are many. Apparently, these undead are no ordinary walking corpses with homicidal intent. They also know how to plant traps, some of which you'll find at the entryways beyond the entrance.

In the central circular room, your party will be assaulted by a more sizable group of competent opponents, the most notable of which is the nasty Arcane Horror and the damage sponge, Revenant. Switch gears to the Arcane Horror as soon as possible to keep its dangerous magic contained, then attend to the various archers and sword-wielding Corpses while a tank or a more defense abled character strings the Revenant along for the ride and saves him for the very end. Return to Jansen afterward to announce that it is once again safe to work.

Secondary: Pick Up Pickaxes

Surprise, surprise, Jansen has more problems to report. This business venture is a lot more trouble than it's actually worth it seems, although this time the problem stems from the inefficiency and cheapness of the tools provided. Jansen requests new pickaxes which cost quite a bundle of sovereigns, 15 to be exact. At this point, you can be roped in by your own kindness to buy better pickaxes for them, or draw from your inner reserve of totalitarianism to demand that they just suck it up and get back to work. Essentially, you're *paying* out of pocket for a scant amount of experience that can be gotten elsewhere and with other less expensive methods.

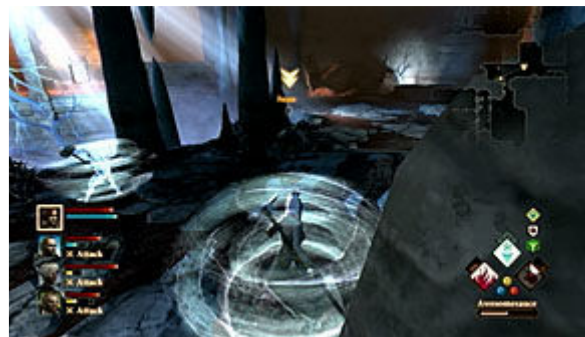
Secondary: Fool's Gold

This quest is available to you only if you chose the Hero of Ferelden backstory in the beginning, or don't have Nathaniel from a previous Origins save. Take note that heaving Fool's Gold upon your shoulders means not being able to do Finding Nathaniel in Act 3.

Approach Yevhen in Hightown who does not shy away from immediately bombarding you and Varric (if present) with scathing comments. The impetus for his vitriol is the fact that his sons are now missing, who've all been inspired by your previous conquests in the Deep Roads and have gone on to seek the same fame and glory. Agree to help the poor sod and head to the Deep Roads.



Not much has changed since your last visit. It's still inhabited by Hurlocks and various Darkspawn, all just biding their time until you next arrive, which is now. Emrys is the first among the sons you encounter down here. Looking a little dazed, he implores that you help his brothers, one of whom has turned mad with an insatiable lust for a special sword. However, you have time to only attend to one of the brothers; the other will die. Which will you choose?



Driven entirely by greed, we went after Iwan, who was not too far down from Emrys, although when you find him he's locked in a mad struggle against a bevy of Hurlock enemies. After imparting his appreciation just barely, you are free to question him and press him for the sword. The old dwarven adage of "Money talks" hasn't escaped Iwan as he attempts to squeeze a few pretty pennies out of you. With Varric in the party, this process is far less painful and interesting. You receive the **Golem Control Rod** from Iwan and directions to the Golem that's just a little further down.



This Golem essentially falls under your control and fights the other hostile Golems on your behalf -- pretty neat. Despite the extra help, these enemy Golems are as tough as a walking fortress, able to withstand many hits and most schools of magic. Fortunately, their weakness lies in electricity-based spells. Their most notable attack is a AoE attack, the pre-attack ritual of which has them hugging themselves, collecting energy, and then expelling the energy all at once. The Golem encounters, however, fail at forecasting the difficulty of the next battle that involves a hodgepodge of

Hurlocks, an Emissary, and an Ogre. These are all enemies you've faced before individually, but when rolled together in to a mean all-out assault the ordeal escalates to an orange level critical mass. Funnel all your efforts into taking out that Emissary first and foremost. Then, in one torrential sweep of AoE attacks take out the Hurlocks and pummel the Ogre.

Head towards the Treasure Cache, where you may possibly find some titillating things for the DPS nut and the **Lyrium-Laced Barrel**, then leave the area through the east exit. Return to Yehven, preparing to pick any of the conversation choices.

Secondary: Herbalist's Tasks

Remember our good ol' friend Solivitus' Very pleased with how you've helped him years ago (assuming you did), he provides you with another list of ingredients if you agree to aid him again. This time the list entails the following:

- A Harlot's Blush Flower is an item sitting just in front of the cave you are required to enter during the Search and Rescue quest at The Wounded Coast.
- Dalish Tattoo Ink is easily obtained from inspecting a chest in the Dalish camp.
- You might not know what a Varterral is unless you've begun Merrill's Mirror Image quest in which you are forced to slay this giant spider creature thing. The process can be tricky, but the whole Mirror Image write-up delves into the details of such an undertaking. Extract the **Varterral's Heart** from its body after its defeat.

Secondary: Inside Job

You must have spoken to Hubert in Act 1 and completed The Bone Pit and Prime Suspect quests before he writes another letter requesting your assistance for this quest. Go see Hubert to see what he needs this time. Move on with the quest to be automatically taken to your house, where a man you don't recognize is held against his will. You can piggyback on Hubert's anger or curb his violent tendencies with your dialogue choices here, though showing kindness may help draw information out of him faster.

Travel between areas is automated by the game. On arrival of the next destination you come across a small Ambush, which Lilley surmises to be sent by an overlord named Brekker. Head to Darktown and to the waypoint marker to discover that you've been set up. You can certainly negotiate your way out of this predicament since it really isn't your fault.



Regardless of what happens, the next marker on the map takes you to Brekker's Hideaway. The Hideaway is not without its proper defenses. A few weakling Thugs and a trap to start out with, but later on you'll find a more formidable foe in the Alchemist. Dispatch him as soon as you can as you should any magic-caster; he has the potential to do some devastating damage if not targeted outright. Check the red barrel at the top of the stairs for **Design: Rune of Spirit**.



The showdown with Brekker might seem like a tepid affair at first, but the addition of Coterie Rogues can turn the heat way up. Brekker himself withers away pretty easily at the slightest attacks and doesn't perform any notable attacks. The Rogues should rank higher up on your personal threat meter.

Return to Hubert in Hightown afterwards to complete the current quest and kick off a chain of other related ones.

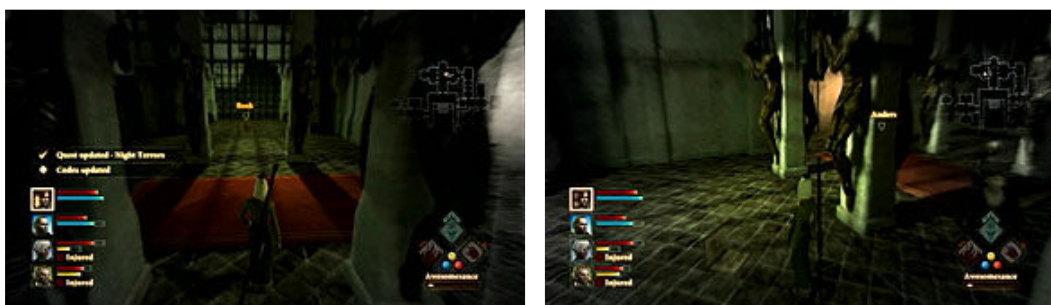
Secondary: Night Terrors

Night Terrors is initiated by reading a letter by the same name on your writing desk. In it, Arianni requests you to see her at the alienage in Lowtown, though such requests never bode well for the undertaking to come. Arianni's worried visage is backed by her grave news concerning none other than Feynriel, who seems to be missing again and, according to the Keeper, is dabbling in dangerous magic. What a troublesome boy.

As far as we can tell, your dialogue decisions are for more investigative purposes during the extensive briefing preceding the proper quest and have no direct consequences. This continuation of sorts of the Wayward Son quest plunges you into a terrifying realm of magic that will pit you against a powerful demonic foe. As an aside, having Anders in the party will add an interesting layer of intrigue to unwinding the story here.

Optional tasks:

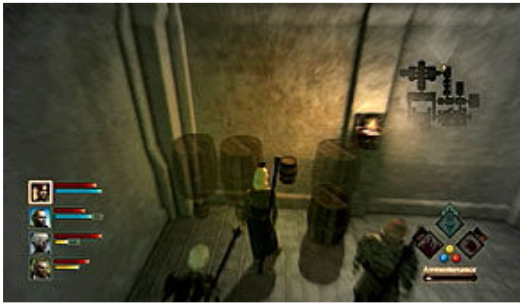
Interestingly enough, you'll encounter a number of oddities and puzzles in this shadowy realm that reward you with a free floating attribution point for each one you solve. The first one is in the room you are brought to in which a spectral book hovers around in the middle, fading away as you approach and materializing again in another location not too far. Luckily, its pattern of appearing and disappearing is predictable enough for you to nab it with lightning quick hands and gain an attribution point.



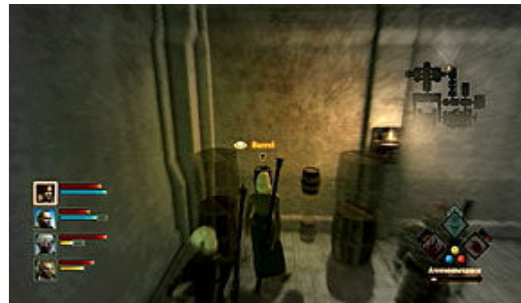
Moving on to the east corridor from here, you come across some barrels of varying size. The idea here is to rearrange the barrels so that the small ones are stacked on top of the big ones, all within 18 moves. Failure to solve it within the permitted number of moves bears its own sour fruits: A Rage Demon and some Shades to fight, but the biggest blow of all is the lost opportunity to win an attribution point freebie. When moving the barrels, be sure that you have the correct barrel targeted so a move is not wasted on an accident. Follow the screenshots below from left to right in sequence to see how we've solved this puzzle.



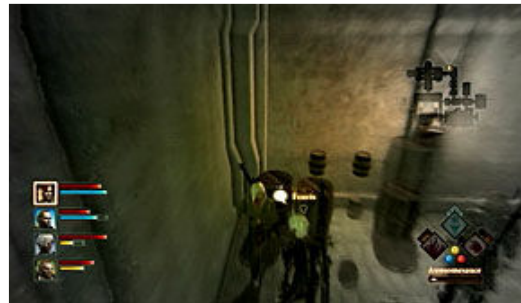
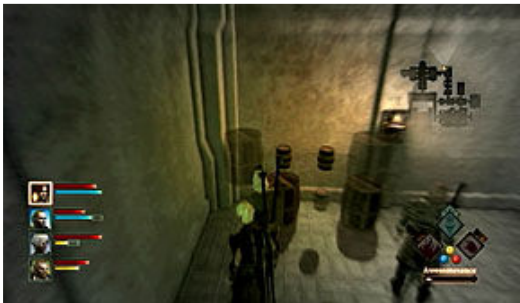
Top right-most barrel to the right, small barrel below it up.



Shift the next two small barrels on the bottom to the right. Move the left most big barrel down, next to the small barrels and stack the big barrel in the middle on top of that.



Left-hand small barrel on the bottom moved up, shifting the left-hand big barrel to replace it and moving down the big left-hand barrel on top.



Move the two small barrels on top one spot to the left, which makes space for the lone small barrel on the bottom. Lift up the small barrel, so now all three small barrels are at the top. With that, move the big barrel one space over to the left so that the last big barrel on top can be lowered.



A similar puzzle reigns in the next room to the east. This time involving more barrels of the same size, though with different colors now. Notice how the red barrels to either side are stacked? Aim to shift around these scattered red barrels along the northern wall until they mimic the arrangement displayed by these side barrels. Again, you are restricted to 18 moves, where success bestows you two additional attribute points and failure slams you with enemies to fend off (as well as erasing any chance to retrieve those points).



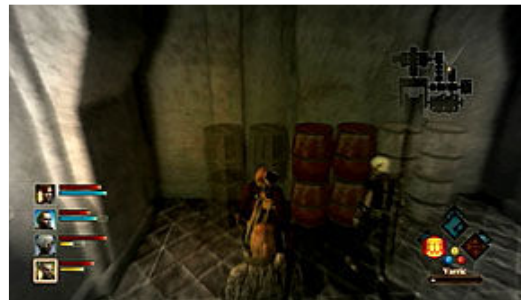
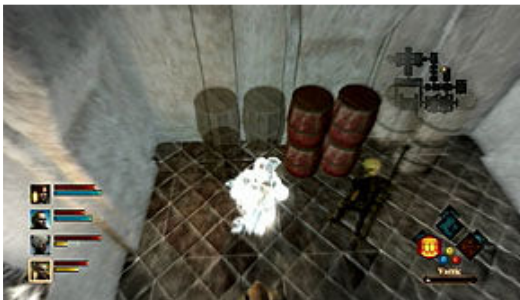
Start by moving left most top barrel to the left and the one below it to the previous' original spot. Do the same on the other side.



Right now all the non-red barrels are on top. Squish the red barrels together so they're all aligned with no spaces.



Push down the outer most barrels down on either side, then shift two barrels to each side, which leaves an opening for the two red barrels in the middle to go up.



Move the red barrels up and move the red barrels underneath them to form the perfect stack and solve this puzzle.

Move into the big central room to encounter a Demon of Sloth, who like the Hunger Demon in Act 1, confers an interesting proposition that gives rewardable tangibles. Refusal obviously leads to a fight. If Anders is in your party, he obviously vehemently opposes any questionable contracts with an equally dubious entity. However, you ultimately have the choice of siding with the demon or declining its offer. Basically, it, like all the other demons, craves Feynriel's power and seeks to have you strengthen his chances against the other demons also vying for control of Feynriel.

- Working with a demon is seriously frowned upon by Anders, and if you insist on working with the demon you will be forced to fight Anders, after which he is banished from the Fade world and subsequently removed from the party for the time being.
- If Anders is not in the party, consider the demon's proposition carefully, for it does offer gifts that are difficult to refuse: power gives you four attribute points, knowledge one talent point, and magic presents you with an incredible Rune. You get to choose one reward, but the contract doesn't mean you have to stick to your word.
- Refusal leads to a violent outcome, although what Torpor said of itself earlier turns out to be true -- it is a delicate little flower.

Two waypoints show up at this point: Feynriel's Pride and Desires, indicating that you are trapped in his conscience. Each room conjures up a scene in his subconscious, in which you are presented with choices that would inspire instability within Feynriel's mental state. This is especially key if you had arranged the deal with Torpor. Feynriel's mental state must be stable to meet your end of the deal with Torpor. Convincing Feynriel that his actually a demon is the safest course of action.

One other thing to keep in mind. The demon occupying each room will successfully charm one of your party members (if the vulnerable targets are present) wherein the person in question can succumb to the demon's seductive promises and turn on the party. You have no choice but to defend yourself against your own comrade, and once they're incapacitated they won't return to the party for the remainder of the quest.



In Pride's room, Caress will cause Isabela or Aveline to attack the party while Desire's demon, Wryme, will influence Merrill, Fenris, or Varric in that descending order (not all three at once, thankfully). **We highly recommend removing equipment from these companions before engaging the demons**, as a properly equipped companion can unleash a world of hurt upon your remaining party. In addition, you have to deal with the demon as well, and in these instances we recommend keeping the hostile crowd controlled for a long as possible and deal with the demon outright. Hit hard and fast as you won't have long to linger around and leisurely think about your moves.

After purging the demonic occupation in both rooms, return to the central room, and depending on your previous choices, this can devolve into several outcomes:

- Torpor will be waiting for you in the central room, awaiting for you to fulfill your promise. However, if you've made Feynriel's mind too unstable for Torpor to possess it, then it attacks you instead. Otherwise, confirm that it's safe to collect your prize. The third option is to go back on your word in favor of saving Feynriel, which also means fighting Torpor.
- If you'd forgone the pact with Torpor, Feynriel stands in the middle instead, though depending on the health of his mental state he may beg you to help him die. Helping him toward this end gives up the least profitable outcome. By contrast, you can persuade Feynriel to live on and gain control over his destructive power.

If any companions had been possessed, there'll be some directly related quests during which the character in question reflects on his or her betrayal, giving you the opportunity to deepen your relationship accordingly.

Secondary: Raiders on the Cliffs

A short jaunt along the southern path of The Wounded Coast suddenly places this quest in your journal and introduces the quest marker further south. Grab the **Embrium** from the cliffside and continue to Lieutenant Harley, who gets you up to speed on the situation.

Having Aveline present has interesting consequences, but lend your power to the guardsmen in need either by offering to fight alongside them or going in alone, the latter of which proves to be a tad more difficult. You can even cash in on this opportunity with the option to fight for a price. Pay heed to the warning of traps -- disarm when necessary.



Rally the abled troops and have them join you in this fight against Fell Orden, a powerful blood mage aided by a myriad of other soldiers. The paramount target here is the blood mage, just like in a fight with any other mage, as leaving him unsupervised could be a recipe for sour milk and stale cookies. Interrupt his spell-casting with a variety of status effects for as long as possible while you heavily assault him with an assortment of powerful single-target abilities. He'll counter by absorbing the life force of surrounding party members, but stay a good distance while sticking sharp objects where it hurts the most to take him out. The rest of the enemies are chaff, albeit still annoying but not quite as deadly as the blood mage himself. Fell Orden drops an armor upgrade for Aveline.

Head to the Viscount's Keep after to enquire about your reward. Jelden will foreshadow an eventual ambush by the infamous Evets.

Act II Side Quests

Here's a full list of the fetch-and-deliver side quests you'll find in Act II. Each leads to a reward of 750 XP and one gold sovereign, and doesn't impact the story at all, as far as we can tell. The quest is initiated by picking up an item usually of the same name; the table below shows the location of said items.

Quest Name	Starting Location	Description
Goosegirl Cameo	The Wounded Coast	During the Bounty Hunter quest, extract the item from Heborah de Soliere and deliver it to Vorse de Soliere in Lowtown.
Lyrium-Laced Bilge Hoop	Deep Roads	Collect this item next to the Treasure Cache during the Fool's Gold quest and head to Darktown to find the Whiskey Master.
Ream-Rot Knife	Sundermount Caverns	The item of the same name is found from close to the eastern exit of the map. Faj in Lowtown will reward you for it.
Seal of the Old God Dumat	Disused Passage	In the Disused Passage accessed via a manhole in the Docks at night, retrieve this item from a crate in a tiny room to the south. Deliver it to Bolund the Amateur Annalist hanging about in Hightown.
"South-Song" Gerralt's Corpse	Abandoned Thaic	You'll find this corpse while doing the piecemeal Forbidden Knowledge quest. When you get the quest, head over to Lowtown and speak to "East-Wise" Gerrale.
Swatch of the Jackyard	The Wounded Coast	During the Raiders on the Cliff quest, slay Fell Order and loot his corpse for this item. Return it to the Ship Spotter at the Docks.
The Eyes of Azure Jamos	Sundermount	Tucked away in the Sundermount mountains is a combat-inclined recluse called the Crazy Loner. He's located around the mountain graveyard where Merrill's quest took place in Act 1. Defeat him and collect the item from his dead body. Azure Jamos in Hightown is the person whom you want to give this item to.
The One True Pantaloons	Gallows Dungeon	During the Dissent quest, you'll need to battle with various Lyrium Smugglers and their dwarven cohorts. One of the dwarves from the first of many encounters drops these. Apparently, Impeccable Bulf in Hightown is interested in taking them off your hands.
Waxler's Hat	Disused Passage	Found in a sack in the Disused Passage. Waxler will be very pleased to have his hat returned to him in The Hanged Man.
Wentworth's Sixth Finger	The Bone Pit	The Petrified Human Finger item that initiates this quest can be found in a sack south of the mine entrance. Present it to Sister Phylis in Hightown.

A Debt in the Family

This is only available if you caused Keran to be excommunicated from the Templars in Enemies Among Us in Act 1. To initiate the quest, head to the Gallows and talk to templar Recruit Margitte. This small quest involves going to the Docks at night and dispatching Senestra and her squad.

Bounty Hunter

A quest born from your decision to turn Grace and the other Apostates in to the Circle during Act of Mercy in Act 1. Available at the Chanter's board, Bounty Hunter takes you on a romp through Kirkwall, where you'll be exorcising a number of demon spawns, including Pride Abominations, Shades, Desire Demons, Rage Demons, and the like. The first target Jake the Black in Darktown serves you up the first taste of those demonic morsels. Innley of Starkhaven is found at the top of Sundermount. The third and final bounty, Heborah de Soliere, is beached at the Wounded Coast. Each of these targets morph into a Pride Abomination and summon additional help of varying numbers and difficulty. At this point, nothing should surprise you in terms of the kinds of enemies you'll face.

Elves At Large

In response to your sending Feynriel to the Circle during the Wayward Son quest, this quest becomes available on the Hightown Chanter's Board. This quest was not available to us.

Forbidden Knowledge

Forbidden Knowledge is a greater undertaking than its categorical prefix of Side Quest would otherwise indicate, but your efforts will be greatly rewarded in loot and XP. You will find yourself running all over finding Tomes of Tarohne's and choosing one of three actions upon interacting with them. Destroying them is the best course of action, not to mention the most profitable in terms of rewards. If you're curious, reading the book grants you two attribute points and taking it, the worst option of them all, bestows you a junk item in the end. Regardless, you'll have to hunt down these Evil Tomes scattered all over Kirkwall, each interaction triggering a violent assault on your party. The sinister aura of the Tome attracts all sorts of freaks from the netherworld, though you've seen them all before at this point.



There are five Tomes to find in all, two of which are within the contained walls of Kirkwall. The first two within Kirkwall are found at the Chantry and Viscount's Keep. The locations of the Free Marches Tomes:

- Head for The Bone Pit and move to the far east point of the map, where you'll find the entrance to a Cave. Examine the Evil Tome inside and defeat the enemies that spawn.
- In the Wounded Coast, there is a cave generically called Dank Cave. Consult the screenshot below to see where on the map it is located and head inside. The Tome isn't the only thing you'll find inside -- aside from the triggered assault of the usual Abominations and such, you'll also run into Spiders and a Dragon. The Dragon has the same tricks you've seen before, just make sure only the member with the most life is dealing directly with the Dragon itself. In addition, you'll be happy to find **Raw Lyrium** and piles of treasures for your pillaging pleasure.



- The final Tome is located on the very west end of Sundermount, in the Recently Opened Passage adjacent to

the exit. The Abandoned Thaig boasts the more tough Stone Golems, and in one of the rooms, you'll even face a Rage Demon, Revenant, and Corpses all packaged with the Stone Golem. You'll find "South-Song" Gerralt's corpse lying on the corridor en route to the main circular room. Before you even inspect the Evil Tome, you are subscribed to an endurance test against your will as your party is assailed by a merciless barrage of enemies, coming one after the other, including the likes of Rage Demons, Abominations, Arcane Horrors, and the usual ugly mugs you're now probably used to seeing. Thankfully, there are no Golems to contend with. Afterwards, inspect the final Tome, which ushers forth a significantly less demanding battle than the previous.

Once all five Tomes have been examined and done away by way of destroying it, the quest updates. You'll need a rogue with you before you can wade into the deep end. Drop by Darktown and dive into the Evil Pit, which is packed to the brim with traps and even more enemies including the likes of Corpses and Stone Golems for you to tango with. There are a number of painful traps strewn throughout that using Varric to explore the dungeon would be a great boon. At the very end of the line, you come across the Fell Grimoire and, again, you have the same options as you did with the other Tomes.



The enemies you are greeted with this time prove to be a veritable test of your tenacity and endurance, where you are pitted against a named Desire Demon, a number of Rage Demons, a Revenant, Abominations, and many other vile creations that can potentially rip your party to shreds. Even with everything done right, you could still be in precarious situation that can only be remedied by well-timed uses of potions. Once all the enemies fall, you finally complete the quest and can collect your spoils.

Hometown Breed

Wandering through the eerily quiet streets of Lowtown in the dead of night familiarizes you with the company of night marauders, the Dog Lords. True to their name, these lords command attack hounds that fight alongside their masters. The notable number of archers and accompanying pack of Mabari dogs are capable of ripping any character who suffers from a defensive deficit, so keep an eye on squishy mages or rogues. Strike down enough of these baddies to issue the challenge that there's a new top dog in town. Once the challenge has been reciprocated in the form of a pop-up message, visit their home in the Decrepit Alley to face Cor "The Bastard" Blimey and his group of stragglers. Cor is an archer of the most annoying kind, so he needs to be set straight almost immediately. Dispatch him and any remaining Dog Lords to bring an end to this mission.

How To Frame a Templar

This quest is available only if Keran was able to keep membership in the Templars during the events in Enemies Among Us in Act 1. Afterwards, the quest becomes available on Mistress Selby's board through the Underground Railroad. Drop by The Hanged Man to encounter a completely inebriated Ser Roderick who maintains that he'd be able to perform his duty perfectly when the need arises. Proceed with any of the hilarious options to cast suspicion on Conrad. Migrate to the Gallows to continue to be the saboteur of Conrad's Templar career. Choose to write Conrad's name on the Delivery Order's scroll and hand it to the dockworker to seal his fate. Return to Selby for your promised boon.

Ladies' Lights Out

When darkness falls on Hightown, the empty streets become the playground of the Invisible Sisters, who will attack you without provocation just as any other street hooligan would. The Invisible Sisters exhibit rogue-like abilities and can be dangerous. Exterminate enough of their members to receive an invitation to their hideout. Enter the Suspicious House to continue slaughtering these insolent fools who think they can kindly invite you to their home and deign not to serve tea and crackers. After the initial group of wily Sisters, the leader, "Gracious" Gillian Winger makes her long-awaited appearance. The most surprising, though, is that she is the one and only long-ranged fighter of the gang, but that's not to say she is remarkable in any aspect. She could potentially be threatening if left alone for too long; bring

her to her knees soon thereafter and continue to clean out the rest of the Sisters to acquire the quest completion.

Search and Rescue

Only available from Selby's board if you let the runaway apostates escape in the Act of Mercy quest. The quest marker takes you to the far northwest of The Wounded Coast, where you can grab **Harlot's Blush Flower**, checking off one of the requirements in the Herbalist's Tasks in the process. Enemies as well as traps aplenty inside the caves. Venture deeper inside to find the Captured Apostate amid her myriad captors. Speak to frightened girl to send her on her way and explore the surroundings to hit the motherlode of treasures in a small room nearby. Return to Mistress Selby for your reward.

Sketchy on the Details

As a note to completionists everywhere, this quest is glitched, which may have since been fixed in an update. The glitch is that the game can't register the quest's completion and you won't get your XP for it.

Found tacked on the Hightown Chanter's Board, this quest is true to its name; the only task you're given is to "search Kirkwall for assassins hunting a mage." Good thing you have our handy guide, though. Anyway, there are five locations where you must neutralize the following targets:

Lowtown: A pair of Antivan Assassins by the elven alienage. These Assassins can be quite the handful with their devastating backstabs; lock them down as swiftly as you can.

Darktown: Some Carta enemies show up along the narrow strip bisecting the entire map, as you wander south.

The Gallows: Qunari Death Squad east of Solivitus' position.

Hightown (Night): Denerim Avengers standing at the steps leading to the Viscount's Keep.

The Hanged Man (Night): A gaggle of Rivaini Legendary Beard fighters picks a fight in the far back of the pub.

Now head to the Docks at night to meet up with Sketch for your reward.

The Fixer

In Offered and Lost, you must have encouraged Viscount Dumar to burn the Qunari bodies. You'll then receive this quest in letter form at your estate. This quest was not available to us.

The Lost Patrol

The Qunari standing outside the Arishok compound will have this quest ready for you provided the Arishok holds you in high regard through your previous dealings with the Qunari leader.

The bulk of the quest takes place in the southern part of The Wounded Coast, where it obviously involves some sort of combat with Shades and an Abomination. Looks like we found the reason the patrol had gone missing. Take this news to the Qunari by the compound entrance and end this quest.

The Lowdown

Head to the Docks during the night with the intention of launching a full-scale massacre upon the Undercut Thrifters that reside there. Your laborious efforts on the Docks dealt a crippling blow that has forced their leader to extend the obligatory invitation to face him directly. Meet up with him and a gaggle of his remaining acolytes in the Run Down Alley and prepare to chop them down a size. He and his lackeys unleash wrathful rogue attacks, but their diminutive efforts to exact vengeance fall short as you whittle away their morale and proceed to eliminate every single last one of them to complete this quest.

The Midnight Meeting

In order to do this quest, you must have killed Karras during Act of Mercy in Act 1. The quest arrives in the form of a letter right after the Blackpowder Courtesy quest. You need to drop by Hightown during the night and accost the group of Templars. Silence them when they try to let their weapons talk too loudly. The most notable enemy here is the Templar Lieutenant with more long-ranged and melee fighters jumping in. The mission ends after the last Templar falls.

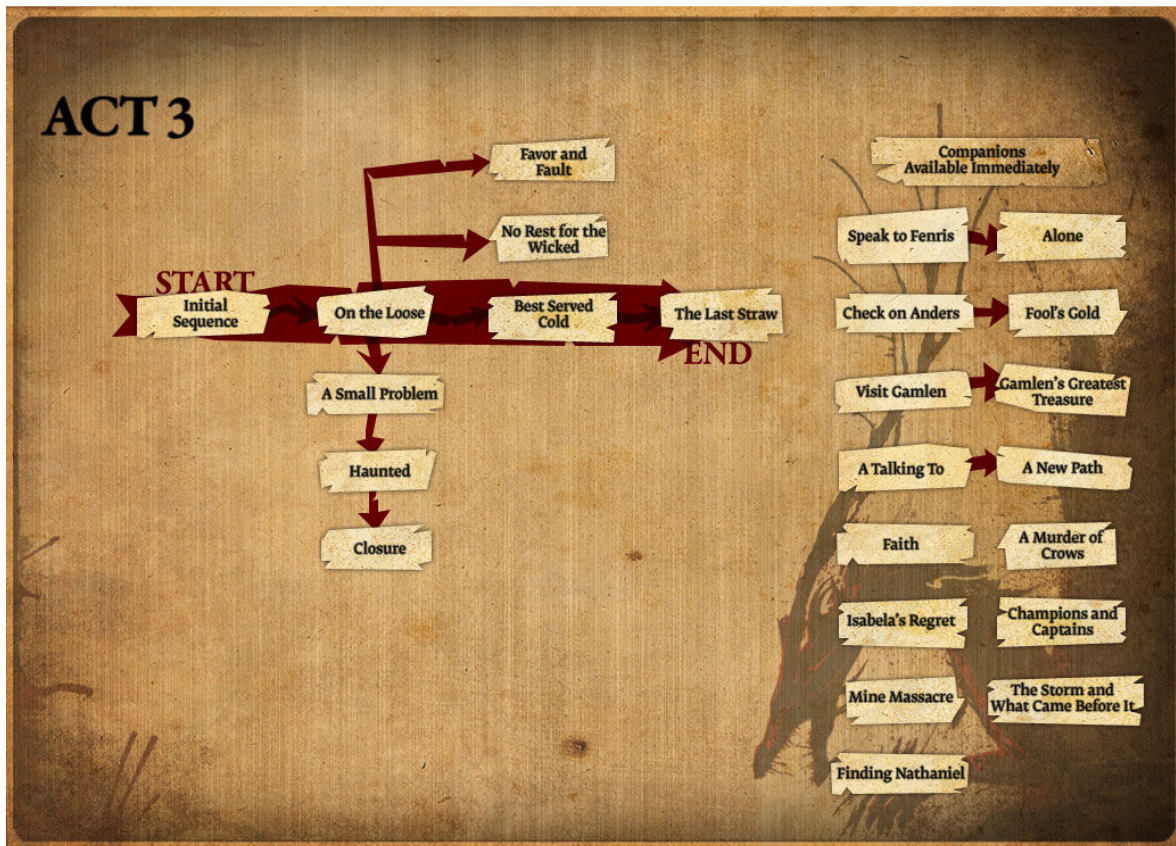
Underground Railroad

You receive this as a letter initially, but really this is just an introduction to a line of other available quests that appear only when you satisfied certain story requirements. Check the Mistress Selby's Board located directly behind her to see these quests: Search and Rescue and How to Frame a Templar. If you don't see these on your list, then you probably made opposing decisions, precluding your chance to accept these quests.

Act III Walkthrough Web

We've provided you with a visual tool with which you can see how all the quests in Act III are connected to one another. Keep this road map handy as you progress through the game. *Pssst...* you can click on the quest names, too!

Don't be shy about letting us know if you've encountered a broken link anywhere or get taken to a spot you're not supposed to be taken to.



At the beginning of Act 3, Orsino and Knight-Commander Meredith quarrel over who should be entitled to rule the city. How you involve yourself in this matter and whom you end up siding with does have its unique set of consequences. Specifically, just who will end up contacting you for Best Served Cold and will help you. Anyway, after coming to somewhat of a compromise, the seventh year in Kirkwall begins apace with a bevy of new quests, including the initial influx of companion ones, to take part in.

Main Plot: On The Loose

You'll receive a letter entitled On The Loose on your writing desk sometime after the initial Act 3 dialogue. Travel to the Gallows after and proceed to Templar Hall. You'll be charged with finding three apostates: Emile, Huon and Evelina. After interrogating Elsa for information on these missing apostates, you can begin looking into the whereabouts of the three.

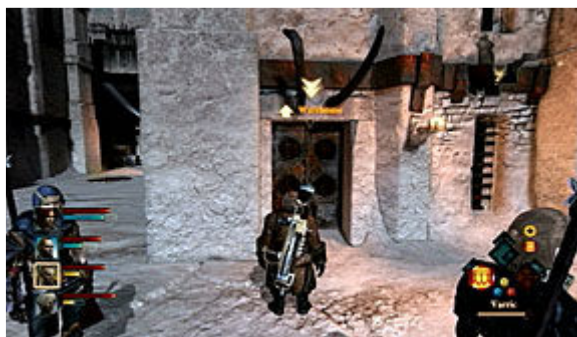
- Huon's wife, Nyssa, is in the Lowtown alienage and mentions that Huon may return at night. Leave and come back during the night to find that, indeed, Huon has kept his word. Luckily, you should have experience dealing with Huon's particular practice of blood magic. Huon absorbs the life energy of the people around him to serve his own powers, but with Haste and appropriate heals there's not much that Huon can do. Loot his body for **Formula: Fell Poison** and the coveted **Boots of the Champion**.
- Walter in Darktown is the target of interest here. After speaking to him, descend to the Sewer Passage and be mindful of traps. After slogging through a few groups of Shades and Rage Demons, you meet up with very clearly mad Evelina. In the fight against her, expect her to vacillate between different forms of demons, from a Rage Demon to a Desire Demon to an Abomination. Eliminate her all the same. Afterwards, feel free to give Walter some coin (five sovereigns). Before you depart, be sure to pick up the **Design: Rune of Devastation** from the chest at the top of the stairs.
- Travel to Hightown at night to the De Launcet Mansion, where you meet Emile's parents. They tell you he can be found at The Hanged Man. There, you actually have the option to let him go free and persuade him to return to the Circle. If you choose the latter, the Comte de Launcet will send tangible tokens of appreciation. Also, if you're a mage you get a special dialogue option.

Return to Templar Hall via The Gallows and speak to Meredith. If Anders is in the party, Anders pipes up during the closing conversation with Meredith. Support him for friendship points; silence him for rivalry.

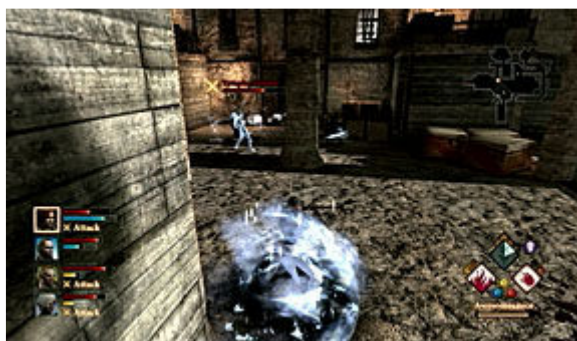
Main Plot: Best Served Cold

The letter's author and quest giver depends on with whom you sided during the initial conversation at the beginning of the Act. After talking to either Meredith or Orsino, the events then converges after those discrete starting points.

Travel to Hightown in the dead of night to start your investigation. At the quest marker, you find a Templar Lieutenant working in cahoots with a Circle mage and its weaker acolytes. The Lieutenant's domineering presence on the field provides a small boost to those around him -- focus on taking him out first and foremost with a flurry of AoE attacks, stuns, and even dispels for starters. The rest of the group isn't too worthwhile or particularly demanding. Rummage through the Lieutenant's charred remains to find the **Conspirator's Notes** and, if he's been recruited, Sebastian's final armor upgrade.



The note points to the Docks, your next port of calling. In Gardibali's Warehouse, you encounter a familiar face, but that is not what is important at present. What matters right now is surviving this brutal onslaught of Circle Mages and Templar enemies, including a Lieutenant, an Enchanter, Hunters, and rogues. Most of them bite the dust relatively quickly, but the rogue can shred those characters whose defensive capabilities have been sacrificed in favor of a meaner DPS output. The Lieutenant, as well, is certainly troublesome with his aura that benefits his comrades.



After the battle, Keran becomes apologetic before hinting at his having made a bigger mistake -- that is, having kidnapped a precious companion. The companion that has been kidnapped, though, is determined by a few factors:

- Bethany or Carver (whoever survived) are taken first.
- If neither sibling is living still, the next choice of target is one of the mages (Anders or Merrill) with whom you are having a romantic relationship and is not in the current party.
- Thereafter simply anyone with the closest friendship to Hawke is kidnapped if they are not in the current party.

What you do with Keran is at your discretion. Be sure to ransack the entire place before leaving, as there are some goods worth looting such as Fenris' **Blade of Mercy** gift and an armor upgrade for Anders, **Sigil of the Mage Underground**.

The sojourn in the Wounded Coast is made more interesting if you completed Raiders on the Cliffs in the previous Act. Remember that the leader of the group you'd annihilated is still out for vengeance? Well, it is here where Evets makes his much anticipated move. Continuing on, you meet up with Apostates and more Templar resistance, and soon reunite with Samson. Proceed down the coast to see Thrask with whom you can freely choose any of the dialogue

choices. The result ends all in bloodshed regardless.



Devote your efforts to nullifying Grace's forbidden magic. Grace succumbs to most status effects, including slows, stuns, and brittles. Exploit this weakness of hers until she keels over and transforms into an Abomination instead. Not to forget the myriad of other Templars standing around, you'll need to devise a coordinated assault on the Templar Lieutenant next to neutralize the beneficial aura he emits. This battle demands every ounce of your ability to juggle between heals, target focuses, and proper dispels. Hastes, party-wide or even solo shields to mitigate damage, confusion spells from the Entropy mage tree, etc. all help.

After selecting your recommendation to Cullen in the conversation succeeding the battle, loot Grace's body for the headpiece of the Champion's armor set and return to your quest giver.



Main Plot: The Last Straw

A word of warning: Once you initiate this quest by reading the letter on the desk, you'll turn the Gallows into a point of no return. Make sure you don't have any more outstanding quests before reaching this point, for once you enter the Gallows you'll be sucked into a vortex from which you cannot escape. We whole heartedly recommend bringing a fluent stock of potions, Mythal's Favors, Combustion Grenades, and Runes with which to install on your companions' weapons.

Everything that's been incubating the last several years in Kirkwall -- from the subjugation of mages to the rise of blood mages to treason and betrayal from within to a power vacuum left by the vacant Viscount's seat -- has finally hatched into incontinent hostility. The events that unfold after the initial conversation irreversibly ignite an all-out civil war. As Meredith and Orsino have their own pot of disagreements bubbling over, it is here where you are forced to choose sides, it is here where your own companions' allegiances are put to the test.

Unless you've fully crystallized your relationships with Fenris and Aveline by completing all their companion quests and their final relationship conversation (Questioning Beliefs), they are in danger of leaving your party. Fenris threatens to leave if you side with the mages, and if he does, Aveline will stay. However, if you side with the Templars, Anders will not rejoin the party after.

The other major difference in pledging yourself to the Templars is that you will have a powerful Orsino to answer to later on. Tread carefully.

After choosing a side and sweeping your enemies aside, you'll have to decide what to do with Anders.

- Tell him to join you (which he won't if you've joined hands with the Templars).
- Tell him to beat it. If you've joined Meredith, this choice spins a wry twist in which you must face and kill Anders in a later fight.
- Kill Anders. Sebastian leaves the party if you do not kill Anders.

These are some of the most difficult decisions in the whole game. Perhaps it would be easier if we said that the boss fights ahead would be made much easier with a healer.

Whatever you choose, you'll follow a similar path through a burning Lowtown, except you'll just have to fight the faction opposite of whom you chose. For example, if you sided with the mages, you will have to fight the Templars and vice versa.

Anyway, when control of your character resumes, you'll be in the midst of a battle. This initial leg of the mission is more merciful toward those who collaborate with the Templars as the first wave of enemies beyond feature a sizable group of both Templars, Shades, Abominations, and Rage Demons, all with a Templar Lieutenant as the bow on top of this dour package. Proper tanking and heals here will be your pillars of support, for without them you better damn well have incredible DPS and crowd control. This burning hot reception should get you fired up for the upcoming lukewarm-by-comparison encounter against a Desire Demon and a gaggle of Abominations. The last battle before moving on to Hightown consists of a fierce struggle between mages and Templars.

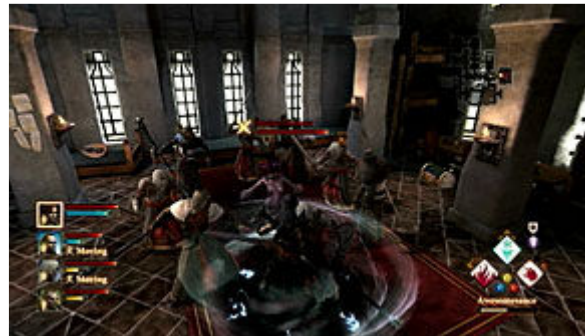
A Blood Mage at the Docks pays no heed to your allegiances and attacks you with venom while summoning forth a platter of enemies so prodigious you might have a hard time swallowing it whole. After all, you have a vast number of Shades and a scary Pride Demon terrorizing the party as well. Remove the Blood Mage from the picture swiftly, group all the Shades together and subject them to a large dose of AoE spells. Leave the Pride Demon alone for the most part, *but* hauling ass out of the Crushing Prison (swirling blue light) is an imperative. Keep heals up and reduce the number of Shades before you can more easily shift focus to the gargantuan Pride Demon.



It is at the Gallows where your dichotomous path begins to diverge a bit, though after an intermission of sorts. On a Templar playthrough, you'll have to fight Anders to the death. Any rogue or warrior will have to no trouble tearing him up. As well, you can take this last opportunity to reconcile any misunderstandings with companions with whom you are deep in friendship and consummate romances -- those who departed at one point may rejoin you. At some point, you'll be able to speak to Sandal, who has bravely tread his way through the chaos in order to set up shop; use this one and only chance to stack Runes onto your equipment.

Eventually, you must fight an Orsino, who has gone mad and uses his blood magic to assimilate other innocent bodies into his own to morph into a repulsive demon form. On a Templar playthrough, you have Meredith by your side -- no companions aside from your party -- but she doesn't do crap all in terms of damage, plus Orsino is tougher and conjures up many, many more Corpses. Overall, it could potentially be an exhausting affair without the proper strategy. One of Orsino's most devastating attacks is a blood pact that tethers him to the person with the highest threat; he proceeds to drain health from that character and can only be countered by a particularly powerful attack. This is where Combustion Grenades conveniently do the trick. Have someone who is free to toss the Grenade onto Orsino to interrupt this blood transfusion.

Aside from that, however, Orsino extends the battle by dropping in and out of three forms total. Occasionally, there are Corpses to deal with, but the focus is mostly and thankfully on the corpulent target. It should almost be second nature by now in how you take down blood mages -- Orsino is simply a badder version of one with three forms. Heals or a rich supply of potions would obviously help as well.



As a mage supporter, you must fight your way through to the Gallows Courtyard, mowing down groups and groups of Templars or Shades and Rage Demons until you do so. Gather your wits and proceed forward to the Courtyard to come face-to-face with the rotten apple that is Meredith.

Throughout the battle with Meredith, your companions may join you in your efforts against the Knight-Commander, including Cullen and even your surviving sibling; not that they'll contribute much in terms of damage, but it's nice to have them around for more targets with which to distract Meredith. As expected of a mad woman who has gone insane from the lust for power, she attacks with greater ferocity and preternatural strength as well as speed. The first part of the fight seems relatively unspectacular -- sure, Meredith might have a colossal health bar, but her attacks are restricted to hacks and slashes plus a traveling red beam that instantly depletes mana or stamina reserves. However, after chipping her health by 25%, the real party begins.

Meredith positions herself at a hard-to-reach distance and animates a Gate Guardian to life to do her bidding while she convalesces safely. The Gate Guardian lumbers around with one real notable attack: a spin move that damages all those within a small circular radius. Bombard it with the elemental mainstays and other attacks until it falls, signaling Meredith's return to the battle. Meredith re-enters with a new attack in store: she charges up in a red ball and out explodes an inescapable torrent of energy. This afflicts a sort of an indefinite dizzying stun randomly upon party members, except you who is always immune it seems. Hopefully, you have dispels to remove this crippling debuff sooner rather than later.



Soon more Gate Guardians and lesser Slave Statues join the fray, but they are small fish compared to Meredith. If the damage is sustainable, keep your focus mainly on draining Meredith's health. For long-ranged characters in your party, it's best to position them away from all the enemies whenever possible.

The defeat of Meredith leads to the ending sequence.

Dragon Age II Quests

First Companions Quests

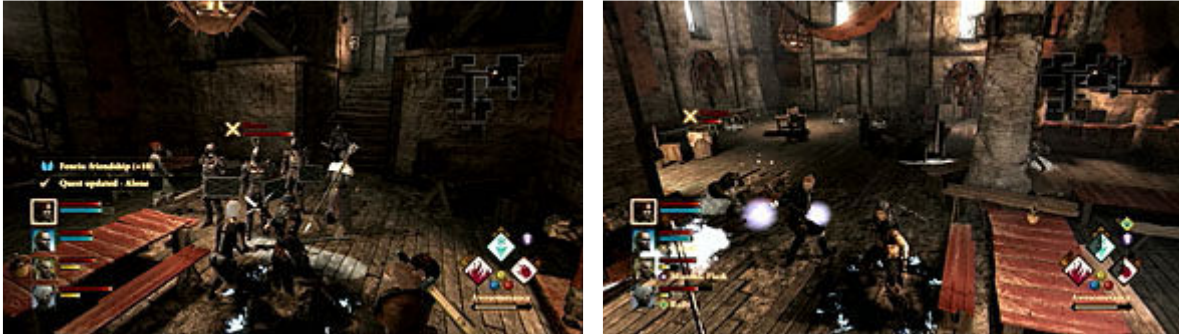
We're in the final home stretch of consummating your relationships with your companions. These are the quests you get at the start of Act 3 that allow you to catch up with your companions.

Quest	Companion/Starting Location	Description
A Talking To	Merrill / Merrill's Hut	It's hard to gain anymore friendship points with Merrill if you've severely wronged her in the previous Act in Mirror Image.
Champions and Captains	Aveline / Viscount's Keep	Not much going on here. Aveline doesn't have much to report and won't disclose any details on her honeymoon either.
Check on Anders	Anders / Darktown Clinic	Anders's sensitivity to the plight of mages is at an all-time high, so be respectful of his stance and try not to step on any toes if you favor a friendship with him.
Isabela's Regret	Isabela / The Hanged Man	If she's available for you to speak to, chances are your relationship with her is already deep in the friendship end. Choose anything to advance it to the next level.
Speak to Fenris	Fenris / Fenris' Mansion	You'll most likely begin his companion quest with this conversation. Of course, agreeing to help him gets you high marks.
The Storm and What Came Before It	Varric / The Hanged Man	Tell him you're here to visit for additional brownie points.

Companions: Alone

Part of Fenris' companion story arc that's accessed upon completing *Speak to Fenris* available at the beginning of Act 3. Insert Fenris in the party and pay a visit to *The Hanged Man*. If the quest is not triggering properly for you, you might want to try entering the pub from *Lowtown* rather than from the world map.

When *Danarius* finally shows himself and confronts you, your conversation choices obviously would go on to govern the quest's proceedings. There's a unique option that allows *Danarius* to take back his former slave, an option that horrifies *Fenris* but would serve to fatten your wallet. If you can stand to have this black mark upon your conscience despite all that you've experienced together with the previously enslaved elf, then by all means this is the only option that side-steps violent outcomes. Expect large rivalry boosts with *Aveline* and *Sebastian* should you betray *Fenris*. You will also meet with disapproval from *Fenris* if you attempt to negotiate with *Danarius*.



Otherwise, raise your swords and prepare to liberate *Fenris*' from his past. *Danarius* begins the fight merely as an untargetable onlooker while he sends waves of *Slavers*, *Shades*, a *Rage Demon*, and *Corpses* to tire out the party. After about three waves, *Danarius* finally enters the fray and adds his potent mix of magical abilities to this fracas. Bombard him with *Dispel*s and other slowing or stun effects to keep him indisposed while you pummel him with all sorts of attacks.

If you continue to follow the path to a strong friendship with *Fenris*, select "You deserve to die."

Companions: A New Path

After finishing *On the Loose*, find Merrill in her home and chat her up. Her obsession with the mirror has still not left her after all these years and leads to yet another request for your help once again. With this being a huge and emotive favor for Merrill, consenting to lend a hand moves your relationship with her indelibly towards friendship. In addition, this is most likely your first trek back into Sundermount since Act 2. If so, it's probably worth checking out a few Awiergan Scrolls and knocking out these quests concurrently with *A New Path* (check the Side Quest portion of this Act for the details on that).

Follow the path up to Sundermount Passage and traverse this cavern to emerge on the other side of the mountain, in the graveyard. There are a number of graves to rob that yield some noteworthy treasures. One of the graves, however, turns up empty and, instead, springs forth a trap that throws sundry undead at the party. At one point on your way to the quest marker, the path is clogged up by Dragonlings and a Dragon -- small fry by now. Continue finally into *Pride's End*, which is a shallow cave that houses a shrine in which the demon is supposed to live as well as a Felandar. Inspect the shrine an interesting turn of events to transpire.



The long-expected arrival of the *Pride Demon* thrusts the party into battle immediately. Though you don't know this yet, the battle splits itself into two phases, the latter of which is triggered when the Demon's health reaches 50%. In the moments leading up to this halfway mark, you'd profit from stationing all your characters away from the Demon and spread apart. At this time, the Demon favors crushing melee attacks and its occasional tendency to self-buff necessitates a prompt *Dispel Magic*. Meanwhile, the Demon resurrects spectral (and very weak) versions of Merrill's hunter friends to fight alongside it.



You get a brief reprieve when you've hit the halfway mark during which your entire party's health and mana/stamina are conveniently refreshed. Renew your aggression against the Demon, who now digs deep into its bag of tricks to come up with *Crushing Prison*. It is an attack that is slow to build up, providing you with enough time to move the entire party out of any real harm's way. Keep an eye out for the swirling blue light and scamper out accordingly; otherwise it is an easily avoidable and rather devastating and annoying attack. Merrill's affinity to nature proves to be a major asset in penetrating the Demon's otherwise hulkish immunity to most other schools. Ice magic also works well.

Continue to pour your efforts into knocking him down.

If you choose "I'm glad that's all over," you'll only invite another fight with the demon, albeit a severely softened version with an abridged health bar. Or, forego this unrewarding confrontation altogether and choose the other option that has grim implications from the beginning. In the conversations that follow, consider that choosing consoling words might cushion the blow of Merrill's loss and beget friendship but also peevs a few members of the party, or assume an accusatory tone and go with "You weren't listening" to bolster rivalry.

Back outside, the party is accosted by a Dalish search party. Seeing you and Merrill emerge from the cave without the Keeper spurs on anger and a harsh exchange of words. How you intervene in this one-sided emotional assault on the

poor elf can lead to more conflict with the irascible band of Dalish.
The quest ends soon thereafter.

Companions: A Small Problem

The smart-mouthed dwarf has run into a small problem in his plan to sell Bartrand's old haunt. Choosing to help him leads to his next companion quest.

Companions: Haunted

Stick the dwarf in your party if he isn't already and visit Bartrand's Estate in Hightown at night. As you wander through the supposedly vacant mansion, growing evidence of a possible haunting (or a very skilled prankster playing a very elaborate and cruel joke) -- doors flinging open and locking by themselves, levitating vases, Varric's claims of hearing voices, etc. -- begin to affirm the very real possibility of a malevolent presence. Head into the main room of the mansion and head into the middle room at the top of the steps.



Possessing similar behavioral traits as the other Golems you've come across, the Ethereal Golem is simply a bigger and badder version of the normal stone Golems. The major difference is that at about 25% health, the Ethereal Golem goes into a berserk mode of sorts that turns him red, meaner, and an even heavier hitter than normal. The person on whom the Golem is transfixed will require a lot of healing attention when this happens, but pummel him all the same. As if cued by missing specified chunks of health, the Golem banishes itself into the Fade that renders him completely untouchable and puts in his place a small army of Shades for you to deal with.



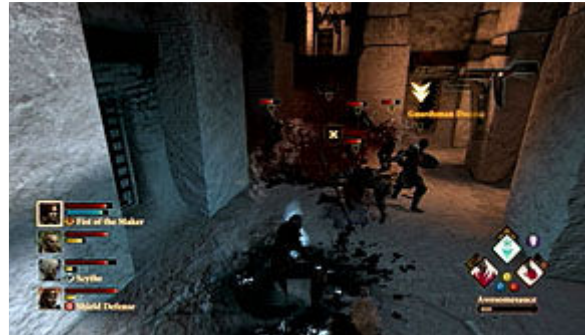
On deciding what to do with the idol, you can choose to let Varric keep it, which grants his beloved Bianca three additional Rune slots, the upshot of which means a fiercer DPS output from Varric. Obviously, this would bode well for future encounters if the lovable dwarf is a mainstay, but the alternative bestows a Primeval Lyrium Rune, which blesses a weapon with a huge boost in attack speed -- apt and suitable for a rogue. It's all up to you.

Companions: Closure

Varric's final companion quest (other than that other final quest which solidifies the term BFFs for life), the conclusion to Haunted.

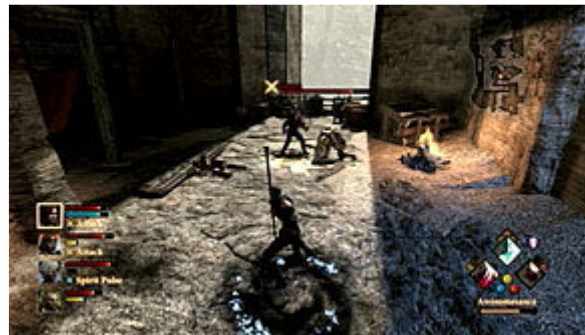
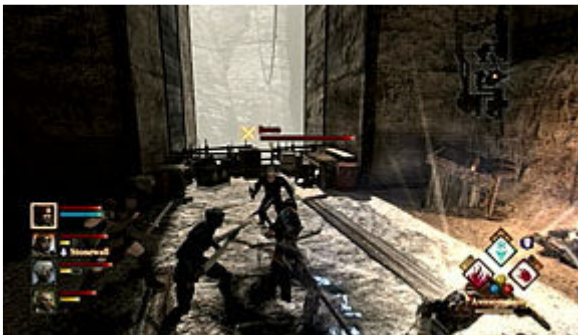
Companions: Favor and Fault

Visit Aveline at the barracks after reading the letter to get this one started, provided you've already helped with her previous companion quests. It appears that rumors circulating about are calling into question Aveline's integrity and treatment equality as captain. Fast-forwarding a bit, head to the Docks at night to find Donnic in an undesirable predicament -- currently locked in a battle against a handful of degenerate Thugs and a few Coterie Mages. If it weren't for your timely intervention, who knows what would've befallen Donnic. Clearly, Donnic's graze with a nigh death situation gainsays the complaints about Aveline.



Run off to the Gallows to speak with Knight-Captain Cullen about these false accusations. Cullen sympathizes with Aveline obviously for these baseless accusations and mentions Brennan. All eyes on Brennan now.

Head to Lowtown at night to speak with Guardsman Brennan to have your next destination mapped out for you in Darktown. A disgraced Jeven, obviously embittered by Aveline's subversion of his previous high rank, tries to rouse a small number of supporters to go against Aveline, but his talk of insurrection falls mostly on deaf ears if you had previously completed The Long Road. When the choice presents itself, it is crucial that you call in Aveline to deal the final blow that shatters any last ounce of his pride, to which he obviously responds with the only way scum like this knows how: violence.



The support Jeven gets in the end is depleted if you'd helped Aveline establish a well respected presence during The Long Road -- no one would oppose Aveline for her righteousness, honesty and utter lack of mercy towards law-breaking brigands. Jeven fights in the style of a rogue with flashy disappearing acts that instill you with a foreboding sense of doom, for when he next appears he is accompanied by an unblockable and devastating backstab. His monstrous health bar is nothing to scoff at, but it is a lot less intimidating than initially it may be initially perceived. Jeven easily falls prey to negative status ailments such as slow, staggers, brittles, etc. Any of those combined with a coordinated volley of attacks will bring this bastard to his knees in no time. As part of your reward for besting this riffraff, you can pick up an armor upgrade for Aveline from his body.

Return to Viscount's Keep afterward to trigger the concluding sequence with Aveline.

Companions: Justice

Speak to Anders in his Darktown clinic. The mage starts to express some concerns about his merging with Justice and confesses that he's been looking into methods that could successfully separate the two without harm. Cutting Anders off from your help leads to a small approval from Fenris and Sebastian, but if you want to retain both Anders and Sebastian as companions it's best to leave the prince out of this gig. Accept the quest and travel to the south of the map to find the Sewers entrance.



The Sewers are packed with traps and Lyrium Smugglers, as well as the Sela Petrae deposits coveted by Anders. Each deposit is denoted by a quest marker on the map. We highly advise letting a rogue take the lead on this one to disarm the myriad traps throughout. A Pit Boss residing in the northern area of the map should be the only speed bump in your 100mph-fast collection of the various deposits.

The next reagent is found in the Bone Pit, namely in the Drakestone Mines. Just as how it was in the Sewers, collecting of the Drakestone deposits is punctuated by attacks by spiders of many varieties. The cunning spiders have rigged the place with traps, which -- once sprung -- signifies them to drop from the ceiling and begin their assault. Aside from the Drakestone deposits, you will also find a **Deep Mushroom** resource and a Monstrous Spider in the bigger cavern toward the middle. Be very careful not to be backed into a corner by the giant arachnid because regaining footing becomes a literally painful exercise that more often than not gets you stuck. A handy little game bug, though, is to situate your party right at the stairs on the western side, where the Monstrous Spider won't be able to touch you. Park yourself here and unload all and any attacks you can to show this creepy-crawlie to its grave.



Anders has one more request of you: Distract the Grand Cleric long enough for him to complete his task. No questions asked. Travel to the Chantry and do what you need to do. The dialogue choices here have no effect on anything, so feel free to pick the Grand Cleric's brain on any number of subjects. Talk to Anders once more when you return to Darktown to end the quest.

Companions: No Rest for the Wicked

Assuming she's still in the party at this point, you must first speak to her in The Hanged Man and then finish On the Loose. When you return to the Hawke Estate at some point, Isabela will be there to get this quest underway. If she so happens to be there but unable to start the quest, you may have encountered a bug that can possibly be rectified by finishing any outstanding quests. Maintain a humorous tone for a friendship increase. Insert her in the party and make the trip to the Blooming Rose in Hightown. The quest marker rests in Velasco's room, where you'll witness Isabela get dragged away regardless of your choice. Find a quick replacement for the feisty Rivaini and follow Isabela's trail.

The trail eventually leads to Lowtown at night, where it continues to the Docks and finally to the entrance to Castillon's Landing. Inside, head north and be sure to disable the trap via the switch. Proceed on to be thrown in a customary fight against Velasco and his men. Note that you will want to loot Velasco only after the battle is completely over in order to prevent a bug from potentially halting your progression. This bug prevents you from looting the required **Office Key** off his body and gets you essentially stuck. Enter a room to the northeast to grab an **Ambrosia** and find the **Incriminating Documents** in the chest.

In the scene with Castillon, you can choose between handing over the Incriminating Documents in exchange for Isabela's freedom from him or kill him. The latter leads to greater rivalry opportunities with Isabela while the former results in a massive friendship increase. though at the expense of mild disapproval from Aveline, Fenris, and Sebastian if they are present.

DLC: Faith

You must have already completed The Exiled Prince, Duty, and Repentance quests before Sebastian's last companion quest, Faith, becomes available. These are all part of The Exiled Prince downloadable content.

Sebastian will be waiting in the Chantry at the start of Act 3. After accepting his quest, head to Hightown and travel to Viscount's Keep. Bring along a locksmith to bypass the locked door and head deeper in to face a Blood Mage alongside a gaggle of the customary Corpses and Rage Demons. Afterwards, return to Elthina at the Chantry. If you're seeking to grow your relationship toward friendship with Sebastian, it's best to choose the diplomatic choice at the top both times (denoted by an olive branch).

Secondary: A Murder of Crows

This quest was not available to us simply because the primary requirement was an Origins save in which Zevran must be alive.

Secondary: Finding Nathaniel

This quest was not available in our playthrough because it required a previous Origins save in which Nathaniel was recruited and not killed from the Awakening expansion.

Secondary: Herbalist's Tasks

You must have scratched off his laundry list of items in years past for this to be an option. Solivitus no longer has anything in mind for you to fetch for him, but he does encourage you to bring him any rare constituents that he might be able to use. Slay the High Dragon during the Mine Massacre quest to claim the **High Dragon Fire Gland**, which Solivitus marvels at and can use to forge **Urzara's Tooth**, a fairly decent amulet that provides stellar fire resistance.

Secondary: Mine Massacre

A short but rewarding quest, Mine Massacre becomes available only after you've begun with its progenitor in Act 1, The Bone Pit, and attended to its related quest, Inside Job, in Act 2. Travel to the Bone Pit, which now lays completely in ruins with no signs of any survivors, not even Jansen. While there's no one in immediate proximity is able to recount what matter of chaos had visited upon this area and the first instinct may fall on the source of all your maladies from the very start, the quest marker actually points to the *opposite* direction of the wretched Pit -- what a surprise.

Following the marker, your party enters what appears to be a huge clearing. The invaluable experience you've gained from other games of similar nature has taught you one important lesson -- it's that any big clearing plus a bunch of dead people usually foreshadow a major boss fight with a major adversary. Sure enough, this nagging, overhanging sense of doom manifests itself into a High Dragon that swoops down in all its majesty and looks angry enough to tear your head off.



You might assume that the High Dragon would be the next step up from a Mature Dragon -- your supposition would be correct. The High Dragon wears a longer life bar, hits harder, and has a few new tricks that are more annoying rather than scary. You'll notice right away that the High Dragon cannot be coaxed into staying in one place for very long, for it has the attention span of a baboon on drugs (to be fair, we actually aren't too familiar with whether a baboon has an attention span to begin with). It exhibits its intense dislike of staying still by taking to the air and landing someplace else on a fairly frequent basis.

As mentioned, it does possess a majority of its brethren's characteristic attacks, like fire gushing from its maw, a proximity-based stun attack, and calling upon its Dragonlings to add to your misery, but it also does something unfamiliar: it escapes the battle completely by flying away and alights on a high perch, away and safely from your reach. So, it basks in this advantageous vantage point all the while launching fireballs on the party and sending an army of skittering Dragonlings and occasionally a few slightly more mature Dragons. This is where the speed of exterminating the adds and the party's nimbleness enter the overall equation and join together in order to hurriedly lure the High Dragon back down to attack range. The High Dragon will *not* leave its perch until all Dragonlings on the field have been eliminated.



Avoid being clustered together, as the splash damage from the fireball can cause immense stress on the healer. As with all dragonkin, the High Dragon's weakness to frost makes Elemental Weapons an almost imperative, or at least any Runes that add frost damage to attacks. And if the High Dragon inflicts crippling damage that seems almost preternatural in its horrifying results, you probably need to re-evaluate your equipment: do you have enough defense, constitution or even fire resistance?

The nature of the High Dragon's attacks (the proximity stun, the bites, etc.) underline the importance of smart positioning. In this case, you'd benefit from having long range attackers remain far away and melee fighters other than the tank following it up from the rear. Beneficial buffs like Haste, Might, and Death Hex can contribute to the Dragon's diminishing health.

The High Dragon drops a lion's share of loot with all sorts of goodies, including chest piece constituent of the Champion armor set as well as **High Dragon Fire Gland**, **Dragon's Blood** resource and Fenris' final armor upgrade. Return to Hubert in Hightown forthwith to report this interruption of his business.

Secondary: Visit Gamlen

It's been a while since we'd heard from ol' Uncle Gamlen. Check up on the poor sod to make sure he hasn't rotted away all discreet like. But of course, this quest is just a trick to lure you into Gamlen's scheming hands. We don't paint a pleasant picture of the fellow, do we?

Secondary: Gamlen's Greatest Treasure

Inspect the crumpled note on his desk, to which Gamlen responds with undisguised alarm, opening up the opportunity to start this quest. Attempt to prod Gamlen for more information on the note only to be met with increasing yet characteristic antagonism. Looks like you may just have to investigate the matter yourself. Start the search in Darktown, where you'll find Mekel. He's mistaken you for Gamlen's messenger, but no matter how kindly you take to his impetuous attitude a fight is bound to break out, though conveniently, these tight quarters are conducive to AoE showers. Pick up the **Wallop Mallet** from Melek's lifeless body and return to Gamlen.



Gamlen fondly remembers his own Wallop Mallet, which is hung proudly on the wall. Inspect it and travel to the elven alienage to examine the great tree in the center. As fate would have it, a note from a mysterious stranger falls into your hand, urging you to the Docks, where you the quest marker points to a Smetty's Fish Guttery. It's becoming all too clear that the whole thing stinks of a trap, and a search through the warehouse confirms your gut instincts. The warehouse is entirely too quiet, but upon inspecting Shipment 1023 the party is besieged by a huge ambush party. A note on the body of the Commander bolsters the creeping suspicion that perhaps there are some dangerous people out for Gamlen's blood.



A new location, The Sink, pops up in the Free Marches at this point and beckons you to explore it. Your purpose in here is to work your way south of the map, where you meet someone quite unexpected. The altercation escalates into an all-out fisticuffs affair with Veld rallying his huge band of Mercenaries to fight by his side. The area quickly transforms into a giant cluster of madness, where you'll need to launch repeated AoE assaults to subdue Veld and his impressive number of men.

Following the battle, you can choose to help Charade reconcile the tenuous relationship with her father, or succumb to greed and insist on taking the gem. The latter obviously gives you a more tangible reward rather than a mere joyful reunion of kin and blood, but also slightly miffs Fenris. Drop by Gamlen's one last time to conclude the quest.

Act III Side Quests

A Noble Agenda

Available only if you sided with Orsino at the beginning of Act 3 during their altercation. Start the quest by talking to Ser Marlein Selbrech in Hightown. After accepting the quest, head to Darktown and head into the Hidden Supply Depot. Clear out the mercenaries waiting within and continue on to Lowtown, where you find Ser Mettin. The Templar and his buddies attack the party without much provocation.

A letter gets sent to the Hawke Estate with details of the next step: a return to Lowtown at night. It'd be wise at this point to include an adequate healer in the group to keep the party revitalized as needed. Ser Marlein awaits your arrival. The ambush that ensues catches Marlein and the party by surprise (as is the nature of an ambush); protect the noble from these assailants, although that may be easier said than done. The Ser Edgert the Hound is a particularly dangerous foe, so pour your efforts into ousting him from the fight forthwith. The enemy continues to bog down the party with near endless waves of enemies that include a Templar Lieutenant as well. As a side note, if you haven't yet cleaned up the streets of Followers of She from the Kind of Want quest, you'll also have them to deal with in addition to the myriad of enemies in the first place.

Kind of Want

This gang called the Follower of She claims the dark streets of Lowtown as their territory. If you want to challenge them, you'll need to deplete their numbers until their leader deigns to fight you. Head into the Decrepit Alley to answer the challenge to kill off the gang leader, Hanker, who is also a Desire Demon. Once eliminated, head to The Hanged Man to claim the bounty from A Friend.

King Alistair

Rigid prerequisites here: You must have chosen the Hero of Ferelden back story or have an Origins save in which Alistair became king. With one of those chief conditions satisfied, you'll find the letter beginning this quest after completing On the Loose.

Walk into the Viscount's Keep to witness a scene between Meredith and Alistair. The quest ends after this short but amusing conversation with the king.

Red Run Streets

Another classic kill-them-all quest that involves brawling with Bloodrager Thrall enemies that hang around Hightown at night. They should give you no trouble at all save for possibly the mage among the group. Once the invitation has been thrown out there, enter the Suspicious House to square off against Jake "The Bleeder" Hall. Not surprisingly, Jake practices blood magic and can be quite the threat to the party. At this point, though, the methods of shackling a mage's ability to cast should become second-nature and characters like Fenris or Isabela are natural born mage destroyers, easily obliterating this foe. No contest.

Reining It In

The Slave Hunters at the Docks are just asking for a firm beating. Thin their numbers out on the streets until you are issued a challenge to visit their hideout at the Run Down Alley. The leader, Jess "Leashmaster" Varvel, isn't anything spectacular beyond the fact she's a mage. Do away with her and attend to her pesky lackeys. Remember that you need to completely rid this area of any remaining Slavers to finish the quest.

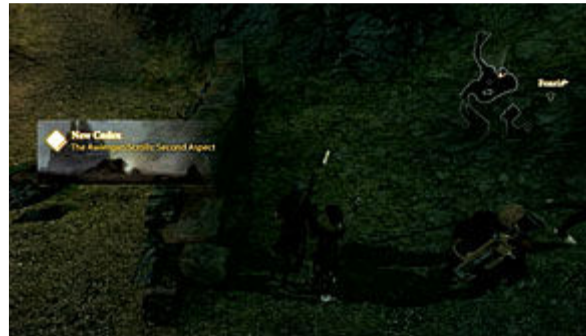
The Awiergan Scrolls

There are three scrolls lying on the ground in three specific locations. Finding these and reading them generates special encounters against more powerful versions of commonplace foes that, when defeated, would update the quest until the Pride Unbound quest begins proper (see below). All of the main opponents encountered excel at wreaking massive destruction upon an unprepared party and are all essentially mini-boss fights. Abandon the mindset of carelessly hammering away at them willy-nilly; you'll need a healer and/or any character possessing an impressive knack for locking down enemies with a variety of debuffs.



The First Aspect is located at The Wounded Coast, at a dead end not too far from the entrance. After inspecting it, proceed along the main path until a myriad of Corpses all of a sudden rise from the ground. These spawns pave the way toward the ultimate target: an Arcane Horror named Medan. Any magic-caster is useless if he's not casting magic, so make that the case for as long as possible here. Revoke its spell-casting rights with a variety of countermeasures against casting, like dispels (which more or less counterspell on top of removing buffs) to get the initial barrage of damage-enhancing debuffs and damage in.

The Second and Third Aspect are both located on Sundermount. Before attempting to grab these, we highly recommend grabbing a tank and a dedicated healer. The last battle is not only healing intensive but also necessitates a proper balance of smart positioning and single-target focus; it's just as taxing on your reserve of potions, so we also suggest stocking up a little bit.



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This final encounter throws just three named foes against you. A lumbering and fairly weak Corpse named Bysmor, who is trailed by two powerful Revenants: Gifre and Beacon. Pour your energy into downing Bysmor as quick as humanly possible before turning your attention to one of the Revenants. Although the tank should work hard to keep both incredibly durable Revenants transfixed on him or herself, the rest of the party is advised to concentrate on just one at a time, digging deep into electricity and spirit magic reserves. The Revenants might be walking tree trunks of seeming impregnability, but they are surprisingly easy to afflict with various status effects, such as slows. Abuse Gravity Ring and the ice spells and keep most characters at a distance if possible. Any spells that attenuate damage from the Revenant should be cast on the tank occasionally as well. Don't be ashamed to be consuming potions; renew your aggression with potions as you see fit.

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the main entrance until the path goes off to the right. It is found in a pile of bones on the western side of the loop.

Who Needs Rescuing?

As of this writing, this quest is still bugged and unable to be completed.

Accept this letter at your humble estate and head off to The Wounded Coast to find Orlanna (who appears if you've updated to the latest patch). You'll have to fight her captors, a few Bandits and their leader, to free her from captivity. Your standard run-of-the-mill encounter, but the quest cannot be completed at present due to a bug.

Act III Side Quests

A Noble Agenda

Available only if you sided with Orsino at the beginning of Act 3 during their altercation. Start the quest by talking to Ser Marlein Selbrech in Hightown. After accepting the quest, head to Darktown and head into the Hidden Supply Depot. Clear out the mercenaries waiting within and continue on to Lowtown, where you find Ser Mettin. The Templar and his buddies attack the party without much provocation.

A letter gets sent to the Hawke Estate with details of the next step: a return to Lowtown at night. It'd be wise at this point to include an adequate healer in the group to keep the party revitalized as needed. Ser Marlein awaits your arrival. The ambush that ensues catches Marlein and the party by surprise (as is the nature of an ambush); protect the noble from these assailants, although that may be easier said than done. The Ser Edgert the Hound is a particularly dangerous foe, so pour your efforts into ousting him from the fight forthwith. The enemy continues to bog down the party with near endless waves of enemies that include a Templar Lieutenant as well. As a side note, if you haven't yet cleaned up the streets of Followers of She from the Kind of Want quest, you'll also have them to deal with in addition to the myriad of enemies in the first place.

Kind of Want

This gang called the Follower of She claims the dark streets of Lowtown as their territory. If you want to challenge them, you'll need to deplete their numbers until their leader deigns to fight you. Head into the Decrepit Alley to answer the challenge to kill off the gang leader, Hanker, who is also a Desire Demon. Once eliminated, head to The Hanged Man to claim the bounty from A Friend.

King Alistair

Rigid prerequisites here: You must have chosen the Hero of Ferelden back story or have an Origins save in which Alistair became king. With one of those chief conditions satisfied, you'll find the letter beginning this quest after completing On the Loose.

Walk into the Viscount's Keep to witness a scene between Meredith and Alistair. The quest ends after this short but amusing conversation with the king.

Red Run Streets

Another classic kill-them-all quest that involves brawling with Bloodrager Thrall enemies that hang around Hightown at night. They should give you no trouble at all save for possibly the mage among the group. Once the invitation has been thrown out there, enter the Suspicious House to square off against Jake "The Bleeder" Hall. Not surprisingly, Jake practices blood magic and can be quite the threat to the party. At this point, though, the methods of shackling a mage's ability to cast should become second-nature and characters like Fenris or Isabela are natural born mage destroyers, easily obliterating this foe. No contest.

Reining It In

The Slave Hunters at the Docks are just asking for a firm beating. Thin their numbers out on the streets until you are issued a challenge to visit their hideout at the Run Down Alley. The leader, Jess "Leashmaster" Varvel, isn't anything spectacular beyond the fact she's a mage. Do away with her and attend to her pesky lackeys. Remember that you need to completely rid this area of any remaining Slavers to finish the quest.

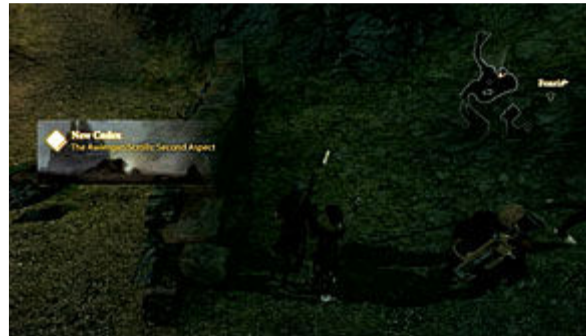
The Awiergan Scrolls

There are three scrolls lying on the ground in three specific locations. Finding these and reading them generates special encounters against more powerful versions of commonplace foes that, when defeated, would update the quest until the Pride Unbound quest begins proper (see below). All of the main opponents encountered excel at wreaking massive destruction upon an unprepared party and are all essentially mini-boss fights. Abandon the mindset of carelessly hammering away at them willy-nilly; you'll need a healer and/or any character possessing an impressive knack for locking down enemies with a variety of debuffs.



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Dragon Age II Appendix

Advanced Tactics

[Abilities](#)



[Cross-Class Combos](#)



[Status Effects](#)



Abilities

Each class has a gamut of talent trees in which to place ability points. Figuring out what the optimal build for a certain character type (healer, tank, damage-dealer, etc.) is part of the fun and difficulty in character management. This section is designed to give you some tips and a somewhat brief overview on how to best utilize your characters' abilities.

[Mage](#) »

[Rogue](#) »

[Warrior](#) »

Mage

Elemental

Suited for: Hawke, Anders, Merrill

A mainstay school of magic for any caster, the Elemental tree offers ice and fire magic that would be a valuable asset to any aspiring DPS mage. Even non-DPS mages would benefit from spending spare points in Elemental. **Winter's Grasp** and **Cone of Cold** often cause a moderate amount of damage to most enemies, often tacking on a movement impairing effect as well, and afflict **Brittle** for cross-class combo exploitation. The AoE fire spells work to great effect in incinerating masses of enemies. **Elemental Mastery** is a mandatory acquisition as well.

Primal

Suited for: Hawke, Anders, Merrill

Containing spells of nature and electricity affinities, Primal has abilities that capitalize on the weaknesses exposed by status effects, such as **Brittle** and **Stagger**. **Chain Lightning** is a fairly powerful spell that can prove devastating to small clusters of enemies and can take advantage of **Staggered** enemies. **Stonefist** can cause decent damage, if nothing else, but is not a worthy investment overall. On the other hand, an upgraded **Petrify** can be disastrous for those targets already afflicted with **Brittle**. However, when taking into account the limited number of points to spend, there's not much in the Primal tree that a well-made mage would really want that he or she couldn't find elsewhere.

Spirit

Suited for: Any mage

Dispel Magic is easily the most useful spell here and a required acquisition. It's probably the only spell worth getting from this tree.

Arcane

Suited for: Any mage

This tree is a good supplement to mages cast into the support or healer role. Hawke mages already obtain **Mind Blast** by default, but it's certainly not worth upgrading it. The most notable spell from this tree is perhaps **Arcane Shield** which, when upgraded, can safely envelop the entire party and reduce damage -- at the cost of a sizable chunk of mana, however. For the most part, though, this tree is underwhelming and can be glossed over.

Entropy

Suited for: Any mage

It's worth looking into this tree if one of your main priorities in combat is to lock down foes and impede their ability to attack and function properly overall. **Hex of Torment** is a great debuff to throw onto any worthy adversary that provides a welcome boost to your party's attacks and critical hit chance. **Misdirection Hex** and **Horror** are both good abilities to put them under a haze of confusion that renders them essentially useless for a good amount of time.

Creation

Suited for: Hawke, Anders

Creation possesses the only heal spell while the rest of the tree has almost nothing to do with the tree's namesake. On paper, **Heroic Aura** can contribute vastly to the party's overall stats in combat, but robs far too great of the caster's stock of mana to perfectly counter its effectiveness. **Glyph of Paralysis** and **Glyph of Repulsion** have the potential to be useful, but the former is even better upgraded. We favor **Haste** despite its atrocious cooldown. For a party with rogues and spell casters, Haste's benefits may outweigh the drawbacks.

Force Mage

Used by: Hawke

The spells afforded by this specialization tree are engineered to throw enemies within a large area off balance rather than deal direct damage. **Fist of the Maker** is about the only direct damage spell, though don't expect to be swept away by its sheer force. You'll reap far more benefits by punishing Staggered enemies with it. Strangely enough, a couple of the spells like **Telekinetic Burst**, **Gravity Ring**, and **Pull of the Abyss** function more or less very similarly with the exception of varying effect radii. Not to say that these abilities aren't useful, because they most certainly are, especially on harder difficulties. The passive ability, **Unshakable**, is also worth going into given that your mage ultimately becomes just as durable as any robust warrior.

Spirit Healer

Used by: Hawke

The utility of Ander's healing tree is a tiny fraction in usefulness to the abilities available in Spirit Healer. Ander's healing suffices, though, with a good tank, but Spirit Healers provide better Revives and overall heals. Almost all the abilities in this tree demand your ability points if you are to become a dedicated healer.

Blood Mage

Used by: Hawke

A Blood Mage requires a completely different mindset of mage-playing in that there exists a heavy reliance upon a bigger health pool rather than a mana pool. In fact, mana is nearly a non-factor in becoming an effective Blood Mage. The reason being is that the abilities draw from the caster's health, who will be unable to heal traditionally while blood magic is in being used. **Sacrifice** and **Grave Robber** are designed to address this healing situation by replenishing your health through siphoning health from both enemies or allies. **Hemorrhage** and the **Paralyzing** upgrade is the single most devastating spell in the tree since the damage cannot be mitigated by armor or resistances. It's a relatively good tree and can be confusing to use at first. As a caveat, it requires a fair amount of ability points to unlock its full potential.

Vengeance

Used by: Anders

Anders' tree splits off into an offensive and defensive branch that cannot coexist at the same time. Panacea unlocks Anders' latent healing potential with **Aid Allies**, a group heal, and **Regroup**, a revive spell. While invaluable on the battlefield, his heals are heavily set back by long cooldowns, forcing you to employ them wisely. In addition to the high cost of mana to maintain Panacea, this sustained ability also disables his offensive spells. By contrast, Vengeance sacrifices healing by both potions and spells in favor of increased damage. **Blood of my Enemy** would then be required as a means to replenish his health. His abilities here are only really useful against multiple mobs.

Dalish Pariah

Used by: Merrill

Merrill's affinity to nature damage makes her a major asset in certain battles against enemies that are nearly impervious to everything else but nature. Merrill also employs a bit of blood magic, as evidenced by the abilities lent by **Blood of the First**, which draws from her health as a viable source of energy. This necessitates acquiring **Wrath of the Elvhen** to regenerate her health as well inflict steady damage to enemies within a small radius.

Rogue

Dual Weapon

Suited for: Hawke, Isabela

Dual weapon specialists tend to rely on speed of attacks rather than strength. Pretty much everything in this tree should be added to any rogue's repertoire of death-dealing attacks. **Backstab** is especially useful against mages and adds a somewhat unintended side effect of being able to escape a dire situation only to re-appear with a lethal strike to an enemy's backside. **Unforgiving Chain** should be picked up for its impressive stacking +critical chance per hit. **Twin Fangs** grants another great opportunity for heavy damage against single targets.

Archery/Bianca

Suited for: Hawke, Sebastian, Varric

Varric's Bianca heading is basically a facsimile of the Archery tree, both of which offer a good combination of widespread AoE attacks as well as pinpoint lethality. Bows have a fairly slow firing speed and must rely upon high critical chances and damage to make the DPS really count. **Bursting Arrow** combined with Brittle make for a deadly combo against waves of enemies, and **Archer's Lance** is a good single target ability that shreds most targets upon contact. **Pinning Shot** is another good ability to pick up.

Sabotage

Suited for: Hawke, Isabela, Varric

This tree is dedicated nearly entirely to afflicting various status effects and creating opportunities for maximum damage or crowd control. Every rogue receives the **Miasmatic Flask** ability by default, but its upgrade leaves little to be desired. The upgraded **Fatiguing Fog** is worth noting for its capability of obscuring enemies and its Disorient applications. Similarly, **Confusion** offers a 50% chance of enemies fighting amongst themselves, but the horrendous small area of effect negates its usefulness.

Subterfuge

Suited for: Hawke, Isabela, Varric, Sebastian

The **Stealth** on its own is a bit underwhelming. When combined with the Shadow specialization, however, it can become worth getting along with **Ambush**.

Specialty

Suited for: Hawke, Varric, Isabela, Sebastian

While each of the three sustained abilities offered looks tempting and useful on its own, you can't combine them and so, you're stuck playing with choosing only one. However, for a rogue like Varric or Isabela **Speed** is not a bad choice, although **Harmony** is the desired ability. Unfortunately, it's pretty far into the tree.

Scoundrel

Suited for: Hawke, Isabela, Varric, Sebastian

Aside from **Blindside**, most of the abilities here are superseded by much better and more profitable abilities from other trees. For example, Pinpoint Strikes beats **Twist the Knife**, and **Armistice** and **Goad** disentangle other characters from their aggressors -- essentially, taking the role of a tank but a less effective one. **Brand** is useful in specific situations against tough bosses perhaps. Overall, Scoundrel doesn't offer much in the way of playing a rogue unless you shoehorn the rogue into a strange tank sort of role.

Assassin

Used by: Hawke

A proper marriage of Assassin and Shadow transforms your rogue into a very mean, powerful machine of death. More specifically, Pinpoint Precision from Shadow and **Pinpoint Strikes** together hammers down a world of pain upon its target. Beyond that, the Assassin tree isn't bad at all. Complement the Pinpoint combination with **Bloodlust** to constantly pummel your opponent with a barrage of venomous attacks. Then, when you support that with **Devious Harm** your rogue just becomes ridiculous. Abilities like **Assassinate** should be used when Pinpoint Strikes isn't available and it does deal decent damage as well.

Shadow

Used by: Hawke

Shadow specialization emphasizes being evasive and attacking with well calculated, premeditated lethality. Perhaps one of the most valuable abilities is **Inconspicuous**, which excels at being a reliable get-out-of-jail card when the pressure of drawing too much aggro starts to get too hot. It just doesn't strip away a little threat, it reduces it to nearly zero, making you as likely a target as a cockroach skittering across the battlefield. That is, a very dangerous cockroach. When it comes to really dealing out the hurt, **Pinpoint Precision** is your go-to ability, passively increasing your critical damage by 25%. Coupled with Pinpoint Strikes from the Assassin tree you would certainly be a force to be reckoned with. **Decoy** is an interesting and more effective spin on Sebastian's Guardian Angel ability, but the takeaway effect doesn't hold much water when compared to the superiority of Inconspicuous.

Duelist

Used by: Hawke

The Duelist tree is designed to isolate single targets and take them down with swift, cold efficiency. Duelists also provide beneficial auras to the entire party and can apply decent debuffs as well. Frankly, however, this tree is counterintuitive to the role of a rogue, which is to specialize in subterfuge combat and exploit hidden weaknesses when attention isn't trained on the rogue. If you still prefer to play your rogue this way, then such abilities as **Throw the Gauntlet** and its upgrade help lure single targets toward the rogue while simultaneously afflicting with stat-reducing debuffs. **Vendetta** outshines the rest of the abilities by being one of the better offensive abilities available here since it can deal both direct damage and exploit the Stagger status effect.

Swashbuckler

Used for: Isabela

Isabela's specialization seems to steer her toward a sort of off-tank role, who focuses on redirecting threat from more frail characters when the tank is already occupied. This is not too strange when you consider the efficacy and deadliness of Isabela's ability to deliver swift and death-filled stabs to her enemies, making her liable to draw aggro almost immediately. **Below the Waterline** reduces an enemy's defense and **All Hands on Deck** can be effective against groups of enemies.

Marksman

Used by: Varric

Bianca's Song and its upgrade as well as **Rhyming Triplet** are basically all this dwarf needs.

Royal Archer

Used by: Sebastian

An ability that projects a decoy to deceive the enemy? Sounds pretty awesome, but in application it's more flashy than pragmatic, although it does shed existing aggro. **Guardian Angel** gives way to **Maferath's Advance** and **Holy Precision**, which also benefit the Starkhaven exile.

Warrior

Weapon and Shield

Suited For: Aveline, Hawke

Technically, Carver can also be a tank, but since he isn't available for most of the game in addition to the fact that Aveline, who is acquired very early in the game, is a much stronger candidate for this role, one shouldn't worry too much about shoehorning him into this important role. The Weapon and Shield tree obviously places an emphasis in supplying the frontline warrior with talents that dampen overall damage taken, such as **Shield Defense**, which fortifies a warrior's capacity to withstand blows. Other abilities like **Shield Bash** and **Pummel** are indispensable in a tank's arsenal of attacks. Passive abilities like **Perception** and **Safeguard** (required, in our humble opinion) grant the warrior immunity to flanking and backside attacks.

Two-Handed

Suited For: Fenris, Carver, Hawke

For any warrior looking to develop into an offensive powerhouse, this tree should be filled out. No questions asked.

Vanguard

Suited For: Any warrior

Vanguard follows the mindset that overpowering one's opponent with brute force isn't what wins the battle. Control, mastery, and discipline are just as invaluable as a warrior's sword. **Cleave** is probably the best ability in the tree and, along with **Massacre**, is a welcome addition to a two-handed warrior's resume of damage-dealing. Depending on your style of play, **Might** and **Control** are also pretty handy sustained abilities that cannot be active at the same time. In choosing one, we prefer Might over the latter.

Defender

Suited For: Any warrior

The abilities in Defender reinforce a warrior's ability to withstand enemy attacks and thus, are best suited for tanks already deep in the Weapon and Shield tree. If there are points to spare, however, by all means spend some in Defender, but two-handed DPS warriors should turn their priority elsewhere. Of particular note, **Resilience** is a fine passive skill for any warrior. **Elemental Aegis** is an invaluable ability considering a large majority of attacks you'll encounter in the game derive from some kind of element.

Warmonger

Suited For: Any warrior

A Warmonger is gifted in controlling enemy aggression with abilities like **Taunt** and **Bravery**. Putting points in these is mandatory. As for other warriors, it's not a bad idea to spend points in **Pommel Strike**, its upgrade **Pommel Blow**, and **Tremor**, which all dig deep into the advanced tactic of exploiting cross-class combos (See its titular section in Appendix).

Battlemaster

Suited For: Any warrior

This is a tree that trains a warrior for long endurance battles and constantly provides ways with which to replenish stamina. **Bolster** is a good ability to start with. **Rally** sounds great on paper and might be handy to have around, but in practice the only ability it works synergistically with is **Elemental Aegis**.

Templar

Used by: Hawke

This is a specialization tree that requires spending a specialization point. The Templar specialization is of great service to the warrior seeking to render the abilities of magic users nearly useless. Abilities like **Silence** and **Cleanse** seriously hinder any mages who lean on casting abilities to maintain a baneful presence. Cleanse is incredibly useful at also removing negative ailments from allies as well. While **Righteous Strike** itself isn't as useful, it paves the way to the more fantastic **Annulment**.

Reaver

Used by: Hawke

The Reaver is best suited for the daredevil players and is all about dealing more damage as Hawke's health falls. Hawke receives a small boost to damage in all elements. This tree and Two-Handed support each other in a very synergistic way. Abilities like **Fervor** offers a huge boost to DPS, but is rather deep in the tree. **Blood Frenzy** works in conjunction with **Sacrificial Frenzy**. **Devour** is an interesting ability that heals you as it harms enemies and, even better, Staggers the target, opening up a cross-class combo opportunity.

Berserker

Used by: Hawke

Berserker's efficacy is directly proportional to Hawke's remaining stamina. For this reason, Battlemaster and Reaver are good trees to complement Berserker, with abilities like Bolster and Second Wind to buttress the Berserker's specialty of harnessing stamina into raw power. In our opinion, most of the abilities in this tree are just not worth dumping points into simply for the poor return on investment.

Guardian

Used by: Aveline

Aveline's obviously built to be a tank, as suggested by the name of her unique talent tree. However, a few of her abilities -- most notably, **Immovable** and **Bodyguard** -- are handy only in choice situations. Immovable should be activated manually in anticipation of a devastating attack; otherwise it freezes up Aveline and risks losing the enemy's focus on her. The usefulness of Bodyguard can definitely be appreciated by the more fragile characters who've traded defense for pure damage, like mages and rogues. On the plus side, the other abilities available in the tree can be useful, but only after acquiring other abilities mandatory to the core tank abilities from Weapon and Shield and Defender.

Tevinter

Used by: Fenris

Lyrrium Ghost and **Deflect** are mandatory acquisitions. **Spirit Pulse** causes a good amount of spirit damage and helps Fenris reduce his threat level (which he would inevitably build).

Cross-Class Combos

Cross-class combos are where status effect-inflicting as well as unique attacks from different party members collide to create one super-charged combo that is vastly superior in efficacy to any individual's attack. For example, a Brittle effect initiated by a Mage sets up the afflicted enemy for a rogue or a warrior to annihilate with a potential one-hit kill or at least cause colossal damage.

After taking a look at our Status Effects section in the Appendix, you can start figuring out ways to chain together these cross-class combos with which to brutalize opponents. Or, just take a peek at the table below where we've already charted all the cross-class combos.

A few things about cross-class combos before you delve right into them:

- Successful cross-class combos arise from specific attacks, where the description specifically states whether the attack responds to a particular status effect or not. In other words, different attacks have the ability to exploit different status effects and not every attack can actually be used in a cross-class combo.
- As an addendum to the above bullet point, cross-class combos originate from essentially one of three kinds of status effects: Disorient/Confuse (-50% to enemy defense), Brittle (+50% critical damage), and Stagger (-25% to enemy attack and defense).
- For any ability that confers a small percentage to afflict a status effect, an upgraded version of it almost always guarantees the opportunity for a combo.
- You can use the Tactics system to automate the process.
- Keep in mind that even if the likelihood of inflicting a cross-class combo is 100% according to the ability, the actual number may differ based on the enemy's resistances and/or immunities.
- Warriors usually possess the abilities to inflict Stagger effects, mages do Brittle, and rogues can cast all kinds of disorientating effects on the target.

Effect	Caused by	Abilities	Upgraded Ability	% Chance Effected
Brittle	Mage	Winter's Grasp	Winter's Blast, Elemental Mastery	40%, 100%
Brittle	Mage	Cone of Cold	Deep Freeze, Elemental Mastery	20%, 100%
Brittle	Mage	Petrify	Dessicate	100%
Disorient	Rogue	Pinning Shot	Disorienting Shot	100%
Disorient	Rogue	Fatiguing Fog	Overpowering Fog	100%
Disorient	Rogue	Confusion	Chaos	100%
Disorient	Rogue	Disorienting Criticals	N/A	100%
Stagger	Warrior	Shield Bash	Pummel	100%
Stagger	Warrior	Cleave	Claymore	40%
Stagger	Warrior	Devour	Voracious	100%
Stagger	Warrior	Pommel Strike	Pommel Blow	100%
Stagger	Warrior	Tremor	Aftershock	40%

Stagger	Warrior	Sunder	N/A	50%
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Comboed With	Exploited by	Ability	Upgraded Ability
Brittle	Rogue	Bursting Arrow	Shattering Arrow
Brittle	Rogue	Archer's Lance	Punishing Lance
Brittle	Rogue	Assassinate	Annihilate
Brittle	Warrior	Mighty Blow	Shattering Blow
Brittle	Warrior	Scythe	Reaper
Disorient	Mage	Stonefist	Golem's Fist
Disorient	Mage	Spirit Bolt	Spirit Strike
Disorient	Mage	Walking Bomb	Corrosive Walking Bomb, Virulent Walking Bomb
Disorient	Warrior	Assault	Battery
Disorient	Warrior	Scatter	Disperse
Disorient	Warrior	Devour	Insatiable
Stagger	Mage	Chain Lightning	Chain Reaction
Stagger	Mage	Crushing Prison	Paralyzing Prison
Stagger	Mage	Hemorrhage	Paralyzing Hemorrhage
Stagger	Mage	Fist of the Maker	Maker's Hammer
Stagger	Rogue	Explosive Strike	Merciless Strike
Stagger	Rogue	Lacerate	Maim
Stagger	Rogue	Kickback	Backlash
Stagger	Rogue	Vendetta	Blood Feud

Status Effects

The concept of being afflicted by various status effects is more advanced, and so for this reason we neglected to give it any discussion time in the Basics section. Negative effects like sleep, paralysis, slow, stun, etc. all fall under the umbrella term of status effects and can be applied to friends (sometimes afflicted by enemies) or foe. Applying these effects to disable bodies on the field in tandem with direct damage is a tactical maneuver that can spin any dire situation under your complete control.

Many of these status effects work to completely inhibit enemy attacks, but some make enemies more vulnerable to damage and create opportunities for cross-class combos. Here are the various status ailments that you can exploit:

Status Effect	Ability Name	Description
Blind	Chamelion's Breath Impenetrable Fog	Enemy defenses go down.
Brittle	Winter's Grasp Cone of Cold Petrify Dessicate	Enemies enter a frozen state that makes them more vulnerable to shattering blows.
Confuse	Confusion	Enemies may confuse their own allies as the enemy and attack them.
Enslave	Blood Slave	Enslave an enemy to fight for you until the effects wear off.
Immobilized/Paralysis	Glyph of Paralysis Coma Crushing Prison Petrify Impenetrable Fog	Though the two negative effects are similar, the game makes a slight distinction in paralysis' ability to render the target completely useless, as in he is unable to attack or defend.
Knockback	Varied	Knocks enemies back or off their feet, interrupting any ongoing spell-casting in the process.
Silence	Silence	Locks out all schools of magic for a time.
Sleep	Sleep Entropic Cloud	Enemies fall asleep, though any damage promptly wakes them up.
Stagger	Pommel Blow Sunder Pummel	Enemies suffer from lowered attack and defense capabilities.
Stun	Mind Blast Miasmic Flask Pommel Strike	Dazes the enemy for a few moments. Rogues can best exploit stunned targets for critical hits.

Companions

Becoming a Champion is a tall order that is made possible through the undying support and commitment of your loyal companions. In the Basics section, we already expounded on the depth of the game's relationship system and if you are keen on understanding your companions, then you've come to the right place for guidance.

This section is going to drop some insight on the nine recruitable characters in the game, although only seven of them will be available to form your party. We examine their idiosyncrasies, go over their romances, gifts, their armor locations, and their most suitable role in battle.

Companion Armor

You cannot customize your companion's individual armor in Dragon Age 2. Instead, you can find upgraded full sets of armor that are exclusive to each companion. These are generally found on defeated enemies or bought from specific vendors. When you find the armor, it will be automatically equipped on the companion.

Companion Gift-Giving

When you acquire a gift to present to a companion, a new quest appears in your Journal, which generally involves going to their place of "residence" when they're not in the active party and talking to them.

Caution: Possible spoilers within.

[Anders](#)[»](#)[Aveline](#)[»](#)[Bethany](#)[»](#)[Carver](#)[»](#)[Fenris](#)[»](#)[Isabela](#)[»](#)[Merrill](#)[»](#)[Sebastian](#)[»](#)[Varric](#)[»](#)

Anders

Recruited during Tranquility in Act 1, Anders is a former Warden who has devoted himself to healing those in need and freeing oppressed mages. Despite his solemn and fragile-like exterior, the events in Tranquility have exposed a spirit normally lying dormant inside Anders but emerges in times of increased stress. This spirit reflects Anders's hatred of the Circle and, when in possession of Anders, injects Anders with irrationality and violent tendencies, as seen in several instances. While Anders is generally a jovial character, aside from the powerful spirit inside him, he stands firm against the subjugation of mages, striking down with an iron fist against Templar or Circle sympathizers, and is even less merciful towards users of blood magic and demon possession.

Anders is an ardent supporter of mage freedom and approves the punishment of blood mages and demons, even if that punishment is death. When it comes to the law, he's a straight-laced kind of guy, generally standing on the edge of moral decency and a champion of the oppressed. If your aim is to foster a rivalry, you simply have to side with the Templars or the Circle.

His innate healing abilities make him the ideal healer, but if you plan to occupy the healer role then his specialization cannot hold a candle to the vastly superior Spirit Healer tree a Hawke mage has access to. If no one else, Anders serves as a more than adequate healer for the hard times ahead.

Armor

Armor Upgrades	Where to Obtain
Act 2: Lyrium Weave	Bought from a mage specialty shop in the Gallows.
Act 2: Armor Struts	Bought from Lirene's Fereldan Imports in Lowtown.
Act 2: Spirit Essence	Find this in the Gallows Dungeon during Dissent.
Act 3: Sigil of the Mage Underground	During Best Served Cold, find this in the Warehouse.

Gifts

Companion Gift	Where to Obtain
Tevinter Chantry Amulet	You'll find this during the A Bitter Pill quest.

Romance

Anders is a romance option for both female and male Hawkes. When Hawke shows an initial interest in the emotionally fragile mage, Anders distances himself by ascribing his reluctance to the dangers posed by Justice. Regardless of his warnings, the romance can still be pursued and eventually blossom into love by continuing to behave and respond agreeably.

The following quests (aside from the obvious ones) give way to flirtatious dialogue:

Act 1: Tranquility
Act 2: Visit Anders, Dissent

Act 2's Questioning Beliefs is unlocked when at least a 50% friendship or rivalry is achieved, during which you are encouraged to keep flirting. During this quest, return to the Hawke Estate at night to trigger his arrival. At this stage, Anders confesses his love for Hawke, at which point he can be asked to move in to the Estate -- a big move for this

hot new item.

In the midst of the romance, there are a couple of points that threaten to shatter love's existing foundations. Namely, if Hawke forms a pact with Torpor in Night Terrors and if Anders is killed in the Fade.

Furthermore, a secondary companion quest called Keys to Your Heart becomes available in Act 3 if Anders is living in the Hawke Estate. The final piece of the puzzle comes at the midway point in The Last Straw, possible only if you side with the mages. Agree to run away with him after the battle.

Test of Loyalty

If you don't react to Anders' demands at certain points, he will depart the party.

After Dissent, he asks if he should leave the party. If you agree, then he will. For good. Regardless, the events in The Last Straw will happen whether he's in the party or not.

During Night Terrors, if you agree to help the demon, he will vehemently oppose you and get physical. You have no choice but to kill him.

After his diabolical deed in the beginning of The Last Straw, choosing to side with the Knight-Commander effectively removes any chances of reconciliation.

Aveline

Aveline carries herself as a self-righteous paragon of justice, and so puts her in direct conflict with any potentially law-breaking actions or comments, which include extortion, killing needlessly, or letting a murderer run free. Her presence in the party makes it extremely difficult for you to err on the side of the law and still be able to maintain a strong friendship. If Varric is in the party, the two constantly butt heads with their polar opposite outlooks.

The warrior in Aveline is strong enough to withstand a flurry of punishment from foes, but the woman in Aveline reveals her to be rather meek and oblivious in the ways of love ever since her last days with Wesley. A friendship with Aveline is not hard to attain if you don't play a real bastard to the very end. She is an honorable woman that demands respect, courtesy, and fairness in all regards, greatly approving any aid to the weak and helpless. A master of sword and shield and fully clad in battle appropriate armor, Aveline fits the much needed role of a stalwart tank perfectly and is accustomed to bearing the responsibility of keeping her close ones safe from harm, as she had previously done for Wesley.

Armor

Armor Upgrades	Where to Obtain
Act 1: Underpadding - Guardsman Pattern	Purchase from Armor Stand in Lowtown.
Act 2: Impact Plating - Guardsman Pattern	Purchase from Armor Stand in Lowtown.
Act 2: Flex-Chain - Guardsman Pattern	Loot from Fell Orden in the Raiders on the Cliffs quest.
Act 3: Deflecting Joints - Guardsman Pattern	Taken from Jeven's corpse during Favor and Fault.

Gifts

Companion Gift	Where to Obtain
The Shield of the Knight Herself	In Offered and Lost during Act 2, this item is found in a container near the exit of Ser Varnell's Refuge.

Romance

Although it isn't possible to romance Aveline, especially with Donnic in the picture, a little flirting might be viewed as an overly friendly gesture that she certainly appreciates.

The Ser Wesley's Shield is the only remaining keepsake that reminds her of her lost loved one, and so if it has been unequipped and disposed of one way or another, she expresses contempt when you attempt to gift The Shield of the Knight Herself. In this singular situation with the captain, you can explain that it is merely a gift from a friend to make amends and avoid rivalry points.

Test of Loyalty

She might leave the party during The Last Straw if you decide to join the mages, but only if you do not secure a complete friendship or rivalry.

Bethany

Bethany will accompany Hawke to Kirkwall if you play a warrior or rogue. She is the only one of the two siblings who doesn't hold any pre-existing rivalry with Hawke, although she shares the same dislike as Carver of living in Hawke's shadow. A compassionate sister and companion, Bethany possesses a relatively strong command of magic, learned from her father who was also an apostate, and therefore openly opposes Kirkwall's current anti-mage policy. Befriending her is fairly easy and straightforward. Acts of kindness, supporting mages, and helping family where needed all make her happy, whereas the reverse peeves her.

What eventually befalls Bethany in the story, however, can get pretty complex and is entirely dependent upon key choices in Act 1. If left behind during the Deep Roads Expedition, Bethany will be cast off into the Circle. If she joins the Deep Roads Expedition, she will manifest the symptoms of the Taint, the results of which are grave. Unless Anders is present in the party, there is nothing you can do to help her. With Anders, she has the third option of joining the Grey Wardens.

Whether she joins the Circle or the Grey Wardens, she will make appearances throughout the story until the final quest, where she makes bigger contributions by fighting at your side in the battle against Meredith.

Armor

Armor Upgrades

Where to Obtain

Act 1: Heirloom Amell Protective Sigils

Find this in a chest during the quest Birthright.

Gifts

Companion Gift

Where to Obtain

Portrait of Your Mother

Found in the Amell Estate Cellar during Birthright quest.

Romance

Bethany is not a possible romance option.

Test of Loyalty

Bethany initially admonishes her sibling Hawke for damning her to a life among the Wardens (if that were the case), but experiences a change of heart by the final battle. Regardless of your stance, she lends her aid in the final showdown with Meredith.

Carver

Carver will accompany Hawke to Kirkwall if you play a mage. The relationship with this sibling starts off on very tenuous ground. Redemption would require repeat plays due to the very short amount of time you have to spend with the sibling on a single playthrough. Although he listens to his elders, he does so begrudgingly, constantly bringing up how his achievements are always undermined by Hawke's and developing a clear resentment for Hawke. However, many of the conversation options with the brash young man often come up sounding equally as abrasive, sort of justifying Carver's childish attitude toward Hawke. His political views don't necessarily align with those of Bethany's. Where Bethany supports the mages, Carver sides with the Templars.

Carver's specialization in two-handed weaponry makes him an offensive powerhouse that is quickly made superfluous when Fenris joins the party. Unless you particularly enjoy his sarcastic jabs at Hawke and want to spin the stubborn boy's relationship with Hawke around, we are of the opinion that he can be shelved as soon as a better warrior joins.

As Bethany's twin, Carver also contracts the Taint if he is taken into the Deep Roads without Anders in the party. Likewise, he can be shipped off to the Grey Wardens rather than be left to die. If you depart for the Deep Roads without Carver, he voluntarily joins the Templars in defiance. Again, he makes appearances here and there until the final battle against Meredith.

Armor

Armor Upgrades

Where to Obtain

Act 1: Fereldan Girded Plating

Find this in a chest during the quest Birthright.

Gifts

Companion Gift

Where to Obtain

Tobrius's Documents

Found in the Amell Estate Cellar during Birthright quest.

Romance

He's such a whiny brat. Who in their right mind would want to pursue him romantically?

Test of Loyalty

Carver's ice cold attitude toward Hawke persists pretty much the end battle, where he realizes an immutable fact of life: that Hawke is his sibling and he'd rather not have to kill him or her. It is at this point he offers an extra body with which to keep Meredith occupied.

Fenris

Once a slave to a corrupt Tevinter magister by the name of Danarius; now an escapee with a thirst for vengeance. When you meet Fenris in Bait and Switch in Act 1, he asks you to help him hunt his former master in Danarius' mansion. When he discovers that the mansion has long been vacated, he turns it into his base of operations as a cruel reminder of his past servile life. Having also lost his memories, he envies Hawke for having a family and being able to call a place home. For this reason, it'd be best to embrace your home in Fereldan, to which Fenris responds enviously but without malignance.

As a former slave himself, he has compassion for the enslaved and nothing but torrid hatred for those who do the enslaving. Mage sympathizers will have a hard time securing a friendship with Fenris as his viewpoints parallels those of Carver's and are in direct opposition of Ander's. In addition to agreeing with Templar control over the mages, Fenris responds gratefully toward abolishment of slavery and any type of servitude. At one point, Fenris becomes indignant over Hawke's acceptance a female elf servant into the Estate, but promise of payment for her work placates the elf. If Hawke has not secured a complete rivalry or friendship with the irascible elf, Fenris may even turn on Hawke during The Last Straw if Hawke chooses to side with the mages.

Armor

Armor Upgrades	Where to Obtain
Act 2: Tevinter Spirit Symbol	Purchase from Robes by Jean Luc in Hightown market.
Act 2: Lyrium Scales	Purchase from Shady Merchandise at the Docks.
Act 2: Reinforced Straps	Found during A Bitter Pill quest.
Act 3: Enchanted Resin	Loot from High Dragon in the Mine Massacre.

Gifts

Companion Gift	Where to Obtain
The Book of Shartan / A Slave's Life	Found in a sack at the elven alienage in Lowtown at night. Available in Act 2.
Blade of Mercy	During the Best Served Cold quest in Act 3, this item can be found in the Warehouse.

Romance

Whether a friendly romance or a rival romance, there's enough of Fenris' love to spread around to both genders. Flirtatious dialogue usually emerges from conversations about Fenris' past with Danarius and can be chosen as soon as Bait and Switch is completed.

The following quests (aside from the other ones) give way to flirtatious dialogue:

Act 1: Bait and Switch, Fenris Recruited

Act 2: Speak to Fenris, A Bitter Pill

It is in Act 2 that you can begin to fan the flames of romance a bit by giving a gift and doing his A Bitter Pill and Questioning Beliefs quests. During A Bitter Pill, offer employment to or free the female elf to satisfy the elf. Then, let

Fenris decide on his own what to do with Hadriana. As long as you are least halfway toward friendship or rivalry, find him locked in solitude at his mansion later to advance the romance.

In Act 3's Alone, you must obviously avoid turning in Fenris to his former master to avoid curtailing the romance. Be careful that sleeping with Isabela, Anders, or Merrill also effectively ends the romance with Fenris. In the concluding conversation, assure him that he is not alone. Once you've attained a complete friendship or rivalry and given him gifts, tackle the final-stage relationship quest Questioning Beliefs. Depending on whether you're on a friendship or rivalry tilt, the scene plays out differently. For friendship, hammer home the fact that you don't care what he does as long as he is by your side and forgive him for walking out you previously. Similarly for rivalry, forgive him for walking out.

With a fully maxed out friendship or rivalry and an existing romance with the elf, Fenris does not go against you regardless of whose side you end up on in The Last Straw. Speak to him at the Gallows to complete the romance.

Test of Loyalty

There are a couple of points that may prompt Fenris to storm off and leave the party permanently. He's a bit of a volatile firecracker, just liable to be set off, especially when it comes to matters concerning Danarius. If you take Fenris around the outer walls of Kirkwall in the Free Marches during Act 2, you'll trigger a sequence of events that lead to Fenris' companion quest of the Act. Fenris deems seeing to this matter of utmost urgency and lashes out angrily against Hawke, threatening to leave the party if the quest is put off for too long. You must accept the quest right there and then to retain the elf as a companion.

During the Alone quest in Act 3, there's an option to return Fenris to Danarius' possession. Doing so obviously removes Fenris from the party permanently.

As well, Fenris may leave the party if you side with the mages and don't have a full friendship or rivalry.

Isabela

Isabela is a former pirate and captain of The Siren's Call ship, but she's also everyone's favorite busty rogue. The opportunity to recruit the foxy vixen doesn't come until after the Tranquility quest in Act 1, when you visit The Hanged Man and witness an amusing spectacle involving Isabela's complete and utter victory over several unruly patrons. On speaking to her after the rumble, she initiates the Fools Rush In quest that allows you to recruit her into the party.

Her promiscuity belies her emotional fragility and fear of intimacy. When pressed, Isabela reveals that she had once been unhappily married to the original owner of her pirate ship, but was eventually killed for one reason or another, though not by her. She speaks of her late husband with great disdain and proclaims that to love is useless.

Her personality is most similar to Varric's in that she enjoys the jokes, the sarcasm, the money even if through extortion, and the clever and calculated way in which you deal with most matters. Even being selfish gets nods of approval from the rogue. There are times when she appears to support the mage's cause, but really she just has a serious dislike for Meredith and her policies. Rivalry is met through trying to be a law-abiding citizen and a general good Samaritan. She absolutely detests getting into others business and is peeved even more by having laws thrust upon her. She values her freedom and that's just the way she intends to keep it.

For reasons you will see by the end of Act 2, it is highly recommended that you gain 100% friendship or rivalry with Isabela, lest you'd rather be rid of this ill-mannered woman.

Armor

Armor Upgrades	Where to Obtain
Act 2: Rigid Boning	Purchase from the apparel shop in Lowtown.
Act 2: Supportive Corselet	Purchase from Robes by Jean Luc in Hightown Market.
Act 2: Lambswool Insoles	Found during To Catch A Thief quest.
Act 3: Boiled Leather Plates	In Sundermount Passage during A Murder of Crows quest.

Gifts

Companion Gift	Where to Obtain
A Ship for Isabela	During the Blackpowder Courtesy quest, you can find the Ship in a Bottle item from a chest.
Rivaini Talisman	During Act 3, head into the Disused Passage (access via the Docks at night) to find this inside a storage container.

Romance

Despite her willingness to get down and dirty with relative ease, she tends to side-step the Cupid's arrow and all the convoluted issues that come with it, making her one of the more difficult romantic conquests for either a female or male Hawke. You can begin dropping hints of your interest after successful recruitment of her in Act 1.

The following quests (aside from the other ones) give way to flirtatious dialogue:

Act 1: Fools Rush In
Act 2: Isabela's Ongoing Search

In Act 2, Isabela visits you at your home, where the scene moves into the bedroom. Afterwards, you can question her about love, where she purports to be uninterested and reveals her tragic past with an unfulfilling relationship. Make sure to exhaust all investigative options (denoted by a question mark) to continue down the path of romance. Interestingly, Isabela is the only companion who doesn't move in to the Hawke Estate.

Isabela has a fairly critical quest called To Catch A Thief. You'll need to make sure you've completed her companion quest and Questioning Beliefs before taking on this quest, where she leaves by the end of it. If the romantic feelings are deeply embedded, she will return in the nick of time by the very end of Act 2. At that point, you can condemn her to a life with the Arishok or just kill the Arishok. It may appear that Isabela won't return afterward, but she does indeed by the start of Act 3.

Note that if you fail to complete her Questioning Beliefs quest before her disappearance in Act 2, she may not return ever.

The final steps are to just dote on her with gifts, reach a complete friendship or rivalry, and complete Act 3's Questioning Beliefs stage. If in a friendship romance, Isabela offers you a position on her ship, which you should accept to accelerate the romance. Complete the romance during The Last Straw by speaking to her.

Test of Loyalty

Isabela revels in her free-spirited manner and is likely to depart the party unless you are solidifying a romance in the process.

The most critical point is during Act 2, where you must win her full friendship or rivalry *and* complete Questioning Beliefs ideally before finishing Following the Qun.

After the events of Following the Qun, Isabela will forcefully impose the To Catch A Thief quest on you. Refusal leaves her no choice but to leave the party.

Merrill

The successor to the much respected Keeper of the Dalish Elves, Merrill has been permitted to leave her home in Sundermount for the first time to explore and learn what the outside world has to offer. She certainly doesn't carry those distinct qualities of someone holding such a prestigious title among the Dalish. Merrill talks a lot. Sometimes she prattles on endlessly until she realizes that she's lost everyone and stops making sense. This is perhaps one of her more charming aspects.

Her good natured attitude, impish behavior and childlike wonder are a constant reminder of her naivety. However, Merrill isn't always fun and games. The darker side to her reveals remarkable inner strength and resolve for redeeming her clan to its former glory. She is convinced that to do so she must continue dabbling in blood magic, which draws ire and fear from her fellow clan mates. As a result, she is often viewed as a danger to preserving the clan's integrity and is subsequently scorned.

Merrill is a blood mage with an affinity for nature, but she's far less invested in the matters of the ongoing struggle between Templars and apostates than Anders. Still, she generally dislikes the Templars and the Circle. To win her over as a friend you must generally show compassion toward elves and mages as well as have a tolerance for blood mages or general blood magic use. Big rivalry points can be attained during her Mirror Image quest in which you can refuse to give the Arulin'holm to Merrill, by simply not doing her companion quests, or by destroying each of the Evil Tomes during Forbidden Knowledge when she is in the party.

Armor

Armor Upgrades	Where to Obtain
Act 2: Samite Lining	Purchase from Robes by Jean Luc in Hightown Market.
Act 2: Carved Ironwood Buttons	Purchase from Master Ilen's Crafts in Sundermount.
Act 2: Silver-Threaded Dalish Embroidery	Found at the top of Sundermount.
Act 3: Halla Horn Buckles	Found during A New Path.

Gifts

Companion Gift	Where to Obtain
Wooden Halla	Available in Act 2, this item can be purchased from the Dalish master craftsman in Sundermount.
Sylvanwood Ring	In Act 3, slay the Thief Leader during A New Path and loot this item from his body.

Romance

A male or female Hawke can pursue a romance with Merrill. Currently, however, a couple of bugs make completing the romance with Merrill a bit finicky in that certain friendship or rivalry points aren't properly acquired. If determined to pursue the romance regardless (as this may change in future patches), the key thing is to flirt, flirt, flirt. Also you'll need at least 50% friendship or rivalry before or during the Questioning Beliefs quest in Act 2. After this Questioning Beliefs quest, Merrill makes a nocturnal visit at the Hawke Estate, where you can flirt more and move things swimmingly

along. As with cultivating any romance with other companions, be sure to complete all the companion quests and give both gifts.

The following quests (aside from the other ones) give way to flirtatious dialogue:

Act 1: Welcome Home

Act 2: Mirror Image, Back from Sundermount

By the time you get the Friend or Foe dialogue in Act 3, you'll need to have accumulated a 100% friendship or rivalry, completed her quests and have given her gifts for the romance to fully blossom.

During The Last Straw, you'll need to ally with the mages if you are in a rivalry romance. In a friendship romance, you can side with the Templars and reason that it was Anders who left you no choice. Finally, speak to her afterwards in the Gallows to have the romance reach its conclusion.

Test of Loyalty

It's imperative that you become 100% friends or rivals with the elf before The Last Straw. Otherwise, if you side with the Templars, she will leave the party.

Sebastian

Open to recruitment only after you've installed The Exiled Prince extra content and completed his preliminary quests in Act 1. After fulfilling a bounty on the heads of the Flint Company Mercenaries, you meet with Sebastian in the Chantry to inform him that his family's murderers have been avenged. This introduction develops into a full-on investigation in Act 2 when Sebastian accosts the ones responsible for the death of his loved ones. Using his archery skills, he smites foes with his excellent aim and righteous fury of vengeance.

Sebastian is the youngest son of the Vael family, rulers of Starkhaven. By the time you meet him, however, he is the last living descendent of this noble lineage. The prince's character is very predictable with his moral inclinations leaning as far as one could go on the side of good. Anders' companion quests and the healer's view in general generally antagonize Sebastian, making it wise to leave Sebastian completely out of any involvement in Anders' personal affairs including Dissent and Justice. Pleasing Sebastian is relatively easy task as long as you make good with people, be honorable, maintain a courteous tone, and offer to help people. Conversely, playing a thoroughgoing, aggressive bastard all the way through or siding with the Chantry can guarantee a full-on rivalry with the pious prince.

Armor

Armor Upgrades	Where to Obtain
Act 2: Enhanced Articulation	Buy from the armor vendor in the Gallows Courtyard.
Act 2: Reinforced Braces	Buy from the armor vendor in Hightown.
Act 2: Mail Undertunic	Found during the quest in Repentance.
Act 3: Protection of the Faith	Found during the quest Best Served Cold.

Gifts

Companion Gift	Where to Obtain
The Starkhaven Longbow	Can be found during his Act 2 companion quest, Repentance.

Romance

Love is a rather foreign concept to Sebastian. Not surprisingly, only a female Hawke can pursue a romance with this strictly heterosexual noble archer. For you Achievement and Trophy hunters out there, heed this warning: you will not get the associated Achievement/Trophy for fully romancing a companion with Sebastian. Romancing him can be tricky business if you tend to be rather flirtatious, because showing interest in any other character at any point turns him away completely. Still, Sebastian is no love guru--in fact, far from it. Your very first attempt at showing affection downright flusters the timid and inexperienced prince in a rather endearing sort of way. He intends to lead a strictly chaste relationship, which precludes any chance of physical intimacy like with other companions. Other than the usual requisite steps to winning his heart, like achieving nearly full friendship or rivalry, completing his companion quests, and flirting during Questioning Beliefs, you must also choose to kill Anders in The Last Straw. The last bit is especially pivotal to completing your romance with Sebastian.

The following quests (aside from the other ones) give way to flirtatious dialogue:

Act 2: Repentance

When all is said and done, speak to Sebastian in the Gallows during The Last Straw to bring the romance to a full conclusion.

Test of Loyalty

The only and most crucial point Sebastian can permanently leave the party is if you choose any option *other than killing Anders* in The Last Straw. He immediately removes himself from any involvement if you let the mage live.

Varric

The narrator and one of the game's major players, Varric is perhaps the most easy-going companion as long as there's something monetarily tangible waiting for him in the end. At first, Varric is not interested in more than tagging along while Hawke amasses the appropriate funds for his older brother, Bartrand. However, as his bond with Hawke strengthens through shared adversities Varric becomes one of Hawke's most loyal companions. The prince of coin's inordinate love of money and booze is perhaps surpassed only by that of his talent for intertwining bits of factual details in his wild tales of the fantastical. If judged on outward appearances alone, he may appear to waste away his time in The Hanged Man, reveling in swill and exaggerated stories, but closer observation reveals a hidden business acumen and ability to glean all sorts of information from his various sources.

Having him around can makes handling any deleterious situation so much easier since using his silver tongue to solve problems through diplomacy is his specialty. He holds this quality in the high regard and equally respects anyone who gains the upper hand through well-crafted lies or non-violent methods. He's also tickled by sarcasm, jokes, and flirtatious behavior, but is turned off by unjustified violence.

Although Varric possesses the passive abilities of a rogue -- able to lock pick, disarm traps, etc. -- he has one distinction that sets him apart from the other rogues in the game: he's strictly a long-range type of fighter. Armed with the love of his life, Bianca, Varric favors treating his targets like pincushions, often lodging well-placed arrows in critical places with deadly skill and precision. Bianca's weapon level increases with Varric's character level, which essentially restricts the player's involvement in his inventory management to just his accessories.

Armor

Armor Upgrades	Where to Obtain
Act 1: Inscribed Leather Harness	Buy this from the apparel shop in Lowtown.
Act 2: Coat Lining with Concealed Pockets	Purchase from the Shady Merchant at the Docks.
Act 2: Silverite-Reinforced Buckles	During the Family Matter quest, these are found in a small room just south of Bartrand's room.
Act 3: Drakeskin Leg Straps	Found during special import quest Finding Nathaniel.

Gifts

Companion Gift	Where to Obtain
The Tethras Signet Ring	Available in Act 2, the ring can be purchased from the Trinkets Emporium in Lowtown.

Romance

Varric is one of the few characters who cannot be romanced, to the dismay of Varric lovers everywhere.

Tests of Loyalty

Varric has said himself that he's essentially along for the ride and in full support of whatever Hawke chooses to do. It's hard to turn this utterly loyal companion the other way

Crafting

The biggest change (for the better) in Dragon Age 2's crafting system is in its newly implemented system of shared resources. Before in Origins, players had to go around collecting various items, carrying them on their virtual body, and depleting their stock of resources through employing someone's crafting skill. Now, you don't do the crafting yourself per se. You enlist the skills of crafting specialists who only require that you bring them recipes and the required resources. When players come across a resource while exploring it becomes a permanent, known resource that can be exploited infinitely for the creation of items that require it. In essence, you need to seek out only two things: resources and crafting recipes. And also money to place the orders for crafting these specialty items.

Recipe Locations

Poisons & Grenades

Recipe	Where to Obtain
Arcane Poison	Found on the corpse of Elven Fanatic during quest Blackpowder Courtesy.
Combustion Grenade	Found on the corpse of a Tal-Vashoth during the quest Blackpowder Promise in Act 1.
Crow Venom	Purchased from the Black Emporium (DLC).
Deathroot Toxin	Purchased from Shady Merchandise from the Docks in Act 1.
Debilitating Poison	Received from speaking to Tomwise in Darktown for the first time during Act 1.
Fell Grenade	Found at the Wounded Coast in a crate during Act 3.
Fell Poison	Found on the corpse of Huon during the quest On the Loose.
Mythal's Favor	Found at the Wounded Coast in a crate during Act 2.
Tar Bomb	Purchased from the Shady Merchandise at the Docks.

Potions

Recipe	Where to Obtain
Elfroot Potion	Received from Lady Elegant in Lowtown during Act 1.

Elixir of Heroism	Found on a corpse in Hightown during Demands of the Qun.
Elixir of Purity	Purchased from the Black Emporium (DLC).
Life Ward Potion	Purchased from Formari Herbalist in the Gallows.
Restoration Potion	Purchased from Formari Herbalist in the Gallows.
Mighty Offense Potion	In Act 2, head to the Mountain Graveyard in Sundermount and find this nestled in a pile of bones just outside the cave exit.
Rock Armor Potion	Found only during Act 2, in a pile of rubble next to Gamlen's House in Lowtown at night.

Runes

Recipe	Where to Obtain
Rune of Defense	Found on a skeleton at the Wounded Coast in Act 2.
Rune of Devastation	Found in the Sewer Passage during On the Loose in Act 3.
Rune of Fire	In the Dark Foundry during The First Sacrifice.
Rune of Fire Warding	Found in a pile of bones in the Wounded coast during Act 1.
Rune of Fortune	Purchased from the Black Emporium (DLC).
Rune of Frost	Purchased from Lirene's Fereldan Imports in Lowtown.
Rune of Frost Warding	Found in the Sanctuary during the quest Enemies Among Us.
Rune of Impact	Found in Wilmod's camp during the quest Enemies Among Us.
Rune of Lightning	Found in a chest at The Blooming Rose during Act 1.
Rune of Lightning Warding	Purchased from Mages Goods shop at the Gallows.
Rune of Nature	Purchased from Illen at the Dalish Camp available in Act 2 and 3.
Rune of Nature Warding	Found in the Smuggler's Cut during the quest Blackpowder Courtesy.

Rune of Protection	Received from Worthy in Hightown when you first speak to him in Act 1.
Rune of Spirit	Found in Brekker's Hideaway during the quest Inside Job.
Rune of Spirit Warding	Purchased from Mages Goods shop in the Gallows available in Act 2 or 3.
Rune of Striking	Found in the DuPuis Estate during the quest Prime Suspect.
Rune of Valiance	Found in Sundermount in a pile of bones in the northwest most pocket of the map located not far from the Varterral Hunting Grounds in Act 3.

Resource Locations

Resource	Where to Obtain
Ambrosia	Act 3: 1 in Castillon's Landing (No Rest of the Wicked) Total: 1
Deep Mushroom	Act 1: 1 in Sundermount, 1 in The Bone Pit, 1 in Slaver Caverns (Wayward Son), 2 in Deep Roads Act 2: 1 in Smuggler's Cut (Blackpowder Courtesy), 1 in Varterral Hunting Ground (Mirror Image), 1 in Gallows Dungeon (Dissent) Act 3: 1 in Drakestone Mine (Justice) Total: 9
Dragon's Blood	Act 3: 1 from High Dragon (Mine Massacre) Total: 1
Elfroot	Act 1: 2 in Sundermount, 1 at Sundermount Ambush Site, 1 at The Bone Pit, 2 in The Wounded Coast Act 2: 1 in Sundermount, 1 at The Wounded Coast Act 3: 1 at The Wounded Coast Total: 9
Embrium	Act 1: 1 Deadman's Pass (Blackpowder Promise) Act 2: 1 in Sundermount, 1 in Holding Caves (A Bitter Pill), 2 at The Wounded Coast Act 3: 1 at The Wounded Coast Total: 6
Felendaris	Act 3: 1 in Pride's End (A New Path) Total: 1
Glitterduet	Act 1: 1 in The Wounded Coast Act 2: 1 Holding Caves (A Bitter Pill), 1 in Sundermount, 1 in The Bone Pit, 1 in Varterral Hunting Ground (Mirror Image) Act 3: 1 in Sundermount Total: 6
Lyrium	Act 1: 1 in Runaway's Cavern (Act of Mercy), 1 in The Bone Pit, 1 in Tal Vashoth Cavern (Blackpowder Promise), 2 in Deep Roads Act 2: 1 in Dank Cave (Forbidden Knowledge), 1 in The Bone Pit (Cave Crawling), 1 in Rotting Cave Act 3: 1 in Sundermount Caverns

	<p>Total: 9</p>
Orichalcum	<p>Act 1: 1 in Primeval Ruins (Deep Roads Expedition)</p> <p>Act 2: 2 in Sundermount Caverns, 1 in Varterral Hunting Grounds (Mirror Image), 1 in The Killer's Lair (All That Remains)</p> <p>Act 3: 1 in Sundermount Caverns Total: 6</p>
Silverite	<p>Act 1: 1 in Sundermount Caverns (Long Way Home), 1 in Tal Vashoth Caverns (Blackpowder Promise), 1 in Mountain Pass (Shepherding Wolves), 1 in Deep Roads</p> <p>Act 2: 1 in Smuggler's Cut (Blackpowder Courtesy), 1 in Sundermount Caverns Total: 6</p>
Spindleweed	<p>Act 1: 1 in Lowtown, 1 Slaver Cavern (Wayward Son), 1 at The Wounded Coast</p> <p>Act 2: 1 in Lowtown, 1 in Gallows Dungeon (Dissent)</p> <p>Act 3: 1 in Lowtown Total: 6</p>