

Introduction

In the realm of gaming, the last ten years have proven to be a time of rapid growth for what was once a fledgling, niche genre -- the Western RPG. Japanese-created, turn-based RPG series like Dragon Quest and Final Fantasy have ceded considerable ground to newer, fresher franchises like Fallout and Mass Effect, as gamers around the world continue to show a greater preference for something decidedly different. And that's where Dragon Age: Origins comes in.

In development for nearly five years, Dragon Age: Origins comes from the brilliant minds of BioWare, an Edmonton, Alberta-based company whose bread and butter is the Western RPG. Gamers are most familiar with their other W-RPG products, such as the revolutionary Baldur's Gate, the immersive Knights of the Old Republic, and the masterful Mass Effect. But unlike most of BioWare's recent offerings, Dragon Age: Origins brings the W-RPG on a trip through time, both in terms of plot *and* gameplay.

Dragon Age: Origins is a big game. A very, very big game, with hundreds upon hundreds of missions and side quests, seemingly-infinite conversation permutations, and more to see and do than most gamers can possibly imagine (or ever see themselves). And that, of course, is where IGN Guides comes in. Our ever-expanding guide will hold your hand through the entire experience, with walkthroughs and appendices galore. You needn't look any further online or elsewhere for all of the Dragon Age: Origins-related help you'll inevitably need (because not only is the game lengthy, but it's quite difficult as well).

So grab your sword (or your axe, or your staff, or your bow), and begin your journey. Ferelden is in need of saving from the Darkspawn, and you're just the person for the job. And with IGN's strategy guide, you'll be downright unstoppable.

In this Dragon Age: Origins strategy guide, you'll find:

- **BASICS** // Consult this section before beginning your journey.
- **WALKTHROUGH** // The meat of our guide, with help for each quest.
- **SIDE QUESTS** // What's a ridiculously huge RPG without side quests?
- **ACHIEVEMENTS/TROPHIES** // Information on all Trophies and Achievements.
- **Q & A** // You've got questions, we've got answers.
- **AWAKENING** // A complete walkthrough for the Awakening DLC.

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Dragon Age: Origins Basics

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Character Creation

As with just about every RPG ever created, characters are at the center of the game. At the very center of Dragon Age: Origins is your primary character, who you will get to create at the outset of your adventure. In addition to the stats that you can give to your character (or generate randomly -- more on those later), you have to choose the absolute fundamentals for your character. Will your character be male or female? Will he or she be a human, elf or dwarf? How about a mage, rogue or warrior? As you can see, there are plenty of choices to be made.

Below are various grids that show what the game itself has to say about all of these choices, from gender, to class, to race. Below that is a bullet-point list of the game's twelve possible permutations (twenty-four, if you count gender, which is actually the most unimportant choice you'll end up making). Read carefully, and then make your choices in your own game. Pay special attention to the benefits each class gets, as well as the background you can choose, since they are entirely dependent on race and class (for instance, a dwarf can't be a mage, and thus can't do the Magi Origin Story, while a human mage can't be a Human Noble).

Gender (2)

Male/Female: "Men and women in Ferelden are generally regarded as equals. Both genders are evenly represented in most organizations, noble houses, and military forces."

Race (3)

Dwarf: "Rigidly bound by caste and tradition, the dwarves have been waging a losing war for generations, trying to protect the last stronghold of their once vast underground empire from the darkspawn. Dwarves are very tough and have a high resistance to all forms of magic, thus preventing them from becoming mages." (**Racial Benefits:** +1 Strength, +1 Dexterity, +2 Constitution, 10% chance to resist hostile magic)

Elf: "Once enslaved by humans, most elves have all but lost their culture, scrounging an impoverished living in the slums of human cities. Only the nomadic Dalish tribes still cling to their traditions, living by the bow and the rule of their old gods as they roam the ancient forests, welcome nowhere else. Elves can be warriors, rogues, or mages." (**Racial Benefits:** +2 Willpower, +2 Magic)

Human: "The most numerous, yet the most divided of all the races. Only four times have they ever united under a single cause, the last being centuries ago. Religion and the Chantry plan a large part in human society. It distinguishes them culturally from elves and dwarves more than anything else. Humans can be warriors, rogues, or mages." (**Racial Benefits:** +1 Strength, +1 Dexterity, +1 Magic, +1 Cunning)

Class (3)

Mage: "As dangerous as it is potent, magic is a curse for those lacking the will to wield it. Malevolent spirits that wish to enter the world of the living are drawn to mages like beacons, putting the mage and everyone nearby in constant danger. Because of this, mages lead lives of isolation, locked away from the world they threaten. Specializations include spirit healer, shapeshifter, arcane warrior, and blood mage." (**Class Benefits:** +5 *Magic*, +4 *Willpower*, +1 *Cunning*)

Rogue: "Rogues are skilled adventurers who come from all walks of life. All rogues possess some skill in picking locks and spotting traps, making them valuable assets to any party. Tactically, they are not ideal front-line fighters, but if rogues can circle around behind their target, they can backstab to devastating effect. Rogue specializations are ranger, bard, duelist and assassin." (**Class Benefits:** +4 *Dexterity*, +2 *Willpower*, +4 *Cunning*)

Warrior: "Warriors are powerful fighters, focusing on melee and ranged weapons to deal with their foes. They can withstand and deliver a great deal of punishment, and have a strong understanding of tactics and strategy. Specializations for a warrior include berserker, templar, champion, and reaver." (**Class Benefits:** +4 *Strength*, +3 *Dexterity*, +3 *Constitution*)

Background (6)

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

Dalish Elf: "Proud of your role as one of the few "true elves," you have always assumed you would spend your life with your tribe... until a chance encounter with a relic of your people's past threatens to tear you away from everything you have ever known."

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

Dwarf Noble: "As the favored child of the dwarven king, you proudly take up your first military command... only to learn that the deadly intrigues of family and sycophants may pose a greater danger than even the battlefield."

Human Noble: "Born to wealth and power second only to royalty, you find your training in both diplomacy and battle put to the test as your brother leads the bulk of your family's forces to the south."

Magi: "Wielding a power as dangerous as it is potent, you know that magic is a curse for those lacking the will to control it. You anxiously await your Harrowing, the one chance to prove yourself against the demons lurking without and within. Succeed, or be slaughtered by the knights or ward against your kind."

Now that you're filled in on all of your choices, let's discuss the available permutations. Keep in mind that selecting either gender, male or female, will not affect the permutations listed below. Indeed, the game makes things fairly clear that males and females are treated identically, so choosing a male over a female or vice-versa will only make very minor changes to your playthrough, and otherwise leave things static.

- **Permutation I:** Human -> Mage -> Magi
- **Permutation II:** Human -> Warrior -> Human Noble
- **Permutation III:** Human -> Rogue -> Human Noble
- **Permutation IV:** Elf -> Mage -> Magi
- **Permutation V:** Elf -> Warrior -> City Elf
- **Permutation VI:** Elf -> Warrior -> Dalish Elf
- **Permutation VII:** Elf -> Rogue -> City Elf
- **Permutation VIII:** Elf -> Rogue -> Dalish Elf
- **Permutation IX:** Dwarf -> Warrior -> Dwarf Commoner
- **Permutation X:** Dwarf -> Warrior -> Dwarf Noble
- **Permutation XI:** Dwarf -> Rogue -> Dwarf Commoner
- **Permutation XII:** Dwarf -> Rogue -> Noble

Thus, there are twelve total combination permutations. Throw gender into the mix, and you have twenty-four possible choices.

The World of Ferelden

Dragon Age: Origins plays itself out in an interesting fashion. Like many RPGs -- console RPGs, especially -- there is what is commonly referred to as a "World Map." In most RPGs with a world map, you use the map to get from primary location to primary location, for instance from a city to a dungeon, or from a cave to village, and so on and so forth. Many RPGs allow you to actively play on the world map, but in Dragon Age: Origins, most of the gameplay occurs away from the map entirely. With the exception of random encounters with enemies and NPCs alike (more on that later), the world map acts strictly as a means to get from location to location.

Ferelden is the continent (or greater kingdom) with which Dragon Age: Origins takes place, but it is by no means the entire world. While you won't get to explore other sections of the world, you'll hear plenty about them during the course of the game. Thus, while Ferelden itself is an impressively-vast location which to explore, you can only imagine that the world as a whole is far, far larger (kind of like Middle Earth in the Tolkien Trilogy). With Ferelden as your only focus, you can select locations on the world map that you can travel to. Travel is done automatically once a selection is made, though you may need to stop off at extraneous or intermediary stops to reach the exact location you want (for instance, to reach the Breccian Forest, you'll have to travel through the Dalish Camp, even if both locations can be seen on the world map).



Ferelden is populated by humans, dwarves and elves, in addition to lesser creatures and monsters. The continent has its own deep history, its own rumor mills, and much more. Much of what you learn about Ferelden, the people you meet and the events you experience will be chronicled in-depth in the in-game Codex. If you're interested to learn more about anything, be mindful to consult your Codex often, since it is a treasure trove of knowledge for the eager and interested. The more you explore, the more robust and complete your Codex will become, until few mysteries in Ferelden remain uncovered.

The Six Stats

While there are plenty of lesser stats in Dragon Age: Origins, such as elemental resistances and various kinds of saving throws, most of the game's automatic dice rolls are attached to six distinct varieties of statistics. Below is an alphabetical list of the six core statistics. In quotes next to each statistic's name is what the game states about that stat, verbatim. Underneath that, you'll find a paragraph on the author's perspective for each skill, and why you may or may not want to dump precious level points into them upon reaching higher and higher up the leveling chain.

Constitution - "Constitution represents health and resilience. Higher constitution directly increases the amount of damage a character can take before falling on the battlefield."

No matter your characters' varying classes, you're going to want to dump points into constitution. Constitution, at its essence, determines your characters' hit points, and thus how much damage they are able to take and withstand. High constitution will ensure that a character can withstand the maximum amount of damage, which can make or break a battle situation for you. Dump at least a fourth of your points into constitution, regardless of class. It's especially important to do so with Warriors, since they are frontline characters who will take the most substantial beatings.

Cunning - "Cunning determines how well a character learns and reasons. Most skills, such as Herbalism or Combat Tactics, require a quick mind to master -- and an observant eye can more easily find weaknesses in enemy armor. Rogues benefit most from this statistic, as many of their class abilities and special attacks rely on subtlety or reading the target, not raw strength."

As the in-game description suggests, Cunning is a key statistic for rogues. However, all characters can potentially benefit from a high cunning statistic, contingent entirely on if you intend on using lots of special abilities with the character in question. Since skills such as trap and poison-making, et cetera, are rogue-centric, don't be afraid to dump points into cunning for your characters specializing in thievery and deception. Mages are probably the next class that can most benefit from cunning, with warriors coming in a distant third.

Dexterity - "Dexterity is the measure of ability, reflexes and balance. Higher dexterity improves a character's chances to hit, makes the character more likely to dodge incoming blows, and contributes to the damage dealt by piercing weapons like daggers or arrows. Archer and dual-weapon fighting styles demand high dexterity to master, making this attribute a favorite for rogues."

Like Cunning, Dexterity is a rogue-centric statistic, and for that class, possibly the most integral stat overall. Dexterity isn't only about dexterous movement, but about the ability to hit targets in combat, especially with the rogue's favorite weaponry -- daggers and bows. Because dexterity also affects a character's ability to dodge enemy attacks, warriors may want to dump some points into dexterity as well, but for rogues, high dexterity is a must. Mages can almost certainly ignore this statistic entirely, unless for some strange reason your mage is subjected to incessant enemy attacks (which should never be the case).

Magic - "Magic is the measure of a character's natural affinity for the arcane. This attribute is crucial for mages, since it directly increases a character's spellpower score, which determines the potency of all spells. The magic attribute also determines how effective potions, poultices, and salves are for all classes."

If you're dealing with a mage, there isn't a single, solitary statistic more important than Magic. As the in-game write-up suggests, arcane skill is entirely dependent on your magic statistic. Mages should dump at least half of their points into this skill, and before you know it, those mages will become party powerhouses that can fell powerful enemies and easily heal your entire party with regularity. It's true that potions, poultices and salves become stronger with a higher magic statistic, so if you're into saving healing items and using as few of them as possible, rogues and warriors may want to dump the odd point here and there into magic as well.

Strength - "Strength measures a character's physical prowess, and directly affects the damage a character deals in physical combat. It also contributes to the accuracy of melee attacks. High strength is essential for warriors, in particular if they wish to wield two-handed weapons, and is nearly as critical for rogues."

Strength isn't only an integral statistic for warriors, but for rogues as well. Indeed, anyone who is attacking with weapons in combat in a melee fashion will want to have a high strength statistic, since it will give you the ability to deal more and more damage to enemies you encounter. Warriors will want to put at least a single point into strength per level, and more if possible. Rogues will want to split their points up a little more among other rogue-centric stats, but don't neglect to put points into strength for rogues as well, since they can be potent powerhouses during battle in their own right.

Willpower - "Willpower represents a character's determination and mental fortitude. With high willpower, mages can cast more spells thanks to a deeper mana pool. For warriors and rogues, willpower grants more stamina for combat techniques and special attacks."

Willpower, like Cunning, is a tricky statistic. Your use of willpower will depend entirely on how you're using your character, and not so much on your character's class. The only notable exception is with mages. Mages will want to dump a fourth of their points, at least, into willpower, since it will give them "a deeper mana pool," which will allow mages to cast more and more magic without having to wait for their mana source to refill. Warriors and rogues can find a benefit in a substantial way from the willpower statistic, but only if you're using lots of special attacks and techniques. If you're playing a more straight-forward variety of game, especially with a warrior, you'll want to ignore willpower completely, since it won't exactly benefit you.

Doing Battle

At the heart of *Dragon Age: Origins* is your ability to survive enemy encounters in order to progress further and further in the game's story. As you battle enemies, you'll earn the quintessential RPG staple -- experience points -- which will allow your characters to grow stronger and stronger. This will give you the ability to challenge stronger enemies as you get deeper and more intertwined into the game's epic, multi-tiered story.

The game's walkthrough will be of great assistance to you in determining the types of enemies you'll encounter at any given point in the game's story, or at any given location. Use the maps in the walkthrough to figure out where you'll encounter enemies, what type(s) of enemies you may encounter, and how robust the enemy party is. Some types of enemies are inherently more difficult than others, and will require more attention in felling. Other enemies are pushovers, and can be destroyed easily, even if they come in substantial numbers.



No matter the enemy you encounter, you will earn experience points for each one killed. Experience points are divided up to each member of the party, whether that character is active in your four-man roster, or sitting safe back at your party's stagnant campsite. It's with experience points that your party will be able to grow ever-stronger, so it's absolutely integral that you don't pass up any chance to fight and kill enemy parties. Just be sure you aren't getting in over your head!

An important aside in doing battle isn't only what you're able to actively do with your primary character, but the instructions you can give to your ancillary characters as well. While the three non-main characters in your party will be controlled by the computer, there are two ways to directly influence that control. The first is to give single, direct orders to any character. For instance, you can halt battle and order a character to use a healing item or cast a spell. You can also more consistently influence how a character is being controlled by the computer by simply editing that character's tactics, via the main menu. You can keep that simple, use the default settings, or get as in-depth as you'd like. The latter is preferred, but may be overwhelming to gamers unfamiliar with this game, or with RPGs in general.



Taking Care

Your characters, and overall party, have many purposes outside of the normal grind of battle. Indeed, your party's makeup should be changing constantly depending on the threats you're about to face. Keeping a stagnant party will lead to a more boring game, so be sure to swap characters in and out constantly, depending on what precisely it is you're looking to do. For instance, if you know you're going to need to use a lot of magic in an upcoming section, why not switch Morrigan and Wynne into your party? On the flipside, if you know you're going to need a lot of poisons, traps and sneaky attacks, Zevran and Leliana might be more your speed.

It's also important to keep up with your characters' equipment, upgrading constantly to meet the ever-more-demanding strains the game will put on you. As your characters grow stronger, so too do the enemies you will inevitably face. By constantly acquiring the newest and best weapons, armor and accessories, whether via purchase from a store or by finding them in chests, boxes and on dead bodies, you will give yourself that extra boost needed to survive. You simply won't last very long in this game unless you are always keeping a keen eye out on your active characters' equipment, and how they can be changed or upgraded to improve your statistics and condition.



You'll also want to try and play a consistent in terms of the choices you make, and how you treat the characters in your party. While there isn't a Mass Effect or Fallout 3-styles "good and bad" slant per se, you can still nurture your relationships with characters around you with the choices you make, or outright ruin your relationships with characters to such a harsh degree that they will leave the party entirely. As you'll find out, it's extremely hard to please everyone at all times, so by going in a positive direction with a character, you may find yourself going in the exact opposite direction with another character (you'll find this with, for instance, Morrigan and Leliana, who rarely see eye-to-eye, and often have differences of opinion on what you should be doing at any given time).

1.) **Save Often** - The first, most important, and perhaps most obvious tip we're going to give you here is to save, and save often. Dragon Age: Origins is an inconsistent game in terms of difficulty. Enemies of varying strength are often intermixed with one another at any given location, and the unexpected should be expected. The game auto-saves before boss fights or important choices, but you'll want to manually save your game every ten or fifteen minutes, or perhaps even more often, depending on what you're doing. Nothing is worse than playing for two hours, watching your party meet its untimely demise, and have to do it all over again. This is the golden rule of RPGs, and has been since the 1980s.

2.) **Multiple Playthroughs** - Many gamers might not have the patience for this, but Dragon Age: Origins is absolutely, positively meant to be experienced multiple times. Perhaps not six times (for all six origin stories), but you may want to play through it two or three times. It's the only way to truly see everything the game has to offer, and will allow you to make different choices at different times, with unique parties and under unique circumstances. Sure, you can save constantly, reset your game, and see how things might have differed had you made another choice or gone down another route, but that will certainly become a tedious act before too long. As a result, you'll want to plan to play through at least twice (and even more, if you want to see all of the origin stories, relationship arcs, and acquire all of the trophies or achievements).

3.) **Equipment!** - We mentioned it earlier in basics, but it bears repeating. It's essential that your characters have the best equipment available on them at all times. This includes weapons, armor, and to a lesser degree, accessories. Powerful gear can be bought the world over, from various merchants, using the money you've found in dungeons, on dead bodies, or earned from side quests and the like. It's not important that non-active characters have good gear, but for the four active members of your party, be sure you don't skimp on giving them the best that's available. This will make the game far more manageable for you, and even the odds as the game gets tougher and tougher (which it most certainly does). Remember to sell off old and unneeded equipment and other items, especially if you're in want of more coin!

4.) **Limited Leveling** - The unfortunate thing for all of you level-grinders out there is that you can't really grind out levels in Dragon Age: Origins. On virtually all maps you encounter, and all locations, you'll find that once an enemy is defeated, it's defeated permanently. Once a treasure chest is open, it's open. Once a decision is made, it's made. As a result, you need to be thorough, to maximize your exposure to precious experience points, which will allow your characters to become stronger and stronger. Grab all of the codex entries you find, pick open all of the locks you encounter, disable each and every trap you see, and of course, kill all enemies. The only time you'll be able to grind is when you have random encounters on the world map, but they seldom happen, and when they do, you won't be fighting powerful foes. As a result, you must take advantage of experience-earning events when they present themselves, no matter what they are, or how inconsequential they appear to be.

5.) **Swap Your Party** - Keeping a stagnant, consistent party might seem like an easy choice for you, and it might make you more comfortable playing the game. But doing so will also give you not only an incomplete experience, but a one-dimensional one as well. Certain characters and certain classes will give you greater benefits in certain situations, so be mindful to swap party members often to see who benefits you, where, and how. This goes back to the first tip, as well, since such questions will be more easily answered the more you play the game. You might not know for sure what the best party would be for a certain area, or what the best choice was, until you've experienced all possible permutations through multiple playthroughs.

6.) **Nurture Your Relationships** - One of the most interesting aspects of Dragon Age: Origins 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 (and again, the best example of this is perhaps with Leliana and Morrigan). 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.

7.) **Proceed With Caution** - This may seem like a no-brainer, but it's worth stating for the record. If you're getting trounced, walk away and return later. The game, especially in the middle, is a completely non-linear affair. There's plenty to see and do, and you can do it in any order you want. So if you're having difficulty at location A, with task B, or side quest C, ignore them and come back later. In the meantime, head over to location D, speak with person E, and take on quest F. This may give you the statistical and experience-based boost you need to go back to A, B and C and try again, this time with considerably more success.

8.) **Side Quests** - This is interrelated with tip #4, which discussed limitations on leveling and earning experience. The best way to gain precious experience outside of the game's main storyline is to undertake side quests. These won't only give you experience, but money as well. Side quests are more often than not brief and easy to complete (though there are plenty of exceptions to this rule), and are worth the trouble they sometimes present. Many locations have dozens of side quests to undertake, so be sure to undertake them all (though some might not be available to you, depending on myriad factors). The experience and money you earn can only make your adventure easier to undertake. Neglecting side quests entirely will ultimately force you into an insurmountable wall of difficulty. You've been warned.

9.) **Decisions, Decisions** - At the heart of Dragon Age: Origins are the decisions you'll be forced to make as you go through your quest. You'll be bombarded with them. Some are innocuous enough, but other choices are integral to how your quest will turn out. If you're nice to a character, they'll like you more. If you're mean to them, you may force them out of the party. You will be able to recruit new members of your party or miss them completely dependent on choices you make, and side quests can be earned or missed depending on the choices you make as well. If you're not happy with a choice you made, you can always go back to a previous save, but this game is most rewarding by making choices and sticking with them, even if they aren't ideal. That's why, as we suggested earlier, you should plan on playing through the game multiple times.

10.) **Camping (and more)** - Our final tip is to regularly visit your base camp. Doing so will allow you to visit with characters who aren't active members of your party. You can also buy goods, undertake side quests and optional DLC, and even heal injured characters. The base camp is an easy place to neglect, but you won't want to do so for too long, even if it means you have to survive a random encounter en route back and forth between its static location.

Dragon Age: Origins Walkthrough

Welcome to our ever-expanding walkthrough for Dragon Age: Origins. First off, a note: **this walkthrough is no way, shape or form complete**. Please don't e-mail us about where something is or when it's coming. This walkthrough will eventually be complete for all to use, but in the meantime, we're going to be updating what we have pretty much every day, as the guide gets more and more complete. The game is huge, there's a lot to be done, and e-mailing us about where something is isn't going to make it appear in the guide any quicker.

With that out of the way, enjoy our walkthrough below. Simply click on whatever link you want more information on. Our walkthrough is easy to use. Instead of a flowing, paragraph-by-paragraph approach, we've made the walkthrough much easier to use. Each section of the walkthrough has at least one map. On that map will be letters at certain locations. The letters appear alphabetically (so A, then B, then C), and each letter will correspond to a particular part of the walkthrough. A on the map will correspond with A in the walkthrough, and so on and so forth.

Got it? Good! Then let's get to it.

Origin Story: Human Noble	
01	Castle Cousland (Normalcy, I)
02	Castle Cousland (Normalcy, II)
03	Castle Cousland (Deception, I)
04	Castle Cousland (Deception, II)
Origin Story: City Elf	
05	Elven Alienage (Pre-Wedding, I)
06	Elven Alienage (Pre-Wedding, II)
07	Elven Alienage (Post-Conflict)
08	Arl of Denerim's Estate (Yard)
09	Arl of Denerim's Estate (Interior, I)
10	Arl of Denerim's Estate (Interior, II)
11	Arl of Denerim's Estate (Interior, III)
Origin Story: Dwarf Commoner	
12	Dust Town (Home)
13	Dust Town (Exploration)
14	Orzammar Commons (Exploration, I)
15	Orzammar Commons (Exploration, II)
16	The Proving Grounds
17	Beraht's Hideout (Escape, I)
18	Beraht's Hideout (Escape, II)
Origin Story: Mage	
19	The Fade (Exploration, I)
20	The Fade (Exploration, II)
21	The Mage Tower (Apprentice Quarters)
22	The Mage Tower (Senior Mage Quarters, I)
23	The Mage Tower (Senior Mage Quarters, II)

24	The Storage Cave (Optional)
25	Mage Tower Basement (Exploration, I)
26	Mage Tower Basement (Exploration, II)
27	Mage Tower Basement (Exploration, III)
Origin Story: Dalish Elf	
28	Forest Clearing (Exploration, I)
29	Elven Ruins (Exploration, I)
30	Elven Ruins (Exploration, II)
31	Dalish Camp (Exploration, I)
32	Dalish Camp (Exploration, II)
33	The Mirror (Return, I)
34	The Mirror (Return, II)
Origin Story: Dwarf Noble	
35	Orzammar Royal Palace (Exploration, I)
36	Orzammar Royal Palace (Exploration, II)
37	The Diamond Quarter (Exploration, I)
38	The Diamond Quarter (Exploration, II)
39	Ruined Thaig (Exploration, I)
40	Ruined Thaig (Exploration, II)
41	Ruined Thaig (Exploration, III)
42	Deep Roads Outskirts (Escape, I)
43	Deep Roads Outskirts (Escape, II)
Journey to Ostagar	
44	Ostagar (Exploration, I) (Quest: Joining the Grey Wardens)
45	Ostagar (Exploration, II) (Quest: Joining the Grey Wardens)
46	Ostagar (Exploration, III) (Quest: Joining the Grey Wardens)
47	Ostagar (Exploration, IV) (Quest: Joining the Grey Wardens)
48	Ostagar (Exploration, V) (Quest: Joining the Grey Wardens)
Trials of a Grey Warden	
49	Korcari Wilds (Exploration, I) (Quests: Grey Warden Cache , Tainted Blood)
50	Korcari Wilds (Exploration, II) (Quests: Grey Warden Cache , Tainted Blood)
51	Korcari Wilds (Exploration, III) (Quests: Grey Warden Cache , Tainted Blood)
52	Korcari Wilds (Exploration, IV) (Quests: Grey Warden Cache , Tainted Blood)
53	Korcari Wilds (Exploration, V) (Quests: Grey Warden Cache , Tainted Blood)
Return to Ostagar	
54	Ostagar (Return, I) (Quests: After the Joining , The Tower of Ishal)

55	Ostagar (Return, II) (Quests: After the Joining, The Tower of Ishal)
Saving Ostagar	
56	The Tower of Ishal (Conquer, I) (Quests: The Tower of Ishal)
57	The Tower of Ishal (Conquer, II) (Quests: The Tower of Ishal)
58	The Tower of Ishal (Conquer, III) (Quests: The Tower of Ishal)
59	The Tower of Ishal (Conquer, IV) (Quests: The Tower of Ishal)
Saved	
60	Korcari Wilds (Return, I) (Quest: The Tower of Ishal)
Visiting Lothering	
61	Lothering (Exploration, I) (Quests: Bandits on the Road, Exploring Lothering [unofficial])
62	Lothering (Exploration, II) (Quest: Exploring Lothering [unofficial])
63	Lothering (Exploration, III) (Quest: Exploring Lothering [unofficial])
64	Lothering (Exploration, IV) (Quest: Exploring Lothering [unofficial])
65	Lothering (Exploration, V) (Quest: Exploring Lothering [unofficial])
66	Lothering (Exploration, VI) (Quest: Exploring Lothering [unofficial])
67	Lothering (Exploration, VII) (Quest: Exploring Lothering [unofficial])
68	Lothering (Exploration, VIII) (Quest: Exploring Lothering [unofficial])
Defending Redcliffe	
69	Redcliffe (Daytime, I) (Quest: A Village Under Siege)
70	Redcliffe (Daytime, II) (Quest: A Village Under Siege)
71	Redcliffe (Daytime, III) (Quest: A Village Under Siege)
72	Redcliffe (Daytime, IV) (Quest: A Village Under Siege)
73	Redcliffe (Daytime, V) (Quest: A Village Under Siege)
74	Redcliffe (Nighttime, I) (Quest: The Attack at Nightfall)
75	Redcliffe (Nighttime, II) (Quest: The Attack at Nightfall)
Storming Redcliffe Castle	
76	Redcliffe Castle (Assault, I) (Quest: The Arl of Redcliffe)
77	Redcliffe Castle (Assault, II) (Quest: The Arl of Redcliffe)
78	Redcliffe Castle (Assault, III) (Quest: The Arl of Redcliffe)
79	Redcliffe Castle (Assault, IV) (Quest: The Arl of Redcliffe)
80	Redcliffe Castle (Assault, V) (Quest: The Arl of Redcliffe)
Connor's In The Fade	
81	The Fade (Exploration, I) (Quest: The Arl of Redcliffe)
Leaving Redcliffe	

82	Redcliffe Castle (Exploration, I) (Quest: The Arl of Redcliffe)
Failed Assassination Attempt	
83	Random Path (Conflict, I) (Quest: [En Route to Dalish Elves])
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84	Dalish Camp (Exploration, I) (Quest: Nature of the Beast)
85	Dalish Camp (Exploration, II) (Quest: Nature of the Beast)
86	Dalish Camp (Exploration, III) (Quest: Nature of the Beast)
The Western Forest	
87	West Brecilian Forest (Exploration, I) (Quest: Nature of the Beast)
88	West Brecilian Forest (Exploration, II) (Quest: Nature of the Beast)
89	West Brecilian Forest (Exploration, III) (Quest: Nature of the Beast)
The Eastern Forest	
90	East Brecilian Forest (Exploration, I) (Quest: Nature of the Beast)
91	East Brecilian Forest (Exploration, II) (Quest: Nature of the Beast)
92	East Brecilian Forest (Exploration, III) (Quest: Nature of the Beast)
Raiding the Ruins	
93	Ruins Upper Level (Exploration, I) (Quest: Nature of the Beast)
94	Ruins Upper Level (Exploration, II) (Quest: Nature of the Beast)
95	Ruins Upper Level (Exploration, III) (Quest: Nature of the Beast)
Deeper in the Ruins	
96	Lower Ruins (Exploration, I) (Quest: Nature of the Beast)
97	Lower Ruins (Exploration, II) (Quest: Nature of the Beast)
98	Lower Ruins (Exploration, III) (Quest: Nature of the Beast)
Confronting the Werewolves	
99	Lair of the Werewolves (Confrontation, I) (Quest: Nature of the Beast)
100	Lair of the Werewolves (Confrontation, II) (Quest: Nature of the Beast)
101	Lair of the Werewolves (Confrontation, III) (Quest: Nature of the Beast)
102	Lair of the Werewolves (Confrontation, IV) (Quest: Nature of the Beast)
Exploring Denerim Market	
103	Denerim Market District (Exploration, I) (Quest: Urn of Sacred Ashes)
104	Denerim Market District (Exploration, II) (Quest: Urn of Sacred Ashes)
105	Denerim Market District (Exploration, III) (Quest: Urn of Sacred Ashes)
106	Denerim Market District (Exploration, IV) (Quest: Urn of Sacred Ashes)

107	Denerim Market District (Exploration, V) (Quest: Urn of Sacred Ashes)
The House of Ill Repute	
108	The Pearl (Exploration, I) (Quest: Urn of Sacred Ashes)
The Cult at Haven	
109	The Village of Haven (Exploration, I) (Quest: Urn of Sacred Ashes)
110	The Village of Haven (Exploration, II) (Quest: Urn of Sacred Ashes)
111	The Village of Haven (Exploration, III) (Quest: Urn of Sacred Ashes)
The Sacred Temple	
112	Ruined Temple (Exploration, I) (Quest: Urn of Sacred Ashes)
113	Ruined Temple (Exploration, II) (Quest: Urn of Sacred Ashes)
114	Ruined Temple (Exploration, III) (Quest: Urn of Sacred Ashes)
Inching Closer to the Ashes	
115	Caverns (Exploration, I) (Quest: Urn of Sacred Ashes)
116	Caverns (Exploration, II) (Quest: Urn of Sacred Ashes)
117	Caverns (Exploration, III) (Quest: Urn of Sacred Ashes)
Running the Gauntlet	
118	The Gauntlet (Exploration, I) (Quests: Urn of Sacred Ashes, A Test of Faith)
119	The Gauntlet (Exploration, II) (Quests: Urn of Sacred Ashes, A Test of Faith)
120	The Gauntlet (Exploration, III) (Quests: Urn of Sacred Ashes, A Test of Faith)
The Docks	
121	Lake Calenhad Docks (Arrival, I) (Quest: Broken Circle)
The Occupied Tower	
122	Mage Tower (Assault, I) (Quest: Broken Circle)
123	Mage Tower (Assault, II) (Quest: Broken Circle)
124	Mage Tower (Assault, III) (Quest: Broken Circle)
125	Mage Tower (Assault, IV) (Quest: Broken Circle)
126	Mage Tower (Assault, V) (Quest: Broken Circle)
127	Mage Tower (Assault, VI) (Quest: Broken Circle)
128	Mage Tower (Assault, VII) (Quest: Broken Circle)
Forced To Sleep	
129	The Fade (Escape, I) (Quest: Lost in Dreams)
130	The Fade (Escape, II) (Quest: Lost in Dreams)
131	The Fade (Escape, III) (Quest: Lost in Dreams)

132	The Fade (Escape, IV) (Quest: Lost in Dreams)
133	The Fade (Escape, V) (Quest: Lost in Dreams)
134	The Fade (Escape, VI) (Quest: Lost in Dreams)
Back in the Real World	
135	Mage Tower (Assault, I) (Quest: Broken Circle)
136	Mage Tower (Assault, II) (Quest: Broken Circle)
Mountaineering	
137	Frostback Mountain Pass (Approach, I) (Quest: Paragon of Her Kind)
The Underground City	
138	Orzammar Commons (Exploration, I) (Quest: Seek Out Steward Bandelor)
139	Orzammar Commons (Exploration, II) (Quest: Seek Out Steward Bandelor)
140	Orzammar Commons (Exploration, III) (Quest: Seek Out Steward Bandelor)
141	Orzammar Commons (Exploration, IV) (Quest: Seek Out Steward Bandelor)
142	Orzammar Commons (Exploration, V) (Quest: Seek Out Steward Bandelor)
143	Orzammar Commons (Exploration, VI) (Quest: Seek Out Steward Bandelor)
Choosing Sides	
144	The Proving (et al) (Exploration, I) (Quest: A Lord's Trust)
145	The Proving (et al) (Exploration, II) (Quest: A Lord's Trust)
146	The Proving (et al) (Exploration, III) (Quest: A Lord's Trust)
The Crime Syndicate	
147	Carta Hideout (Assault, I) (Quest: A Lord's Trust)
148	Carta Hideout (Assault, II) (Quest: A Lord's Trust)
149	Carta Hideout (Assault, III) (Quest: A Lord's Trust)
150	Carta Hideout (Assault, IV) (Quest: A Lord's Trust)
Delving Further	
151	Aeducan Thaig (Exploration, I) (Quest: A Lord's Trust)
152	Aeducan Thaig (Exploration, II) (Quest: A Lord's Trust)
153	Aeducan Thaig (Exploration, III) (Quest: A Lord's Trust)
Seeking the Anvil	
154	Caridin's Cross (Exploration, I) (Quest: A Lord's Trust)
155	Caridin's Cross (Exploration, II) (Quest: A Lord's Trust)
156	Caridin's Cross (Exploration, III) (Quest: A Lord's Trust)
157	Caridin's Cross (Exploration, IV) (Quest: A Lord's Trust)

On Her Trail	
158	Ortan Thaug (Exploration, I) (Quest: A Lord's Trust)
159	Ortan Thaug (Exploration, II) (Quest: A Lord's Trust)
160	Ortan Thaug (Exploration, III) (Quest: A Lord's Trust)
Heightened Danger	
154	The Dead Trenches (Assault, I) (Quest: A Lord's Trust)
155	The Dead Trenches (Assault, II) (Quest: A Lord's Trust)
156	The Dead Trenches (Assault, III) (Quest: A Lord's Trust)
157	The Dead Trenches (Assault, IV) (Quest: A Lord's Trust)
Reaching A Conclusion	
158	Anvil of the Void (Assault, I) (Quest: A Lord's Trust)
159	Anvil of the Void (Assault, II) (Quest: A Lord's Trust)
160	Anvil of the Void (Assault, III) (Quest: A Lord's Trust)
161	Anvil of the Void (Assault, IV) (Quest: A Lord's Trust)
Nearing the End	
162	Denerim (Exploration, I) (Quest: Gather the Army)
163	Denerim (Exploration, II) (Quest: Gather the Army)
Rescuing Royalty	
164	Denerim Estate (Assault, I) (Quest: Gather the Army)
165	Denerim Estate (Assault, II) (Quest: Gather the Army)
166	Denerim Estate (Assault, III) (Quest: Gather the Army)
167	Denerim Estate (Assault, IV) (Quest: Gather the Army)
168	Denerim Estate (Assault, V) (Quest: Gather the Army)
The Alienage	
169	Elven Alienage (Exploration, I) (Quest: Unrest in the Alienage)
170	Elven Alienage (Exploration, II) (Quest: Unrest in the Alienage)
171	Elven Alienage (Exploration, III) (Quest: Unrest in the Alienage)
172	Elven Alienage (Exploration, IV) (Quest: Unrest in the Alienage)
The Landsmeet	
173	Royal Palace (Meeting, I) (Quest: The Landsmeet)
174	Royal Palace (Meeting, II) (Quest: The Landsmeet)
Destroying the Archdemon	
175	Denerim (Endgame, I)

176	Denerim (Endgame, II)
177	Denerim (Endgame, III)
178	Denerim (Endgame, IV)
179	Denerim (Endgame, V)
180	Denerim (Endgame, VI)

Origin Story: Human Noble | Castle Cousland (Normalcy, I)



A: Following the game's opening sequence, you'll gain control of your character in the Main Hall, central on Castle Cousland's map. You'll have a primary task at hand at this point -- to go find your character's brother Fergus -- but first, you can speak further with the three non-soldier characters in the room with you. Speak extensively with Arl Howe, the Grey Warden named Duncan, and your character's father, Teyrn Bryce Cousland, to expand a bit on the events surrounding the game's opening story. Then, begin your trek through the rest of the castle.



B: At this juncture, you can meet up with a friend, Ser Gilmore. It appears Gilmore has been sent by the castle's cook (and your old nanny) to convince you to fetch your dog from her pantry. This is easy enough to do, and will even involve our very first look at combat in the game, but before you do this, be sure to pick Ser Gilmore's brain for as much information as he's willing to give you. He can inform you some on the threat currently approaching the castle, as well as his past with your father, and just what role he serves here at Castle Cousland.



C: After speaking with Gilmore, he'll join you briefly. All you have to do is head north, and bear westward through the door you encounter. You'll run into the cook and two of her servants, and she scolds both of them for letting your dog into the pantry (or as she calls it, the larder, a Middle English word that indeed means "pantry.") After the two scared servants scurry away, you'll be able to talk to the cook herself. Do so in whatever fashion you desire. Ultimately, she'll order you into the larder to do away with the dog's inconvenient presence.



When you've finally gotten into the larder, however, you'll find that the dog hasn't attacked or otherwise touched any of the food stores within. Rather, as you analyze the dog's movements and barks, you realize that he may indeed be trying to tell you something. Eventually, he'll coerce a group of Giant Rats, numbering over a dozen, to come out of the food. Seems the dog was in here trying to warn every one of the rodents! This will be your first opportunity to fight, so draw your weapon and slam away at the Giant Rats as they appear. Even without Ser Gilmore's assistance here, this section should be a cakewalk for you. Following the battle, have a chuckle at your character soaked in rat blood, and then search the sack and wooden crate within the room for goods before continuing.



When you leave the larder, you'll again be intercepted by the cook (your old nanny). At this point, expect your friend Ser Gilmore to bid you adieu as you get into a conversation with the cook. Speak to her how you want; she'll ultimately go into an old story she used to tell you when your character was younger, when she wasn't the cook, but rather the nanny. When the story is over, she'll yell at her servants and get back to work, allowing you to regain control of your character.



Origin Story: Human Noble | Castle Cousland (Normalcy, II)



D: At this point, you'll run into your character's mother, Teyrna Eleanor. When you approach her and the three characters with her, the game will automatically take over, as you're thrust into a conversation with all four characters. Speak as you will to any of them -- the outcome here doesn't matter an incredible amount. After your mother's guests take their leave, you'll be able to briefly speak with your mother before she too bids you adieu.



E: This location marks the castle's chapel. Here, you can find a woman named Mother Mallol. She is the priest-like figure here, and will offer up a prayer to their god, The Maker, if you so desire. Speak with her about anything you want, but keep in mind that once you bid her adieu, she'll be stuck in prayer and won't be able to talk to you anymore. Before leaving this area, be certain you grab some goods that are glowing in your vicinity, which will help to further buff-out your fledgling inventory (and codex, too).



F: In the castle's study, you can find the resident scribe and scholar, an elderly man named Aldous. Along with him are a couple of his young pupils, reluctantly preparing for the day's lesson. When you engage Aldous in conversation, he'll rope you into teaching a history lesson with him, one pertaining to the history of your own family. Reluctantly agree, and you can learn a bit more about your own family's history. When the lesson has run its course, be sure to pillage the study for codex-related items.



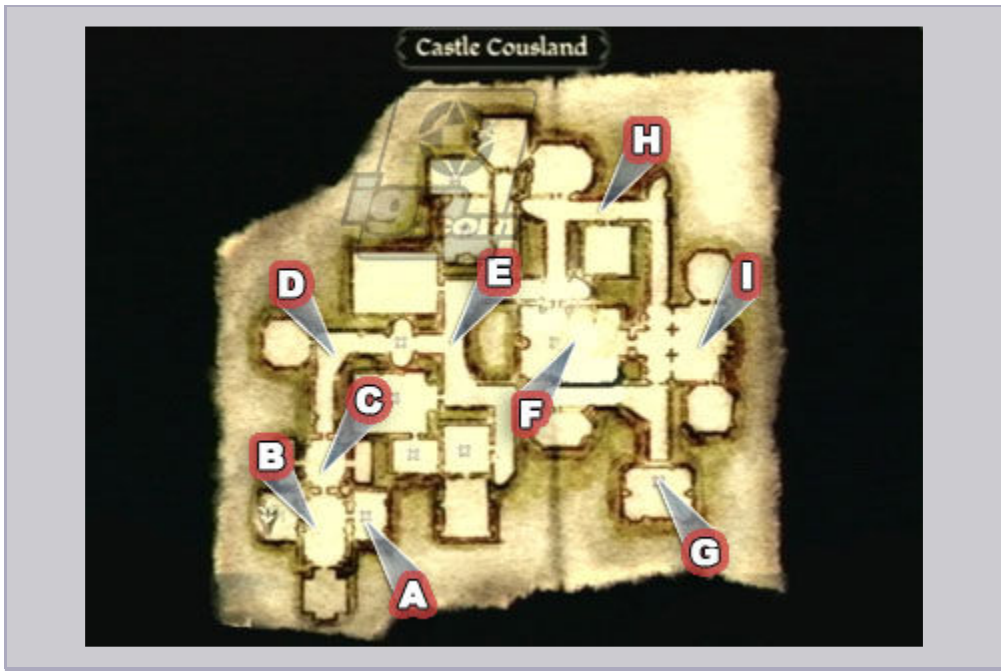
G: After running into your character's mother, you can come to this room off of the castle's study to find two of her three companions. Iona, the female elf, and the human squire named Dairren are both here. Speak to both at length, and pick their brains about anything you want. If you've taken to Iona, you can even invite her up to your room when everybody else is asleep, for a little rendezvous (this is the optional Sweet Iona quest). There are more codex entries for you to grab in this small room, as well.



H: This will mark your final stop during the game's introductory sequence. Once you've arrived here, you can't return to any other part of the castle during the daytime hours. By the time you can return anywhere in the castle, things will be far, far different, so be sure you've seen and done everything else you want to do. Here, you'll find Fergus, your character's brother, as well as his wife and young son. Speak to everyone (you can't speak to the wife directly), and also pick your mother's and father's brains for more information when they arrive as well. Then, scurry out of the room to begin the next sequence.



Origin Story: Human Noble | Castle Cousland (Deception, I)



A: The camera will pan in on your door. If you spoke to Iona in the room off of the study earlier, and got the "Sweet Iona" quest, then she will be with you inside your room. If not, it will presumably be someone else entirely. Nonetheless, both you and your partner will be stirred awake by a noise. After speaking to one another briefly, your partner will go to the door and open it to see what ruckus is being unleashed outside. As soon as she opens the door, she is stuck in the chest by an arrow, killing her instantly. Quickly wield your sword and deal with the two attacking soldiers. Strangely, they are both marked as being Howe. Have you been betrayed? Before finding out, be sure to raid the stocked treasure chest in your bedroom, which should have plenty of supplies for you to utilize. Feel free to swap equipment now, and any time hereafter, to keep yourself at your strongest.



B: As soon as you scurry out into the hallway, you'll have two more Howe enemies to deal with, so slay them quickly. Loot their bodies of any goods they might drop (indeed, you might want to search the other two bodies for any goods as well). At this point, your character's mother will show up, strapped with some light armor and her trusty bow and arrows. After speaking briefly, you will regain control. Begin by heading back into Fergus' room, where you'll find a grizzly scene. It appears as if both his wife and young child have been killed by the invading forces. It should be clear to you by this time that Howe has intentionally deceived your character's father, pretending that his troops were delayed while waiting for the castle's soldiers to head southward. Most people left here will almost certainly be defenseless. Before proceeding onward, be sure to raid the chest in your parents' room at the northern end of the second floor for additional goods and equipment.



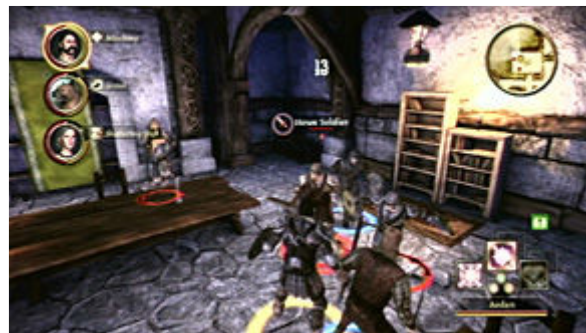
C: Proceed southward into the next room, the last area on the castle's second floor. Here, you'll be swarmed by a larger group of Howe's men, wielding both swords and bows. With your character's mother's help on the periphery, you should be just fine here in getting through this group of soldiers, though you may be daunted at first. Be sure to scour all of their bodies for any goods they might have dropped. You can find a grim scene in both bedrooms flanking this area as well, though the treasure chests within both rooms won't be able to be opened if you're of the Warrior class (chest openings are otherwise left to Rogues).



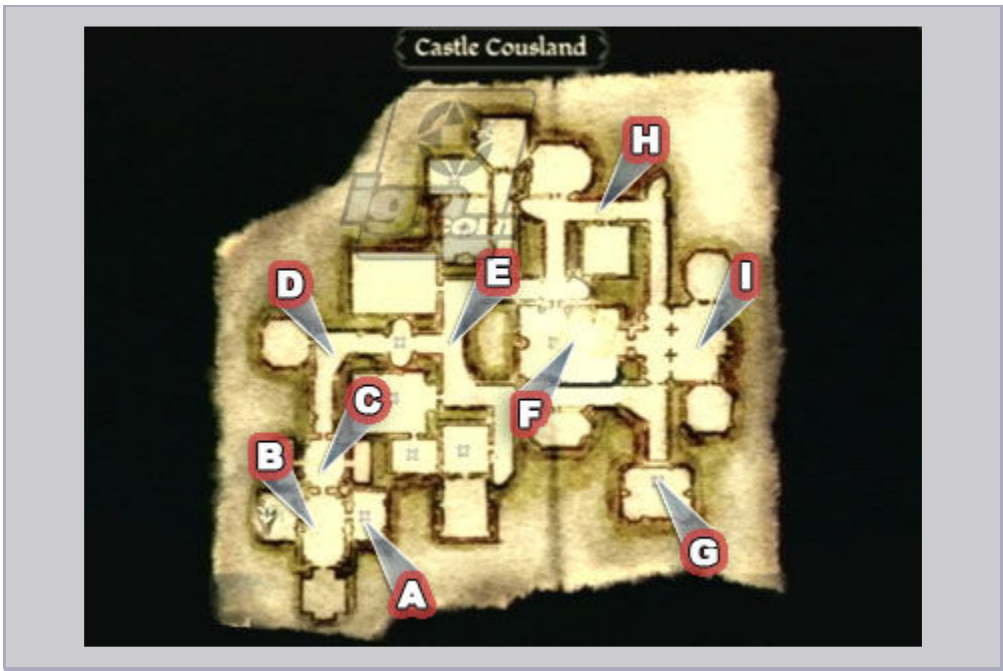
D: Run downstairs from the castle's first floor. As soon as you reach the bottom floor, you'll be intercepted by a lone, fleeing castle guard. Attempting to get away, you can encourage him, let him go, or call him a coward and tell him to stand and fight. Regardless, the situation appears grim, as this fleeing soldier lets you know that the castle has effectively fallen. Your character's mother will alert you to an escape plan she's hatched, using the servants' entrance in the castle larder (you visited this room off of the kitchen earlier, when you had to fetch your dog). When you regain control, bear leftward into the room there to pick the lone knight corpse clean of any goods it might be carrying. Then, proceed into the previous corridor and head rightward.



E: At this point, you can go right or left (if your back is facing westward). Heading left will lead to a dead end, and a dining room that was previously empty, but now has a fight brewing in it. Get involved, looting dead bodies for more goods when you're done. Then, head in the other direction -- rightward. You can fight more enemies as the path swings leftward, and you can also go rightward from that same junction to enter the study. A dead scholar and some random goods can be found within. Head down the nearby ramp to continue when you're ready.



Origin Story: Human Noble | Castle Cousland (Deception, II)



F: Enter the castle's main chamber, and you'll run into a hell of a fight, replete with Howe's warriors, archers, and even mages. Be sure to go after the latter first, since they are support characters that will remain on the periphery of battle, but can do immense damage nonetheless. When you've quelled the fray, a cutscene will take place automatically. Ser Gilmore is bravely fending off Howe's forces, and he lets you know that your character's father has headed off in search of you, towards the castle's kitchen. We'll go there eventually, but first...



Many of our readers have written in to inform us that there's a way to get some powerful gear in a storeroom within the castle. While making your escape, head to the southern end of the castle, where a locked door once denied you access to the castle's storeroom. With your character's mother now in tow as you make your escape, you should be able to breach this room, where powerful gear can be acquired.

G: ...head to this location instead. It's off the beaten path, and you don't actually *have* to go here, but nonetheless, you should. There's a fight going on here, and thus there's free experience for you to earn. Help kill these enemies and reap the experience benefits. You can also, of course, loot their bodies for any goods they might drop. After finishing this, head back to Point F on the map, where you can then continue on towards the castle's kitchen.



H: At this location, you're likely to run into multiple detachments of Howe's men, the last hostile resistance you'll meet during this particular origin story. You should know what to do by now. You can explore nearby rooms, like the servants' quarters, to find random items that are now available that you wouldn't have otherwise been able to obtain. Ultimately, however, you should begin pressing towards the castle's kitchen and, thereafter, its larder, where this origin story will meet its inevitable endgame. If there's anything else you want to do, see, or acquire, you should do it now. *Do not* enter the larder until you're sure you've done everything you want to do. Once you enter the larder, a sequence occurs, and you can't go back. Heed our words!



I: When you're sure you've killed all of Howe's men and acquired everything you possibly can lying around, you can then head to the castle larder to begin this origin story's endgame. (To be clear, there's a lot you can skip as you head towards the larder, but you should maximize your exposure to battles and item acquisitions not only here, but throughout the entire game. This will increase your inventory and experience exponentially.) At this point, you'll find your father, dying on the ground. Howe's men have already gotten to him. Ultimately, as you go through this conversation tree, the Grey Warden in the castle, Duncan, will show up. He resolves to get you away from the castle, as long as your parents allow you to become a Grey Warden. They comply. You're then whisked away to Ostagar, where the origin story ends, and the main game begins. Your parents are left behind to fend for themselves. From the events brewing at the castle, you can extrapolate their fate.



Origin Story: City Elf | Elven Alienage (Pre-Wedding, I)



A: When you start out as a City Elf, you'll find yourself in your family's modest home, in a larger location called the Elven Alienage (however, your home will have a map of its own, which is not shown here). You'll endure two conversations when you wake up in your bed. The first will be with your character's sister, and the second, when you get out of bed and walk up to him, will be with your character's father, named Cyrion. Speak with both characters as much as you'd like. It appears that it's your wedding day, but your wedding is of the arranged variety. You don't even know who you're marrying yet, or what he or she looks like! When you're ready, you can then leave your house to enter the Elven Alienage itself. (Be sure to raid the chest in the house for some goods before you head on out.)



B: This location marks the easternmost part of the Alienage you can head toward right now. There's a wooden gate blocking you from leaving, but there are three drunken elves you can talk to here, if you so desire. They won't have much to say to you no matter what you say to them, but you can witness their faux celebration for your wedding day firsthand, if you so desire.



C: There are two things to be done at this location. The first is to examine the glowing sign next to the gigantic tree at the center of the Alienage. This tree is sacred to the City Elves, so be sure to add it to your codex as soon as you can. Nearby, you will find two elves, one male and one female. The male one appears to be nameless, but the female one is named Dilwyn. Speak to her, and you can engage both of these characters in conversation. It appears they were friends of your late mom, and are here to pay their respects to you on your wedding day. You can be kind to them or mean to them, it doesn't matter. It appears that either way, they'll hand over fifteen silver coins for you to start your new life with. Resist as you may, you'll almost certainly still walk away with that money.



D: At this point, an interesting event will occur. You'll run into a few people here that your character apparently knows. The one girl your age is named Nessa, and the other two elderly characters are her mother and father. It appears that their home, owned by a human, is being sold off. So, they're forced to move. Leaving during your wedding day, the father has a bit of an attitude. Speak to him however you want. When the conversation ends, the girl, Nessa, will catch up with you and express her concerns about moving to a human army camp, where her parents intend to work as laborers. If you want, you can offer to talk to her father and try to arrange for her to stay put in the Alienage. Your chances of success aren't great here, but you can certainly convince her father if you take the right paths in the conversation tree.



E: This will prove to be a rather uneventful little aside, but nonetheless, you should still go and explore this location. When you do, you'll find that it's a shop, full of a few patrons and a shopkeeper named Alarith. You can find an addition to your codex in here, and little else. When you speak with Alarith, he'll be short with you, telling you (nicely) to get out of here and prepare for your wedding day. Fair enough.



Origin Story: City Elf | Elven Alienage (Pre-Wedding, II)



F: On the yet-unexplored side of the gigantic tree, you'll find an elf named Taeodor. When you speak with him initially, he won't have much to say to you. He'll ask you if you've seen another elf named Soris. Since you haven't, you can only answer him in the negative. Do so, and then begin to walk westward. The next person you'll run into will be Soris. This elf is your cousin, and he's getting married today as well. You'll find out from him that your bride-to-be is quite attractive, but his isn't. After some good old-fashioned ribbing, run back and speak with Taeodor. When you do, you'll be brought into the conversation with him and Soris. He wanted to let you both know that his family has run off to the woods to try and find the Dalish Elves, so they won't be attending the wedding. After predictions are cast on how long it will be until they return "embarrassed and hungry," you're free to move on.



G: Near this isolated end of the village, you will encounter three elves. The first two elves you encounter are an older woman and a young boy. The older woman's name is Elva, and the young boy has no name (that you know of, anyway). The young boy has little of interest to say, other than talking some smack about humans (you can warn him against doing so, or encourage him). Elva, on the other hand, is a rather miserable woman. Angry that your father has enough money to buy you an appropriate bride, she resents the fact that she's married to an old, fat elf. Don't resist the urge to talk smack back to her -- just do it. Then, move further down towards the gate, where you'll find a beggar sitting alongside one of the buildings. You can give him some money and hear his story, or ignore him and act completely rudely. Either way, it's entirely up to you.



H: This area is yet another isolated section of the elven village. You'll find two young elves playing here, a boy and a girl. Speak to either of them, and you'll get to engage them in a conversation. They are playing a war game, and they are both acting as humans. When you inquire with them why they are impersonating humans, they'll tell you that it's because they don't know of any elven heroes. At this point, you can either move on without saying anything, or you can make up a hero and tell them about that made-up hero's exploits. Even though your friend knows you made up the character, the children will be none-the-wiser. They'll run off, playing as the imaginary elven hero, instead of their human heroes (if you choose to make something up, that is).

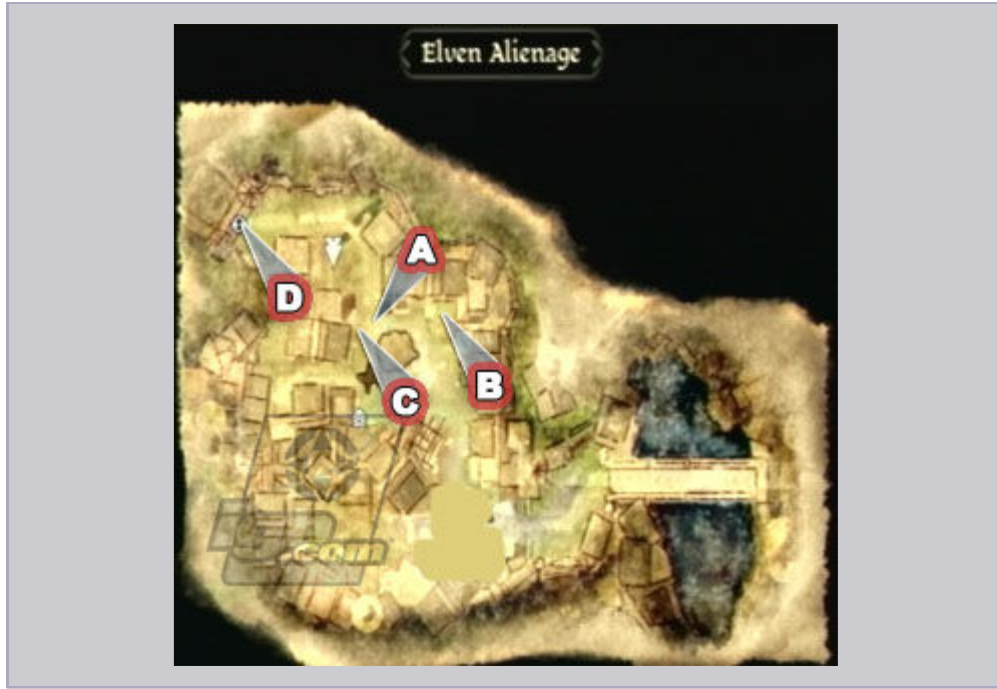


I: Any time after you've met up with Soris, you can head back towards the starting point of this Origin Story, where a group of elven women and human men have gathered. Don't return to this area before you've done everything else, however, because you might not be able to do much of anything else once this event takes place. When you arrive, you'll find the two women you and your cousin are to marry, but they're being harassed by some local royal humans. After the women get pushed around a bit, it's time for you to step in. It doesn't really matter what you say here, however, because one of the elven women will assault the leader of the men, sending him sprawling to the ground.



Was this attack a huge blunder? Perhaps. But there's nothing that can be done about it now. Proceed to speak with your new wife-to-be, and your cousin will do the same. The remaining human men will talk to you before leaving, and you can almost count on them returning at one point or another. Meanwhile, a mysterious man shows up on the scene, and he's human. Is this man here to cause trouble? There's only one way to find out. Bid your wives-to-be adieu, and move on to speak to this man, to find out just who he is, and why he came here.





A: Approach the mysterious human near the gigantic tree, and you'll be able to engage him in conversation. This man, as you'll find, is quite cool, calm and collected. In fact, there's little (if anything) you can do to set him off or otherwise aggravate him, and if you remain calm towards him, and aren't rude to him, he'll even remark that you're quite the elf yourself. Why is this important? It's important because, as you'll find out, this man is a Grey Warden, and he is friends with the village elder. When the elder shows up, you'll learn a bit more about the legacy of the Grey Wardens, but it's when the elder takes his leave and you're able to speak with the Grey Warden yourself.



The Grey Warden's name is Duncan, and the Grey Wardens themselves are a group of knights, of all races, that exist to eliminate any threat from a mysterious evil known as Darkspawn. You can pick Duncan's brain all you want, and he'll be forthcoming with plenty of information. You'll learn that the Grey Wardens treat all races equally, and that there are a great many elven heroes in the ranks of the Grey Wardens, going back through history. But ultimately, Duncan will insist that you attend to your wedding. He knew your mother, and now he knows you, and it seems that he's going to recruit you. But first, let's take care of business, shall we?



B: Head to this raised platform, as shown on the map, and the wedding ceremony will begin in earnest. After speaking with your cousin and the two girls you and your cousin are about to marry, the ceremony itself will take place. Or at least, it will take place for just a moment. Before the priestess is even able to get through her opening comments and prayers, the inevitable occurs. The human males that you helped rebuff earlier have shown back up, and they have plenty of reinforcements with them this time around.



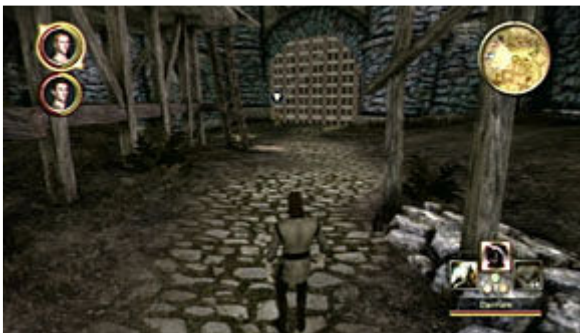
This time, these guys mean business. This is a cutscene you'll scant get to take action in, because one way or another, these humans are going to have their way with the elven women of their choice. You can be calm, or you can be belligerent, but it's not going to change the course of what's going to happen. A few elves, including your character, are going to get roughed up in the process, both physically and in terms of your pride as well. And just like that, this human detachment heads back to their "party" at their castle, leaving the elves scratching their heads as to how this just happened. And more importantly, how they will respond.

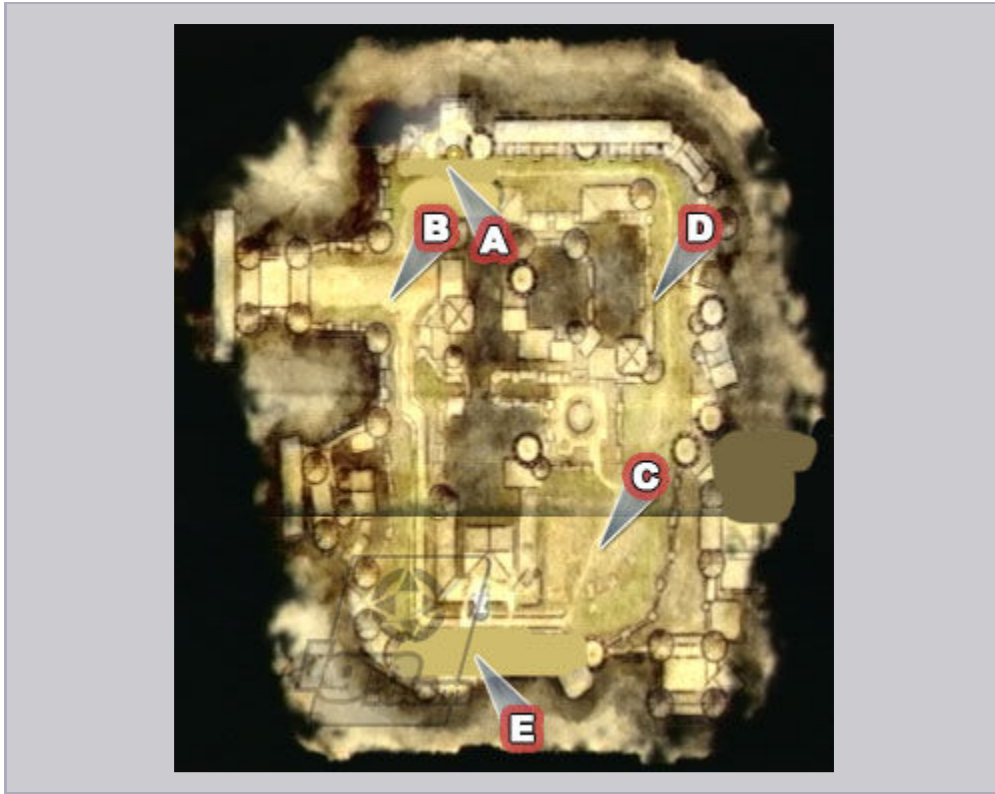


C: When you come to, after being knocked on your backside by the villainous human named Vaughan, you'll find that all of the elves in the Alienage have gathered nearby, near the gigantic tree. Head on over towards the group, and a cutscene will automatically take place. The elves are conflicted as to how to respond. Some of them want to stand down, but others want to stand up for the seized women, and teach the humans a lesson. The end result is somewhere in between. An elven servant steps up and tells the group that he can sneak one or two of them into the castle with him when he goes to work. Obviously, those two elves are going to be your character and your cousin. Duncan even steps up and offers some weaponry for you to use. When you regain control, speak with Duncan and the elder to get a better grasp as to what's going on. It appears Duncan indeed wants to recruit you into his order, but first, it's time to take care of the business at hand.

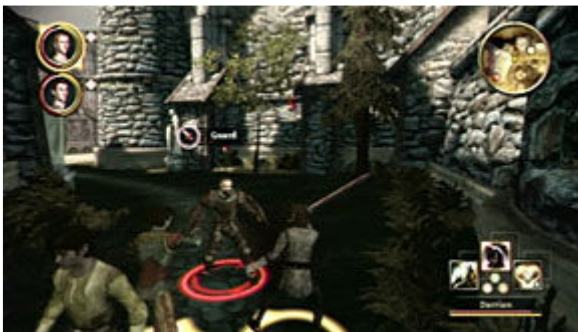


D: There's nothing else to do once you've resolved to head to the castle to free the women, so head towards the gate at the point designated on the map. There, you'll find the servant who works at the castle, who is willing to sneak you and your cousin in. He'll have a change of clothes for you, but little else to actually say. You'll then be whisked out of the Alienage and will find yourself at the estate. Get ready for a fight.





A: Point A marks the location where you and your cousin will secretly breach the outer walls of the Arl of Denerim's Estate, with the help of one of your elven friends who works at the estate as a servant. However, don't expect your friend to help you out here as far as fighting is concerned; only you and your cousin can wield arms. And speaking of which, as soon as you arrive on this new map, toggle to your equipment and equip yourself with a weapon, and your cousin with a weapon. You'll otherwise be fighting with fists here, and if you opt to do that, you won't exactly last very long.



B: Though you can head in either direction to loop around to the far entrance of the estate, you'll want to head in a southwesterly direction first. Here, you'll find the sealed main entrance to the estate, as well as the gate leading onto the estate ground. The reason we sent you in this direction first is because you can fight a couple of guards here, along with their war hounds. Fighting these guards will allow you to scour their bodies once slain, netting you more equipment. Hopefully, you'll find some powerful weapons, and perhaps a shield to use as well.



C: This location marks the estate's garden. You can fight a plethora of war hounds here (and you will no doubt encounter many others en route, no matter which way you decide to swing around the estate). We mark this point off on the map not only because it provides a rare splash of color on an otherwise mundane pallet, but because the garden could very well have one (or more) item(s) for you to grab and add to your fledgling inventory. Don't neglect to scour the garden once the coast is clear!



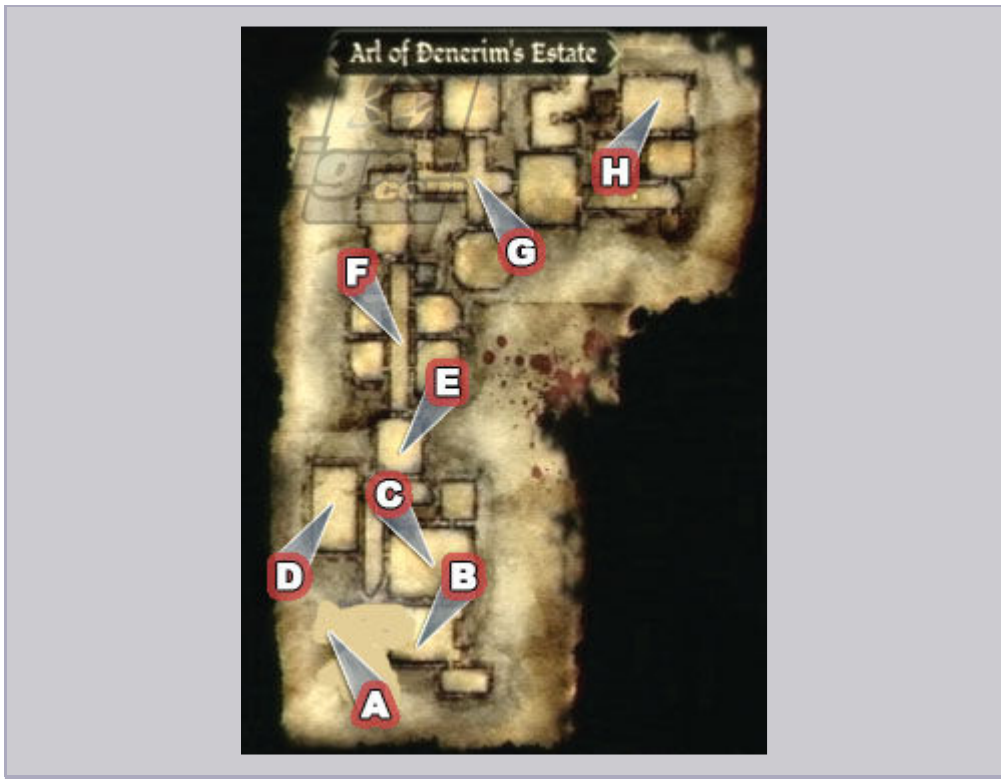
D: This area along the estate's eastern wall will no doubt be crawling with war hounds, so have your weapon at the ready when running around this area. If you're following our advice and circling the estate in a counterclockwise fashion, then this is going to be the last location you come to. Be sure to circle all the way to this area, however, since you'll find the last remnants of resistance outside the estate here. As always in DA:O, you'll want to maximize your exposure to experience-earning at all times.



E: The final location on our map is almost certainly not going to be the last location you get to when you're exploring the outside portion of the estate. But this is where you'll run into your elf-servant friend, who will grant you access to the interior of the estate itself. Fear not in asking your servant friend questions about what to expect inside, where to find the ladies, and perhaps most importantly, where to find the fiendish lord of the manor himself. Also, be wary of the traps that flank the horizontal path leading to the servant's entrance, since they can easily snag you and cause damage (and other complications).



Origin Story: City Elf | Arl of Denerim's Estate (Interior, I)



A: As soon as you head through the door and enter the estate, you'll be struck with a predictable situation. The servant earlier told you that the guard posted at the door into the estate is often asleep, or otherwise not paying attention. Here, you'll find him asleep, leaning against a wall. Walk up to him and stir him awake. You're presented with a choice of how to respond. We outright killed him (cold, we know), to ensure that he doesn't join in on the battle. Loot his body for any goods he might have dropped before pressing through the nearby door.



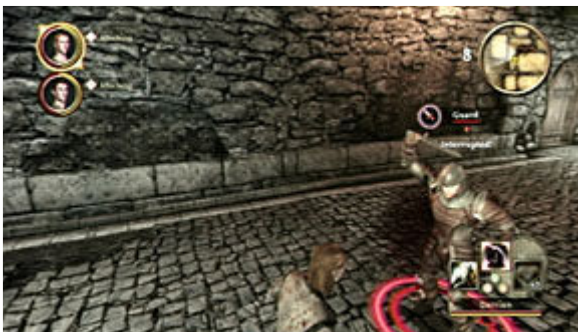
B: When you enter this room, you'll find that it's the estate's kitchen. As soon as you walk forward towards the hearth, a cutscene will automatically be catalyzed. The chef of the estate will intercept you, and you can speak with him however you desire. Ultimately, one of the elves that works in the kitchen will sneak up behind him and smash him in the head, ensuring that he doesn't cause any more trouble. Once he's downed, you can proceed forward to the hearth and to the right, where a doorway will lead to a pantry. Scour the pantry for items, as well as shelves and wine cabinets in the kitchen itself. This will help buff-out that novice inventory of yours.



C: Burst through the door on the left side of the kitchen, and you'll run into the estate's dining area. Here, you'll find three soldiers sitting around, having a bite to eat. Speak with them how you want. Whether you're nice to them, threaten them, or do anything in between, this encounter will ultimately end in a fight (which is how just about every encounter here will begin or end). Thankfully, as this trio of soldiers is "off-duty," they won't have any armor on, making them fairly easy targets for your blade. Be sure to scour the wine room adjacent to the dining hall (due northeast on the map) before proceeding.



D: The D marker on the map itself leads to the estate's armory, a key stop on your journey through this building. However, keep in mind that you'll encounter enemy guards on the path leading up to the armory itself, so be ready to fend them off. When you've finally managed to breach the armory, expect to fight even more soldiers. When you've downed them, you'll get to collect the myriad items in the armory that will allow you to raise your defense, and perhaps even contribute to your offense as well. Remember -- this stop is *mandatory* if you have any hope of surviving the estate's latter battles. Be sure to equip the gear you find on both you and your cousin before continuing.



Origin Story: City Elf | Arl of Denerim's Estate (Interior, II)



E: You'll encounter a grizzly scene here. It appears that one of the kidnapped elven girls has been killed by the heartless male humans who kidnapped her. When you walk into the room, you'll find two guards and a guard captain standing over the bloodied corpse. When they see you, expect a fight almost instantaneously. These three foes are more difficult than the enemies you've thus far encountered, but thankfully, you should be well-equipped to deal with them. Using the weaponry and armor you found at the armory, you should be able to make quick work out of these thugs. Be sure to scour their bodies for goods before continuing, as well as the furniture within the small room.



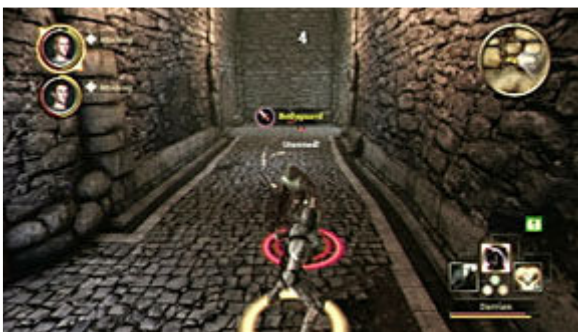
F: This corridor is a lengthy one, with five doors leading off of its sides (not counting the sixth door, at the north end of the hallway). You will encounter *plenty* of resistance here. Some of it you'll have to look for, but other resistance can be found as soon as you enter the corridor itself. First, dispatch whatever immediately-seen enemies you find. Then, open the doors one-by-one. These doors lead to bedrooms, barracks, and even a dog-training area. The key here is to open the door one at a time. If there are items within or codex entries to find, grab them. If there are enemies to find, kill them. *Do not* open more than one door at a time, or you'll find yourself inundated with hostiles, which will affect your ability to fight back tremendously. There's plenty of enemies to kill and items to find, it just takes a modicum of patience. In the dog-training area in particular, you can even let the dogs out of the cages once their masters are dead. This will earn you extra experience, but remember to only set one dog loose at a time.



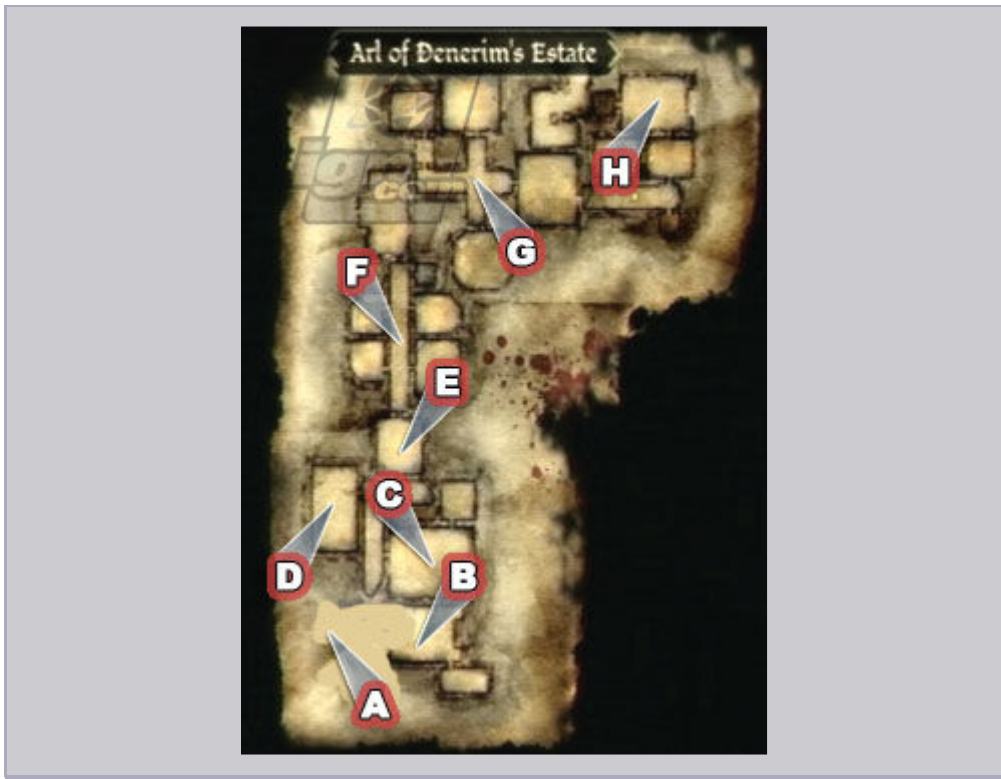
G: The journey around, towards, and beyond the "G" marker on our map will be a pretty straight-forward affair. Expect to run into more soldiers as the estate's main entrance scrolls past you on your left. When you swing rightward, you'll come across another corridor with doors streaming off of it from both sides. Most of these doors are locked and will remain so, though you may be able to pick one or two open if you're of the Rogue persuasion, netting you more combat and item-gathering experiences than you might otherwise have. Ultimately, you'll encounter a large room with an elven servant adjusting the rugs on the floor. Grab the several potions off of the large table on the left side of the room, and then press forward into the next corridor.



H: Here, finally, you will meet up with Vaughan and his goons, though you'll need to get through one of his rather well-armed, damage-dealing bodyguards en route. Be sure to search all ancillary rooms around Vaughan's actual location before heading into his room, and in fact, you'll want to make sure you did everything else you wanted to everywhere else in the estate, since your time is coming to a close here. Once you engage Vaughan in a preliminary conversation, you won't regain control in the estate, nor will you be able to return.



Origin Story: City Elf | Arl of Denerim's Estate (Interior, III)



Vaughan will be with two of his friends when you find him, and one of the elven girls you've come to rescue is sprawled out on the ground (remember -- there are two other elven girls here, plus a third, that you've already found dead). He's not a stupid man, and immediately recognizes that you and your cousin are completely covered in blood. Knowing that that blood must be from his soldiers, Vaughan immediately tries to cut a deal with you, which is where things start to get interesting. If you leave the girls to him for one more night, he'll give you gold, and let you walk out of the castle without so much of a push. However, if you kill him, he guarantees that his father, an Arl, will be after you in no time. We chose to kill him (after all, he won't let the females go), but you might decide a different course. As always, it's up to you.



If you end up fighting (we don't really know what happens if you don't fight -- you may very well be forced to), prepare yourself for a three-on-two battle. Vaughan's two henchmen are actually lightly-armored and rather easy to take out, so if you can, see if you can kill them first. This will allow you and your cousin to focus entirely on Vaughan, who is a considerable challenge, since he can use skills like Dirty Fighting, which will stun you temporarily. Once Vaughan has finally died, you've essentially won the day. Of course, getting through the fight will take a lot of mettle, so don't expect this to be an easy encounter.



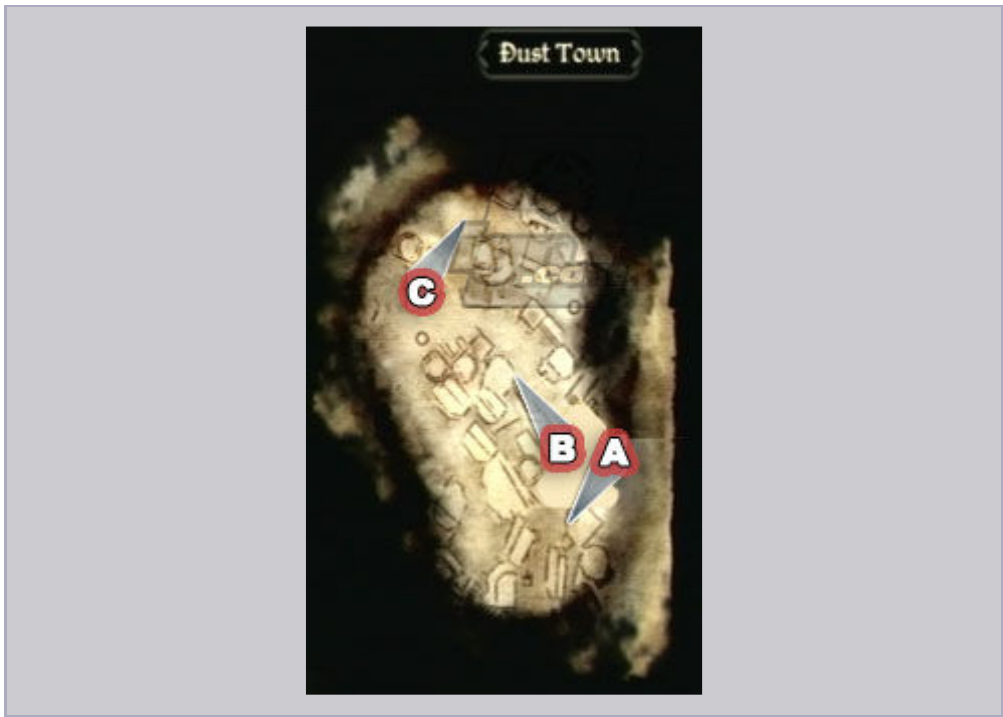
At this point, the female elves who remain alive (there will be three) will scurry to your location. Hurt and frightened, all these young women want to do is get back to the relative safety of their village. And of course, relative is the operative word here, because with the death of Vaughan, nothing is going to be safe for long. Once you and your cousin resolve to leave with the women, you'll leave behind the estate forever, heading back to your village once more.



Your people at the Alienage are excited you're okay, and happy you took vengeance for them. But the death of so many soldiers, Vaughan included, means that the ruckus won't go unnoticed. After catching up with Valendrian and Duncan back in the Alienage, soldiers dispatched by the Arl whose estate you just ransacked show up. At this point, you'll have more choices to make. You can give up you and your cousin, remain belligerent, or refuse to say anything. The choices you make won't affect the ultimate outcome of this scenario, however. Duncan will recruit you into his force, the Grey Wardens, and grant you leave from this territory forever. And now, the game truly begins.



Origin Story: Dwarf Commoner | Dust Town (Home)



A: The Commoner Dwarf origin story begins on a rather solemn note, and stays there for pretty much the entire duration of the saga. Indeed, as you're introduced to the "casteless" dwarves, you'll quickly realize that their life is a pretty pathetic one. Completely separated from the "noble" Dwarves, casteless dwarves live on the fringes of dwarven society, barely scrapping by an existence of any kind. It's at that point that you're introduced to your character's boss, a crime lord named Beraht. Beraht doesn't only have you under his thumb, but your sister as well. And Beraht isn't a very nice dwarf.



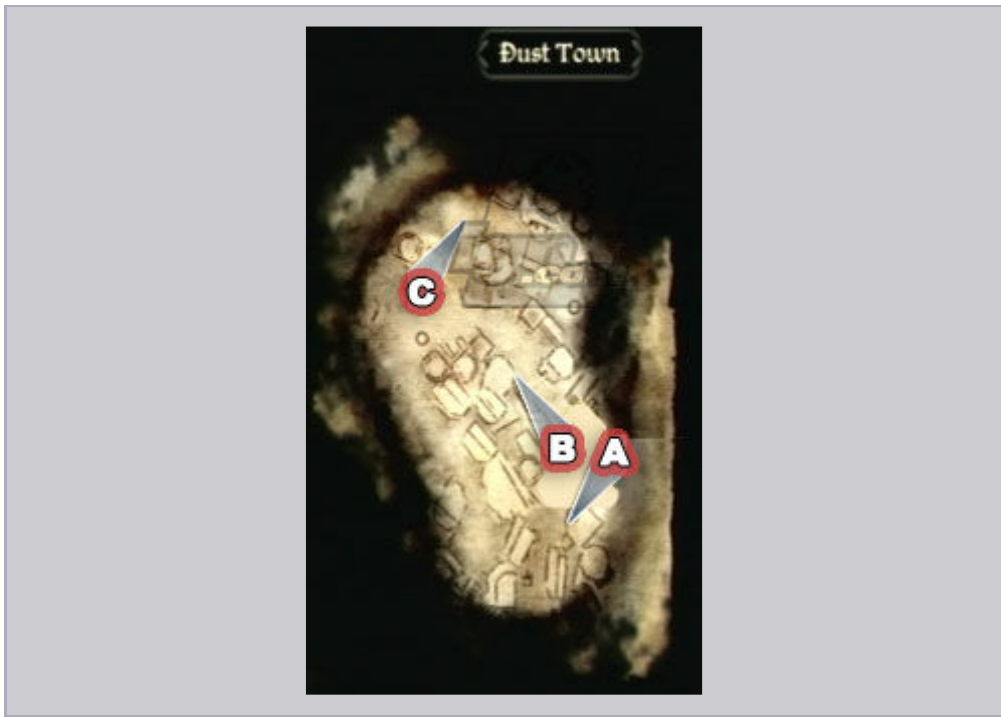
After Beraht bids you adieu, you'll finally gain control of your character. Begin by having a one-on-one conversation with your sister, Rica (she was present during your previous three-way conversation with Beraht). You'll find that Beraht's interest in Rica is to get her to gain the interest of a dwarven noble. Once that happens, and once she's impregnated, they can all ride her coattails out of their casteless existence. To this end, Beraht has invested much in her looks, skills and talents, and it appears she's attracted a noble, though she refuses yet to say who specially he is.



Once you've said goodbye to Rica, move into the front room of your two room dwelling, where your drunken mother, Kalah, can be found sitting at a table. Kalah, as you'll find, is an unfortunate soul, even for Dust Town. She is down on her luck, constantly consuming alcohol and acting belligerently towards her own children. Speak with her kindly, or speak with her meanly, whatever floats your boat. This conversation doesn't advance anything for you, but it's a good expansion on your character's back story, and what kind of upbringing he had.



Origin Story: Dwarf Commoner | Dust Town (Exploration)



Finally, when you leave your dwelling, you'll run into another dwarf outside. This heavily-armored dwarf, named Leske, seems to be quite familiar with you. After some good-natured ribbing back and forth, you'll find out that this dwarf is essentially your partner in crime. Also under the employ of Beraht, Leske gives you the rundown on what their next assignment is. This one, as usual, has to do with a smuggler who isn't paying his way and letting his goods trickle down to Beraht. And now, it's time to pay him a visit.



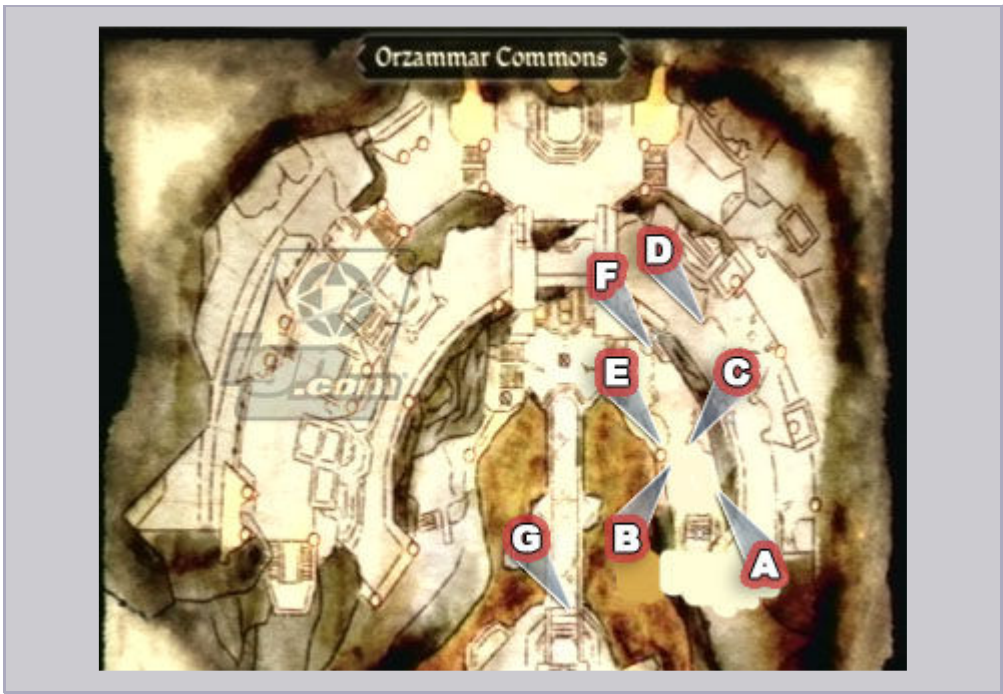
B: There's only one other person that will actually speak with you in Dust Town, and he's located at position B on the map. This old man, begging for change, is a little bit belligerent, considering he's lying on a dirt road asking you for your money. This conversation will generally go in a similar direction no matter which choices you make, but in general, you'll want to be prepared to act as your character would. If you're playing with a nice slant, then give him some change with no questions asked, and move on. If you decide not to be nice, however, expect to get an ear-full from this grumpy old poor dwarf. Play it however you want! He may be able to give you information on the smuggler you're looking for, however, so play this one carefully!



C: This is the area where you can leave the small, isolated Dust Town community and enter the bustling, much-more-active Orzammar Commons. There's not much else to say about this -- simply head here and go through to the commons to continue.



Origin Story: Dwarf Commoner | Orzammar Commons (Exploration, I)



A: You'll find a rather straight-forward dwarf at location A. Named Kasch, this dwarf is a dentist to the nobles. But he's not looking to fix your teeth. Instead, he's looking to buy them from you, so that he can use your healthy teeth to replace those of the noble class. There's actually no way to manipulate this conversation tree into giving Kasch what he wants, but nonetheless, you can try to coerce the money out of him. If you're rude to him, Leske will quickly step in and apologize for you before forcing you to move on. It seems that even the slightest of rude behavior towards the noble class can land you in a jail cell.



B: Across the way and slightly to the north of Kasch, you'll find a friendlier dwarf. This female dwarf, a merchant named Olinda, is a friend of Laske. She agrees to remove the profit mark-up on her goods, so that you can purchase anything from her at a more reasonable price (unfortunately, she won't give away anything for free). After Laske is done flirting with this married woman, you can opt to look at her modest inventory, if you so choose. Fortunately for you, you have enough in your own inventory to get by in the meantime... not to mention, you don't have much money to spend anyway.



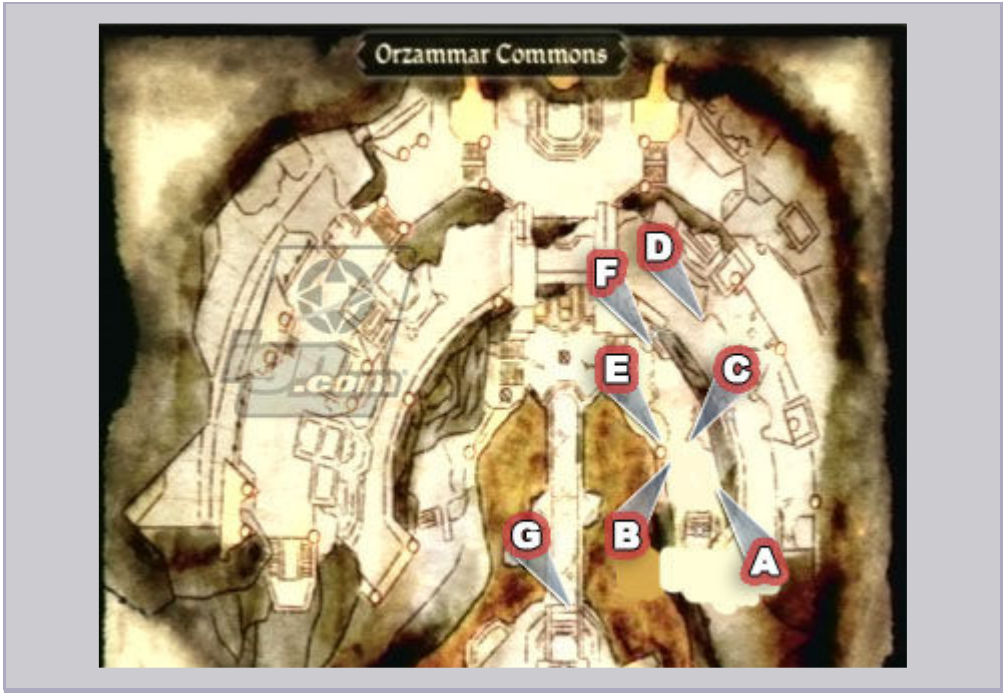
C: This location is a tavern. You have to visit this area, because this is where the guy you're looking for on behalf of Beraht, Oskias, is located. But first, speak to the owner of the tavern, the bartender behind the bar. This is the only guy that will initially talk to you within the tavern, so speak with him and ask him about the location of Oskias. After greeting you rather rudely, he'll wisen up when he realizes who you are, and tell you that Oskias bought a brew earlier and is sitting at a nearby table. With Oskias' location now garnered, you can walk up to him at the table he sits at, and have a conversation with him.



Oskias, just like the bartender, speaks to you rudely before he realizes who exactly he's dealing with. Bring up Beraht during the course of this conversation, and Oskias will quickly retract and try to explain away why he hasn't been paying Beraht his due. It's at this point that you'll have to make a choice. Oskias will admit, once pushed, that he does indeed owe Beraht money. But it's not enough to explain it away. You can either opt to kill him and take the money owed, or let him go and keep the money owed. We did the latter, but assumedly, the outcome will be the same no matter what you do. If you end up killing him, however, expect to have a brief conversation with Leske about it once outside.



Origin Story: Dwarf Commoner | Orzammar Commons (Exploration, II)



D: You can find a woman named Unna here. She works for someone called The Shaper, though she won't have much to say to you when you speak with her. We were unable to get her to converse with us at any length, but if you play your cards right during the opening segment of the conversation tree, you might have different luck with her. Alas, we did not.



E: Here, you can find another merchant. This guy's name is Ademaro, and while he'll be hostile and outright rude when you first speak with him, you'll find him more amiable the further you speak with him. Ademaro comes from the surface, and only wears a mark on his face temporarily, when he comes down to the commons to sell his wares. He criticizes you for staying down here, when you can work your way up to the surface and live a more valuable, more self-sustaining life. Instead, you stay down here and wallow in your own self-pity. But I guess that's your prerogative! You can look at his wares if you want, but if you thought you couldn't afford anything when you visited Olinda's shop, you *definitely* can't afford anything here. Time to move on!



F: This establishment is owned by Beraht, and once you've spoken with Oskias, regardless of the outcome of your conversation with him, you'll need to visit this place to proceed onward with the task at hand. Approach Beraht and explain to him what happened with Oskias. If you took his money after brutally murdering him, than this conversation will go rather easily for you, as you hand over the owed coin to Beraht. However, if you let him go (which we did), you can try to lie your way out of it, but it won't matter. Beraht had spies at the bar watching you, and he knows you let him go. We explained it away by telling Beraht that we couldn't kill him in public, but coerced him to travel somewhere more private, where the deed was done.

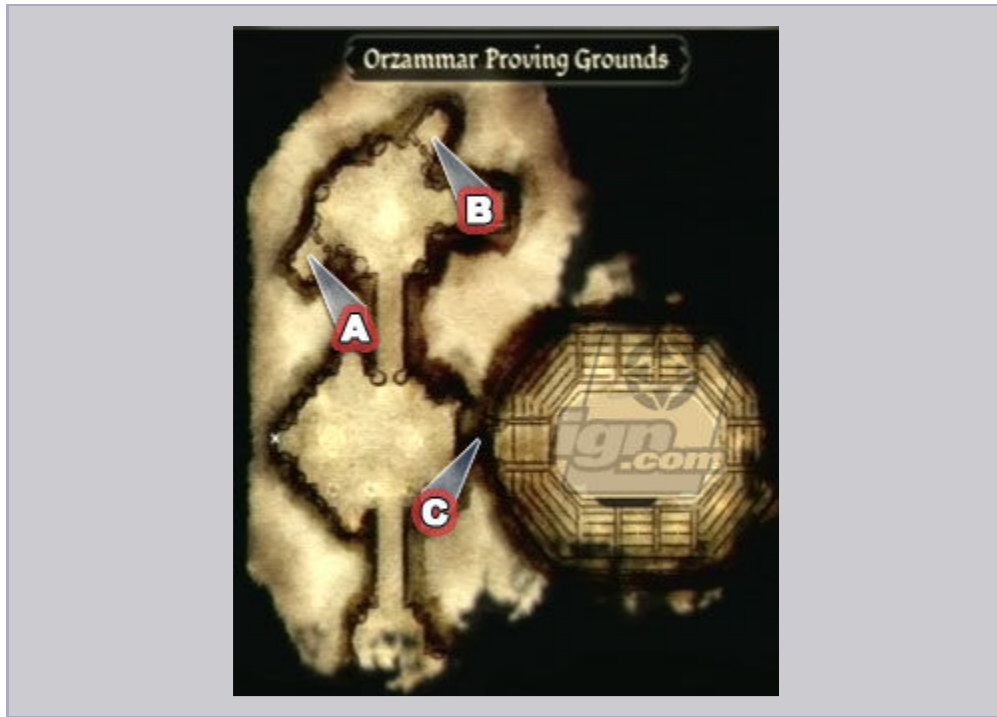


Regardless of how things went with Oskias, and regardless of how the subsequent conversation with Beraht went, Beraht will offer you another job, and this one you'll have to execute properly. If you fail this mission, you likely won't live long enough to tell anyone the tale anyway. At the dwarven battle arena called The Proving, there's a battle that's about to commence. Beraht has a lot of money on a particular fighter, and he wants to ensure that this fighter wins. Thus, he wants you to drug one of the fighters in order to help a combatant, the one Beraht bet on, win. Agree to this (you won't have much of a choice otherwise), and then be on your way. Before you leave, feel free to speak with Beraht's lieutenant, a female dwarf named Jarvia. She won't have much to say to you, though.



G: You won't be able to explore the western half of the Orzammar Commons at all, which will force you to head to the Proving straight-away. Doing so is easy; all you have to do is head to the location designated on the map, which marks the ornate entrance to the arena. You'll find a trio of guards here, and when you approach, one of them will stop you and let you know that your kind isn't allowed here. However, you have a pass. Present the pass, and the guard will reluctantly let you through.





A: When you arrive at the Proving Grounds' exterior, you won't have an incredible amount to do. No one will really speak with you, and there's nothing else to find. If you head to point A on the map, however, you'll find a distressing scene. The fighter that's supposed to win the battle at any cost (in order to net Beraht a healthy sum of money on his placed bet) is drunk and passed out on the ground. This isn't good! But your trusty companion has an idea. Why not don this fighter's gear and head out to fight yourself? His full faceplate will ensure that no one realizes it's you. Concur with this advice and raid the treasure chest in this room to find all of his armor and his trusty weapon. Then, equip yourself with his gear. No one should be the wiser as to your real identity.



B: While not necessarily an optional stop for you, this will nonetheless be a brief one. You'll find a dwarven fighter named Mainar here. Mainar is going to be the first of three foes you fight when out on the Proving Grounds, and he doesn't have much to say to you. Be sure to speak with him with your stolen armor and other equipment unequipped, so that he's completely rude to you and blows you off (after all, you'll need to attempt to poison his water, though he won't allow it). Don't worry, though. You'll get your revenge on Mainar soon enough.



C: Finally, it's time to enter the Proving Grounds to prove your mettle. Of course, no one actually realizes who you are. If they did, this series of fights would never get off the ground. Remember -- you're fighting as someone else here, so channel that energy. You're not only proving your own worth, but you're ensuring that Beraht doesn't send you packing for making him lose his bet. Making things even more interesting is that a Grey Warden named Duncan is watching the battle with his own two eyes. Just what's that all about?



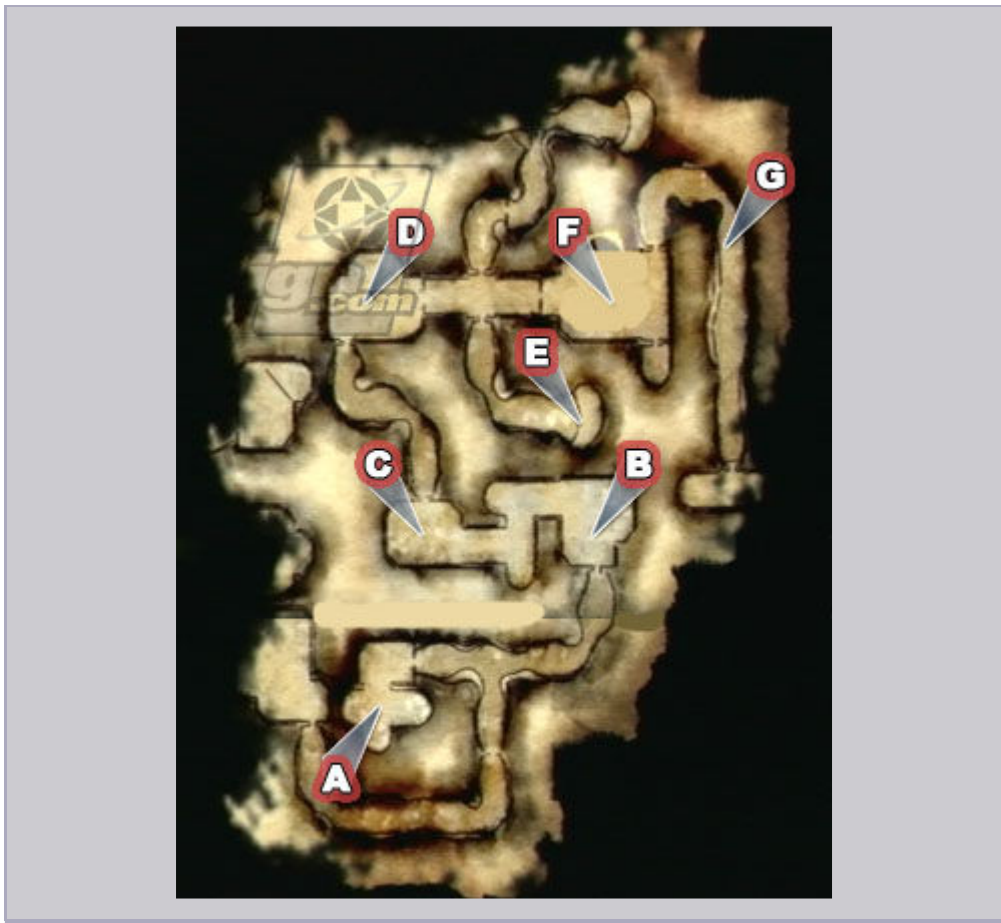
The first round will begin in earnest. Before each battle, you'll get to taunt your opponent, or you can simply offer some words of encouragement. Either way, it won't affect the outcome of the battle. Though you are hardly a strong character at this extremely early point in the game, the fact that you're wearing powerful gear and wielding a powerful weapon will help you out tremendously. Simply trade blows with the fighter, and he (or she) will fall. In fact, all you have to do is repeat this process two more times in order to catalyze the end of the Proving Grounds segment of this origin story. You will be healed automatically in between battles, so don't worry about accumulating cross-fight damage. It simply won't happen.



When the third and final battle finishes, something bad will happen. The character you're acting as will show up on the Proving Grounds floor, stumbling around drunk. If that's... then... wait! The ruse is up. Outted by the appearance of the real warrior you are portraying, you remove your helmet to reveal that you are, indeed, casteless. And the noble dwarven around you don't take too kindly to that. After a conversation between the dwarven nobles and Duncan the Grey Warden, you'll end up being taken prisoner. And what happens to you after that is anybody's guess.



Origin Story: Dwarf Commoner | Beraht's Hideout (Escape, I)



A: After you're arrested, you'll come to in a prison cell. This may seem like a predictable outcome for what just happened at the Proving Grounds, but as you'll soon find out, you're not being held by the nobles. Instead, you're being held by Beraht. His lieutenant comes down to visit you in your cell, and informs you that your prison term was purchased by Beraht, and that this is effectively your last night to live. After she walks away, you and Leske will be left to figure out how to get out of the cells. Thankfully, when you search your cell, you'll find some conveniently-placed wooden spikes that will act as a good lockpick for either you or Leske to use. Suddenly, you'll be freed from your cage. Be sure not to leave this area without cracking the nearby treasure chest, where all of your seized equipment and items are located.



B: You'll be able to walk on unabated for a while, but when you reach this location, expect to enter into a rather heated battle. You'll be literally inundated with enemies here, but that's quite alright, because none of the foes you encounter are especially well-equipped, especially in terms of armor. With your powerful axe, and the attacks from Leske, you should be able to down this first wave of enemies rather easily. Just keep an eye on your health, and feel free to use a healing item should the need arise. Of course, if you can make it out of battle without using one, that's even better, because your character will be automatically healed once the fight has concluded. Remember to loot this location of all of its items (as well as the enemy corpses) before proceeding!



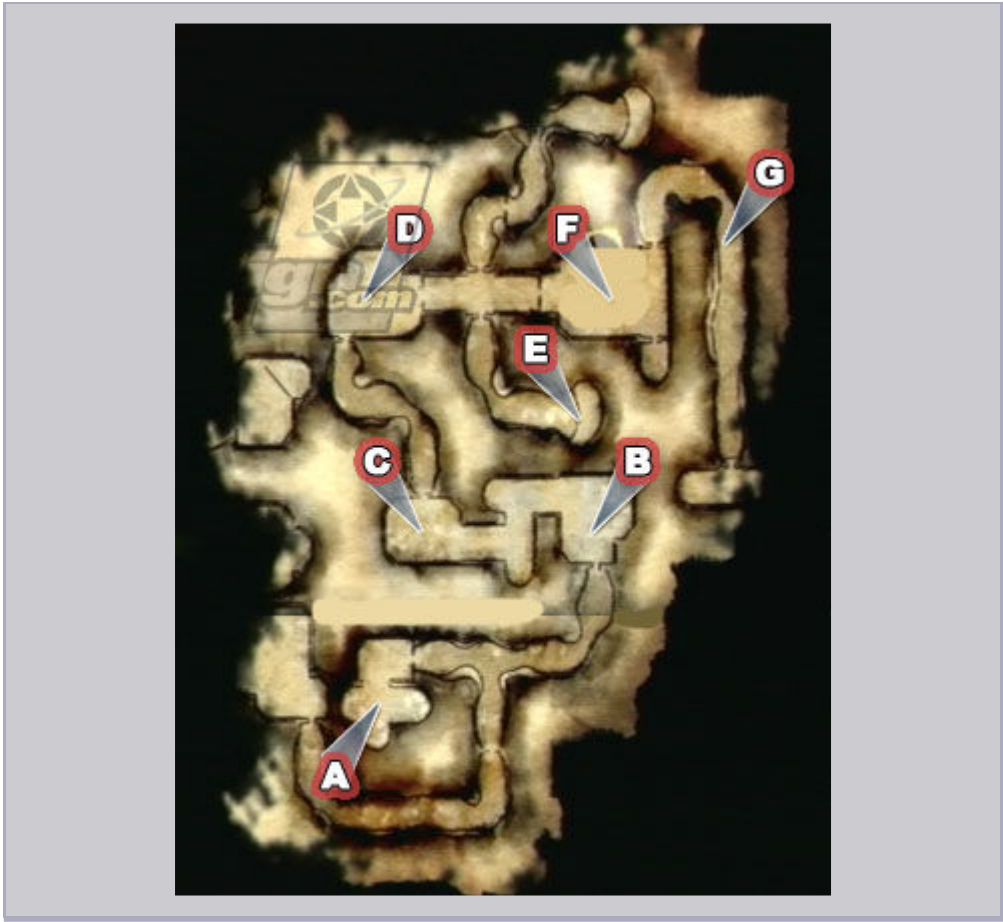
C: This next well-lit area will also house some enemies for you to deal with, as well as more items for you to grab. This will go in much the way the melee at Point B did, both in terms of enemy-slaying and item-acquiring, so there's little else to say about it.



D: This location will again pit you against a whole slew of Berah't's marginally-equipped men. Again, with just a little bit of healing and some smart attacking, you should be able to survive this onslaught with little difficulty. However, you'll want to pay attention more than ever to the fact that there are items all around you to loot. Be sure to scour all of the glowing barrels, crates and the like (and more corpses) to be sure you walk out of here with everything you can possibly hold. After all, a game like Dragon Age: Origins is about accumulating a robust inventory of items and equipment, and there's no better time than now to start with the acquisitions.



Origin Story: Dwarf Commoner | Berah't's Hideout (Escape, II)



E: This little aside holds a treasure chest. If you're able to open it (which you won't be unless you're a Rogue), be sure you crack it open to acquire whatever's within. Otherwise, you can ignore this pathway completely.



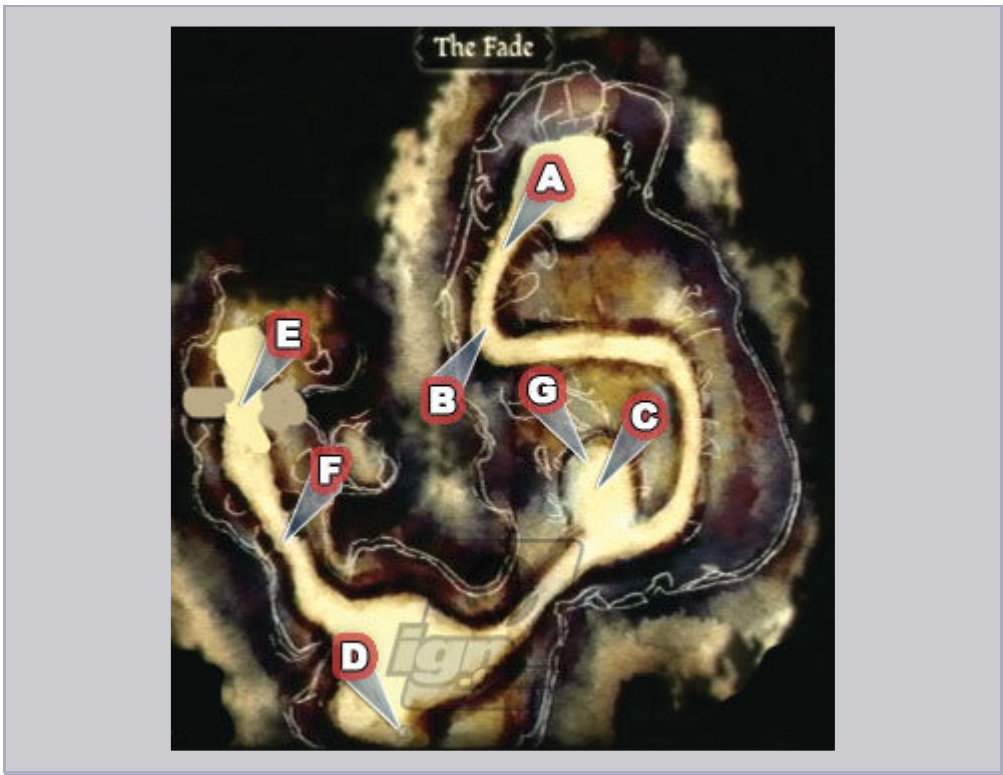
F: Finally, at point F, you'll run into Beraht himself. Flanked by two of his guards (just like the ones you've already massacred), Beraht will speak about your character's sister, offering her up to his two friends free of charge. Suddenly, he sees that you and Leske have broken out of your cells. There's no room for conversation here -- hostilities are instantly unleashed. Thankfully, this fight is easy. Beraht's two friends are pushovers, so be sure to focus on them first. This will ensure that they no longer attack you, and will allow both characters to go for broke on Beraht thereafter, without having to worry about any ancillary attacks. Once Beraht is downed, a conversation will ensue, but ultimately, you'll have to get out of here before any of his friends come looking for him. Be sure to loot his body before heading off, as he has quite the nice accessory on him!



G: At point G, you can finally get out of this underground dungeon, where you will reemerge back in the Commons, in Beraht's shop. When you head back outside, an origin story-ending cutscene will ensue. The nobles are here to arrest you, but Duncan steps in and offers you entrance into the Grey Wardens. Being part of this warrior society will allow you to skip out of this area and go back up to the surface, where a war is raging on. Obviously, you'll want to accept this offer. And just like that, you'll be whisked topside. As for your friend Leske, well, he's left to his fate.



Origin Story: Mage | The Fade (Exploration, I)



The Mage Origin Story begins with a considerable amount of intrigue. You'll find yourself in a mystical room of a mage's tower, surrounded by elite mages and other friends of your cause. You, like any other mage, has to make it through a trial-by-fire of sorts, and it involves heading to what appears to be another dimension. This test is known as The Harrowing. You can ask a few questions, but eventually, you're going to have to enter the portal and deal with what waits for you on the other side. If you fail in your quest, you will turn into a demon yourself, and will be slain by the mage's paladin friends. If you survive, however, you will come out a bona fide mage, much stronger than when you went in.



A: You'll begin The Harrowing at the northern end of a linear path that swings southward, westward, and then northward. Raid the nearby jar for some curative items that you may or may not need, and then proceed down the path. You'll begin to encounter enemies as you move down the pathway, though they are easy enough to dispose of. These foes are known as Wisp Wraiths, and they must, for the time being, be attacked with your hodgepodge of lightning and fire spells. Lightning works best, but you can couple both spells for attack while waiting for lightning to become available for use again. Keep your distance and unleash spells wisely to do away with these simplistic foes rapidly.



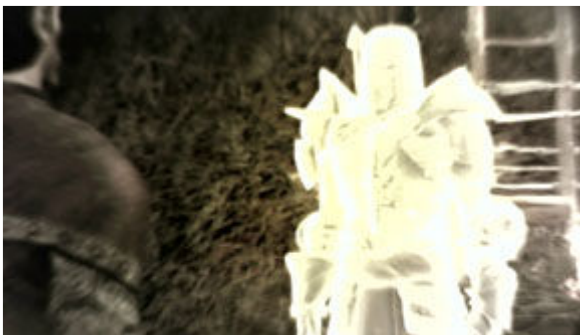
B: Here, you'll run into a character that appears to be very similar to you. At least, he sounds like he is. This character will become known to you as Mouse, and that's because when you find him, he is indeed in the form of a Mouse. Mouse has a lot of interesting stuff to talk about, however. Long ago, he was subjected to the trials and tribulations of The Harrowing, but didn't succeed in getting out of The Fade. Now, he's trapped, but he offers to come along with you as a sort of guide in his rodent form. He obviously won't be much use to you in combat, but he still offers up some interesting running commentary for you as you head through the rest of The Fade.



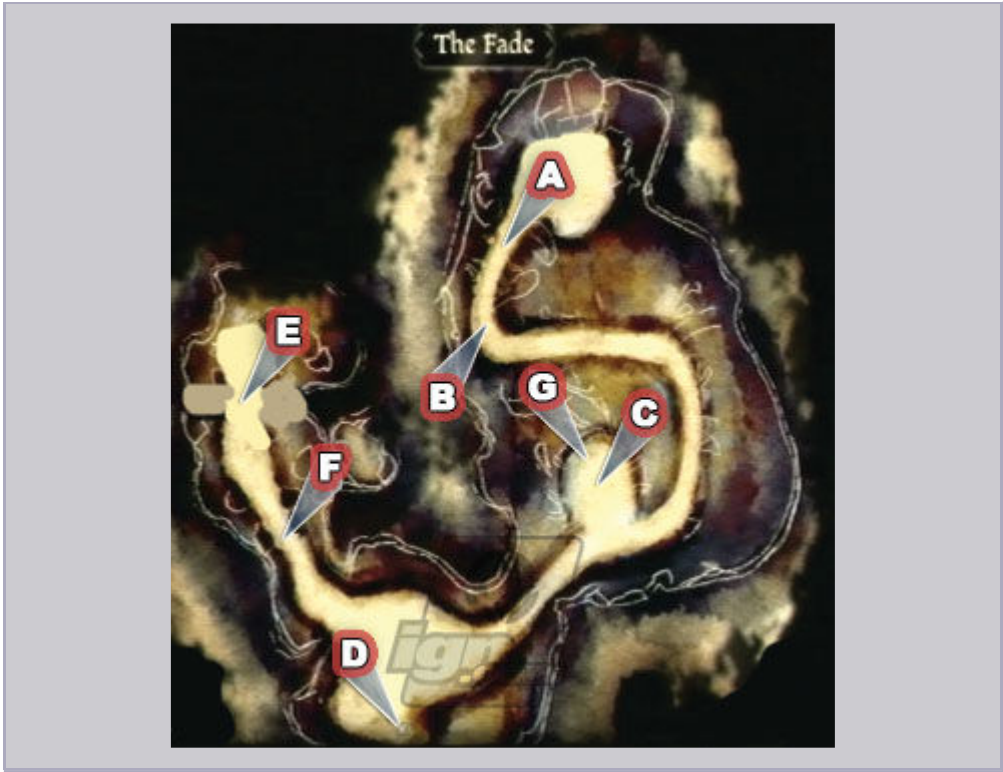
C: There's not an extensive amount of interesting stuff to find here, but by examining something here, you can add it to your codex. Beyond the codex addition, however, you'll also be able to see, in the flesh, the very essence of a mage's power. The blue crystal-like formations you'll see here are known as Lyrium Veins. By examining them, you can acquire the aforementioned codex addition. Remember Lyrium as you move forward as a mage. There is nothing more important than this mystical matter to contribute to the success of a mage.



D: Atop the hill at point D on the map, you'll find a glowing spirit known as the Spirit of Valor. Walk up to this mysterious being to enter into a rather lengthy, multi-faceted conversation. The Spirit of Valor is here to test you, but by overcoming his challenge (if you could even call it that), he'll reward you with something that will come in handy. While the permutations through this conversation are many, you seem to achieve the best results by challenging the Spirit of Valor. When he offers to fight, ask why he wants to fight someone as weak as you. Continue to challenge him on what he says, and though he'll come up frustrated, you'll still pass his test and receive Valor's Staff as a result. If you were wondering why you couldn't use melee attacks in battle, this should answer that question. Now that you're equipped with a melee weapon, melee attacks can happen at will. Making matters better, the Valor Staff isn't used for bludgeoning, but rather for shooting weak orbs of light. This means you can use it from afar.



Origin Story: Mage | The Fade (Exploration, II)



E: A creature known as the Sloth Demon waits for you here. But worry not -- even though the game automatically saves for you before you reach him, rest assured you won't actually have to fight him. No no no, this demon is *far too lazy* for such an endeavor. As you'll quickly find out, this demon wants very little to do with you, though he does take a great deal of pride in taunting you and reminding you incessantly that he could end you in a blink of an eye. But finally, your friend Mouse chimes in. He wants to be something powerful. He wants to learn, in fact, how to be a bear.



Can the Sloth Demon help you with such a task? Of course he can. But first, you have to answer three of his riddles. Thankfully, these riddles are complete no-brainers, but in case you need some help, the answer to his three riddles, in order, are Map, Tongue, and Dream. Once you've answered his three riddles, he comes through on his end of the bargain. Instead of eating you because he failed, he turns Mouse into a bear as promised. And it's at that point that Sloth Demon will grow tired of you, telling you to bug off. Don't push your luck; head on back the way you came.



F: En route back towards the way you came, you'll run into new enemies called Spirit Wolves (the precise location is downhill from where you met up with the Spirit of Valor). These creatures are much stronger and much more aggressive than the wisp creatures you dealt with earlier, so try to make quick work of them. Thankfully, Mouse will be able to help you fight in his new form. A good technique is to try to get the wolves together, and then unleashing a fire spell that will damage them all simultaneously. Killing these wolves, by the way, should send you over the edge and towards level two, so be sure to properly level-up your character before proceeding onward.

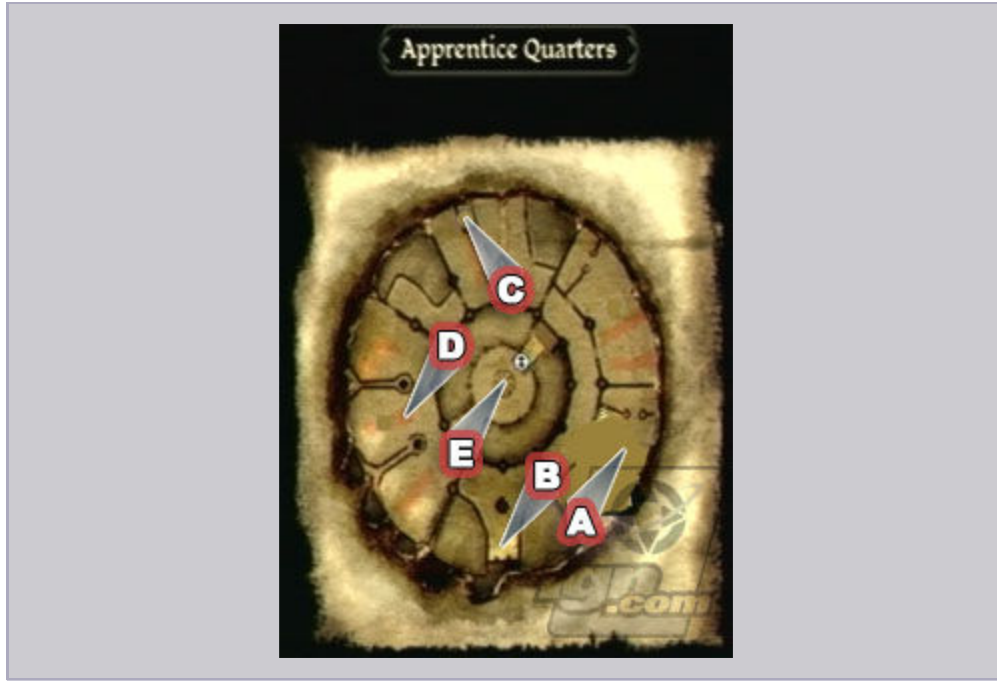


G: The final stop on our journey through The Fade is at point G, which is near another point on the map we earlier showed you. Here, you'll find a demon. But unlike the Sloth Demon, this demon wants a piece of you, and he's not afraid to show it. After a rather passive-aggressive conversation ensues, you'll be able to fight the demon yourself. This fight, with Mouse's help, is not at all challenging, though you'll want to keep moving in order to avoid being clobbered by the demon's powerful melee attacks. Strike from a distance where possible, and let Mouse do all of the close-up attacking, drawing the demon's attention away from you. Of course, you'll want to heal if necessary, but it's reasonable to expect that you can get through this battle successfully without having to do so.



All of the crap-talk from the demon was for naught, because you manage to successfully slay him. However, the celebration doesn't last for too long. Your character is far too smart for Mouse, and he knows something is amiss here. After pressing him in conversation as to his true identity, and the real reason why he roams around The Fade, you'll find out that Mouse, too, is a demon here to challenge you. But just as soon as he reveals himself, he floats upward and onward. And suddenly, you come-to back in the real world.





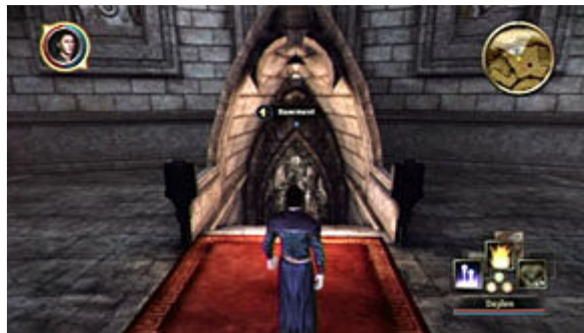
A: You'll be stirred awake in your bed in the apprentice's quarters of the Mage Tower. Your friend seems to be of the jealous type. After picking your brain about what The Harrowing was all about, he pines on about how he's been at the tower longer, and hasn't yet been chosen for The Harrowing. We were surprisingly patient with him during our conversation tree, but you can be mean to him if you want. The end result should be the same, and you will thereafter gain control of your character. Explore this bunk bed-riddled location for some goods in chests, dressers and the like before heading on out to explore further.



B: For a brief aside, head to point B on the map. This is the only entrance in or out of the tower, and it's guarded by two heavily-armed knights. One of them will talk to you at length. His name is Templar Bran, and when you speak with him, he'll seem bored, but patient. Pick his brain about the tower, what's outside the tower, and if there's any way to get out. He'll answer all of your questions, and then send you off on your way.



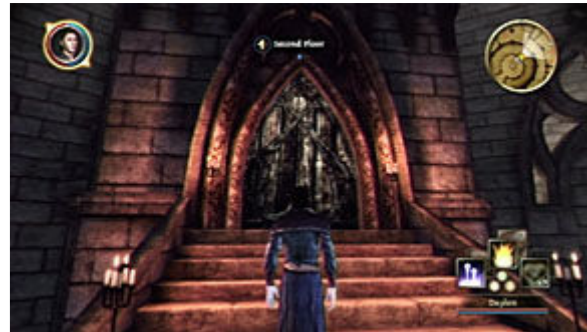
C: Don't bother heading through the door at this location just yet, but keep it in mind for later. This door leads to the tower's basement, and you'll have to go down there soon enough. But if you attempt to go down now, your time spent below will be brief, because you'll be greeted by a locked door almost immediately.



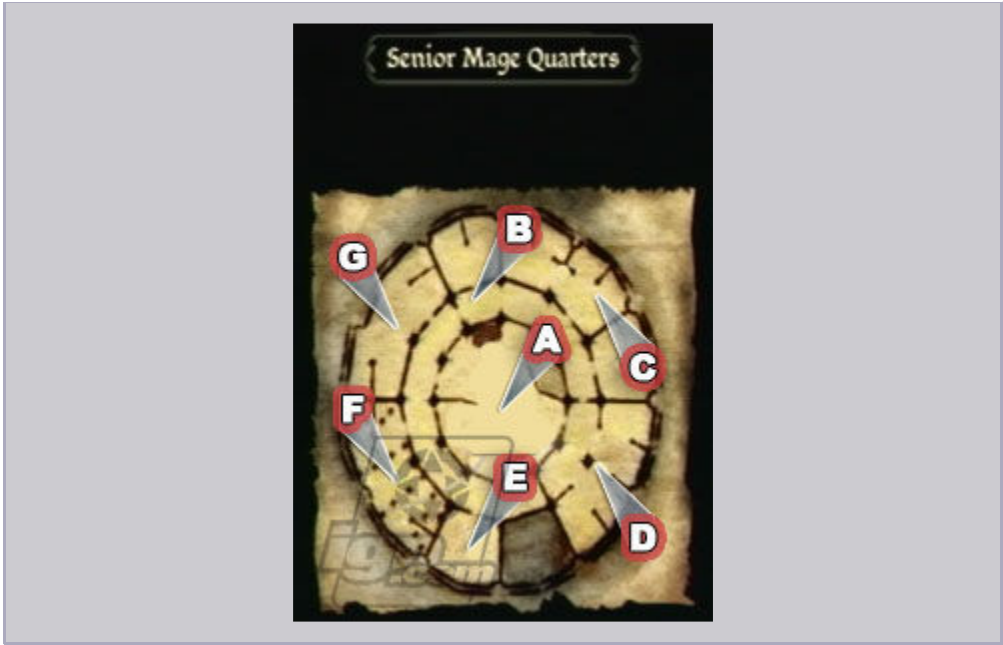
D: This large location is the apprentices' library, where all sorts of arcane knowledge rests in seemingly-infinite volumes. Examine the various bookshelves closely, as there are several codex entries to be added here. You can also witness the training of mages much less skilled than yourself (after all, you went through and survived The Harrowing, while these young scholars have barely begun to scratch the surface). Witness them enchanting and casting spells, and again, don't leave this location without thoroughly exploring. Unfortunately, no one here will engage you in a conversation of any length.



E: When you've done everything you wanted to do on the first floor, head to this location to reach the tower's second floor, where the order's more elite mages reside. No worries about rushing through the first floor initially; there's time later to explore the first floor for any items, codex entries or conversations you may have missed.



Origin Story: Mage | Senior Mage Quarters (Exploration, I)



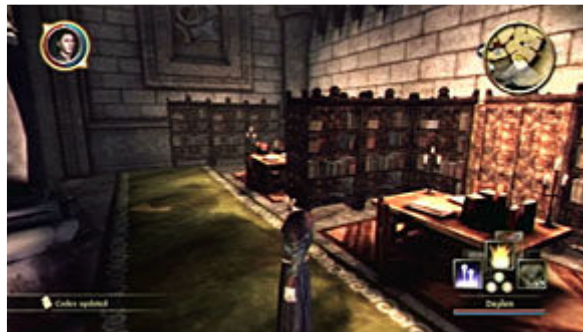
A: Head to this location to have a rather disturbing conversation with a man named Owain. Owain is of the mage order known as The Tranquil. Tranquils refuse to undergo The Harrowing, and instead undertake a secret rite of passage that removes from them all emotion in order to evoke higher thought and higher learning. You can speak with Owain about the rite, but he won't speak of it. Indeed, much of what you'll have the option of saying will in some way be insulting, but if you attempt to apologize, you'll find Owain is incapable of feeling offended. So much for apologies! His friends in the storeroom won't speak with you at length, so don't bother heading on in.



B: At this location, you'll find a man named Cullen. Cullen is a Templar, and when you talk to him, you'll find out that he was the very Templar who was going to have to kill you if you turned into an abomination during The Harrowing. Cullen seems concerned about abominations, unable to identify them, and hypothesizing that they might indeed be walking amongst us. Speak to him as much as you want, and when you bid him adieu, be sure to search the room he's posted outside of. By scouring the shelves and tables, you'll find some items and codex additions.



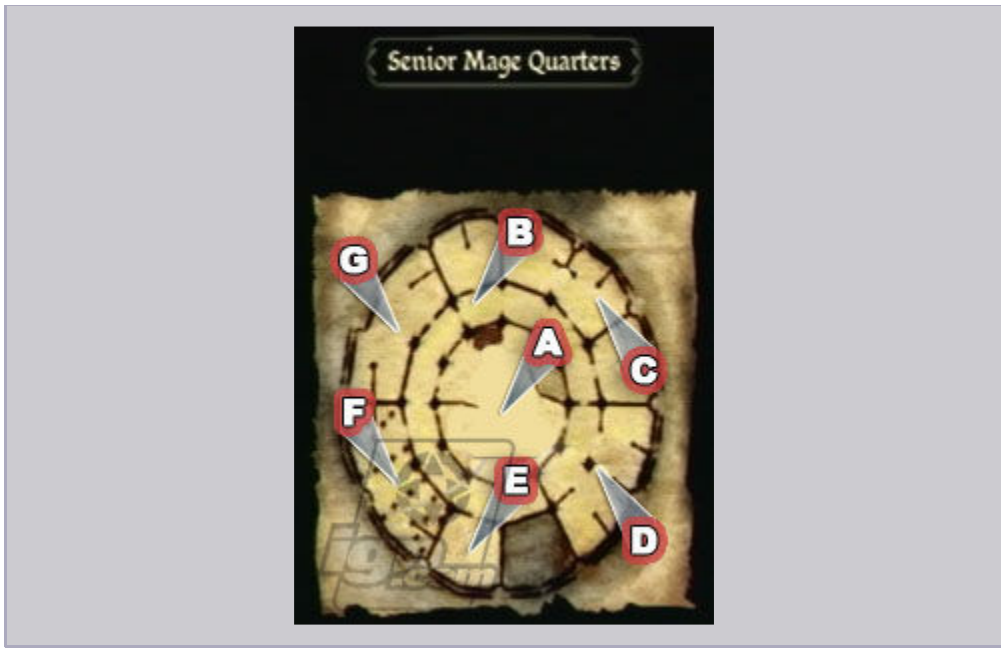
C: This large room, and the smaller bedroom southeast of it, contain some items and codex entries to find, so be sure to scour all of the shelves, tables, et cetera to find everything there is. The bedroom itself has items within, but you'll actually return here later when you're asked to walk the Grey Warden at the tower back to his guest room (this is, indeed, that guest room). Unfortunately, no one in these rooms will have anything to say to you, so don't expect to undertake too many conversations there.



D: In this small library (much smaller, indeed, than the one on the first floor), you'll find plenty of items and codex entries along the many shelves and tables around you. You can also engage in conversation with three different men in this area as well, so be sure to hit up each of them. Torrin, Niall and Sweeney will all have different things to say to you, and can teach you different stuff if you pick their brains adequately (well, not Sweeney -- he's just a grumpy old man). Once you've spoken to all three characters and grabbed all there is to grab in your vicinity, you're done at this locale.



Origin Story: Mage | Senior Mage Quarters (Exploration, II)



E: When you arrive at this location, an automatic (and lengthy) conversational cutscene will take place. You'll speak with the leader of the mages, an elderly man named First Enchanter Irving. Along with him, you'll find a mysterious human knight, as well as a human templar. The templar will bid you leave not long after the conversation initially takes place, leaving you with Irving and the human knight, a Grey Warden named Duncan. Indeed, the Grey Wardens are the most elite of warriors anywhere in Ferelden, and Duncan is here to investigate the mage's involvement in quelling a possible uprising of Darkspawn that have recently appeared.



Ultimately, the conversation will run its course, and you'll be ordered to walk Duncan back to his room. His room is actually located near point C on the map, but you can simply follow the marker on your HUD to get there easily enough. Once you've returned Duncan to his room, you can speak with him about the Grey Wardens and his intentions in coming to the tower. Is it a possibility that he will recruit you? Why, it is. But first, there's more work to be done. There's no doubt that you've caught Duncan's eye, however.



F: You'll run into your pesky, depressed friend Jowan and his lover Lily while walking around the tower, but we put them in this location, the tower's chapel, because it's where you'll be able to find them at will after you initially speak with them. Here's the rub: Jowan hasn't been offered The Harrowing yet because the elders intend to make him into a Tranquil. As you learned earlier, Tranquils are high-thinking beings that are completely unable to feel. Jowan has found an illicit love with Lily (she's an initiate, and their relationship with one another is forbidden), and he doesn't want to lose his feelings of love towards her. He wants to escape the tower, but he needs you to fetch his blood sample so that he can't be tracked. This will bring us to the Mage Origin Story endgame, but first, let's do some other stuff.



G: In this location, you'll find a woman named Senior Enchanter Leorah. When you speak with her, you'll find that she's a little dodgy, and not too forthcoming with information. That's okay though, because you'll be able to drag out of her any information you so desire. And what's important here is that you find out that the storeroom she so adamantly guards is full of spiders that she needs eliminated. If you so choose to undertake this quest for her, she'll hand over a key that will open the door behind her. This leads to the storeroom (which is essentially a small network of caves). That will be covered in the next section of the guide, but rest assured you *do not* have to undertake this quest if you don't want to. But why pass up experience, gold and items? Answer -- you shouldn't.

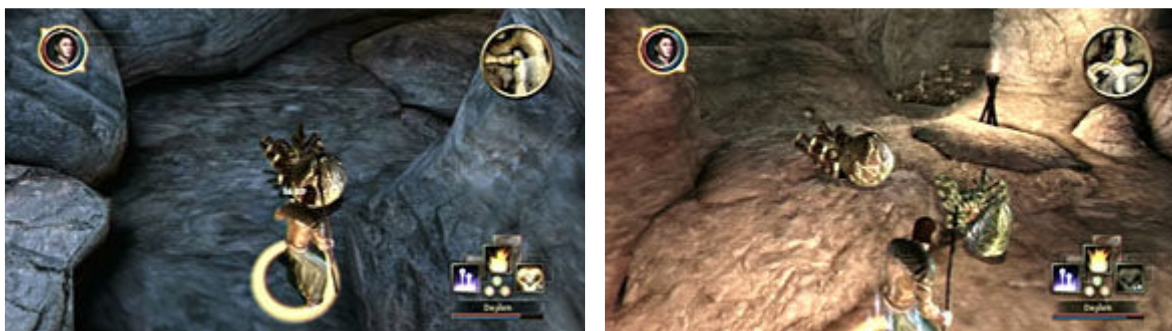




This section of the walkthrough is a little unusual in that, while we've provided you with a map, we haven't actually outlined anything on it. That's because this is a completely straight-forward, rapid side quest that's self-explanatory in nature. Just as a quick reminder, if you want to undertake this optional side quest, you'll need to find Senior Enchanter Leorah at location G on the Senior Mage Quarters map. Once there, you can speak with her about the storeroom she guards, and how it's infested with spiders galore. The storeroom is really just a fairly straight-forward cave system, and if you agree to help her out, she'll hand over the keys to the door behind her. Head on through to find said cave system.



As you walk around, you'll encounter plenty of glowing boxes, crates, et cetera, so be sure to loot this location for everything you find. You'll find some valuable accessories to equip, and runes to hold on to for later. But the crux of the issue here is, as you know, to find and kill the spiders that are roaming around the storeroom. And to successfully complete this side quest, you must kill *all* of the spiders, which means that not one single, solitary section of the map shown above should be skipped over. Spiders will sometimes be seen on the paths, but other times, you need to walk around or near a specific part of the cave system to draw them out. So again, tread *all* parts of the map, and be thorough. Experience points are plentiful here, so that should be incentive enough.



As for the spiders themselves, you'll find plenty of them. These Giant Spiders are aggressive attackers with a few tricks up their sleeves (not literally, of course), the most potent of which is their silk attack. When they use this attack, you'll be stuck in a spider web, temporarily paralyzed and unable to attack or defend yourself from enemy assaults. Thankfully, this attack is seldom used and doesn't last too long. Your spells will come in handy here, of course. Your fire spell can hit multiple targets at once, and your lightning spell can do devastating damage to a lone spider. Supplement these magical attacks with shots from your staff, and you'll make quick work of these spiders. Be sure to loot their corpses for money when they've been slain. Lord only knows what a spider is doing with copper pieces, but nonetheless, they are there and waiting to be found.



You'll know you've successfully defeated all of the spiders in the cave system when you get a quest update prompt, letting you know that you can head back to the tower to visit with Senior Enchanter Leorah. Until you get this prompt, keep hunting for any rogue spiders. This entire ordeal should only take five minutes (real time) or so, so don't get yourself too worried. When you visit back with Senior Enchanter Leorah, she'll thank you for your hard work and remind you that she can fulfill her promised favor to you. That favor should be, of course, to get her to sign the documents from Owain, so that you can grab the fire staff needed to open the door to the tower's basement. With those documents signed, the endgame of this origin story can begin in earnest. Remember, though, that you don't have to undertake this side quest to complete the origin story's endgame. Read the next section of the guide for more information on that.



Origin Story: Mage | Mage Tower Basement (Exploration, I)



To begin the endgame, you must have all of your ducks in a row. Have you spoken with Jowan and Lily? Excellent. Then you'll know that these two forbidden lovers want to make a break for it, but need your help in getting to the basement and doing away with the blood samples that will help the mages track them down. But there's more that needs to be done before you can head into the Mage Tower's lowest level, its basement. You must acquire a Rod of Fire, and doing so can be tricky, because when you speak to the mage's inventory keeper, Owain, you'll find that you'll need an enchanter's authorization to acquire the rod. Thus, you can do one of two things. You can either speak with Senior Enchanter Leorah at location G on the Senior Mage Quarters map, where she'll give you a quest to undertake, to eliminate spiders in her storeroom. This is covered in the previous section of the guide. Or, you can visit with Senior Enchanter Irving, also in the Senior Mage Quarters, to get authorization.



The difference between the two choices is stark, indeed. By going through Leorah, you can actively help your friends escape the tower. But if you opt not to undertake Leorah's brief side quest, then you'll be forced to confide in Irving exactly what Jowan and Lily's plan is. And if you do that, he'll still let you break into the basement and go about your business, but the origin story will end in a markedly different fashion. Either way, once you have the proper authorization, visit Owain, acquire the Rod of Fire, head down to the Apprentice Quarters, and seek out the entrance to the basement, one we earlier told you to ignore. It's time to get down to business.



A: You won't be in the basement for long before you're presented with a locked door, one that's sealed by magic. This is where your Rod of Fire comes in, because without it, you simply won't be able to proceed. With Jowan and Lily with you, and the rod in hand, you now have all of the tools necessary to proceed. Examine the door, and a brief cutscene will take place. Lily will explain just what seals the door, and how to get around it. A password Lily has learned marks the first part of our adventure; once she speaks the password, you can then cast magic at the door to open it completely (this will all happen automatically, so no worries). Once that's done, you're free to proceed forward.



B: However, you won't be proceeding too far forward, because as soon as you reach the next door, the one that actually requires the Rod of Fire to open, you'll find that not only is it sealed shut, but that something is stopping you from casting any magic around it. The team seems down and dejected, but an alternate entrance into the basement proper can be found to your right. Approach that door and you'll be able to get through with little trouble. Of course, the problem is, once you do that, the nearby Sentry will jump into action. Be ready to slay him at a moment's notice. With the three of you fighting him simultaneously, he'll barely be able to put up a fight.



Origin Story: Mage | Mage Tower Basement (Exploration, II)



C: Location C marks your first enemy encounter of any consequence during your playthrough of the Mage Origin Story. While you fought a Sentry just before, you will now fight three here. It's integral that you equip yourself with good weapons and armor here that you've found around the tower, and perhaps even more importantly, you should be doing the same for your woefully-unequipped party members. This will allow you to survive this encounter with the Sentries, and future encounters in the basement that are far, far more difficult. When the enemy party is slain, be sure to bear westward into the room there to find some items before continuing northward.



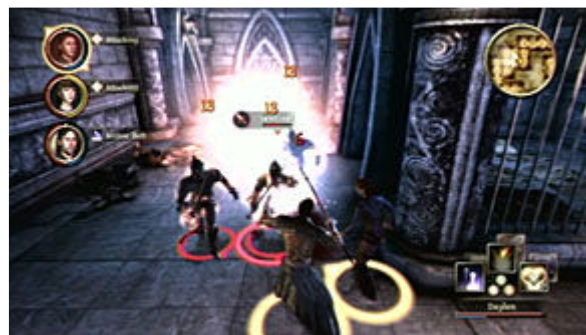
D: Before arriving at this location, be sure to bear into the room on your left to collect goods out of a treasure chest before running up the short staircase in front of you. Once up the stairs, you will encounter two parties of Sentries virtually simultaneously. One of these parties will even have a pesky spell-using Sentry in their midst, so be sure to focus in on him for the initial kill of this fray. When the entire enemy party has been felled, be certain you explore the item-lined nook to your left, where plenty of items can be added to your ever-growing inventory.



E: Things start to get a little more complicated when you reach this point on the map. You'll run into enemies here alright, but instead of running into Sentries, you'll run into small dinosaur-like foes called Deep Stalkers. These foes are agile and tiny, making them hard to hit. Nonetheless, spamming them with your spells should do the trick relatively easily. When this threat is eliminated, be sure to explore the large room to the north (the northernmost point on the map) to find more items before proceeding to the west. Indeed, there's a room due south of the northernmost room you'll want to raid as well.



F: Not at all surprisingly, you'll meet even more enemies here. In fact, these final corridors will be chock full of enemies, both in the form of Deep Stalkers and Sentries (and as usual, there will be different, stronger versions of both types of enemy mixed in). Hold your ground, keep a careful eye on your health, and do away with the threat. A good habit to get into while still in the game's early-going is to deal with the enemies around you without moving around too much. That is to say, don't run forward into yet-unexplored areas to try and avoid enemy encounters. Doing so will more often than not make things even more difficult for you, since more and more enemies will be drawn out the further into unexplored territory you tread. Keep that in mind, because some of these fights might test you to the point of wanting to escape. Resist the temptation!



Origin Story: Mage | Mage Tower Basement (Exploration, III)



G: The rest of the linear paths leading up to this point should be relatively uneventful. There will be more familiar enemies to fight, and perhaps some more treasures to loot and acquire, but otherwise, things should go smoothly until, finally, you reach a room with an ornate blue carpet running down the middle of the floor. Here, you'll finally be able to breach the room where Jowan's blood (his "phylactery") is being kept. But first, you have to figure out just how to do that. For starters, examine the glowing shelf along the wall, which you will ultimately be able to push out of the way, exposing a weakened section of the wall. Then, examine the statue near the bookshelf. This statue's purpose is to enhance the affect of magic being used around it. With the shelf pushed out of the way, you should be able to use magic in a cutscene to shatter the wall in front of you.



H: With that wall felled, you can now enter the cooled room ahead of you. This is where all blood samples (again, "phylactery") are being kept. You'll encounter a single enemy party here, made up of the last Sentries that will attempt to stymie your advance. Once they are downed (the fight should be a relatively easy one for you, especially after what you've already experienced), move up the stairs on your left, and approach the table on the left side of this platform. Here, you will find Jowan's vial of blood, which he promptly destroys. After some more conversational back and forth, you'll regain control. Head through the nearby door that will quickly loop you back to the basement's entrance, and then walk up the stairs to catalyze this origin story's closing cutscene.



When you walk back up to the first floor, you will be immediately intercepted by the mage order's leaders, both by Irving and by the leader of the Templar force that guards the tower. You can try to talk your way out of it, but there really is no way to do so (if you went to Irving earlier and told him about the plan, however, he'll already know). Things get interesting when the Templars attempt to arrest Jowan and Lily. Jowan uses forbidden, evil Blood Magic to keep the soldiers at bay, horrifying Lily. Lily now no longer wants anything to do with Jowan, forcing Jowan to escape the tower by himself. At least with his blood sample destroyed, he can no longer be tracked.



Now, things get even more interesting. Duncan, the Grey Warden currently staying at the tower, shows up. Just when it appears that you, too, are going to be sent to the mage prison, he steps in and forcefully recruits your character to join the Grey Wardens. After all, as he said earlier in a conversation with you, there is a huge need for mages, and that includes in the Grey Wardens' order, as well. Because Duncan can override the rules of the order by way of his status, he takes you away after some protest from Irving. Now, you are free to save the world from the threat of the Darkspawn.



Origin Story: Dalish Elf | Forest Clearing (Exploration, I)

A: As the Dalish Elf origin story begins, you'll find your character along with one of his elven friends, roaming the woods that the nomadic Dalish Elf traditionally call home. Suddenly, they run into a trio of humans walking through the forest. Drawing their standard bows at the humans, the elves seem to have the upper hand. But these unarmed human youths don't want any trouble, and are clearly unaggressive. When probed about what they were doing in Dalish territory, they tell the elves that they were simply roaming around the woods and ran into ruins of some sort. They hand over an artifact they found to the elves, which has elvish writing on it. Convinced that the humans aren't meaning harm, you should let them go. Then, it's time to head forth and explore these supposed ruins.



B: You'll meet your only enemy resistance for the time being at this point on the path. Two Wolves will be hovering around the corpse of a mysterious animal. We'll worry about that in a minute, but in the meantime, take out the aggressive wolves before you. They shouldn't put up too much of a fight. Then, examine the corpse they were hovering around. This creature is known as a Halla, and examining it will add a little something to your codex. Halla are mystical deer-like creatures that the Dalish Elves revere as sacred beings.



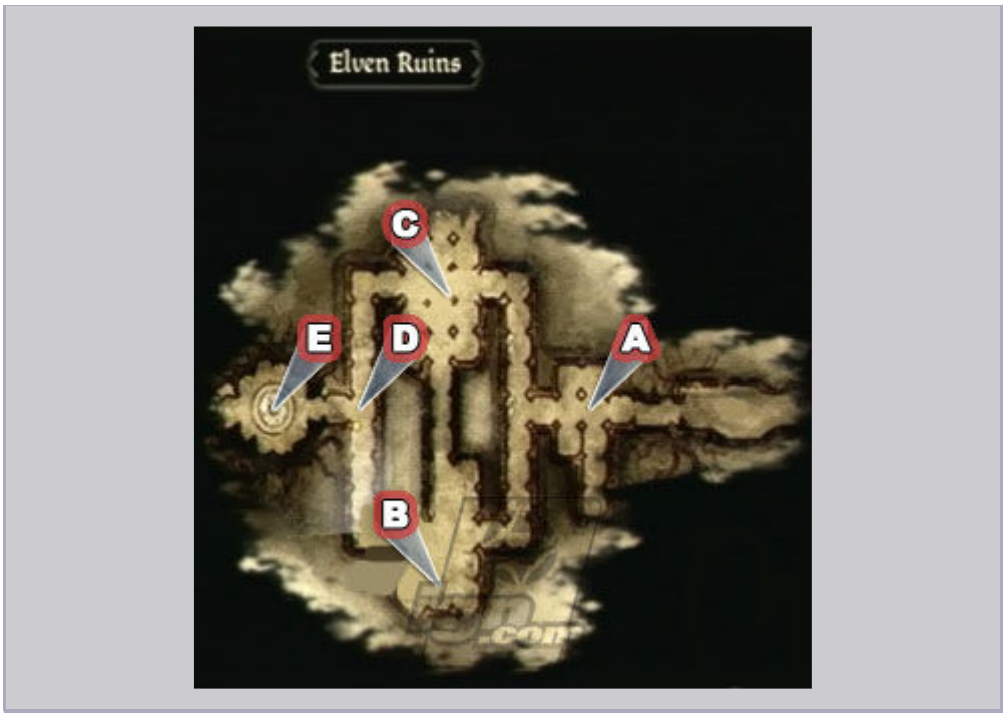
C: This general area along the path contains some Elfroot for you to acquire. Nothing major, but you'll want to keep an eye out for this naturally-growing items, and add them to your fledgling inventory as soon as you see them.



D: Finally, at point D, you'll find the entrance to the ruins the scared humans were talking about. It appears that they weren't lying, after all. Just what is this place, and why haven't any Dalish Elves found it before? Well, there are no good answers to these questions yet. Eventually, you and your companion will resolve to head into the ruins to explore them for yourself. Will you find any answers? Perhaps you will.



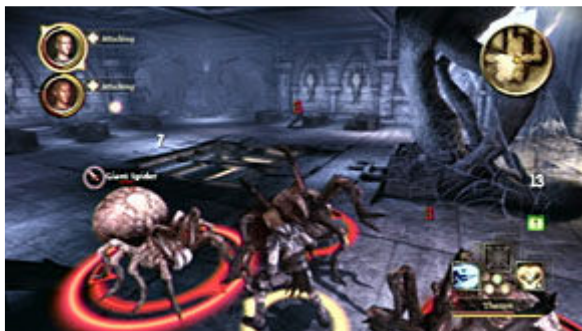
Origin Story: Dalish Elf | Elven Ruins (Exploration, I)



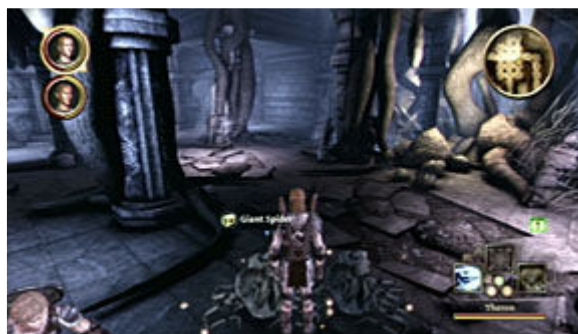
A: As you begin to walk westward into the ruins, you'll head down a sharp slope of debris and find yourself under attack by some Giant Spiders, marking your first enemy encounter in the Elven Ruins (and certainly not your last). With you and your friend heavily attacking, this encounter should simply be a primer for you of more difficult fights to come. Just be sure to loot their bodies when you've successfully slain the enemies (and why spiders are carrying around bronze coins is anybody's guess). Directly to your right and left (or, north and south on the map), you should be able to find some more items sitting around to add to your inventory.



B: From point A on the map, you'll be forced to go through a door, where the path instantly splits. You can either head north or south. First, head southward. You'll find yourself in a large room before long, which is location B on the map. Here, more Giant Spiders will attack, but you should be able to fell them as easily as you did the first enemy party you encountered. You can explore the room marked on the map for more treasures, hiding in cocoons and boxes. However, the door that would allow you to continue westward and northward on the map is locked. So, you'll need to head towards the center corridor splitting the dungeon in half in order to proceed. (Rogues may be able to get through that door, but we played through this origin story as a Warrior).



C: Cutting northward down the central pathway, you'll ultimately come across another large chamber, where more Giant Spiders will attack. Again, this isn't an encounter you should necessarily be scared of. Just be certain you loot their bodies for any goods they might have dropped. From here, you're free to circle back around towards point A, where some stray goods might be found in yet-traversed sections of the pathway leading back to the entrance. However, you'll ultimately need to gather whatever treasures are around you in this particular room, and then continue westward, where you'll be able to reach the far end of the ruins.



Origin Story: Dalish Elf | Elven Ruins (Exploration, II)



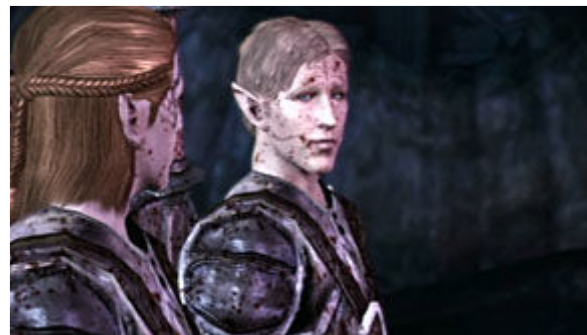
D: Finally, you'll see something truly worth noting here (be sure to scour the corridors leading up to this exact location for more goods). You'll find an elven statue, an ancient piece of art. However, the elves reflect that this ruin is likely human-made. So why, then, would this statue be here? You won't have much time to reflect on an answer to that question before you're assaulted by a new enemy party. No worries, though -- this party isn't made up of more Giant Spiders. Instead, you'll be forced to deal with a party of Skeletons, an enemy type slightly tougher and more aggressive than the arachnids you earlier fought, but a party, nonetheless, that you should be able to deal with rather easily.



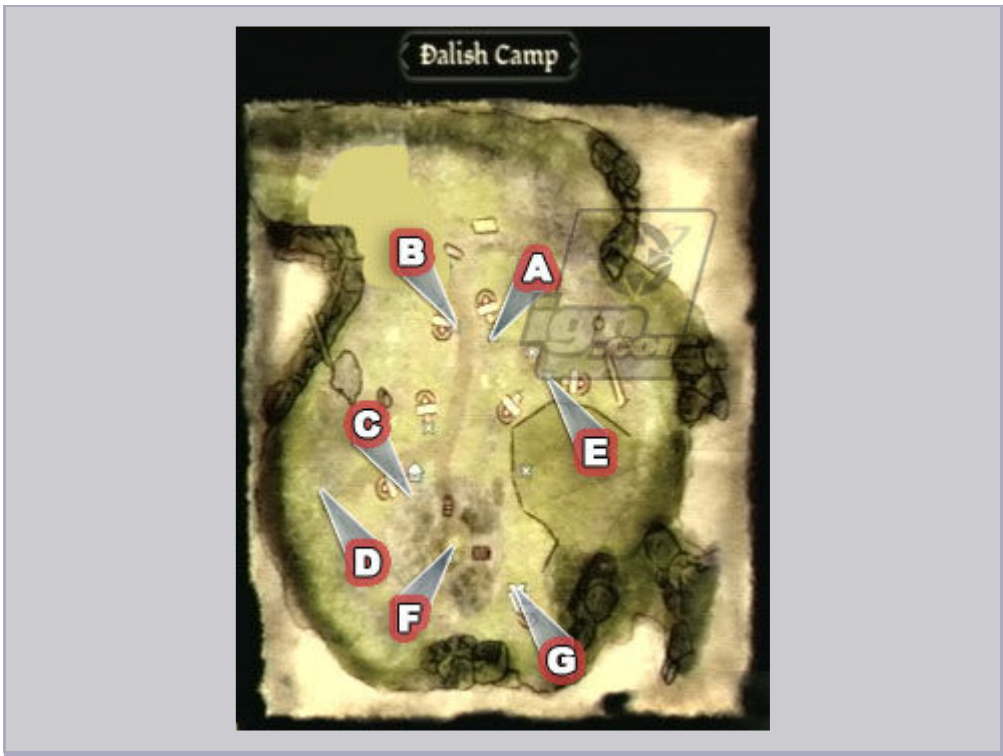
E: You won't have to travel far from location D to reach location E. Be wary of the poison trap set before the door leading to E on your map, or you'll find yourself at an immediate disadvantage. Why is that? Well, usually, losing health wouldn't matter if there were no enemies around, but here, you'll encounter a beastly foe called the Bereskarn at this point. This dog-like creature has a ton of HP and plenty of powerful attacks that will make the battle with the two elves a pretty evenly-matched one. Try to draw him out of the tight room you find him in and into the previous hallway you traversed, where you'll have a far easier time moving around. Be sure to search his body when he's fallen to find more items to add to your inventory. Remember to equip any useful gear you find, or it'll sit useless in your cache.



Once the Bereskarn is dead and you're sure you've thoroughly explored the rest of the ruins (again, there are items to find and enemies to fight, and you shouldn't pass up either opportunity), move forward into the room the beast moved out of. You'll see some sort of magical mirror here, at which point a cutscene will begin. Though your character seems smitten enough with not messing with the mirror, your companion simply cannot help himself. However, things quickly go wrong. The mirror begins to react to your presence, and before you know it, the mirror erupts with a dark power, and the two elves are thrust backwards, knocked out cold. All you remember is the face of a human coming over you right before you blacked out. Who was that?



Origin Story: Dalish Elf | Dalish Camp (Exploration, I)



A: Just a quickly as you blacked out, you'll find yourself coming-to amongst familiar, friendly faces. You're back at the Dalish Elf base camp from which you came (called in-game simply as the Dalish Camp). At first, a friend of yours will speak with you and catch you up with just what happened. You were found outside of the ruins you were exploring by a human male (you'll find out more about him shortly). Just what occurred within the ruins remains a mystery. The force that knocked you out was certainly dark, but identifying just what it was is indeed difficult to do.



Eventually, the leader of your nomadic group of Dalish Elves, a female by the name of Keeper Marethari, will show up. She has more information for you on how you arrived back at base camp, and also how you survived. It appears that a human male Grey Warden named Duncan found you outside of the ruins and brought you back to camp. However, you were found alone, and the fate of your companion is yet unknown. Marethari informs you that it took all of her arcane magical powers to keep you alive, and that you were out for a full two days. She's ordered the Dalish Elves to move on to a new location, but in the meantime, she wants you to head back to the ruins to find out just what happened there, and to see if you can find your friend. You can pick her brain about all sorts of subjects, and she'll talk to you at length about many things (including the Grey Wardens and the Darkspawn), but ultimately, you'll need to agree to head back to the ruins for her.



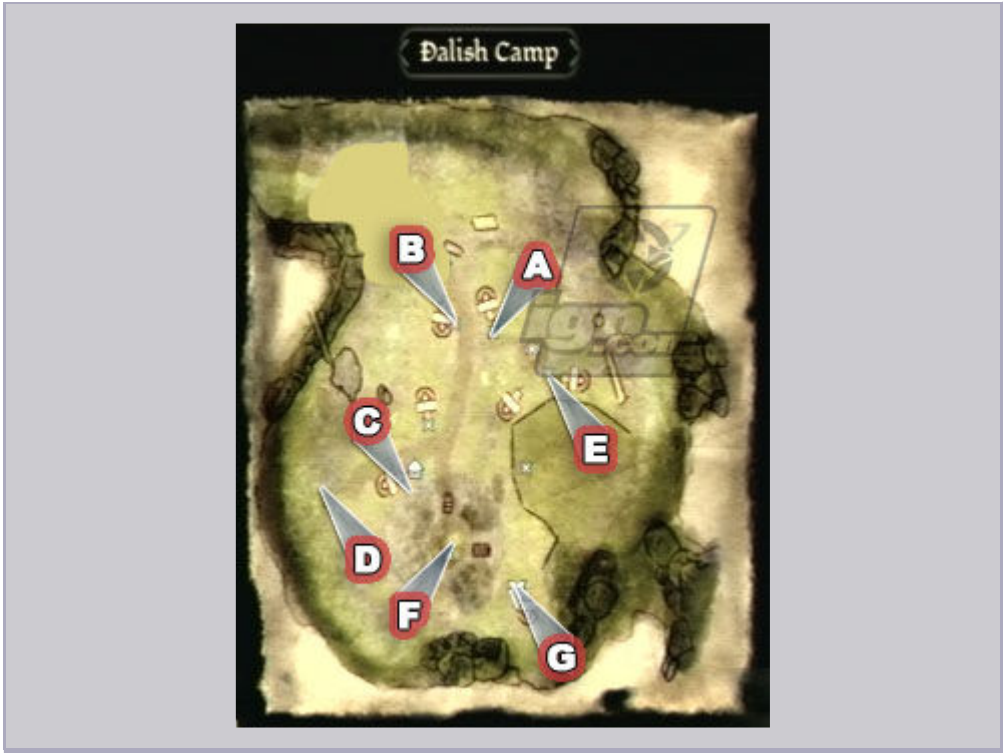
B: Nearby to Marethari's location, you'll find the elven male who originally stirred you awake from your long sleep. This character's name is Fenarel. Speak with him briefly to catch him up on your new quest. If you'd like, you can recruit him to come with you to the ruins. You can also decline to bring him along. The decision you make is wholly up to you. Either way, be sure to raid the receptacle near him to find some valuable equipment.



C: If you head on over to this location, you'll find an elder elf named Ilen. When you speak with him, he'll be having a talk with a younger elf, who he's recently given a bow that's sacred to the Dalish Elves. You can begin to ask him about the history surrounding the bow, and learn a little something about Dalish Elf history as well. It appears they aren't native to Ferelden, and conquered a barbaric foe when they first arrived in this region of the world. You can persuade Ilen to give you a bow of your own, which he will do, and you can also take a look at his inventory of goods available for purchase. Unfortunately for you, you won't have enough dough to buy anything yet.



Origin Story: Dalish Elf | Dalish Camp (Exploration, II)



D: Two young elves named Junar and Pol can be found at this location, taking target practice with their handy-dandy bows and arrows. You can have a brief conversation with both of them, though neither will have much to say. What's of interest here is the fact that Pol is actually a City Elf who fled his alienage and sought out the Dalish Elves, and the Dalish took him in. He'll talk to you a bit about his experience, and you can be kind to him or rude to him; it won't really matter. When the conversation is over, be sure to raid the nearby treasure chest for some goods.



E: A rather interesting encounter can be had at this point on the map. A Dalish Elf elder named Paiven is found here, and when you speak with him, he'll come off as a grumpy old man. But he's not quite as cold as he initially seems. When he implores you to help him tell the tale of the Dalish Elves' history to some children in the clan, agree to his proposal. You'll get to learn a great deal about the Dalish history, where they came from, how they ended up in Ferelden, and what the future might hold. This is actually a really interesting conversation, so don't pass it up. In fact, when the conversation with the children is over, pick Paiven's brain even more for more information. And when that's all said and done, raid the many treasure chests, baskets and the like around the raging campfire before moving on.



F: You can find a woman named Ashalle standing around a small fire with some children and elven hunters. You can speak with her, but she won't have an incredible amount to say to you. She's simply relieved to see you alive, and wishes you luck in finding your friend before it's too late. Though you can ask her about elven history and the like, chances are, you will be unsuccessful in doing so. Be sure to crack open the chest near her before moving on, if you can.



G: Finally, when you reach location G, you'll be at the end of the village, where you can head back to the familiar Forest Clearing you earlier traversed. Before you head to the path, though, you'll need to speak with your new partner in crime here, a female named Merrill. As the Keeper's apprentice, Merrill is meant to be Marethari's eyes and ears during this endeavor. You can speak with her about a number of topics, but ultimately, you'll be forced to move out and back towards the Elven Ruins. Keep in mind that if you earlier spoke with Fenarel and have him in your party, you'll either have to persuade her to let him come along, or go back and speak with Marethari to get permission to have him along. Indeed, if you don't want him to come, you don't have to have him come along at all, but an extra body will help you greatly in upcoming battles.



Origin Story: Dalish Elf | The Mirror (Exploration, I)

When you've returned to the forest path where you began your journey as a Dalish Elf in this origin story, you'll have to backtrack back towards the ruins. Since you've traversed all of the areas we'll now be going back towards (the forest path, the ruins, and back to the village), we won't provide you with a map. After all, that will simply insult your intelligence. You'll encounter an enemy group almost immediately, made up presumably of weak Darkspawn-type enemies called Genlock. Do these foes in quickly -- with a party of three, you should have little trouble with any enemy encounters occurring for the rest of this origin story. After the initial party is slain, continue down the path, and you'll run into a small camp. You'll all assume that it's the Grey Warden's camp. And you'd assume right.



Further down the path towards the ruins, a larger, more robust party of Genlocks can be found. Make quick work of them as you press ever-closer to the ruins, and be sure to pick their bodies clean of any goods they might have. Once you encounter the ruins, you can head on inside whenever you'd like, but since you'll be facing a stronger variety of Genlock within the ruins, you'll want to make sure that you and your party members are all equipped with the most powerful gear in your inventory. While the chance of dying within the ruins are minimal even if you don't do this, you should still do whatever's necessary to ensure your success.



As soon as you walk into the ruins, expect a cutscene. Remember -- your two companions have never been here, so they're taking in the sights, sounds and smells of the ruins for the first time. They too will notice that the ruins are human-made, but with elven touches here and there (like that statue you found earlier). As soon as you regain control, you'll be attacked by a party of Genlocks. As you did with the two enemy parties you encountered back outside on the path, make quick work of them before proceeding. As long as you were thorough in your looting of the ruins the first time you came through here, you shouldn't find any new items to acquire, other than what's on the bodies of newly-deceased foes.



Don't dilly-dally. Instead, make haste towards the room with the mirror in it at the back end of the ruins. When you arrive near the door into the room with the mirror, you'll find the final party of enemies you'll encounter in this origin story. Genlocks, with a powerful mage called a Genlock Emissary, will attack you. Make the latter enemy priority target number one, because he can be a handful with his powerful support magic, which can, among other things, freeze your movements temporarily. Then, when the entire final Genlock party is on the ground dead, scour their bodies for goods to add to your inventory, and then move into the room with the mirror, where the Grey Warden named Duncan awaits.



Origin Story: Dalish Elf | The Mirror (Exploration, II)

The task at hand is a straight-forward one, though there is a rather intricate dialogue tree available while talking to Duncan. Ultimately, he'll let you know that your friend is gone for good, and that even if he's found, it's been a full three days since he was cursed with Darkspawn magic. With it pressed into your head that your friend is nowhere to be found and cannot be saved, Duncan will resolve to destroy the mirror in the ruins, and he does just that (it's entirely possible you can convince him not to do this, though we went along with his plan willingly). With the mirror destroyed, a great pulse of power comes forth, but the entire friendly party survives it. And just like that, the three elves and Grey Warden human decide to head back to the Dalish Elf base camp.



When you've returned to camp (which will happen automatically in a brief cutscene), you can begin to experience this origin story's sad endgame. You'll gain control almost immediately, following a brief discussion with the tribe's Keeper. Take this opportunity to run around and talk to all of the elves you talked to earlier. They'll all inquire about your friend's fate, and you can inform them however you'd like that he's no longer with us. Each of them will react in a different way, so while this isn't a necessary action, it's still one you'll want to undertake to expand the storyline that much more.



When that's all said and done, find the Keeper, who stands with Duncan near the center of the camp. It's at this point that the inevitable happens, and Duncan extends an offer for you to join the Grey Wardens. Unlike many of the other origin stories, which conveniently end in you joining the Grey Wardens due to your valor, strength and cunning, you're joining the Grey Wardens here not only to help them in their battle against the growing Darkspawn threat. You'll also be joining in the hope that your sickness, which is still with you due to your encounter with the Darkspawn, can be cured somewhere in Ferelden. Ultimately, you'll say goodbye to your tribe and head off with Duncan on your adventure, ending the origin story.



Origin Story: Dwarf Noble | Orzammar Royal Palace (Exploration, I)



A: The life of a Dwarven noble isn't exactly a hard one. If you saw (or read about) the Dwarven commoner origin story, then you'll realize just how much better these guys' lives are than their less fortunate brethren. Your character is in line for incredible power in Dwarven polity, and with your first military commission coming down the pipe, there's reason to celebrate. When you gain control of your character during the early stages of this origin story, you'll find that there is a feast in your honor that evening. But first, you'll have time to explore the royal palace that you call home. So, let's do just that (you'll first need to navigate the opening conversation tree, of course). Be sure to explore the room for codex entries and items before heading out.



B: This location will provide you with a door which is locked. The door would lead into a location in the palace called Trian's Room, but for the time being, you can't head on through. That's okay, though -- just be sure to scour the hallways of the palace for codex entries and other items to add to your inventory as you move around. As for the location itself, you may have to return later, so keep it in mind.



C: An interesting encounter will happen when you try to enter this room, one that will be *even more* interesting for those gamers familiar with the Commoner Dwarven origin story. When you go to enter this room, you'll see a red-headed female Dwarf run out of the room, and then dash back in. Head after her and speak with her. You won't get her name just yet (though it's Rica, if you played the other aforementioned origin story), and she is the mistress of your character's brother. Rica is, in fact, a commoner herself, though you won't learn that in-game just yet. She'll take her leave of you when you give her permission to do so. Be sure to search your character's brother's room before you head out, since there are plenty of items and codex entries to be found.



D: At this point, your companion will intercept you and ask you if you're certain you want to enter your feast without first having headed out of the palace and to the Proving Grounds. Again, the Proving Grounds should be familiar to those who have played through the Commoner Dwarf origin story, but if you're not, it is essentially an arena where combatants fight to the death. You're more than welcome to head over there if you want, but we opted not to. We'll get there soon enough. If you do decide to head over to the Proving Ground, keep in mind that our walkthrough won't be completely accurate from here on out.



Origin Story: Dwarf Noble | Orzammar Royal Palace (Exploration, II)



E: When you finally arrive in the throne room of the great dwarven palace, you'll have a chance to speak with a few characters. There are three in particular that should be spoken with before you reach the throne itself, where a cutscene will automatically begin. So, be sure to get your words in with the three characters in question before approaching your character's father on his throne at the far side of the room. Two of the characters will try to vie for your political attention on a matter regarding dwarves who have retreated to the surface, and their status within proper dwarven society. The third conversation is perhaps the most important one, since you can speak with a Grey Warden named Duncan. You can learn more about the Grey Wardens through him, and even tell him that you want to become one yourself, so you can make it your duty to fight the Darkspawn. Of course, how you proceed through that conversation is entirely up to you.



After you've spoken with everyone in the throne room, you can approach the throne itself to begin a conversation with your character's father, the king. You've been commissioned as a commander in the dwarven army, quite the honor considering you're about to be unleashed on the Darkspawn threat that's taken over nearby dwarven mines. You will be "sworn in" so to speak, and questions will be asked to you about various issues. Proceed through the conversation trees presented to you carefully, since some dwarves might respond in different ways depending on the choices you make. When the swearing-in process has concluded, the king will order everyone to drink, eat and be merry. He then asks you to scamper off to find your brother. Agree to do this.



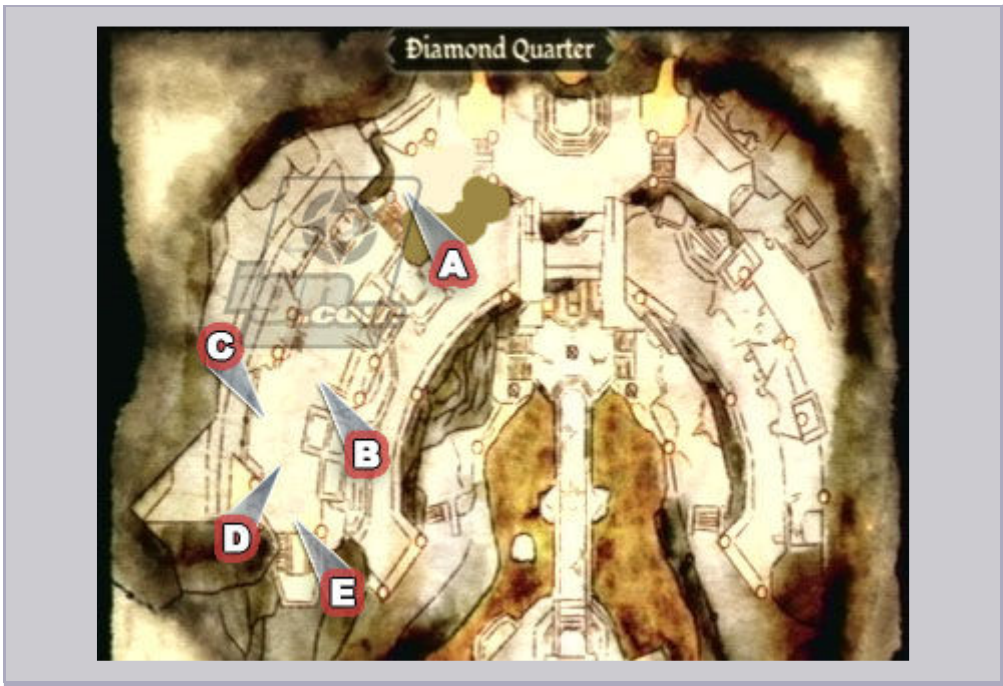
F: There's not an incredible amount of interesting stuff to see on this far end of the palace, though you'll still want to visit. There are some odds and ends to collect in the form of items and codex entries, and while there are no people to speak with, there are plenty of locked doors. What are behind them? Maybe you'll be able to find out if you're a Rogue, but for us, we had no such luck getting through any of them.



G: Head to point G on the map when you're finally ready to track down your brother. As your father, the king, informed you, he's either at his room or he's at the Proving Ground. This seems to be determined almost entirely by whether or not you ventured out of the palace to go to the Proving Ground before the feast. If you did this, then chances are your brother is in his otherwise-locked room at location B on the map. If not, head out to the Diamond Quarter at this location on the map.



Origin Story: Dwarf Noble | The Diamond Quarter (Exploration, I)



A: You'll run into two characters here that you can engage in conversation. When you speak with them, you'll find that they're in a heated argument. A man named Scholar Gertek has written a book that deeply offends Bruntin Vollney and his family's honor. When you pick their brains about what the book is about, you'll learn that it discusses the rise of Paragons in the last five-hundred years of dwarven history. How you go through this conversation is up to you. You can order the scholar dead, take his side, or remain somewhere in the middle. We scolded him but let him live, but naturally, the way this conversation turns out will differ depending on the choices you decide to make.



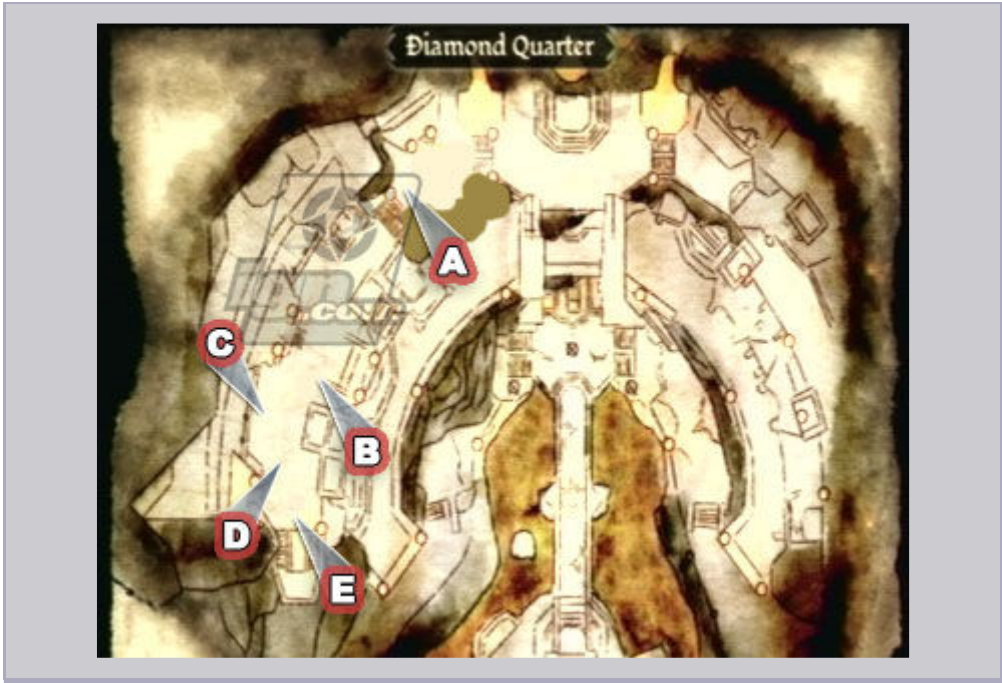
B: You'll find a nameless armor merchant here who will briefly speak with you if you decide to engage him in conversation. He's extremely respectful to you, but you can be mean back to him if that's more your style. Take a look at his armor if you want, but as he states to you beforehand, he doesn't have anything that you will really need. After all, you have the finest dwarven blacksmiths working on your gear back at the palace.



C: You can have an extremely interesting conversation with two female dwarves at this location. Named Teli and Mardi, these two women cut right to the chase. They want to have what they call a "bedded diversion" with a noble, and you'd be quite the catch for them. As the conversation evolves, you can rebuff their advances, choose one of the women, or if you play your cards right, choose them both. One (or both) of them will appear later on at night, after the ceremony has drawn to a close. You dog, you!



Origin Story: Dwarf Noble | The Diamond Quarter (Exploration, II)



D: You'll find a nameless weapon merchant here who will flag you down to speak with him. He cuts right to the chase, albeit nervously, and lets you know that he has commissioned a dagger for you to wear, as a gift on your commission. He tells you that he sent a servant to the palace to deliver it, but that the servant was rebuffed. As usual, take this conversation however you want. We opted to be kind to the merchant and take his dagger, but you can be mean to him, refuse the dagger, and even declare that he should be killed for disrespecting your older brother during the course of conversation. Deal with this however you want.



E: Eventually, you'll reach the far western end of this map, where a guard from your palace will intercept you at this location. Upon speaking with him, you'll learn that you are to be escorted by armed guards to the Proving Ground at the request of your father. You can try to shake off the armed guard during this conversation, but there's really no need to, since you'll be escorted to your destination automatically via a load screen. In fact, these guards are doing you a favor.



When you arrive, you'll run into your older brother, the character you were seeking. But he won't stick around long, before rudely bidding you adieu and heading back to the palace. It's at this point at your character's younger brother will chime in, and if you're willing to hear what he has to say, you'll learn of a rather interesting plot. It appears that you're in line for the crown, not your older brother, and in return, your older brother wants you dead. If you want to, you can create a plot of your own to flip the script on your brother. As usual, how this conversation goes and the direction in which the rest of the origin story will take will depend wholly on how this conversation with your younger brother ends up.



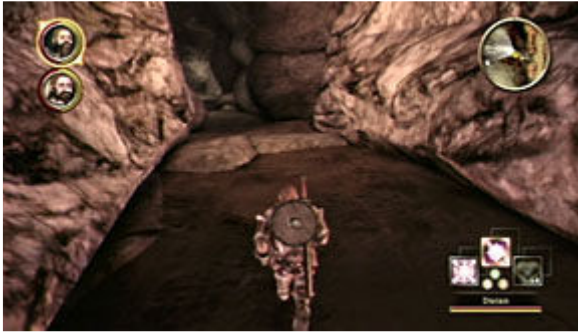
Origin Story: Dwarf Noble | Ruined Thaig (Exploration, I)



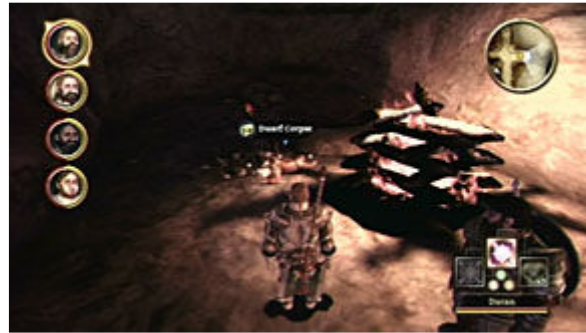
After a load screen and a brief cutscene, you'll find yourself underground, in the Ruined Thaig. It's at this point that the Dwarven forces will attack the Darkspawn occupying their precious mines. After a brief consultation with some of your brethren and a briefing from the king himself, you will be set loose with your companion to press into Darkspawn territory, away from the main combat currently being undertaken by dwarven and human forces.



A: In case you're confused, this is the entry point into the mines. Both entrances that would otherwise be available to the north and to the south are, for the time being, completely sealed off. So head on through this way. Proceed up the path before you, and you'll encounter a spider web in the middle of the path. If you walk into it, you'll be temporarily wrapped in silk while a lone Giant Spider comes out and attacks you. So, if you can, avoid the spider web, though defeating the Giant Spider even after being incapacitated is an easy endeavor.



B: As you proceed further up the path from the location of the Giant Spider to this particular location on the map, you'll be assaulted by a small group of Genlocks. These thugs are lesser Darkspawn, and they are easy enough to deal with, even if there are only two of you. Be sure to scour their bodies for dropped goods. Also, be sure to head to the nearby fire they were gathered around before you showed up. You'll find a downed, anonymous body of a dwarf, which also has goods to pick off of it.



C: When you reach this open chamber, you'll run into a character named Frandlin Ivo. He's a brave warrior, and a friend of yours, and was one of the scouts sent out ahead of your small party to see what the situation is. He'll fill you in on the situation in the mines before joining your party. Having a third member will certainly help you survive the upcoming onslaught, and believe it or not, he won't be the last new member to join your party during this origin story.



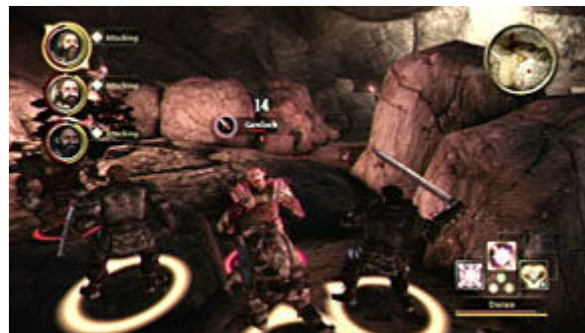
Origin Story: Dwarf Noble | Ruined Thaig (Exploration, II)



D: You'll be met by a fierce Genlock force here, made up of warriors, archers, and even powerful leader-like enemies that will come to the fore during this battle. Since there are three of you in your party now, you won't be as outnumbered as you otherwise might have been, but still, this battle will challenge you. The good news is that once you've survived the onslaught, you'll have plenty of dead Genlock bodies to pick items and money off of. There are also plenty of containers, boxes and crates around the blazing fire to pick open, though you won't be able to open many of them unless you're of the Rogue persuasion.



E: You don't have to go down this way, but if you're being a thorough explorer, you inevitably will. Down here, you'll find a plethora of small, dinosaur-like enemies called Deep Stalkers. Slaughter these foes as they attempt to pincer you when you turn the corner of the path. These guys are aggressive, but they aren't incredibly powerful, so you don't have much to worry about here. Unfortunately, there aren't many items to find in their vicinity, but in a game like Dragon Age: Origins, one should never, ever turn down the opportunity to score some extra experience points. And during this battle with the Deep Stalkers, you'll manage to do just that.



F: Earlier, we promised you that you'd run into another companion to add to your party at some point during this origin story, and this is that point. This bow-wielding dwarf is known only as a scout, with no proper name, but he'll inform you that there are more enemies ahead, and that the area is rife with threats. His addition to your party will be a helpful one, since his bow will give your party its only long-range threat, which will come in handy during the fight ahead. And sure enough, that fight won't take long to find you, as you'll be ambushed by a group of Genlock, the most powerful enemy party you've yet faced in this origin story. Thankfully, your new party member should give you the edge you need to survive this battle. As usual, scour fallen bodies for goods, as well as the area around where the fight took place.



G: After crossing a bridge that allows your party to safely make it over a lava stream, you'll run into a hostile group of mercenaries. These mercenaries have bad news written all over them, and are clearly out for blood. After a brief exchange, you'll be thrust into battle with them. These guys will no doubt put up a better fight than the Giant Spiders, Deep Stalkers and Genlock you've so far done battle with. Indeed, the only time throughout this entire origin story where you might need to heal yourself mid-battle is now. Nonetheless, you and your three companions should be able to weather this storm, and you'll find yourself all the more powerful as a result. There will be plenty of freshly-slain corpses to pick clean, but make sure to hit up the commander of the mercenaries once he's fallen, since you'll need the ring on his person in order to proceed.



Origin Story: Dwarf Noble | Ruined Thaig (Exploration, III)



H: Enter the door at this location, and you'll find yourself in a tomb. There's a lone sarcophagus here that you can crack open, if you know precisely what needs to be done. In fact, you'll have to figure this one out if you have any hope of proceeding with the mission at hand. The solution is simple if you explore your surroundings. There are three tiles on the floor that, when stood upon, will act as switches. Toggle between your three ancillary characters, and have each of them stand on one of these tiles. Then, with your primary character, approach the sarcophagus and examine it. Opt to press your ring into the coffin, and out will come the shield you seek. With it in hand, you can leave this isolated room.



When you leave the room, expect to be attacked by a fresh group of Genlocks, but as usual, they don't provide you with any challenge you won't be able to handle. Once the threat has been nullified, simply begin to backtrack through the tunnels the way you came. You won't encounter anymore enemies en route, though you will encounter an automatic cutscene at one point. Ultimately, you'll run into a party of dwarven soldiers led by your character's older brother. After an exchange here, combat with your brother and his party is inevitable. No matter how you try to navigate the conversation tree -- and there are many ways through -- you'll ultimately end up in battle with your brother and his posse.



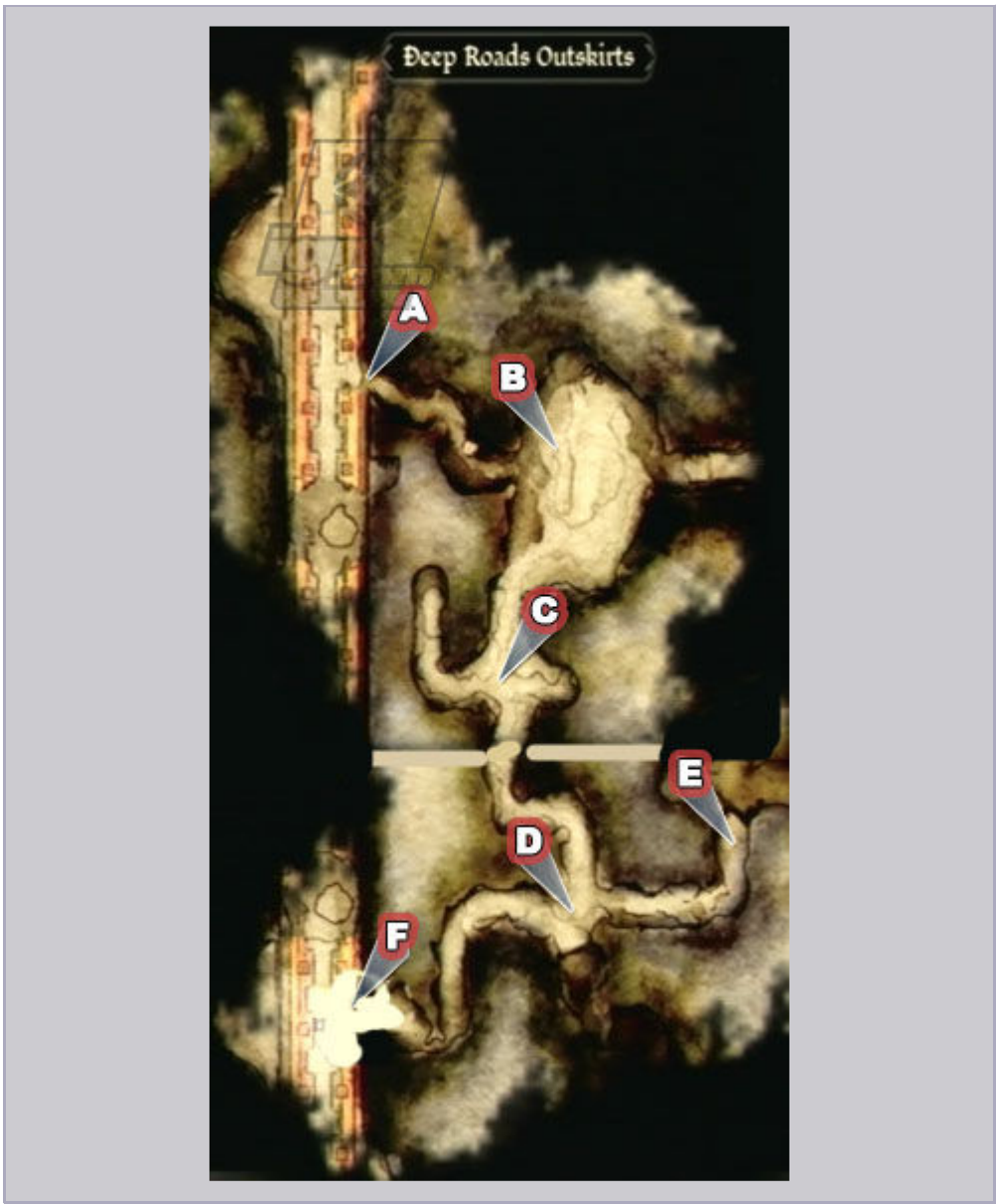
This battle isn't too difficult, though it will be a heated battle with many participants. Focus on your brother first, since he is the most powerful character in the enemy party, and the one that has the potential to do the most damage to you and your friends. Then, once he's fallen, you can spring off from him and work on any number of his cohorts. Naturally, having three members of your party in addition to yourself will help you greatly here, since the enemy attackers will be forced to focus on so many targets simultaneously. You'll come out on top at the end of this battle (if you're a good fighter anyway), but don't hesitate to heal yourself mid-battle if necessary.



After the battle has concluded, bad timing catches up with you. Your character's father -- also the father of the deceased prince on the ground in front of you -- shows up with his own band of dwarven warriors. At this point, a complex conversation tree begins in earnest, because you either need to figure out a way to weasel your way out of trouble here, try to get your friends to lie for you, or simply give yourself up. It won't really matter how you navigate this scene, however, because at the end of it all, you'll find yourself in a jail cell for seditious behavior, and killing your brother. It's at that point that the origin story's endgame will begin, with you imprisoned.



Origin Story: Dwarf Noble | Deep Roads Outskirts (Escape, I)



The endgame of the Noble Dwarf story begins at this juncture. Your character is in a jail cell, and has been condemned by the noble dwarven order. Your friend Gorim shows up, and you can speak with him briefly through the bars creating your cell. He'll inform you of the political maneuvering that's been going on ceaselessly since you felled your brother in the mines. Gorim informs you that he's been stripped of his title and exiled to the surface, but your fate is much grimmer. You're to be sealed in the Darkspawn-infested mines, where you will endlessly battle the Darkspawn until you finally perish. That's not exactly an ideal way to go, but it will give you a chance to find Duncan and his party, and attempt to escape with them. After all, Duncan informed you earlier of his intention to make you a Grey Warden, and now, you can try to take him up on his offer.



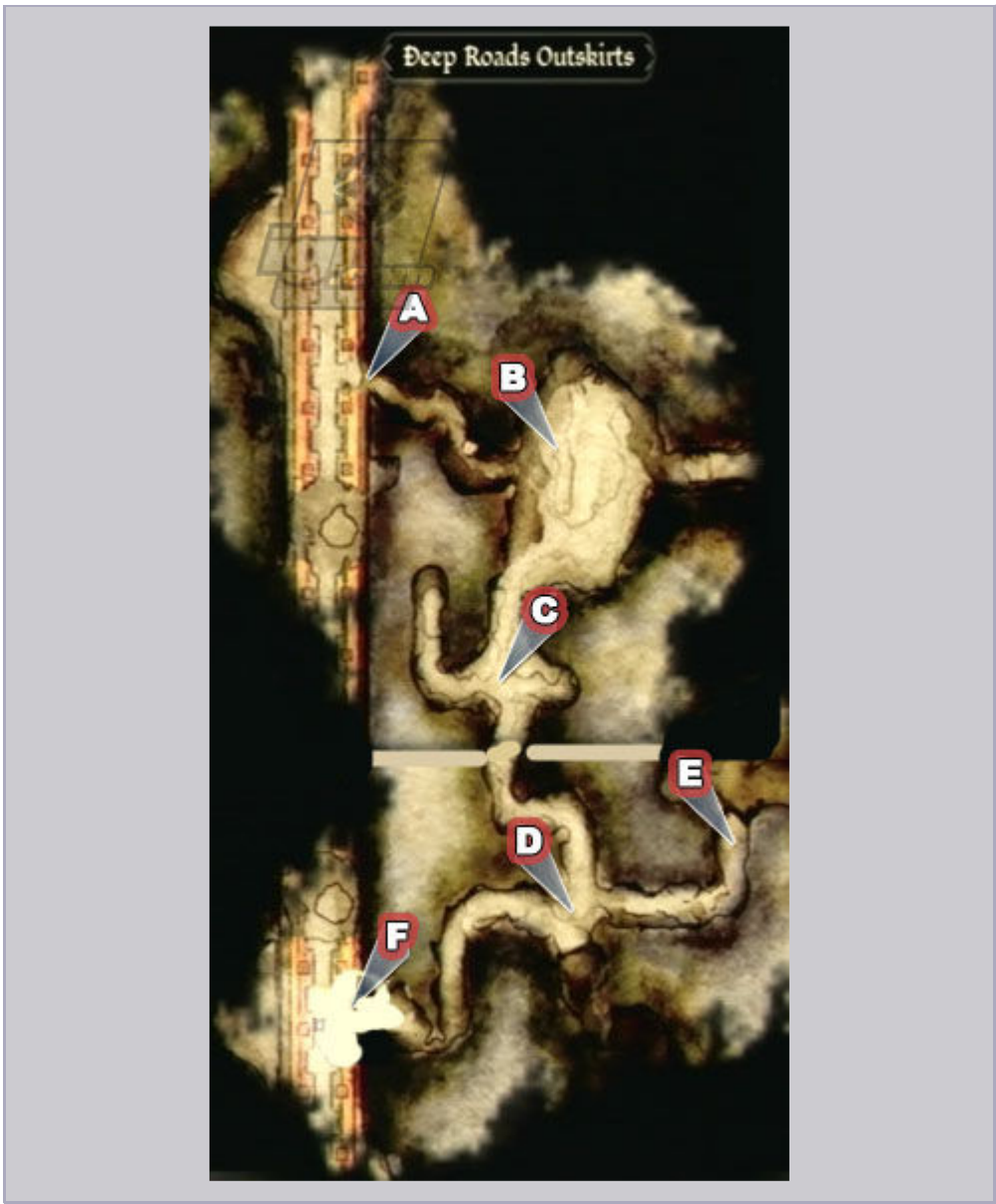
A: With some light now shining at the end of the tunnel (metaphorically speaking, of course), you'll be given a weak sword and shield, and sealed into the mine as promised. It's at this point that you'll gain control of your character. Walk down the pathway and seek the makeshift tunnel heading off of the pathway's wall on the east side. This will let you reach the enemy-ridden tunnels that will, hopefully, allow you to eventually find Duncan. As you begin walking down the pathway, you'll almost immediately be attacked by a lone Giant Spider. Because of the weakness of your character's gear right now, take him on carefully. Indeed, you'll want to fight slowly-but-surely here, not taking on more enemies than your character's weak state will allow. Thankfully, the corpse next to the Giant Spider will provide you with some much needed new armor and weaponry.



B: As you proceed eastward down the initial pathway, you'll eventually come to a more wide-open chamber, at which point a couple of Genlocks will attack you. Keep in mind that the entrance to the room is primed with a trap, so you'll want to avoid it as best you can, or you'll enter into this 2-on-1 battle with the Genlocks immediately disadvantaged. When you've felled both of these foes, be sure to explore the northeastern end of the chamber, where you'll find some more goods in boxes and the like. Hopefully, some curative items are in there, because you'll no doubt be needing them in the more difficult battles to come.



Origin Story: Dwarf Noble | Deep Roads Outskirts (Escape, II)



C: At this juncture, you're bound to run into a Giant Spider, who you can slay easily, now that you have some more buffed-out gear and weaponry. There's a spider web nearby that can temporarily snare you, giving the spider free hits, so avoid it as best you can (the spider can alternately shoot the web at you, which you can't easily avoid). Be sure to scour the nearby dead end tunnels before continuing southward, since you can find a Darkspawn corpse with more gear for you to find.



D: When you reach the southern end of this path, you'll be able to bear rightward or leftward. But first, you'll need to deal with more Genlocks at this very juncture, so break out your weaponry and do them in quickly. There's little else to say about this conflict, though you should, of course, be sure to pick their bodies clean of loot before heading onward.



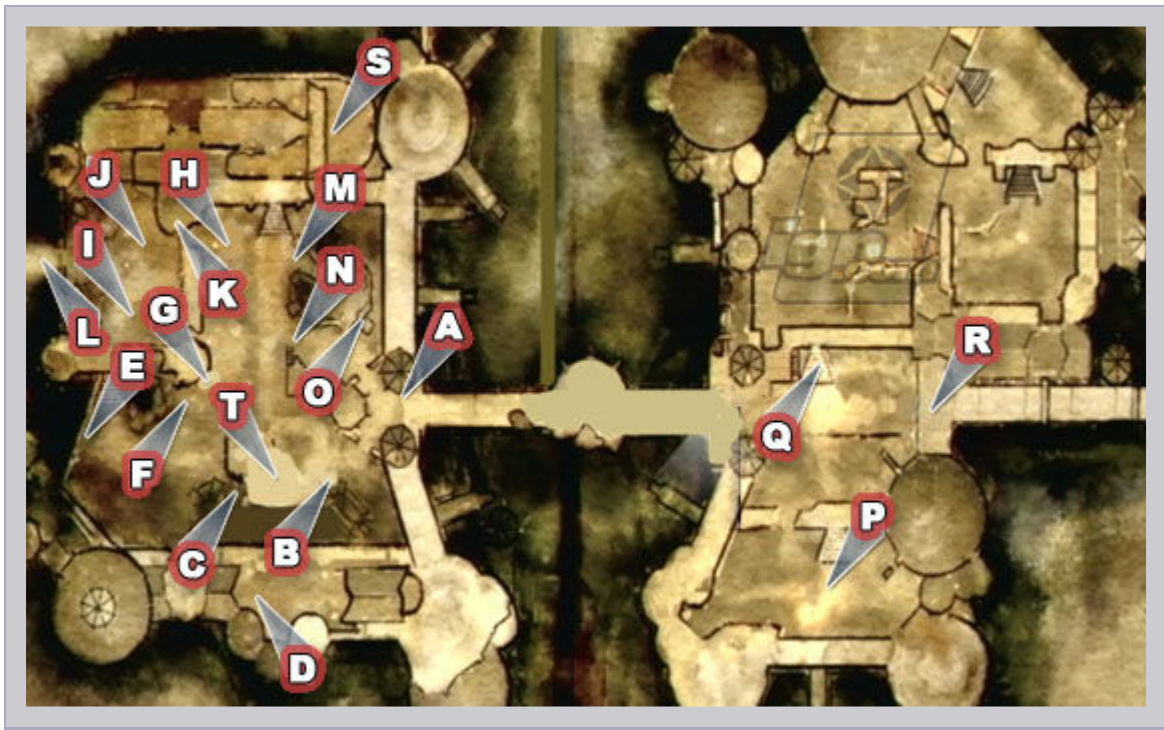
E: Though you'll need to head westward down the path to find Duncan and end this origin story's endgame, you should first head eastward. You'll ultimately find a path that slopes northward towards a dead end, and there, you'll find four Deep Stalkers, those pesky little dinosaur-like creatures. This is a difficult battle, and it's easy to become overwhelmed here, but you shouldn't pass up experience. You also shouldn't pass up the loot from the corpses the Deep Stalkers were huddled around, since you'll find more goods to add to your inventory. This is an optional aside, but in our opinion, it's one you shouldn't pass up.



F: Finally, when you reach point F, you'll emerge from the makeshift mining tunnels, only to find another more standard, brick-layered Dwarven pathway. At this point, the game will take over, as you find Duncan and his team of warriors, as they search for more Darkspawn. Engage Duncan in conversation (this will essentially happen automatically), and he'll ultimately invite you to join the Grey Wardens. You can navigate your way through this conversation however you want, revealing as much or as little as you desire. It won't change anything or affect your inclusion into the Grey Wardens, so if you want to keep the fact that you murdered your brother, then by all means, do so. Either way, this ends the origin story for the Dwarf Noble.



Journey to Ostagar | Ostagar (Exploration, I)



Regardless of which of the six Origin Stories you decided to trek through to begin your game, you'll find yourself in a location known as Ostagar. From the point in which your origin story ends, the game becomes essentially identical for the most part, but only for the time being. You'll meet up with a character of importance named King Cailan Theirin, who is not only a royal figure, but a friend of Duncan's as well. Speak with him (this conversation will depend only mildly on your origin story and just who you are), and learn more about the situation with the Darkspawn. It appears that King Cailan isn't incredibly stressed about the Darkspawn, and thinks that this might not even be a Blight. After all, they've won all three of their battles with the Darkspawn forces so far, and have yet seen an Arch-Demon, a typical signal that a Blight is upon us.



Once King Cailan takes his leave of you, your character and Duncan will walk and talk for a while. Duncan will inform you that he isn't at all convinced that this isn't a Blight, and tells you about his possible plan of exploring the surrounding areas. He'll familiarize you with certain parts of Ostagar, tell you where you can find certain people, things and activities (including another Grey Warden, shops, et cetera), and then send you on your way. Finally, you're able to explore Ostagar on your own.



A: You'll find a nameless soldier at this location. Manning his post, this soldier will be talkative, if you choose to pick his brain about all sorts of things, that is. He'll tell you where to find certain people, including Duncan and his Grey Warden friend. He'll also tell you where to shop, where to find the kennel, and a bit about Ostagar and the surrounding area. Don't neglect to speak with this guy.



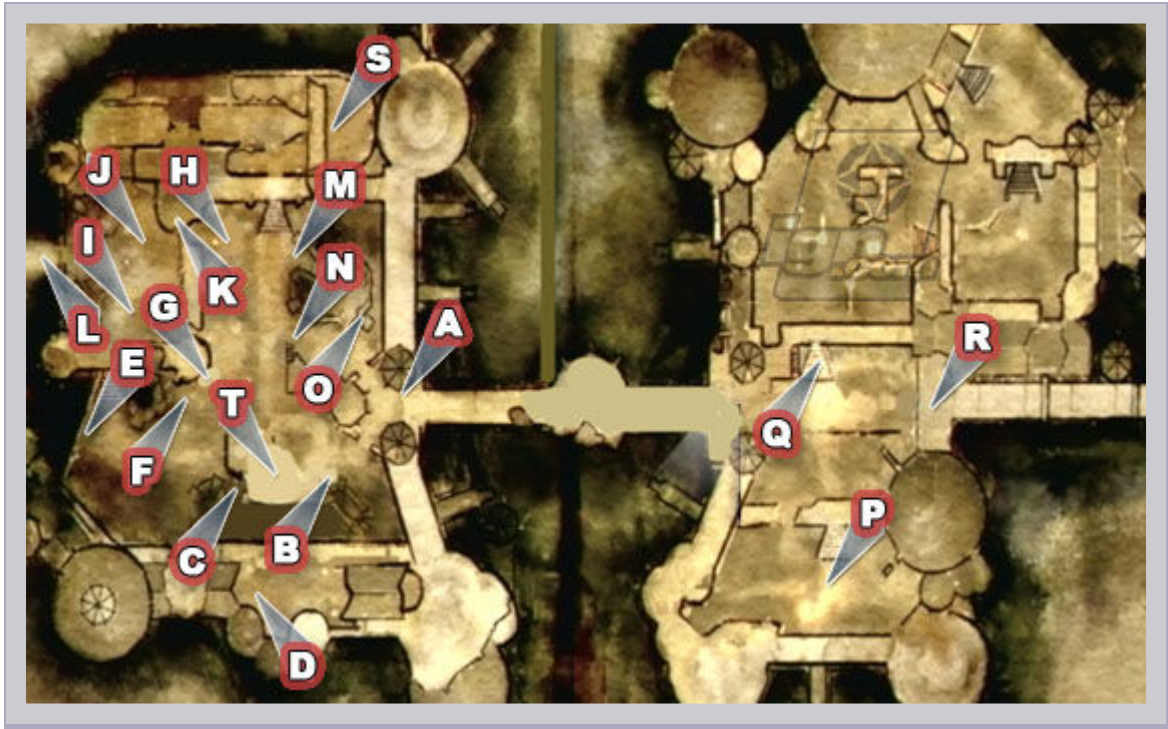
B: This location marks King Cailan's tent, though when you initially visit here, you'll find that he isn't around. However, one of his personal guards will speak with you, if you can persuade him to do so. He'll tell you a bit about King Cailan, his wife, and some feud that's going on with the king and another one of the nobles (who happens to be the king's father-in-law). He'll also tell you that the king is off drinking with the Grey Wardens. There's little else to do at this location.



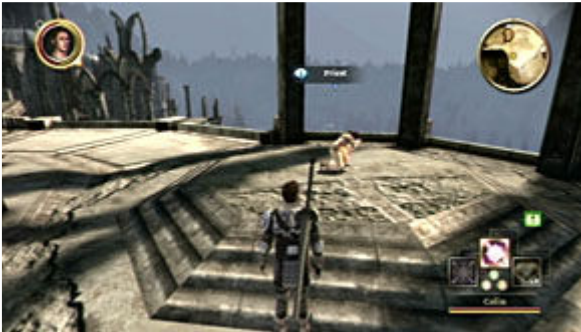
C: Adjacent to King Cailan's tent, you'll find the tent of a man named Loghain. Loghain is a commoner-turned-noble who was instrumental in previous military victories attributed to Cailan's family. To this day, he still serves as the king's trusted military advisor, but it appears he and the king don't see eye-to-eye on their current engagement with the Darkspawn. Unfortunately, you won't get much out of Loghain's guard unless you are able to persuade him to speak with you, and further persuade him to let you speak with Loghain himself. Otherwise, information will be scarce here. If you're able to get an audience with Loghain, however, then consider yourself fortunate. You'll garner even more information about the current situation from your brief encounter with him.



Journey to Ostagar | Ostagar (Exploration, II)



D: No one will speak with you up here (take the stairs nestled in between the king's tent and the tent of his military advisor), but there's still interesting stuff to see. There's a clinic being run near the stairs on how to kill a Darkspawn -- if you're able, loot the nearby treasure chest for goods. You'll find some men taking target practice with their bows, a priestess praying to The Maker (grab the loot from the bags near her), and some other soldiers carrying on a conversation. Not much else to see up here.



E: Remember point E for later. It's how you'll gain access to the Korcari Wilds, a place full of dangerous beasts, as well as plenty of Darkspawn. For the time being, however, you won't be granted access to the Wilds. The guard there, accompanied by his own war hound, won't let you pass. He tells you that he once he gets the go-ahead from Duncan, he'll let you go, but for now, you can't. Pick his brain about the Korcari Wilds. He'll tell you about witches that supposedly dwell there, though it's all superstition. Isn't it?



F: You'll find a happy-go-lucky character here (sarcasm) without a name. He's simply known as Ash Warrior Leader. You'll likely find this character barking some orders at an elven servant when you walk up to him. You can then engage him in conversation. He'll tell you about the Ash Warriors if you press him about it. Ash Warriors use dwarven techniques to fight in battle, and you can learn more about them if you want. You can also learn more about Darkspawn blood, and why it's hazardous to your health.

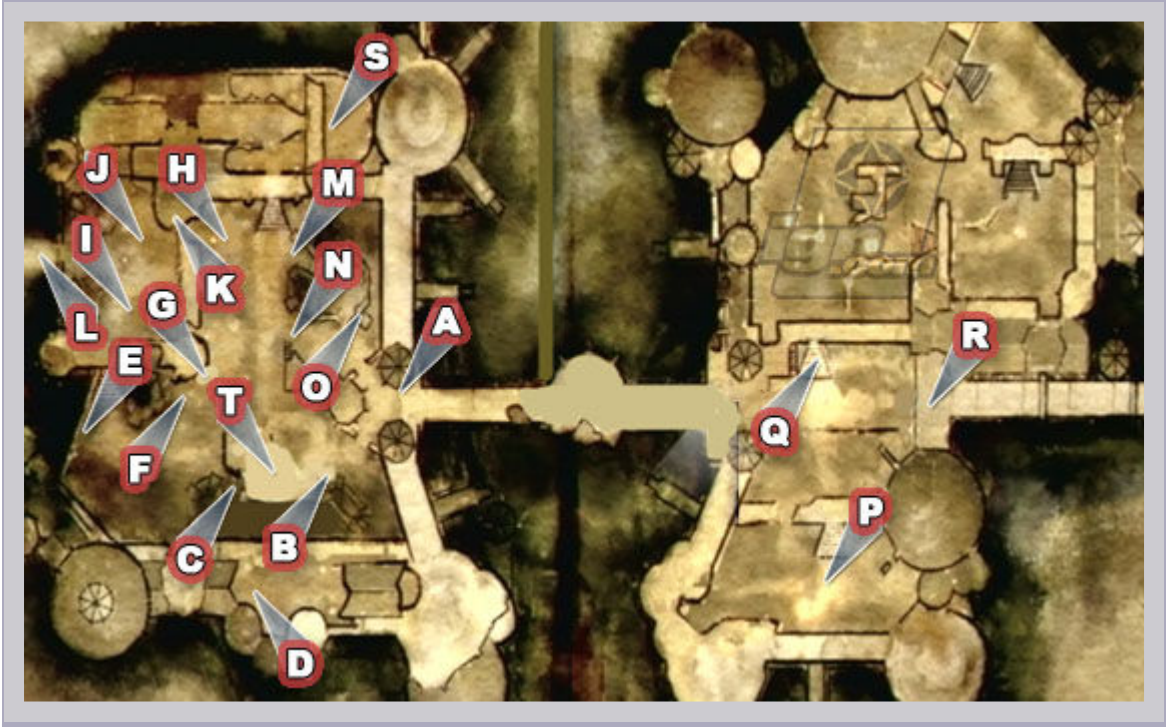


Some of our readers have written in to inform us that if you're able to flag down the timid elven messenger that the Ash Warrior Leader was ordering around when you first speak with him, you can convince him to give you a powerful sword that can be added to your inventory.

G: This location won't be of much importance to you if you're playing as a human noble (which we were, for the sake of this walkthrough). If you aren't, then you should be able to speak with the dog keeper at this location. Undertake a quest for him, and you'll get a Mabari hound for your own. If you're a human noble, then you should already have one.



Journey to Ostagar | Ostagar (Exploration, III)



H: You'll find two people here that will converse with you. One is a random warrior who will be going out with you into the Wilds eventually, but unfortunately, he won't have much to say, and making matters worse, he'll simply scamper off after your conversation with him has run its course. The more important conversation to have here is with the Quartermaster. Quartermasters are in charge of armor and armaments, and this Quartermaster is no different. Speak with him to learn a bit more about him, and take a look at his two inventories (one regular, one illicit). Unfortunately for you, you won't have much money to spend on goods, but you can sell back all of the items you're no doubt hoarding from your origin story, if you so desire.



I: Here, you'll be able to have a rather disturbing conversation with a wounded soldier, who was stranded for a time in the Korcari Wilds. The things he saw out there, and the trauma he no doubt went through, has deeply scarred this man. He'll insist that everyone needs to retreat, or that everybody, including the Grey Wardens, will die. If you press his nurse about the possibility of him having important information, she'll let you know that a commander brought him to the nursing station, and that he didn't think he was worth speaking with. Take what he says with a grain of salt, or don't. That's entirely up to you.



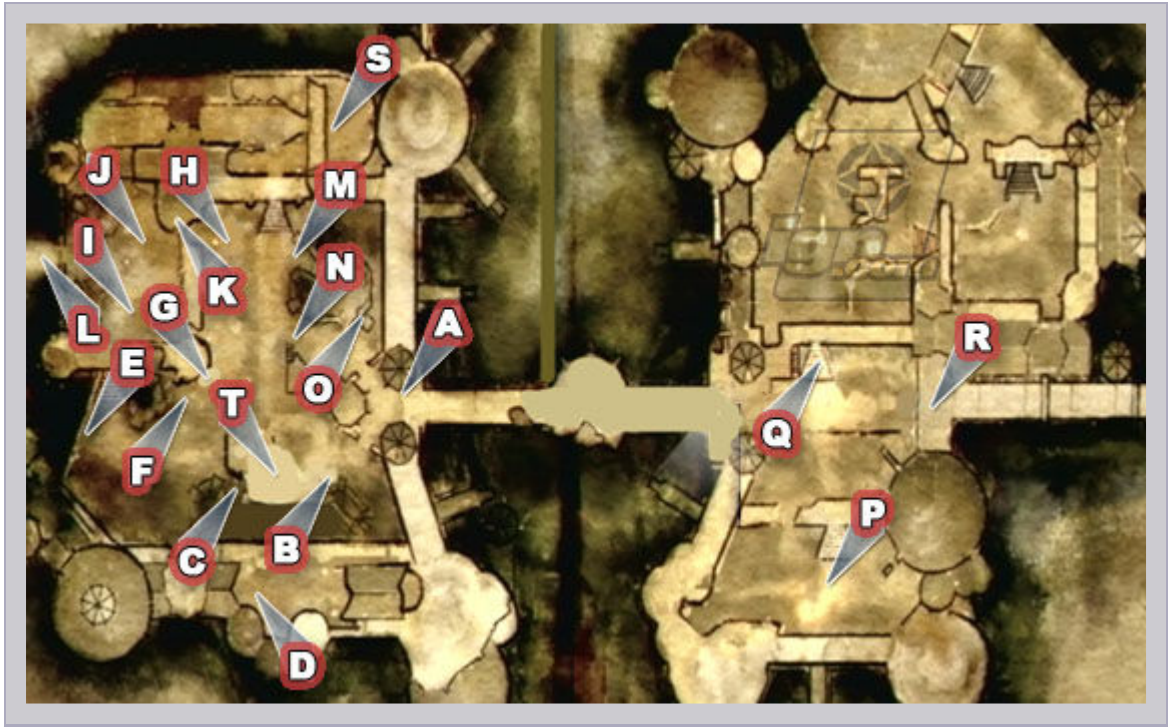
J: You'll find two characters worth talking to here, though one of them won't have much to say to you. The first person you can speak with here is the Priestess. Talk to her, and she'll offer to bless you. Accept or decline her offer. Then, speak with a knight named Juri nearby. Juri is a Grey Warden recruit as well, and you and he can speak about the unknown initiation ritual that's forthcoming. He's as in the dark as you are about it, although all evidence suggests that you'll eventually be going out to the Korcari Wilds to prove your mettle and worth to the Grey Wardens, and to the cause of defeating the Darkspawn taking part in this would-be Blight.



K: Location K is the scene of a side quest, if you wish to undertake it. You'll find a barely-clothed prisoner in a cage, and when you speak with him, he'll beg you for some food. You can probe him further to find out that he's accused of deserting, and while he admits that he wanted to eventually desert, he pines on about how he wasn't deserting *at that time*. He has a key that he claims will open a treasure chest full of magical items, and he'll hand it over to you if you get him some food and drink. If you want to undertake this side quest, do so. More information can be found [here](#).



Journey to Ostagar | Ostagar (Exploration, IV)



L: This is the entrance to the "Main Army Camp," though if you attempt to go forward towards it, a guard will automatically stop you. For the time being, there's no way around this. Indeed, even if you speak with the guard at the gate, he won't engage you in conversation, so this is a point that you should simply keep in mind for the future.



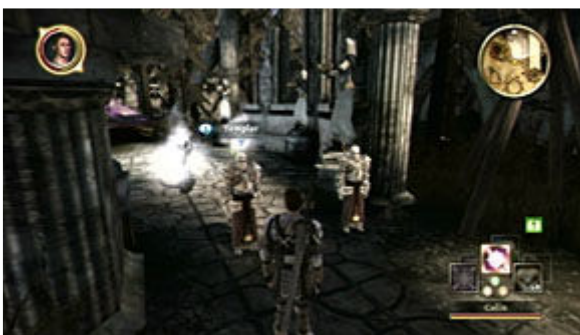
M: You can have an interesting conversation here, especially if you aren't playing as a Mage. A nameless man here, known simply as a Tranquil, will engage you in a lengthy talk, if you're willing to hear him out. Tranquils are mage-types that don't use magic, but rather enchant (you can learn more about enchantment by speaking to the Tranquil about it). In return, they are stripped of any feeling, personality, talent or power, and can no longer cast spells. As a result, these creepy characters speak in a low voice with no emotion. Be afraid. Be very afraid.



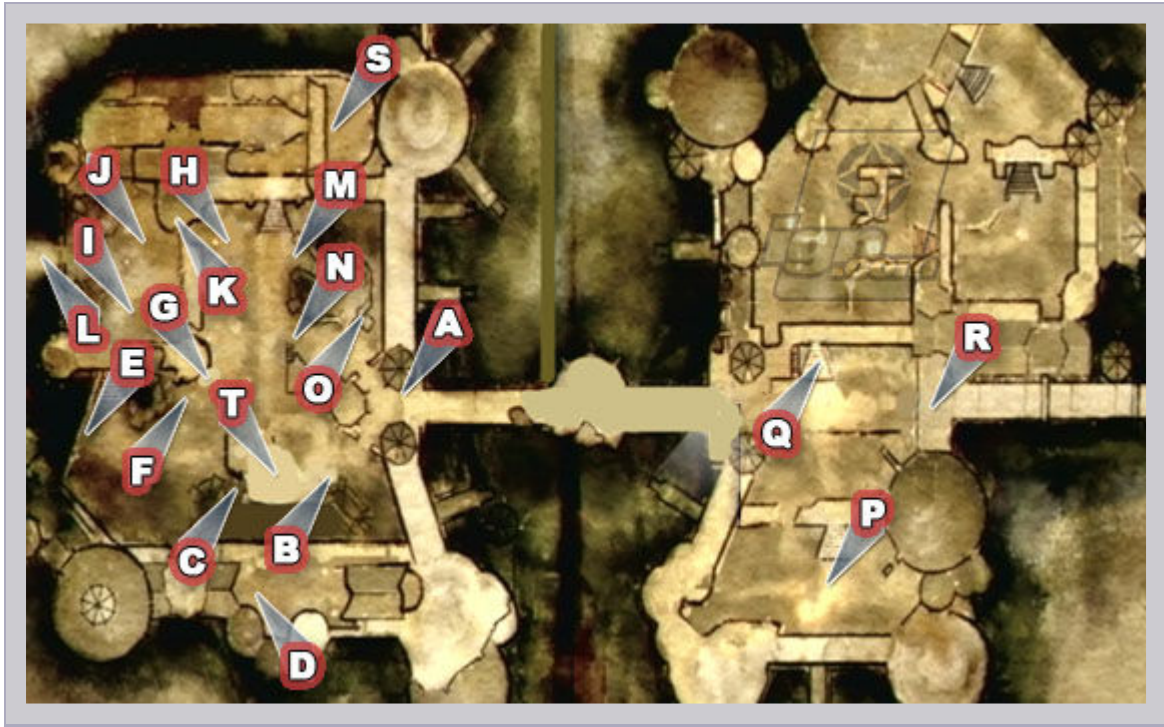
N: A woman named Wynne can be found at this location. A female mage, Wynne isn't a Grey Warden, but she is familiar with the order, and with Duncan. She'll talk to you a bit about mages, and their part in the battle against the Darkspawn. She'll also talk to you about the mysterious space-in-between-spaces known as The Fade. You can speak with her as long as you want; she'll have some valuable information for you if you do.



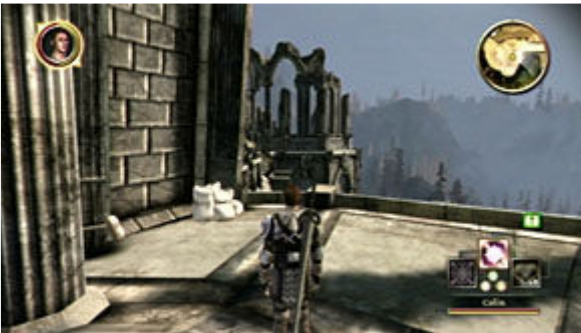
O: If you attempt to enter this area, which is full of mages casting spells, you'll be stopped by the Templar guards that are protecting them. Their bodies are in The Fade as they cast their spells. If you stopped by location N on the map and spoke to Wynne, you should already be plenty familiar with what The Fade is. Carry on -- nothing else to see here.



Journey to Ostagar | Ostagar (Exploration, V)



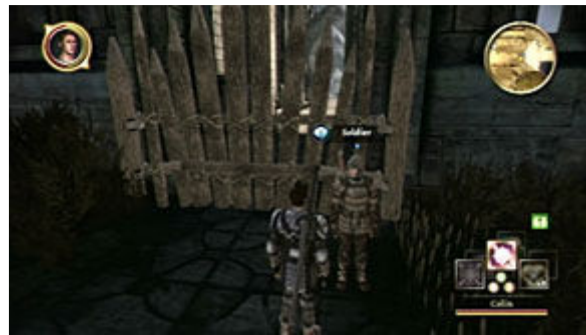
P: This wide open area is worth exploring. When you do, you'll find a slew of soldiers walking around, but none of them will speak with you at any length. What's more important than that is finding the Elfroofs that grow in the wild here, as well as other goods in sacks, boxes, crates and treasure chests. What you'll be able to open depends entirely on your skill in picking locks, but even for those Rogue-stupid gamers, there are goods for you to plunder here.



Q: Attempt to go through the gate at this location, and the guard will stop you. This path leading up to a mysterious tower is, for the time being, off limits to anyone. You can probe the guard for more information, but he won't be forthcoming with much knowledge. All he knows is that the tower is going to be used in the upcoming battle, that it's normally used to spot threats from the Korcari Wilds, and that there are some newly-discovered chambers underneath the tower that are currently being excavated and explored.



R: There's a gate here that leads out of Ostagar to the east, but you won't be able to breach it. Unfortunately, the guard here won't talk to you, so there's little else to do but see the gate for yourself, and remember it for later.



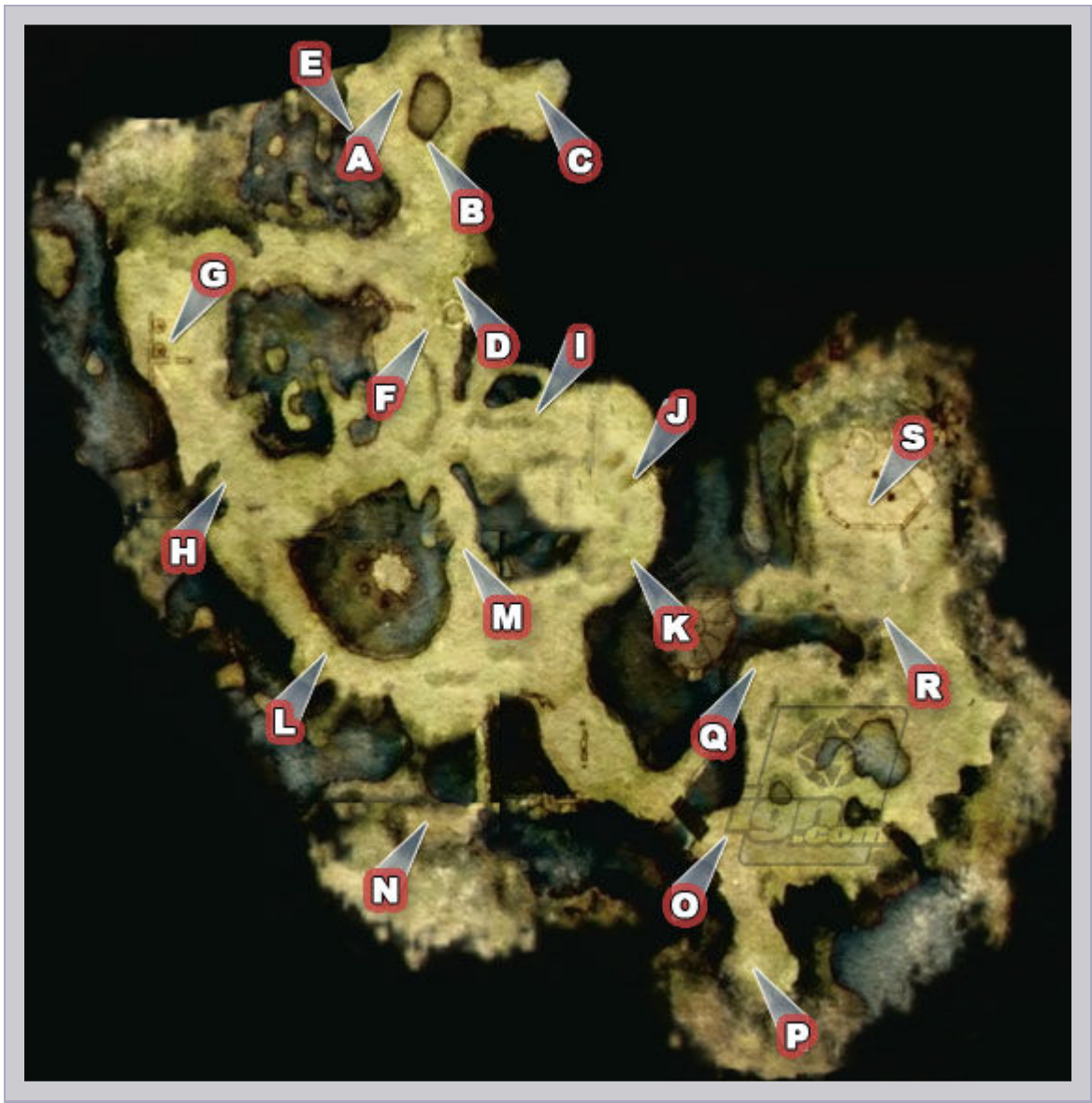
S: Finally, you'll be able to meet Alistair at this location. Indeed, if you want to skip everything else and go right to Point S on the map, you can do that, but we don't recommend it. After all, what's an RPG without exploration, conversation, and experimentation? When you find Alistair, he'll be speaking with a mage, but the mage is a grumpy old man who doesn't want to hear anything from Alistair. After the mage rudely bids you both adieu, you can speak with Alistair and introduce yourself to him. The conversation will go along for a while, until Alistair suggests you go back and speak with Duncan, which we will do now. If you followed our instructions up to this point, then you met the other two recruits already, and they will be waiting for you with Duncan. So, let's get to it.



T: Speak with Duncan at this location, and he'll finally give you your quest and set you off to the Wilds, off to the west of your current location. There, Duncan has two assignments for you and your team of four. You must find three vials of Darkspawn blood for the initiation ritual, as well as a cache of ancient treaties that the Grey Wardens hid in some ruins long ago. Those treaties will come in handy now that a lot of groups have forgotten their pledges and promises to the Grey Wardens. You can ask Duncan all sorts of questions, but ultimately, you'll need to head to the Korcari Wilds to continue onward.



Trials of A Grey Warden | Korcari Wilds (Exploration, I)



A: At this early location in the Korcari Wilds, you'll have your first enemy encounter. This area, naturally, is absolutely rife with enemies, but this party will, thankfully, be the easiest one to defeat out of all parties you'll meet here. These wolves should provide your party of four with absolutely no issues, whatsoever. Do be sure to pillage the slain wolves' bodies for their pelts when the fight is over, as you can sell them for moderate amounts of coins later on.



B: You'll find an interesting sight here. A dying soldier lay wounded on the ground, near a ravaged cart. Speak with him, and you'll learn that he and his scouting party were assaulted by Darkspawn, and that he's the only survivor of the encounter (barely). He'll ask you for help in getting him back to Ostagar. You can opt to do that, or, if you're in to easier gameplay, you can simply offer to bandage him up and send him on his way. He'll still be thankful for your intervention. The party will then have a conversation about the dangers of traversing the Korcari Wilds, though your Grey Warden companion will calm any frayed nerves about the forthcoming venture.



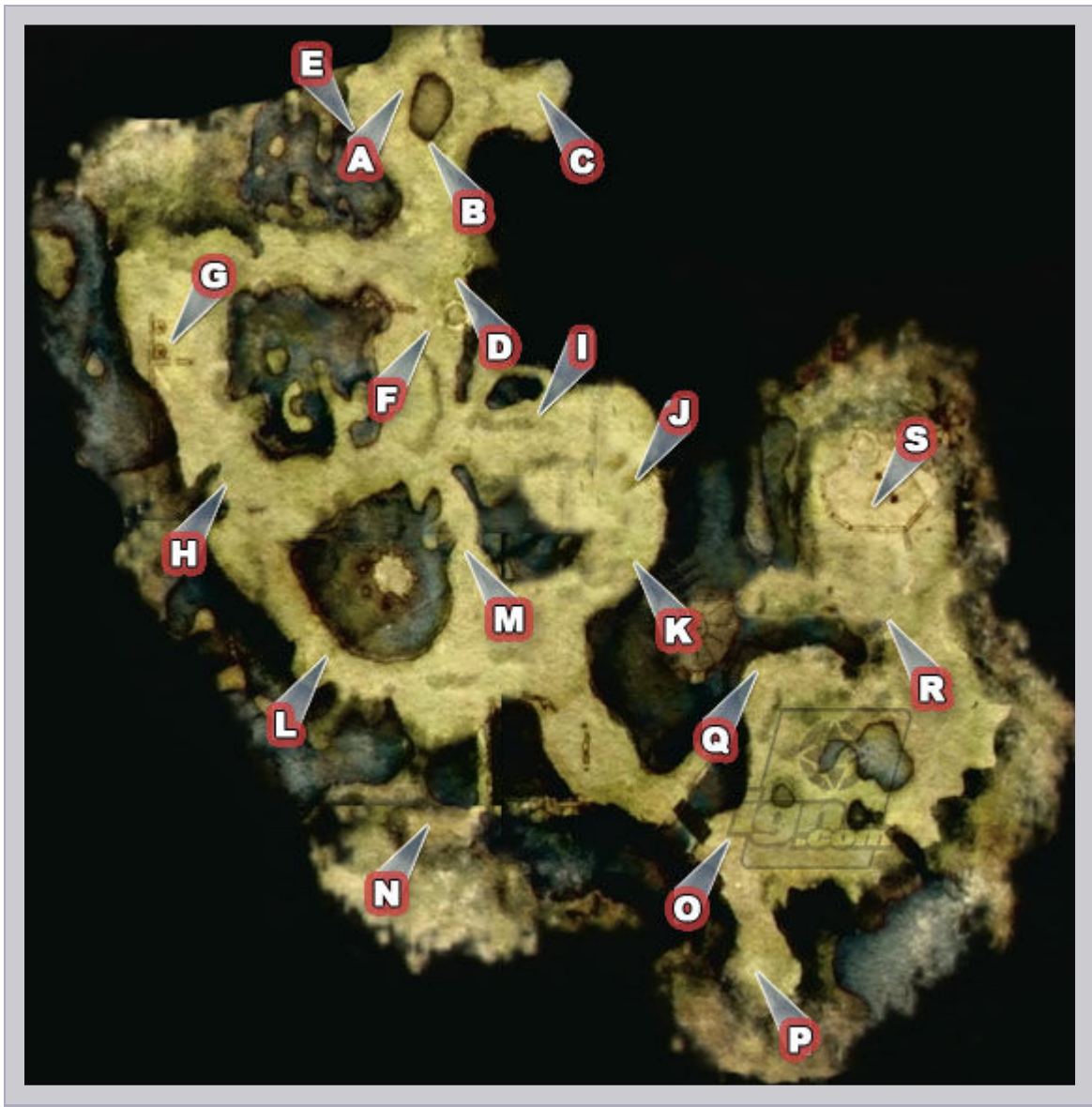
C: You'll find Elfroot growing atop this precipice. We're not going to point out any other naturally-growing herbs and plants you can pick up here, so this is your one and only reminder to keep an eye out for these items, and to grab them when you see them. (Elfroot isn't all you'll find growing here. You should also find Deathroots and Wilds Flowers).



D: At location D on your map, you'll find a flower known as Wilds Flower. This flower is actually an important piece in a side quest you'll most certainly want to undertake (if you're not playing as a human noble, that is). With this flower, you can acquire your character a dog from the man who takes care of hounds back at Ostagar. You can find more on that side quest in the Side Quests section of the guide.



Trials of A Grey Warden | Korcari Wilds (Exploration, II)



E: In some shallow water at location E on the map, you'll spot a body known as Missionary Jogby. When you examine the body, you'll find an item, a letter called Letter to Jogby. A side quest involving this deceased missionary will then begin, and you can undertake it whenever you'd like. Consult the Side Quests section of this guide for more information on Jogby, and how to go about solving this dilemma.



F: You'll be assaulted by a group of Hurlocks and Genlocks at this location. Hurlocks are large, easy-to-defeat Darkspawn foes that rely almost entirely on physical attacks. Their Genlock companions, while a little more versatile, will likely be taking potshots at you with their bows and arrows from atop a nearby hill. Take out the Hurlocks first, and then make haste towards their Genlock companions, where you can quickly fell them before moving on. Be sure to loot the Hurlock and Genlock bodies when everyone's dead, since you should be able to find at least one vial of blood you'll need to fulfill part of Duncan's request (we found two).



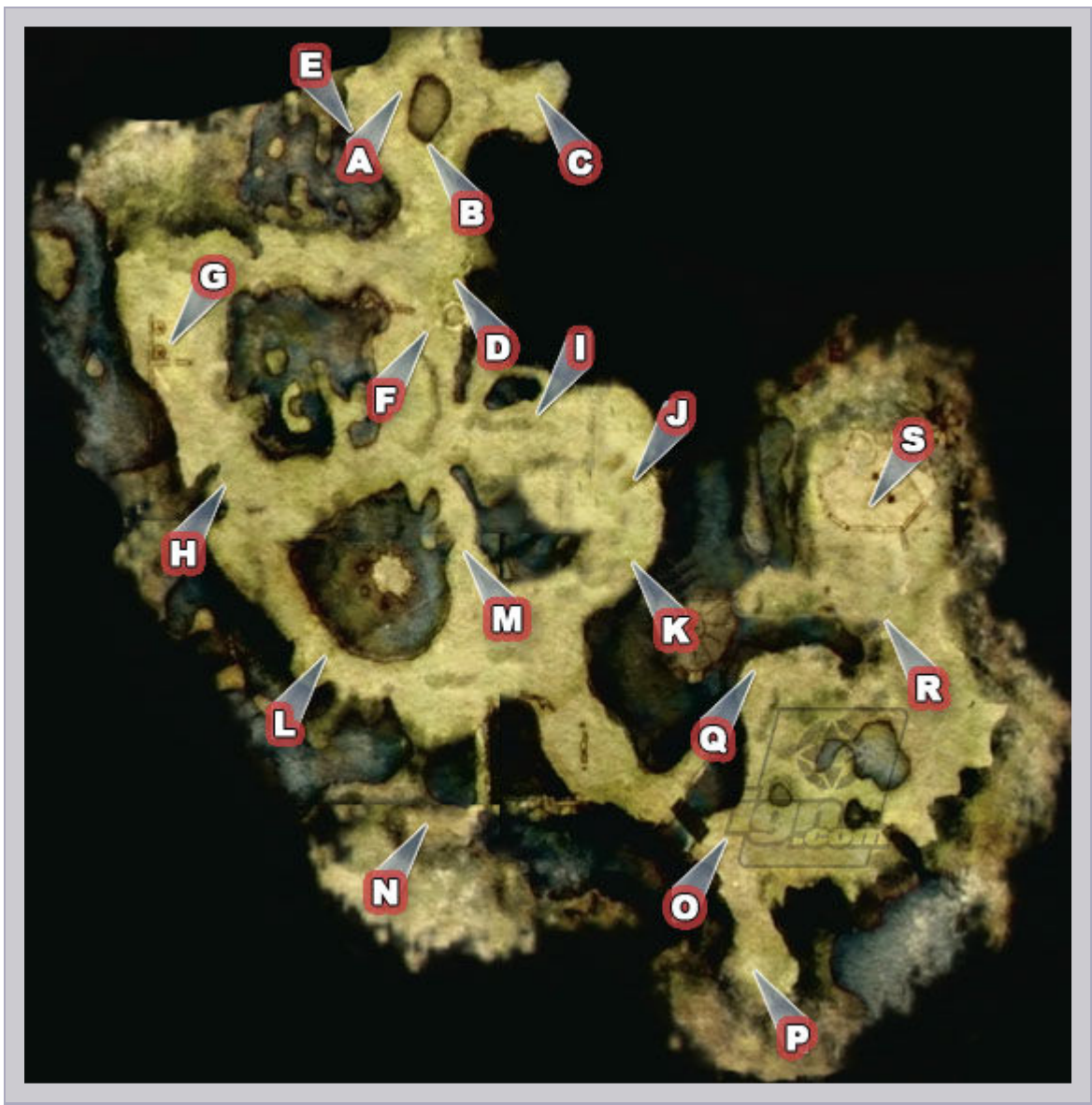
G: You'll encounter a substantial Darkspawn camp here, one that's chock full of both Genlocks and their stronger cousins, Hurlocks. Unlike your last encounter with Darkspawn (at point F on the map), the Genlocks will join their Hurlock friends in close-combat battle, with only one or two of them remaining far back, in order to hurl arrows in your direction. As a result, this fight will be much more muddled than the previous one, though it should, again, be a fight you will easily survive. There's good news once the battle runs its course, too, since you can loot not only the myriad Darkspawn bodies around you for goods, but their encampment as well. You can even find a special item known as Rigby's Journal, which will unlock a new side quest for you to undertake, known as Signs of the Chasind. See the Side Quests section of this guide for more information on that.



H: After bearing northward from location G, you'll reach location H, where you'll again be assailed by a group of Darkspawn. This group is about half the size of the previous enemy party, so you should be able to lay waste to them rather easily. Be sure to scour their bodies once the last one is downed, since you should be finding more vials of Darkspawn blood that Duncan requested. There should be little doubt that you now have the prerequisite three vials needed, but unfortunately, your quest in the Wilds isn't quite finished yet.



Trials of A Grey Warden | Korcari Wilds (Exploration, III)



I: You'll encounter another enemy party full of Genlocks and Hurlocks here, but nothing you can't handle. Indeed, there is nothing remarkable about this enemy party at all. If you're following the order we went about our business, then you should have plenty of vials of blood to fulfill that part of Duncan's request. Nonetheless, you'll still want to comb dead enemy bodies for more valuable goods as you go; especially in the form of coinage.



J: This location will have two things worth noting. The first and most obvious event of note is the battle raging between some Darkspawn and wolves. Even though these foes will significantly weaken one another, and eventually lay waste to each other, you should get involved in this fight. There's no reason to pass up the possibility of earning experience points, especially if you can easily win the battle (and this is an easy battle to win). Further up the hill, you'll find some human corpses. One of them is the corpse of Rigby, who you've heard about via a couple of other side quests we've so far picked up. Examine Rigby's body to find his last will and testament, which will catalyze the aptly-named side quest called Last Will and Testament. As usual, more on that can be found in the Side Quests section of the guide.



K: You'll be assaulted by a hidden group of Genlock Rogues here. You might have fought Rogues scattered in previous enemy parties while traveling through the Korcari Wilds, but here, you'll fight *only* Rogues. They're notable for their ability to set traps and attack quickly with small arms, but they are equally notable for their inability to take much damage. Fell this party quickly -- you should have no issues doing so.



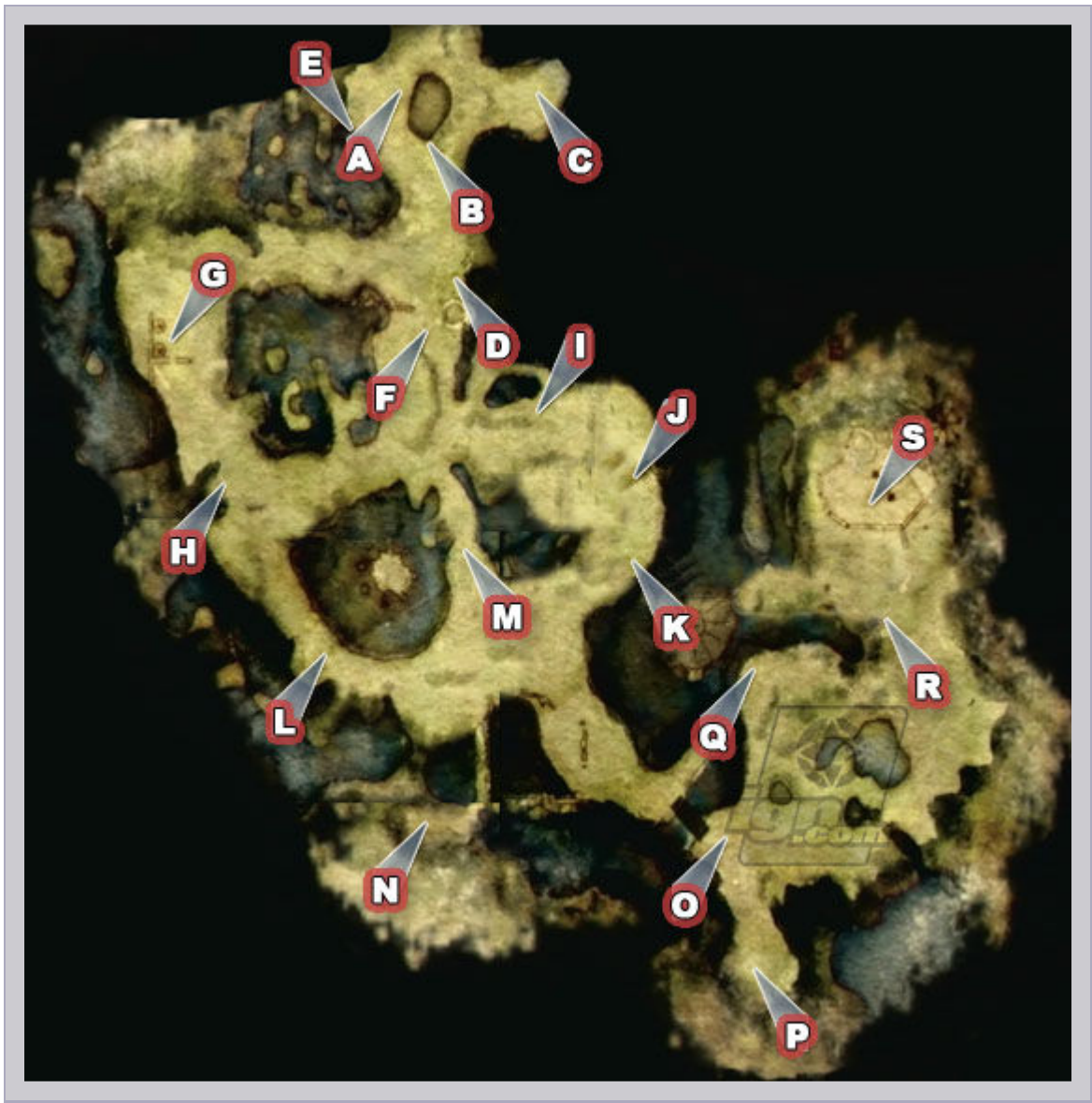
L: You'll encounter another hidden group of Genlock Rogues here, identical in nature to the ones described at Point K. Do 'em in!



M: Yet another grizzly scene can be found here. Three soldiers are hanging from their necks off a downed tree, long-since deceased. However, you won't be able to breach their location by climbing on the tree. Rather, to get to the raised location the other end of the tree is resting, work your way around to the far end of the ridge. Here, you can climb up the gentle slope, where items can be raided for your inventory. You'll be assailed by a few random Genlock Rogues here, but nothing you should concern yourself with.



Trials of A Grey Warden | Korcari Wilds (Exploration, IV)



N: This location, which will require you to cross some debris over shallow water, is guarded by an enemy party of wolves. You should be able to easily dispatch this mild threat. Even more importantly, however, is the treasure chest atop a moderately-sloping hill, flanked by two ancient statues. This chest contains goods for you to acquire, and is the end result of the side quest known as The Missionary. You can find the treasure chest even without first undertaking the origin of the side quest, but you should do the whole thing if you can. See the Side Quests section of the guide for more on that.



O: You'll find an extremely difficult battle at this location, the hardest one you'll experience during this trek through the Korcari Wilds. A Hurlock Emissary will cast spells on a bridge, luring you across. Don't take the bait initially. Instead, fight the Deadspawn rogues that appear on the near side of the bridge first, ensuring that you won't be flanked once you cross the bridge. With that threat eliminated, you can then take on the enemy party on the other side of the bridge, mostly consisting of powerful Hurlocks. This isn't an easy battle, and it might require you to give your party direct orders. Remember -- you can toggle instantly between party members if you have to, allowing each character to do exactly what is necessary to prevail. The game saves automatically for a reason before this fight, so don't be down on yourself if it takes you a few tries to get through successfully. (When you're scouring dead bodies here, you'll come across a downed human soldier who isn't a member of your party. On his body, you'll find some ashes of a fellow soldier. Grab those ashes to catalyze the impromptu side quest known as A Pinch of Ashes. You can find more information on it in the Side Quests section of the guide.)



P: You might not ever travel to this location, but you should. There's a campfire raging here. Whose is it? Well, when you arrive, it may seem empty, but when you approach the fire itself, a group of Darkspawn Rogues will attack you. You should know by now that these wily thugs are easy enough to kill, so if anything else, you should visit this location for the extremely easy experience points it provides.



Q: Take a brief voyage over to this isolated location. You can find a Deathroot, as well as a pile of rocks. If you found the ashes on the soldier's body during the fight by the bridge (at location O on the map), then you'll be given the option to sprinkle the ashes on these rocks, catalyzing the end event of the side quest known as A Pinch of Ashes. If that's something you want to do, see the Side Quests section of the guide for more information.



Trials of A Grey Warden | Korcari Wilds (Exploration, V)



R: This location will provide you with the final battle you'll encounter during this trek through the Korcari Wilds. You'll find a mixture of all of the Darkspawn-type enemies you've found so far during your trek through this swampy locale, but in fact, this battle isn't any harder than the fight at the bridge you just got through. Keep an eye on all party members' health, and team up on the strong enemies to take them down quickly -- most notably, you'll want to go at the Alpha Hurlock and take him out as rapidly as possible. Once you've felled the leader, the rest of the guys should fall like dominoes.



S: Move forward from the previous battlefield, and enter the ruins ahead. There's nothing of any interest to see in here, with the exception of the broken, brown-colored treasure chest you'll no doubt stumble across. Walk forward and examine it, but only after you're sure you've scoured all dead bodies from the previous battle, since the upcoming cutscene will transport you out of the Korcari Wilds and back to Ostagar. When you're certain you're prepared, examine the treasure chest, and let the cutscenes ensue!



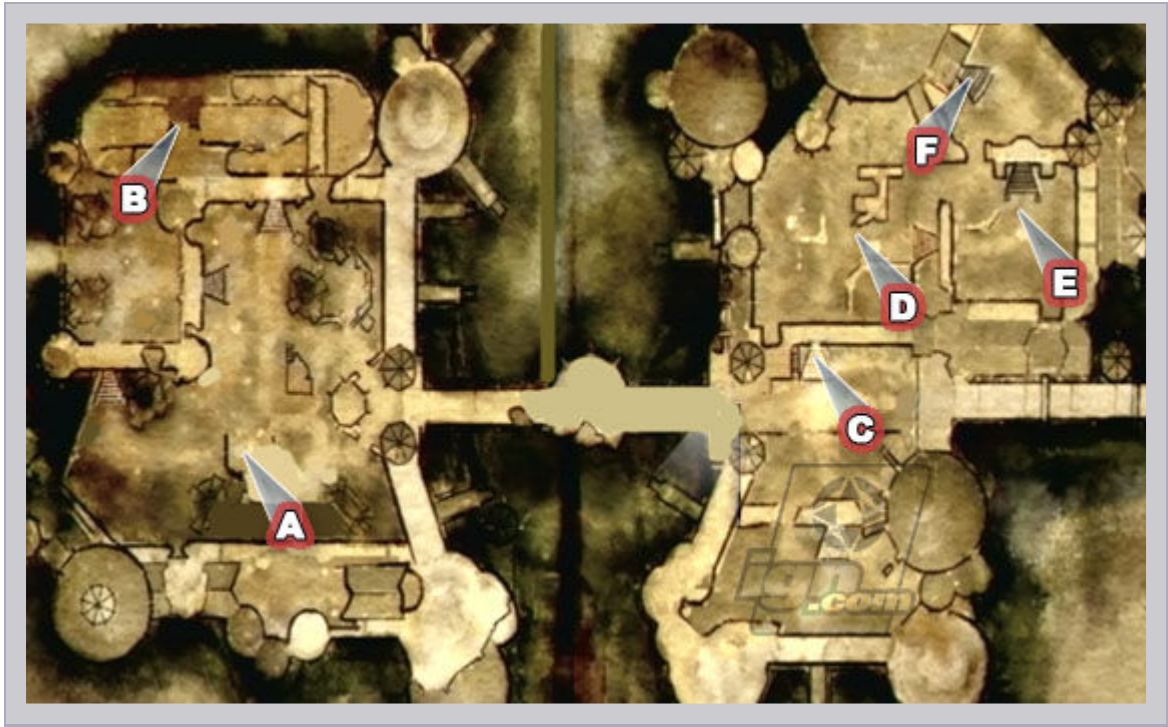
As soon as you open the treasure chest, you'll be greeted by a mysterious female character, who seems to have plundered the chest of its important contents before you arrived. The conversation that ensues can take whatever tempo you want. We decided to be trusting of her, but your fellow party members aren't so sure about her. They think she could be one of the witches constantly spoken of as occupying the Wilds. Nonetheless, she seems pretty harmless. She'll even offer to take you back to her settlement, where the stolen treaties are located. Take her up on the offer.



You'll learn that this female character's name is Morrigan, and when you arrive at her small settlement, you'll find her elderly mother there as well. She'll take control of the conversation at this point, starting off rudely, and ending up a bit more amiable when the conversation concludes. As long as you aren't too rude to these women, they'll hand over the treaties without too much of a fuss. The elderly woman even claims that she protected the treaties and took care of them, since the chest they were in has clearly been broken. After handing them off, she orders her daughter to take you back to Ostagar. When the load screen opens back up to the game, you'll find yourself back in Ostagar, and now, it's nighttime.



Return to Ostagar | Ostagar (Return, I)



A: When you are automatically whisked back to Ostagar following the reclamation of the Grey Warden documents, you should approach the fire at point A (this was where Duncan was before your foray into the Korcari Wilds). Speak with him, and you'll begin the process of ultimately being sworn in to the Grey Wardens yourself, which, as you'll find out, is a lifelong bond that can't be broken. Hand over the documents found in the Wilds; Duncan will be appreciative. You can then navigate the rest of the brief conversation by the side of the fire before you are taken to another location in Ostagar, where the initiation ritual will begin in earnest.



This initiation ritual, known by the Grey Wardens as The Joining, will leave you feeling queasy. As if it wasn't already quite obvious, those vials of Darkspawn blood you found are going to be used in the ritual. But you won't be poked or prodded with needles containing the blood, or use it to create some sort of concoction. No friend, you'll be drinking it up out of a chalice. How horrifying. After hearing some complaining from your fellow initiates, everyone begins the process. The first man who drinks the blood succumbs to its power, dying almost immediately. The second man refuses to drink the blood, and is viciously run-through by Duncan's short sword. And finally, you get to take your drink.



Obviously, you're not going to meet the same fate as your two friends who helped you survive the Korcari Wilds, but you *will* pass out after taking your drink. Seeing visions of beastly dragons in combat, your character will eventually come-to, with Duncan and Alistair hovering over you. They'll ask you a few questions about your dreamlike experiences after drinking the Darkspawn blood, which is apparently completely normal. And then, they'll tell you to meet them at the war council nearby, where the next leg of our action against the Darkspawn threat will be fleshed-out.



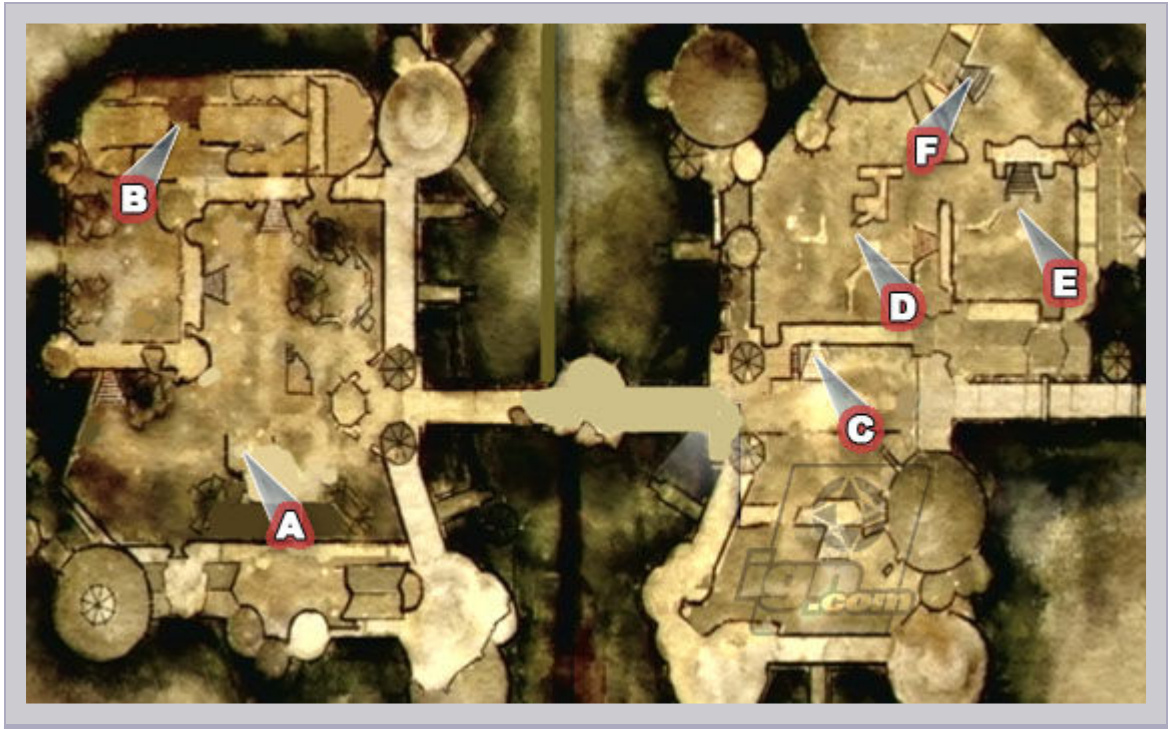
B: You won't get too close to this location before another cutscene ensues. This is where King Cailan and his advisor are working out the battle plans for the upcoming fight with the Darkspawn. Cailan and his advisor don't see eye-to-eye on most of what's been worked out, but the king is the king, and his wants take precedent. The king wants to rely on the Grey Wardens to head to the Tower of Ishal, where a signal must be lit in order to let alliance forces know where and when to engage the enemy. Though this seems like a menial task for the Grey Wardens, it's still a necessary one, and one that should be put into good hands. All agree, and you're then sent off on your way.



Another cutscene ensues automatically here. Duncan briefs your character and Alistair on their upcoming task. Alistair isn't exactly thrilled that he has to go to the tower to light a beacon, when he can be fighting in the battle himself. You can go along with Duncan's plan quietly or express your own disgust in the ensuing conversation, but nothing is going to change Duncan's mind. He dispatches you both to the tower, and lets you know that if plans change, or if you're needed in battle, he'll send word.



Return to Ostagar | Ostagar (Return, II)



As you walk towards the east side of the settlement, an epic cutscene will ensue, showing you the beginning of the battle between your forces and the Darkspawn, at the gates and walls of Ostagar. Enjoy the sights and sounds of this brutal battle. We'll let you experience it for yourself.



C: Everything else in nighttime Ostagar is the same as it was during the daytime. If you talk to people around the encampment, you'll get into the same conversations you had earlier. Some people won't be there at all. And just about every NPC that doesn't engage you in specific conversation will still offer their brief congratulations on your successfully becoming a Grey Warden. But ultimately, to continue, you'll need to head to location C on the map, which was earlier a locked gate leading to the Tower of Ishal. When you arrive, you'll learn that the tower has been sacked by the Darkspawn. If you traveled here earlier and spoke to the guard at the gate, he will have informed you of excavations happening under the tower, and that new rooms and corridors were found there. Well, the Darkspawn used this against them, and took the tower from below.



D: You'll meet a ravenous force of Darkspawn enemies here, both of the Genlock and Hurlock variety. The mages at the gate to the tower should have cast fire magic on your swords, giving you an extraordinary amount of power in dealing with the enemies here. Once they are struck successfully with a flaming weapon, they will take burn damage incessantly. This basically nullifies any threat they pose, but stay at the ready, and be sure to scour their dead bodies for goods once the entire enemy party has fallen. You may find some naturally-growing herbs and items in boxes and chests nearby, if you choose to search.



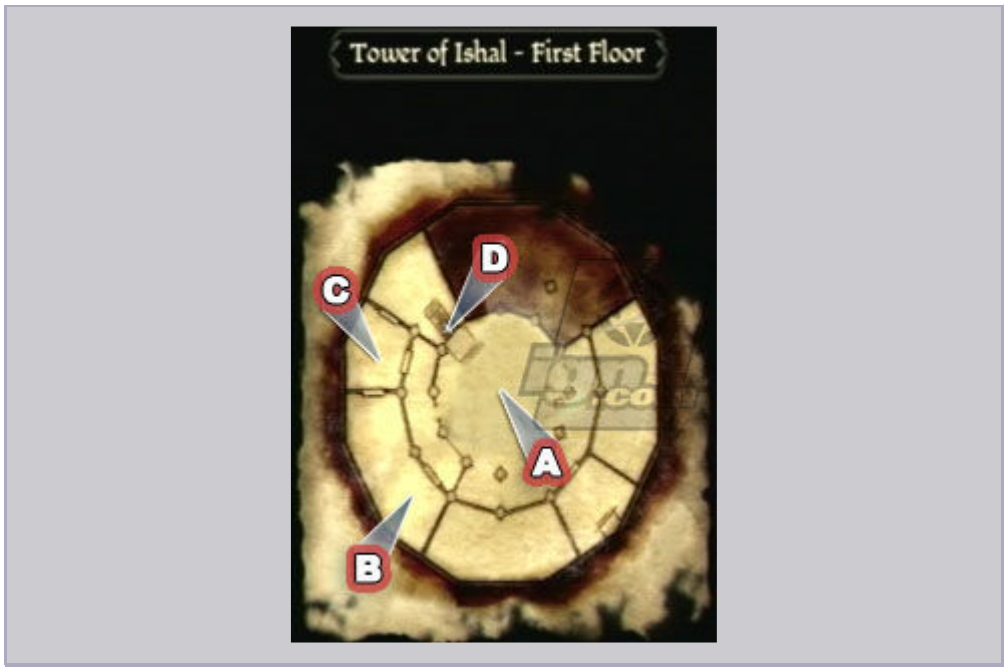
E: The second and final force of Darkspawn outside of the tower can be found here, though you may find some stragglers from the previous party in their midst as well. The Alpha Hurlock is going to be the biggest threat here, but as you've no doubt noticed, you have a new party member (hanger-on, really) that will help you out tremendously. He's the mage that gave your sword its flame, and now, he's in the party for the duration of your venture to the entrance of the tower, and then through the tower. Rely on this Circle Mage's powerful abilities to help you survive the day.



F: When you've felled all Darkspawn outside of the tower, it's time to head on inside. You can do so via the large wooden door located at the top of the stairs, at location F on the map. Just make sure that your party is fully equipped with the best weapons and gear, and also make sure that you've scoured all deceased Deadspawn around you for items and money. When you're ready, head on inside. It's time to get to work.



Saving Ostagar | The Tower of Ishal (Conquer, I)



A: The Tower of Ishal is a four floor structure, and you'll be forced to traverse all four floors in order to ultimately reach the beacon atop the tower, where you can send your signal back to the field of battle. The first floor will pit you against many enemies of the Hurlock and Genlock variety, but nothing you can't handle. There's a ring of debris and fire surrounding the center of the floor, and you must work your way around it in order to get to the enemy party occupying the room. Until you do, their archers will take potshots at you. The only opening in the fiery debris will almost certainly spring a trap, so proceed with caution. Once you've breached the center of the room, go for broke on the enemies you encounter. The Emissary-type enemy is the strongest you'll face here, so try to focus your initial attacks specifically on that foe, if possible.



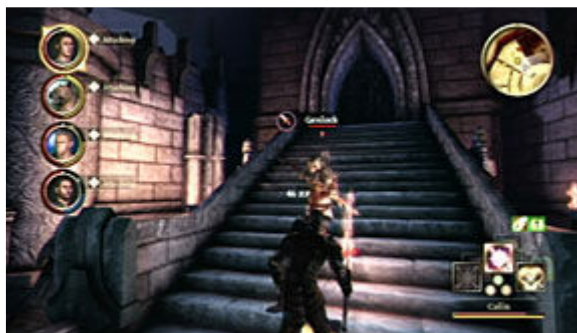
B: With the center of the tower's first floor cleared, and with dead enemy bodies there already looted, you can move on to location B. Head through the door into this elongated room, and get ready for another conflict. You'll have less room to work with here, but the enemy force isn't nearly as powerful or robust as the one you faced when you first entered the tower. As usual, downed enemies will be a great source of coinage and other inventory items, if you're willing to take the time to search their bodies.



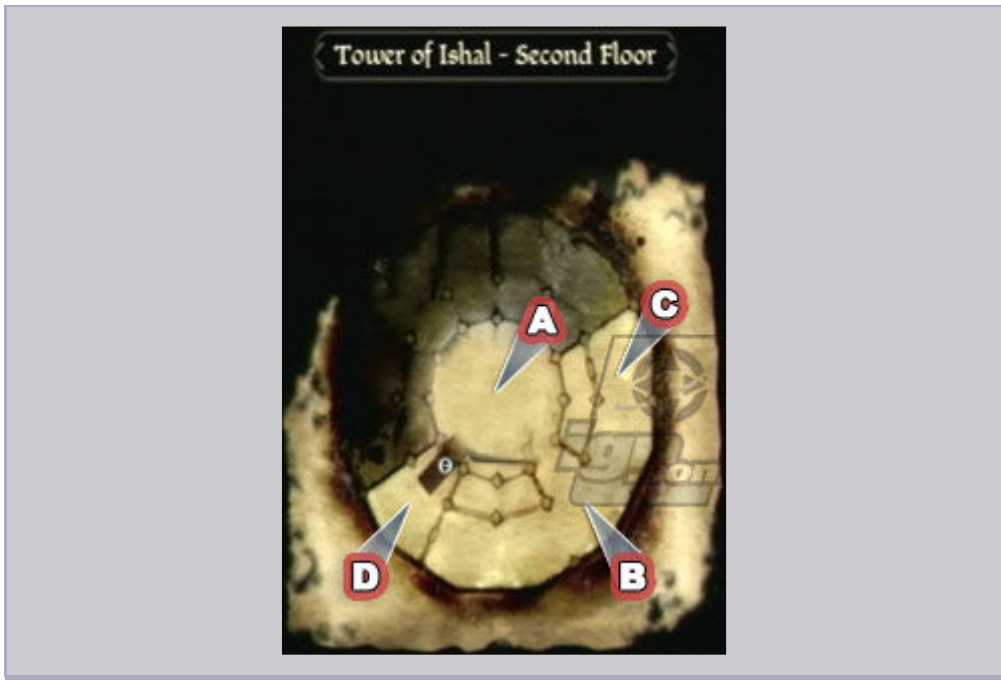
C: The fray at location B will have no doubt gained the attention of the enemies occupying location C. Expect enemies to come forward from location C, both from the hallway near location A, and via a door that connects rooms B and C. Before the enemies arrive, loot the boxes and treasure chests in the room at location B. If you're not a rogue, you may have difficulty cracking some of these locks. Then, rush for location C. If you're quick, you can spring an assault on the bulk of the enemy force there before they flip the script on you. Keep an eye on your flank, however, since some wily Hurlocks and Genlocks can easily sneak up on you from the hallway, complicating your situation exponentially.



D: Finally, at location D, you'll find the staircase that will lead up to the tower's second floor (remember -- there are four floors here). Naturally, the staircase is guarded by a detachment of enemies. There are quite a few thug archers taking aim at you from the stairs leading up to the second floor door, so take care of them quickly, so that you free up your party from extraneous attacks while they're dealing with the bulk of the enemy force here in melee combat. When you're positive all boxes have been looted on the first floor, and all enemy corpses scoured for goods, you can use the stairs to head up to the second floor.



Saving Ostagar | The Tower of Ishal (Conquer, II)



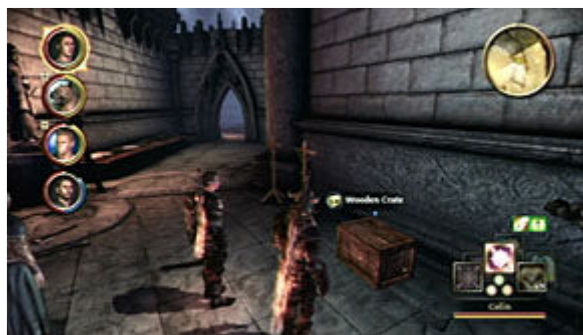
A: Good news -- when you first get to the second floor, you won't encounter any enemies. After Alistair complains a bit about this endeavor (you can throw his complaints back in his face rather easily, as you'll find out), you can move forward to the circular, central area of the floor. Other than a fire raging at the center of this location, you won't find anything of interest in the form of enemy encounters. Indeed, you can crack open a couple of boxes, crates and treasure chests around this area (some of them may not be accessible if you aren't a rogue), and then press southward to the far end of the floor unabated.



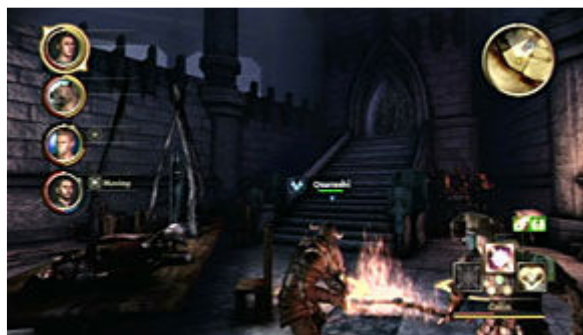
B: Here, one of two enemy encounters you'll experience on the Tower of Ishal's second floor will occur. This is actually a moderately difficult battle, with quite a few enemy targets to deal with. Archers will take potshots at your party from afar, while you deal with (primarily) Hurlocks in up-close battle. There are Ballistas nearby that you can use if you want an edge in battle, although you'll probably find that they aren't too necessary. As usual, this battle's difficulty will crescendo almost immediately. As soon as you begin to thin the numbers of the enemy party, things will become more and more manageable for you. Just keep an eye on your health, and the health of your party members!



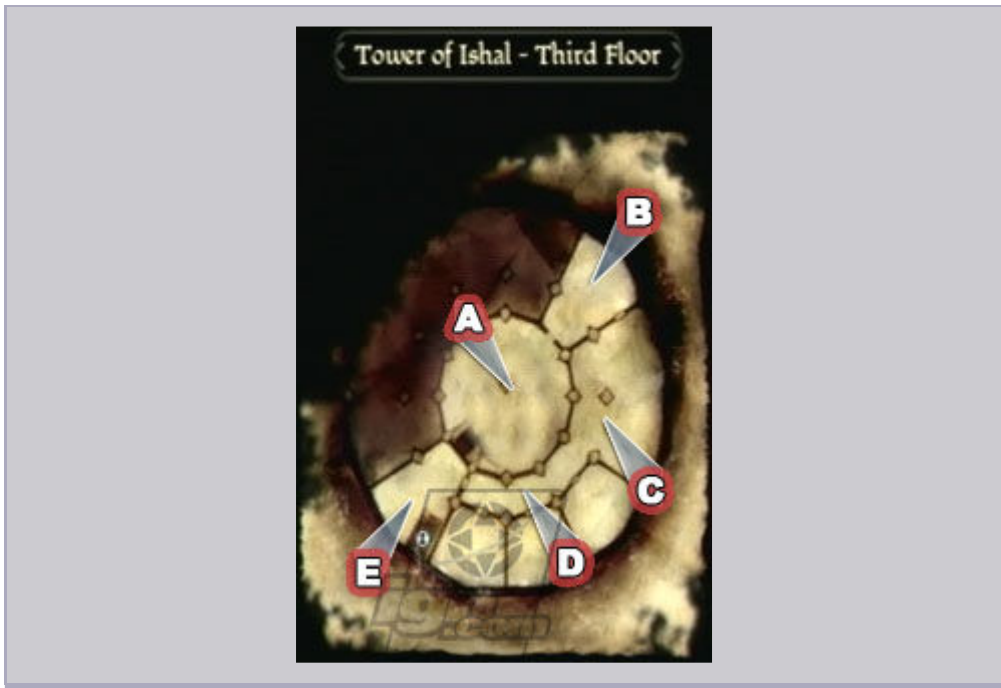
C: When the enemies at and around location B on the map are nullified, you can begin to explore your surroundings for items. You'll find both items in boxes and a codex entry near location C on the map. With those in hand, you can then enter the room to the west of location C. This isolated location contains more loot for you to acquire. Indeed, if you venture westward to an identical room on the other side of the map (to the northwest of location B), you can find even more goods in chests and the like. Once these locations are looted, you're nearly ready to head to the third of fourth floors that make up the rest of this tower.



D: Location D on the second floor is essentially identical to the first floor map's location D. You'll find the last vestige of enemy occupation on this floor here, guarding the stairs and doorway that lead up to the third floor. Deal with these enemies -- you should be able to do so rather easily -- and loot their bodies, as well as anything else in the surrounding locale, before moving on up to the third floor, where the battle rages on.



Saving Ostagar | The Tower of Ishal (Conquer, III)



A: Big surprise -- there's nothing to fear as soon as you get to the third floor. The large circular center of the tower's third floor contains some flames (so you can see), but little else. Indeed, there doesn't even seem to be any other treasure lying around for you to grab. Pity. Move eastward!



B: When you press into this room at the far northeastern corner of the map, you'll finally come across some enemies. Though you'll be working in an extremely small space that limits maneuverability, you should still be able to clown-out the Darkspawn contingent here rather easily. This shouldn't be a challenge for you whatsoever. As usual, scour bodies for dropped goods, and be sure to grab whatever else rests around the room as well before going southward through the door, and towards location C.



C: Location C is where you'll find the most difficult enemy encounter on the third floor, though that's not exactly saying much. There's plenty of room to work with here, so maneuver however you want, barking orders at your party members while doing as much damage and causing as much havoc for the enemy as you can with your primary character. Speaking of barking, there's a lever in here that, if flipped, will release some war hounds from their wooden cages. If you're having issues dealing with the enemy force here, flipping the switch will prove to be a good option for you. Unleash the dogs on your foes, and they'll help you take out the hated Darkspawn.



D: Location D is a thin corridor with three completely separate rooms sprouting off of the southern end of it. Each room can be individually breached via one of three doors, but don't storm into any room unprepared. Each room contains enemies for you to grab, this is true. But to get them, you'll need to first take out small groups of Darkspawn. As usual, these groups consist only of Genlock and Hurlock varieties of Darkspawn, so you won't encounter anything new here. It's entirely possible to continue westward towards location E (where the stairs leading to the top floor of the tower are located) without fighting these enemies. But you shouldn't pass up experience point-earning opportunities such as this.

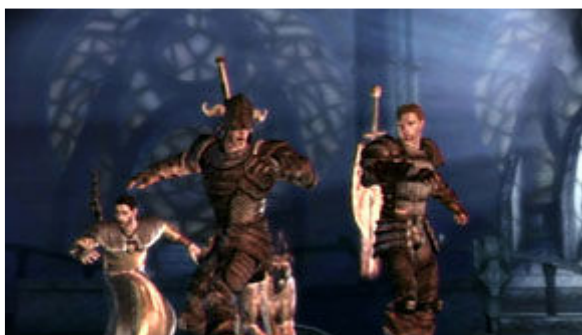


E: Point E is where you'll find the final enemy detachment on this floor. These guys are adamantly guarding the stairs and doorway leading to the fourth, topmost floor of the tower. You should know what to do by now. Just be sure you're done exploring the third floor, scouring for dropped items and the like, before you head up to the fourth and final floor. Backtracking from there can prove to be obnoxious, so don't give yourself an excuse to have to. Be thorough!

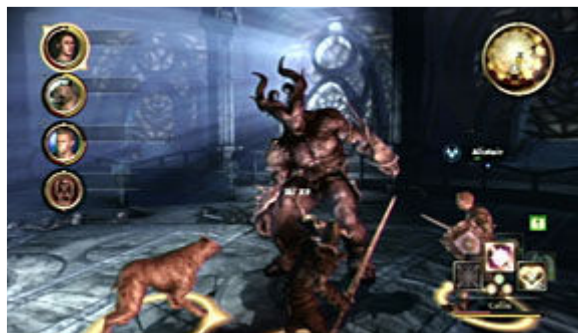
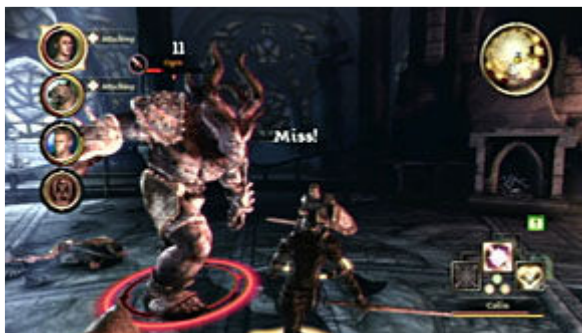


Saving Ostagar | The Tower of Ishal (Conquer, IV)

There's no map for the fourth floor of the dungeon in this guide because, well, you won't really have much of a chance to use it (or much of a need to use it, either). This floor is by far the smallest of the four floors that make up the tower, and as soon as you arrive, you'll be greeted with a rather scary cutscene. A gigantic enemy known as an Ogre occupies this top floor, and to get to the signal that you have to turn on for the soldiers fighting the Darkspawn in the fields below, you'll first have to fell this foe. It's four on one. Are you ready?



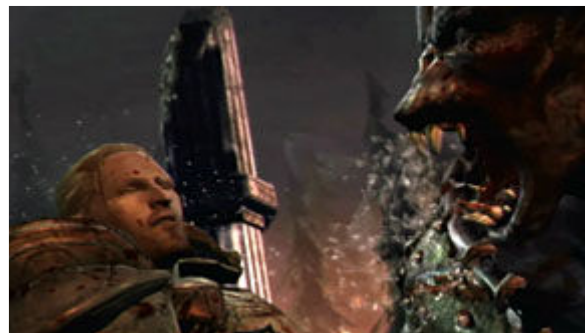
Though the Ogre seems to be a daunting, aggressive enemy, the fact that you have Alistair, the Circle Mage and your trusty hound with you should even the field of play considerably. The idea in attacking this enemy is to be aggressive yourself, but in an intelligent sort of way. What does that mean? Well, it's simple. If you're playing as a melee-centric character, go for broke with your physical attacks, keeping a careful eye on your health. The Circle Mage should be fine in casting his own spells from afar, and your hound will melee as well. Keep a close eye on *all* characters' health, and if someone is getting low, quickly toggle over to that character and heal him or her before it's too late. As long as you lay the attacks on thick, you should prove your mettle easily enough. The Ogre will eventually fall, nullifying the final threat the Tower of Ishal has to offer you. For now, at least.



When the Ogre has fallen, witness the radical killing sequence, as the Ogre bleeds out all over the stone floor. Then, approach his body, and be absolutely certain you loot whatever he was carrying, adding some items to your inventory, as well as a nice amount of coin to your purse. Also, be sure to seek out the item-holding barrels in one corner of the room, looting those for their contents as well. Finally, you can then approach the fireplace marked on one of the walls. Once examined, the signal will be sent out to the soldiery below, assumedly allowing the flanking process to begin on the Darkspawn force around Ostagar.



But as the cutscene following the signal lighting will show, the exact opposite will occur. Things go all wrong, and it appears the king's trusted military advisor has betrayed him. Ordering his lieutenant to force a retreat of friendly forces, scattered troops, Duncan, and King Cailan are the only friendlies left on the field of battle. It doesn't take long for a Darkspawn Ogre to lay waste to Cailan. Duncan, in turn, obliterates the Ogre, but he's stranded among the horde of Darkspawn, and it's too late for him to make his escape. Sadly, Duncan falls in battle, and as you'll find out thereafter, the Darkspawn take your character and Alistair out as well. What fate has befallen you?



Saved | Korcari Wilds (Return, I)

Thankfully, you and Alistair haven't been killed, but Duncan and Cailan still are very much slain. Just who saved you? Well, it appears that Morrigan's mother did. You remember Morrigan, don't you? She was the woman who you first encountered when you attempted to retrieve the Grey Warden treaties from the treasure chest in the Korcari Wilds. She ended up helping you then, and she helps you now as well. Converse with her, and you'll find that Alistair is okay, and that he's waiting for you outside. You'll ultimately regain control of your character, and get to head outside to meet up with Alistair. Be sure to plunder the treasure chests within this small house before you do so, however, since a cutscene ensues as soon as you walk outdoors.



When you emerge outside, you'll find Alistair, and you'll also find Morrigan's mother. As the conversation winds around various subjects, you'll learn that Morrigan's mother's name is Flemeth, and that she is indeed the much-fabled witch that occupies the territory around the Korcari Wilds. She cast a spell of protection to ensure your survival when you were assailed by Darkspawn reinforcements at the top of the Tower of Ishal, and ultimately summoned you both back to her safe encampment. She's aware that the king has fallen in battle, as well as your mentor and leader Duncan, but she insists that the Darkspawn threat is still very real, and that something should ultimately be done about it.



Just what should be done? Well, it's simple. For starters, Flemeth offers up Morrigan to join your party, and of course, you should accept. Morrigan is a powerful mage, and if you aren't a magic user yourself, her skills will be a much-appreciated addition to your party's skill-set. You can pick her brain and ask more questions about a variety of issues, but ultimately, you'll regain control of your party, and be forced to head off towards a new settlement, a town known as Lothing. Let's get to it.



Visiting Lothing | Lothing (Exploration, I)



When you arrive at Lothering, you'll first witness an automatic cutscene that's happening in another location. King Cailan has died in battle, largely because he was backstabbed by his trusted military advisor, Loghain. Loghain has now made a power grab, with the assistance of Cailan's widow (Loghain's daughter), but as you'll find out, some of the noble gentry isn't too thrilled about it. Planning and argumentation abound in this cutscene, so sit tight and get through it, as it advances the story considerably.



A: When that cutscene runs its course, another cutscene will ensue. This time, the action is a little more localized. Your party is attempting to breach Lothering, which shouldn't be too hard of an ordeal, considering it's a scarcely-guarded settlement directly in the soon-to-be path of the Darkspawn. But you'll run into trouble (automatically) when the party attempts to utilize a bridge/road into the settlement. A group of armed men, identified by Alistair as highwaymen, stop the party. Though their leader is amiable and well-spoken, they nonetheless attempt to shake you down for ten silver. This is when things get interesting, because you can go about your business here in any number of ways. You can pay right off the bat and gain entrance to the settlement. You can refuse to pay, fight them and kill them, and ransack their bodies. You can even convince them not to take your money and let you pass, perhaps gaining some of their money in return. There are, indeed, any number of routes through this interesting scenario.



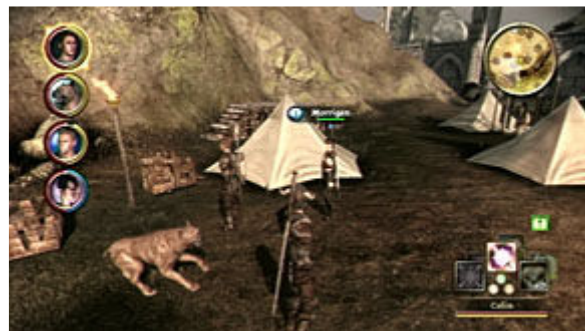
If you opt to fight them (we did), get ready for a moderately-difficult battle. The highwaymen (bandits) will attack you in full force, and they are actually a fairly versatile enemy party, with archers supporting the melee fighters in the group from afar. You should be able to take this party on rather easily (if you opt to fight, that is), but you should still keep an eye on your party's health, while using sound tactics. When you've damaged the enemy party enough, they may try to surrender. You can let them go, or you can finish the fight, looting their bodies thereafter. The latter choice seems to be the best one to make, simply because, if anything else, at least you'll walk away from this experience a little bit richer in coin and inventory. As usual, what you do here (or don't do) is entirely up to you. Just be sure to loot the crates behind the carriage on the bridge when all is said and done, and also scour the fallen Templar body for an item called A Note from Sir Henric, which will allow you to undertake the A Fallen Templar side quest. See the Side Quests section of the guide for more on that.



B: Regardless of how your confrontation with the highwaymen went, you'll be able to proceed forward towards some stairs that lead into Lothering proper. However, as soon as you begin to go down the stairs, you'll find yourself in another automatic cutscene. This time, your party of three will begin to speak with one another in an attempt to figure out your next course of action. The game opens up a little bit here, as you actually have a few viable options on how to continue (you'll have to explore all options eventually, but can tackle them in any order). Speak at length with your friends before moving on, as it will give you a better idea of how you may want to proceed. You will *definitely* want to follow our walkthrough from here on out in Lothering, though, since there is a lot to see here. And if you move on to main quest points before seeing and doing everything in Lothering, you might find yourself out of luck later on. You've been warned! Let's move.



C: This is a relatively uneventful location. You'll find a few straggling refugees settling in this location of Lothering, attempting to escape the Darkspawn. None of them will engage you in conversation, however. You'll still want to visit this area, though, so you can find some wild-growing Elfroot, as well as random goods shoved in wooden boxes near the refugees' tents. Sure, these poor folk might need these items, but who cares? You're the one who is going to be fighting the Darkspawn, not them!



Visiting Lothering | Lothering (Exploration, II)



D: You'll find a man at this location known only as a Farmer. When you speak with him, he'll ask who you are. You can navigate this conversation in any number of ways, refusing to answer, telling him you're with the king's army, or telling him that you're a Grey Warden. We chose the latter, at which point he mentions Loghain's claim that the Grey Wardens betrayed the king in battle, and that there's a bounty on any Grey Warden's head. We threatened him right back, and he shut up, but you can do what you need to do. Ultimately, you can pick his brain about the state of the village, who's in charge, and just who those bandits were that intercepted you when you first arrived. Once the conversation has run its course, you can then head on your way.



E: Speak with the lone Templar standing guard here. He won't be too talkative, nor will he be forthcoming with much information, but he will advise you to keep moving, and to leave Lothering. Why? Because there's too many refugees here, with barely any food to go around (and there's little room left for anyone either). This guy isn't necessarily rude, but he sure is curt. Nonetheless, you won't get much more out of him, so move on once the conversation has run its course.



F: Here, you should find a group of elves. This refugee family, made up of a man, woman and child, was robbed by the group of bandits that you encountered at the entrance to the bridge. These bandits stole everything from this family, and since they are elves, few people care about their poor condition. If you took the lives of the dastardly bandits at the entrance to town, which we did, then you can report this information to the elves. They'll thank you for doing that, and scamper off to try to recover their valuables. Otherwise, this encounter might end differently for you.



G: At the near end of the bridge shown on the map, you'll find a young boy. When you speak with him, you'll learn that he's been separated from his mother, and can't locate her. As you continue the conversation, you'll find out that he's from a nearby farm, and that his farm was stormed by enemy soldiers. He ran off towards Lothinging at the behest of his mother, and she told him she'd be right behind him. But she never made it. If you want to be harsh, tell the boy his mother is dead. Or, lay it on him as softly as possible. You can even offer up some money so the boy can eat. One way or the other, the boy will run off, but it's still an interesting conversation to partake in. Be sure to crack open the crates near him for more goods, as well. And yes, a Chanter's Board side quest that occurs later, called A Last Keepsake, has to do with this boy's dead mother.



Visiting Lothering | Lothering (Exploration, III)



H: Lovers of side quests, take note. At this location on the map provided, you'll find an extremely important object. Known as Chanter's Board, this bulletin board has posted on it random side quests that people have requested be undertaken. You'll be visiting this board, and boards like it, fairly often indeed. For the time being, examine the board and accept to undertake the only quest there right now. It's called Bandits, Bandits Everywhere, and we'll take care of its call soon enough. If you want more information, speak with the Chanter next to the board. He can't actually talk to you in anything but biblical verse, but the boy accompanying him will shed some light on just who the Chanters are, if you so desire.



I: If you want to see the acts of a raving lunatic, look no further than this location on the map. When you draw near, a cutscene will take place automatically. You'll see a warrior of some sort ranting about how the Darkspawn are going to kill everybody, and that there's no hope for anyone. Almost immediately, you can begin to dictate the course of the rest of the conversation by the answers you give back to him. We were patient, and coerced a story out of him that makes you feel badly for him. It appears that the Darkspawn has killed his entire family. After persuading him that his ravings won't help anyone, nor bring his family back from the dead, the man apologized and moved on. Naturally, your own decisions during this conversation could possibly dictate another course entirely. Raid the bags nearby when all is said and done, for more items to add to your inventory.



J: When you reach location J, get ready to sink some time into a series of important conversations. Location J on the map marks a building that you can explore, called the Chantry. This is essentially Ferelden's version of a church. At the entrance to the Chantry, you'll find a Templar named Ser Maron. Speak with him, and he'll let you know that the Chantry is a place where refugees can go to get blessed by the Revered Mother, though he also informs you that there is little room left for anyone looking for a place to eat and sleep. But you're not just anybody. After the conversation with Ser Maron takes its course, head on into the Chantry yourself to explore further.



The Chantry has quite a few people in it. Most of them are refugees that won't have much to say to you, but you can find other characters to engage in conversation. Some of these conversations are minor and ultimately meaningless, such as the one with the farmer, or the one with the sister. But there are three people in here, in particular, that you'll want to speak with. The first is a man named Ser Bryant. When you speak with Ser Bryant, identify yourself. The conversation can take any number of turns, though we suggest attempting to steer it in the direction of the bandits outside. If you inform Bryant that you killed the bandits, he'll be most thankful, and even attempt to offer you a reward (naturally, if you didn't kill the bandits, this won't happen for you... but why wouldn't you kill the bandits!?) We refused the reward, but feel free to take it, if it suits you. Bryant may also offer up a key to you that will open a weapons cabinet at the back end of the Chantry. Be sure to raid that cabinet if you were lucky enough to receive the key.



Visiting Lothering | Lothering (Exploration, IV)



The next person you're going to want to find is near Ser Bryant. This man's name is Ser Donall, and he'll provide you with a rather lengthy, intriguing and informative conversation, largely because he and Alistair are old friends. Ser Donall is after a treasure of his own, some mystical ashes that are said to cure anything and everything. He's in the Chantry to try and do some research, although he understands that the Darkspawn are quickly closing in on Lothering. If you found the body of the Templar near where the bandits intercepted you at the entrance to Lothering, then you can also complete the end of a side quest here, the one known as A Fallen Templar. More information can be found in the Side Quests section of the guide.



And finally, at the northeast end of the Chantry, you'll find the woman that runs this whole show, an elderly female known as the Revered Mother. She is the Chantry's version of a priest, and she'll bless you if you're willing to donate some coin to her (we talked her down to ten silver coins, a paltry sum indeed). She'll have little to say to you, especially when she finds out you're a Grey Warden (since you're being sought after, via bounty, by Loghain). Nonetheless, you can learn some information from her if you take the proper course through the conversation tree. She'll even offer to bless you, so why not take the opportunity for some divine help from The Maker?



K: You can have a brief rendezvous with a man called the Helpful Refugee here. Though he won't have an incredible amount to say to you, you can still learn a bit about his condition, and the condition of Lothering as a whole. If you decided to either run off or outright kill the bandits at the entrance to the village, then this man will be especially thankful, informing all around you that you are indeed the one who they can all thank for their now-banditless existence. If you didn't do that, then he won't be quite as thankful. When the conversation has run its course, be sure to dash to the right of him, past the door leading into Dane's Refuge, to find a treasure chest you can loot for goods.



L: At this location, you'll find a building titled Dane's Refuge. It is a pub and inn, and according to the guy you spoke with earlier (the Helpful Refugee), you'll learn that it's chock full of people, and you'll barely be able to move within. You'll also learn from the Helpful Refugee that Loghain's men are within the building, and they're looking for a Grey Warden (that'd be you). Head on inside, and you'll instantly be intercepted by the commander of this detachment of Loghain's soldiers. Try as you may, you're not going to be able to weasel your way out of a fight here. A mysterious female will attempt to stop hostilities, but it won't work. When the crap hits the fan, though, she'll join in the fight.



Visiting Lothing | Lothing (Exploration, V)



The battle with Loghain's men is a rather simple one. The area you'll be fighting in is *extremely* cramped, so trying for some sort of grand battle strategy here is a fool's errand. Simply button mash away, keeping a close eye on your health and the health of the rest of your party. This is a rather easy battle to win, though, as you'll learn, you won't outright *win*. When you've slain enough of the commander's men, and everyone has taken enough damage, the battle will end automatically. The commander will cede the battle's victory to you, and you can graciously let him escape, kill him outright, or better yet, send him scampering off to Loghain with a message of your choosing. We told him to tell Loghain we're coming for him; you can, of course, do as you'd like.



Regardless of what happens, you'll get to speak with this mysterious red-headed woman following the end of the barroom brawl. She introduces herself as Liliana, and she is a woman who had a holy calling. Of the rogue variety, Liliana asks you to join the party, and you should accept, as you'll need all of the help you can get. She claims that The Maker told her in a dream that she was going to meet a Grey Warden, and that she was to join up with their ranks to fight the Darkspawn. Regardless of her motivation, you are in no position to be refusing help, so let her join the party, and move on. You'll be given the option at this point to create your own party, which can be changed anytime. Remember -- your party can only have four members maximum.



There are three other people within Dane's Refuge that you'll want to speak with before heading on your way. The first person is the bartender, a man named Danal (Dane is his name shortened, naturally). He's an amiable man, not at all angry that you've messed up the bar fending off Loghain's detachment of drunk soldiers. He says that his father served (it's unclear if he meant in the Grey Wardens), and that your identity is safe with him. He promises that he won't make a fuss, so long as you don't mess up his bar again. That's an easy enough agreement to enter into.



The second person you'll want to speak with her is a man by the name of Barlin. Barlin is a merchant, and he owns a farm nearby. You can speak with him about a number of subjects, but ultimately, what you'll really want to see are all of the wares he's selling. You may or may not be able to afford what he has, but you'll still want to take a look, just to make sure. Remember -- you now have four members of your party to properly equip, so don't only look out for your main character, or you'll find the rest of your party falling rather quickly in subsequent battles. If you're extra keen on speaking with Barlin, you may also be able to extract the necessary information from him to get the side quest entitled A Poisonous Proposition. More information on that can be found in the Side Quests section of the guide.



Visiting Lothering | Lothering (Exploration, VI)



The final person you'll want to consult within this tavern is known simply as the Blackstone Liason. When you speak with this kindly gentleman, you'll learn that the Blackstone Irregulars are a mercenary group. Their name and charge have been smeared in recent years, but with new "management" and the rise of the Darkspawn threat, the Blackstone Irregulars have a use in society once more. The Blackstone Liason will ultimately hand over a document from their leader, which you can read when you get a chance. This will allow you to find Blackstone Irregular mailboxes (like the one right next to him) that will give you quests in the future. Don't neglect to speak with this man and get this letter before moving on.



M: Here, you will find a young woman named Allison. Allison owns some land, and immediately gets to the point when you begin speaking to her. She references Barlin, the man you met in Dane's Refuge. He uses poison traps to protect his land (and in fact, that's another side quest entirely, should you choose to undertake it). Allison wants traps too, and offers you the job. Should you want to make her traps, that's your prerogative. Unfortunately, since no one in our expanded party has trap-making abilities, we were unable to help her out, but that might change for you. Speak with her and see for yourself.



N: Speak here with a distressed elderly woman named Elder Miriam. Miriam, unlike so many others in Lothering, is actually native to this village. She's doing her best to tend to the myriad refugees and other despondent souls that have passed through recently due to the rise of the Darkspawn Blight, but she's at her wits end in trying to heal the sick and wounded. She'll ask you if you can help her create some herbs, medicines and salves, and if you or someone in your party has a skill that fits this description, you'll be able to undertake a side quest from her, one called More Than Just Plants. Hit up the Side Quests section of the guide for more information, if you're interested.



O: This is an extremely important location, so you'll want to make sure you visit it. You'll find a man trapped in a cage here. His name is Sten, and he's of a faraway people called the Qunari. Sten is locked up in that cage because, as you'll find out, he's accused of murdering an entire farmstead of its inhabitants. Why (or how) he did this will remain a mystery, and it's not even clear if he actually committed the crime (though he did confess to it). What will ensue here is, in essence, an extremely important and extremely brief side quest known as The Qunari Prisoner. You can consult the Side Quest section for more on it, but you'll want to make sure to undertake it, since you can get Sten to join your party. It involves heading back to the Chantry to request his release, which should only take a few moments.



Visiting Lothering | Lothering (Exploration, VII)



P: As you walk towards the group of men stationed at position P on the map, you'll encounter a brief cutscene. These guys aren't interested in talking to you. As you'll find out as they speak at you, they aren't interested if you really betrayed King Cailan on the field of battle or not. All they're interested in is the bounty on your head. Once the brief conversation has concluded, a fight will erupt. Thankfully, these guys are scrubs. Barely-armed and weak-as-anything, you'll be able to take this party of wannabes out extremely quickly. So much for that bounty! Scour their bodies once they're dead, and be sure to grab whatever you can from along the nearby village wall to the west, since chests full of goods and naturally-growing herbs exist there.



Q: Head up to this location when you want to leave Lothinging and continue your quest. You'll see a couple of dwarves under attack from a considerable contingent of Darkspawn. These Hurlocks have archers and a powerful leader in their midst, and there will be no conversation here. You'll have no choice but to help these dwarves fight this group of thugs off. Doing so should be easy enough for you, as you've done enough fighting at this point in the game. When you've killed the last enemy, you'll get into a conversation with the two dwarves. The adult dwarf's name is Bodahn, and he's traveling with his son. You'll get into a brief talk with him, but ultimately, you can bid him adieu. Be sure to search the location where this battle took place, as there are items to find, both in crates and on deceased Darkspawn corpses. You'll also find another unidentified dead body here. When you examine it, you'll acquire a brief letter entitled Maleficarum Regrets.



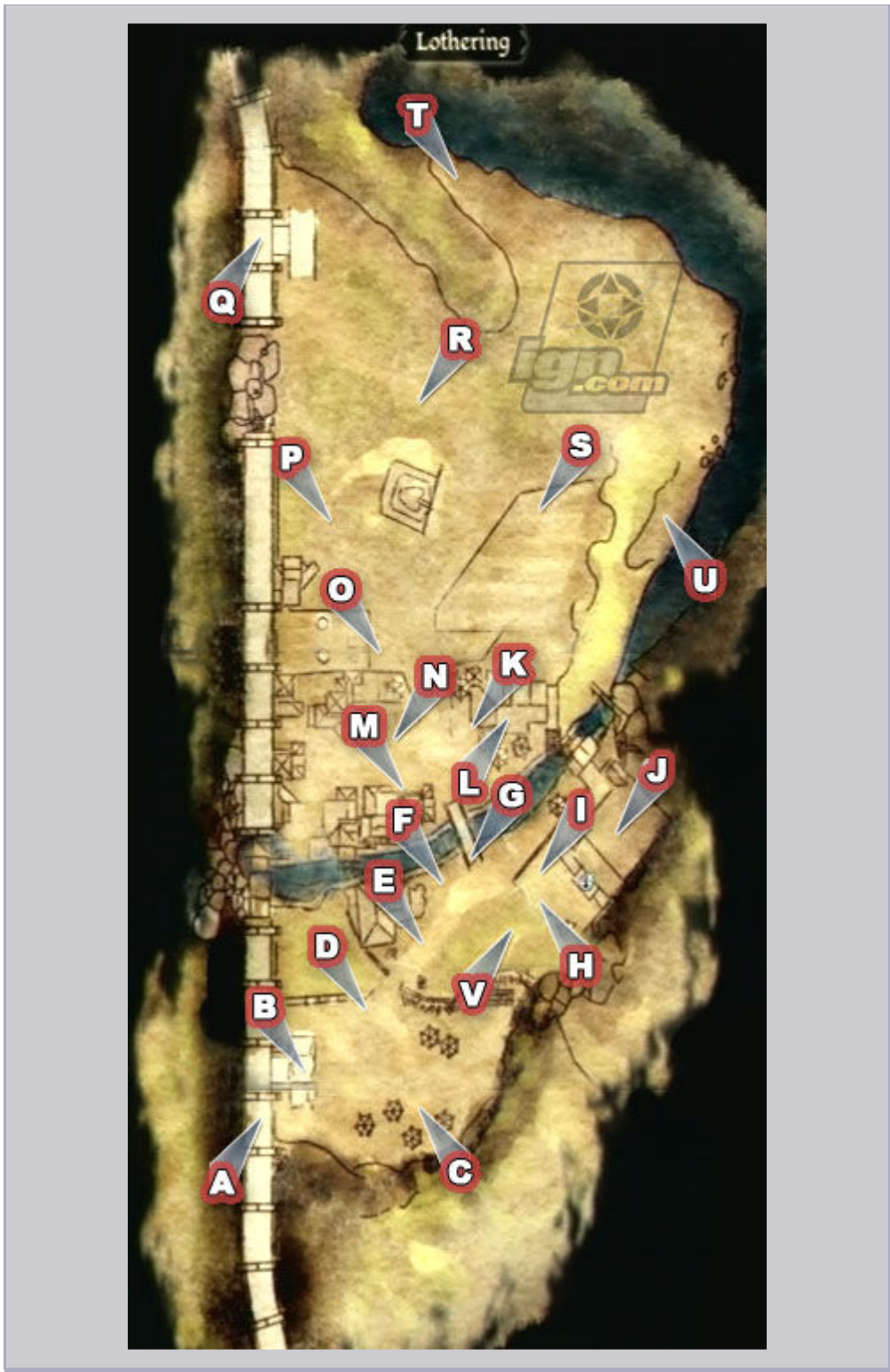
R: Approach this wide open location on the field north of Lothering proper, and you'll be assaulted by a group of mercenaries and bandits. There should be five in this party total -- three archers and two war hounds. The war hounds are by far the bigger threat here, but you may want to send a character or two at the archers, in an attempt to disrupt their ranged attacks and force them to attack you with melee weapons. When this battle is over, feel free to pick their bodies clean of anything you can acquire. You can also find some naturally-growing herbs northwest of the field of battle, if you so desire to acquire them.



S: You'll find another group of mercenaries and bandits here. These guys are a bit aggressive, with only an archer or two in their midst. Much of this battle will take place surrounding melee combat, but it shouldn't be an incredibly difficult conflict to survive. As usual, pick dead bodies clean of goods. You may also want to search the periphery of the nearby overgrown field with a scarecrow in the middle of it. Herbs grow on the sides of the field, and you can even find a treasure chest full of goods nearby, as well.



Visiting Lothing | Lothing (Exploration, VIII)



T: Travel over to the northernmost segment of Lothing. As you approach the water, specifically traveling towards location T on the map, you will be assailed by yet another group of bandits and mercenaries here. You should know what

to do by now -- take these guys out quickly, keeping a close eye on your health and going for broke, so that you can eliminate this threat as rapidly as possible. If you are undertaking the side quest known as Bandits, Bandits Everywhere, then dispatching this group of enemies, along with the groups at points R and S on the map, will fulfill the requirement for that Chanter-related side quest. If you've yet undertaken it, you can head to the Chanter's Board now, automatically finishing the very first side quest it offers to you.



U: Sure, you've worked through a lot of bandits and mercenaries, but what about some Giant Spiders? Head to location U on the map, and you'll find plenty of Giant Spiders to do battle with. These guys are actually quite obnoxious, simply because their web attacks have the ability to paralyze you temporarily during the heat of the battle. Making matters worse, they spam that attack, so expect at least one member of your party to be temporarily disabled for the duration of the battle. It's important to undertake this battle not only because of the experience each Giant Spider is worth, but also because of they will drop venomous items that are at the heart of the side quest called A Poisonous Proposition. See the Side Quests section for more on that, if you're interested.



V: When you walk near this area, you'll find a group of quarreling townspeople. You'll quickly learn that they're arguing about price gauging. The man who will talk to you here bought a bunch of goods before the Darkspawn threat reared its ugly head several week ago. Now, he's charging his fellow townspeople many times what he paid for the items, but as he stresses, the people who need these items dictate what they're worth in a free market. The woman argues that what he's doing is wrong. Get involved in the conversation if you desire. There are several ways this conversation can end. It can end by refusing to get involved at all. Or, it can end by taking money from the man as a bribe, letting him continue to sell. Or better yet, you can persuade him to lower his prices, or run him off entirely. While it's not necessary to get involved here, how you react can impress your party members, or turn them off, depending on what you decide to do.



When you're done in Lothering (meaning you've undertaken all side quests, examined the Chanter's Board, spoke to the Irregular in the pub, et cetera), you should head to point Q on the map, assemble your party, and head back out to the world map. When you do, you'll see quick visions of a fierce war, and a giant dragon terrorizing the troops below. Suddenly, your character comes-to, with Alistair looking on. Alistair recognizes that you're having very real dreams, the ones associated with Grey Wardens like you and he. You can speak about them however you want. Once you navigate the conversation with Alistair, you're free to move about camp.



You can talk to all members of your party at camp, so do that if you so desire. You can navigate the conversations with any or all of them however you'd like -- be careful in how you speak to each character, since it can negatively affect how they perceive you (indeed, conversations can also have positive outcomes). You'll also want to speak to the father-and-son dwarf tandem you ran into back in Lothering. They'll be following you around, and will be permanently at your party's base camp. You can buy all sorts of items from them, so don't neglect to visit them often. Finally, when you're ready to head out, do so. It's time to go to the World Map, where we can continue our quest in earnest.



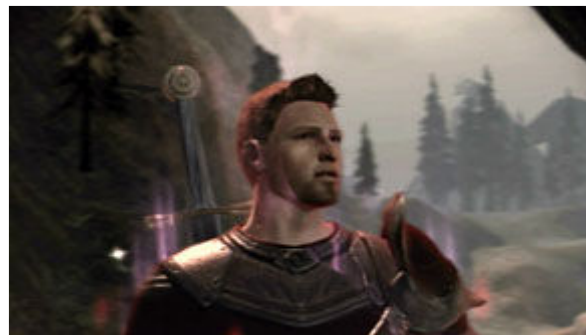
Defending Redcliffe | Redcliffe (Daytime, I)



Though you can go to four locations from Lothering, in any order you want, we've decided to head to Redcliffe first. You can access Redcliffe, just like any other location, from the world map. It's to the west of Lothering. En route, you'll encounter a wagon in your path. This area can't be explored too thoroughly, though you'll find an Elfroot if you search for a moment. The real point of interest here is Old Tegrin, the dwarven merchant, and his cart that's blocking the road. Speak with him, and he'll tell you he's selling his wares at a discount, and that there's trouble brewing in the dwarf stronghold of Orzammar. He won't be too forthcoming with information about Orzammar's plight if you pick his brain, but be sure to look at his goods. He's got some stuff you may just want to buy.



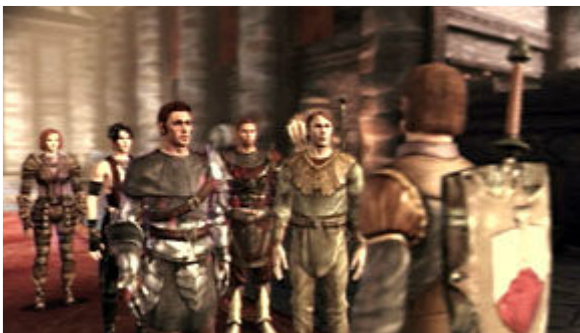
When you're done, head back to the world map, and the game will bring you the rest of the way to Redcliffe itself. At Redcliffe, Alistair will stop the party and engage you in an important conversation before you regain control. Alistair has something to tell you, and it's that he knows the Arl of Redcliffe because he was raised by him. As the conversation winds, you'll learn that the king was his father, and that his mother was a servant. He was essentially hidden away at the Chantry by age ten, but actually has some sort of claim on the throne (though he doesn't seem at all interested in pursuing it). The way you treat Alistair during this conversation will give you positive or negative approval points, so be careful!



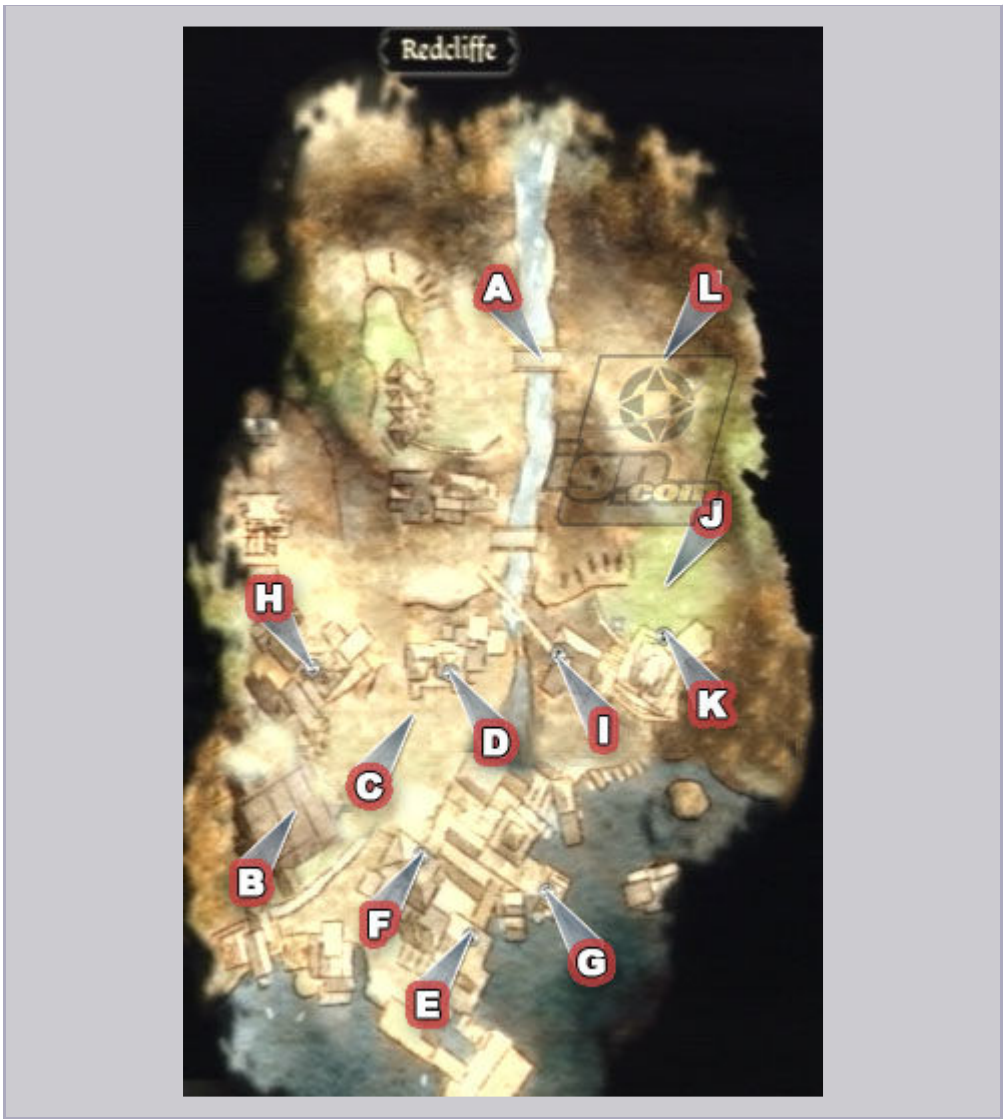
A: Here, you'll run into a man standing on the bridge, and you'll be forced into a conversation with him. This young archer's name is Tomas, and he has quite the story to tell you. It appears that Redcliffe is currently in a bad way. Though you can inform him that you're here to see the Arl, he'll tell you that the Arl is extremely ill, and that the villagers of Redcliffe have been dealing with nefarious attacks from the castle each of the last few nights. Many villagers have perished, and as a result, the survivors are scared, and are expecting an even worse onslaught tonight.



B: Tomas insists on bringing you to the man who is in control right now, a royal character known as Teagan. It's at this point that you'll be automatically transported to the village chantry, where Teagan can be found with some of the survivors. Formalities will quickly be dispensed with, as Teagan will recognize Alistair, as the two had grown up together. But Teagan insists that you help him out, something you actually don't have to do, but should. There are all sorts of ways you can help out before sundown, at which point monsters will pour out of the castle and invade Redcliffe yet again. So, let's get down to business, and see what can be done to help this struggling village deal with what is, undoubtedly, part of the Darkspawn Blight.



Defending Redcliffe | Redcliffe (Daytime, II)



When you regain control in the chantry, there are three other people you should speak with before you head outside to explore the rest of the village, so you can see what can be done to help. The first person to find is Revered Mother Hannah, who is located near Teagan's location. When you speak with her, you'll learn about what some of her preparations have been to protect the townsfolk before nightfall. Her biggest weapon is prayer, though she admits that the chantry is the village's strongest building, and the defenseless villagers' best chance of survival. They've done their best to barricade the building and prepare for an invasion, but she admits that Teagan is really their only defense if they were to breach the perimeter. Offer to help her out (if you want), and gain her blessing before you head out (also if you want).



The next person you should seek out is a woman named Jetta. Jetta is a name you might recognize, not only because it's a famous Volkswagen vehicle, but because she was mentioned earlier in the game. More specifically, she is the woman mentioned in the last will and testament you found in the Korcari Wilds during the conveniently-named side quest called Last Will and Testament. If you found that letter, and the stash of goods left behind for Jetta, you can return them to her here to wrap that side quest up. If you already took the goods, then the side quest will have already ended. Confused? Simply see the Side Quests section of this guide for more information.



Finally, seek out a distressed young woman near the entrance/exit to the chantry. Her name is Kaitlyn, and she is in a bit of a quandary. It appears that her younger brother has run off in search of their mother, who was dragged off (and inevitably killed) by the mysterious monsters creeping out of Redcliffe Castle each of the last few nights. She fears the worst for her mother, but it's her younger brother she's truly worried about, since he's too young to realize how defenseless he would be out there. If you are kind to her and agree to help her out, this will unlock the side quest known as A Missing Child. See the Side Quests section for more information on it.



C: Here, you'll want to seek out a man named Murdock. One of the valiant survivors of the previous nights' battles, Murdock is in a bit of a bind. He is the leader of the local militia guarding the town, and they are without much of what they need. For starters, he wants he and his friends to stand and fight tonight, but their weapons are in complete disrepair. There's only one man in the entire village capable of fixing their weapons, but he refuses to come out of his house. His daughter was trapped within the castle when the monsters started appearing, and the man's call to arms were ignored. Now, he's ignoring everybody else. The name of the man in question is Owen, and naturally, he's a blacksmith. We'll find him soon enough. Keep in mind that you'll want to return to Murdock often to see the situation of the militia. The more you do to help him, the better off the fighting force will be. Do everything we outline in the subsequent walkthrough, and they will be a fit fighting force. Neglect to help (either partially or fully), and the militia isn't bound to survive.



Defending Redcliffe | Redcliffe (Daytime, III)



D: If you want to take care of Owen the blacksmith, and cure his apathy in regard to the upcoming battle at nighttime, then head to location D on the map. This is Owen's locked-up smithy, and at first, you'll be forced to speak with the man through the door. It won't take you long to encourage Owen to open the door so you can speak face to face, whether you threaten him, persuade him, or do whatever else is necessary. Once you find yourself on the other side of the door, you can finally get down to the nitty-gritty of convincing Owen to help the villagers by fixing their equipment. All it will take on your part is a promise to find his daughter at the castle and return her to him (this will net you the side quest known as Lost in the Castle). Regardless of whether or not that's a promise you can actually keep isn't important. It's still a promise you'll want to make, as it's a means to an end.



When the conversation winds to a close, you can continue to probe Owen about his daughter and the castle. You'll find out that it could very well be his daughter's rumors of a blood magic-user at the castle that brought the Arl down. Nonetheless, this is just conjecture for the time being. Before leaving his home, once he's been convinced of helping the villagers, be sure to scour the locked up floor board in the corner of his house. Even if you have a rogue open it, he'll actually open it for you automatically in a cutscene and give you the rather useless contents. Regardless, you can sell them back to him for a profit, and even buy some of his other gear, if you need it.



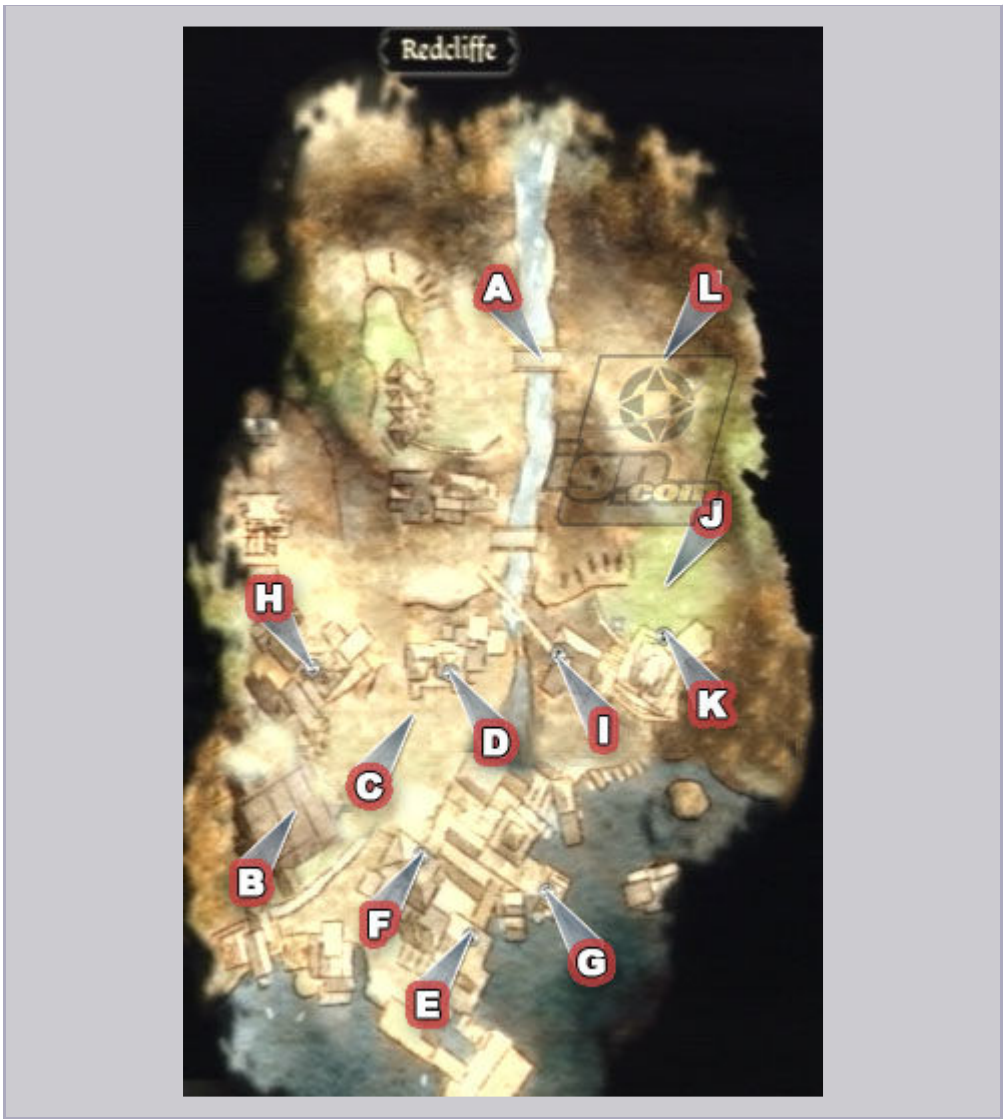
E: If you go to exactly where point E is on the map, then you'll find an abandoned general store. You can explore it if you'd like, though you're going to be hard-pressed to find much of use in there (if you have a rogue in your party of a moderate level, you may be able to pick open a treasure chest from within). More important than even looking in the house itself, however, is searching the area surrounding it. You can find some codex entries, wild-growing herbs, and even some boxes to pillage. Be thorough! You'll need everything you can find come nighttime. Be sure to examine the barrels of oil in here as well, as this will come in handy a little later.



F: Location F on the map leads to Kaitlyn's house. If you are following our walkthrough, then you already met Kaitlyn inside the village's chantry. Kaitlyn was the woman who told you that her mother had been killed by enemies from the castle, and that now her brother has gone missing. This, in turn, should give you the side quest entitled A Missing Child. You can see the Side Quests section of the guide for more information on it, but nonetheless, scour this home for the missing boy, as well as some codex entries. If you play your cards right with the boy, he'll even hand over a key, one that will open a treasure chest on the second floor containing a powerful sword. Score!



Defending Redcliffe | Redcliffe (Daytime, IV)



G: Location G is an important one to visit, though you may be a little bit confused at first when you arrive. The door into the house at that location on the map is sealed shut. Marked only as Dwynd's Home, no amount of knocking or yelling will net you any response from within. All that's left to do is to break or smash your way into the house, which we encourage you to do. When you do this, you'll encounter a dwarf (Dwyn) and his two companions. Pick his brain, and he'll tell you that they have supplies and strength enough to survive the onslaught for some time. However, this man is needed outside. While you can leave him be or kill him, it's best to do what you can to persuade him to go outside and help the militia. In fact, as you'll find out, it's not exceptionally hard to do so.



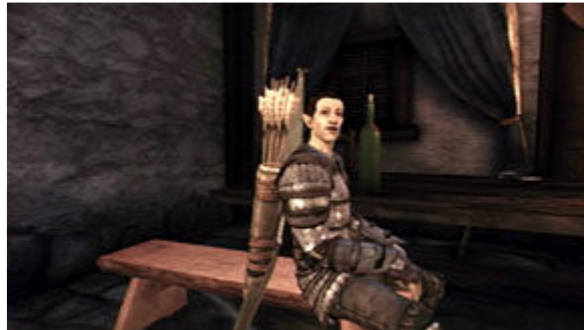
H: There's much to do at point H on the map, which marks Redcliffe's tavern. If you're confused as to how to breach the building, simply run up the extreme slope leading up to it. It's that simple. When you walk inside, you'll run into a young woman named Bella who works at this place. Speak with her, and you'll learn that the bar hasn't been well-attended since the soldiery from the nearby castle have gone missing, presumably killed. She'll also fill you in on the happenings at the tavern currently -- there are two issues that stand out. The first is with the barkeep, a man named Lloyd. He's charging the militia for ale even though they are protecting the town, while he refuses to fight. And then, there's the situation regarding a mysterious archer elf name Berwick. Let's deal with both of these situations presently.



The first order of business is to speak with the three half-drunk archers in the corner of the pub, who will almost immediately cry foul about having to pay for their ale. They claim that they are all out of work, with the local economy shutting down so they can just, as one of the men puts it, survive. This seems like a reasonable enough claim on their part. You should now speak with Lloyd behind the counter. You can pick his brain about all sorts of issues, including about how he refuses to fight, some information about Berwick, et cetera. You can even buy some goods off of him. But ultimately, you'll need to convince him to let the troops drink for free, which is not an incredibly difficult proposition. You can threaten him, persuade him, or even pay him off, but getting free ale for the militia will go a long way in raising their morale.



Finally, once the situation with Lloyd and the drunk militiamen is settled, you can speak with the mysterious Berwick. Berwick seems awfully nervous almost immediately, something you can easily call him out on. You'll eventually extract the wanted information out of him in one fashion or another. He is working for Howe (the man who betrayed your father, if you're playing as a human noble), and he was sent here to keep an eye on the castle and report any changes back. He'll hand over the letter from Howe to prove it. Unfortunately for Berwick, his job title is about to change. Convince him to help the militia fend off the monster hordes, and he'll agree to do so. Look -- you've helped this defenseless town yet again.



Defending Redcliffe | Redcliffe (Daytime, V)



I: Location I isn't an exceptionally important location to visit in terms of the main quest at hand here in Redcliffe. However, if you are undertaking tasks for the Blackstone Irregulars, then you'll need to visit this house in order to find a man named Dernal Garrison. This all has to do with the side quest entitled Scraping the Barrel, which you can find more about in the Side Quests section of the guide. Nonetheless, if you undertook that side quest, this will be a mandatory visit for you. Either way, speak with Dernal, tell him the Blackstone Irregulars request his presence, and then search the rest of his house before heading off on your way. You should find some random items and codex entries when you do.



J: Finally, you'll need to walk up towards location J, where you can finally begin to end the daytime segment of this entire ordeal. As you know, with nighttime comes the mysterious monstrous hordes from the castle, but you've done everything you can to give the villagers (and yourself) as much of an advantage as possible. The man at location J, Ser Perth, is the head of what's left of the castle's knight contingent. He and his friends are ready, but as he readily admits, everyone is really going to need to band together and fight extraordinarily hard in order for as many people as possible to survive the night. It's at this point that you can pick his brain and actually opt to wait for nighttime, where the battle begins in earnest. But don't do that quite yet. If you searched the abandoned general store earlier and examined the barrels of oil, Perth will also send his men off to claim it. The fires it will help create will go a long way in the village defense.



K: First, head to location K, which is nearby to location J on the map we've provided. This windmill is loaded with a bunch of crap which you can't use. In fact, all of that crap makes it exceptionally difficult to navigate around. However, you can find some goods within a treasure chest in there, and you should certainly raid it. Back outside of the windmill, you can find a freshly-growing herb and some more goods in a locked chest (if you can get it open). Unfortunately, Ser Perth's knights, stationed nearby, won't have much to say to you when spoken to.



L: We want to point this location out because you'll need it later. This is the entrance to Castle Redcliffe itself. However, if you attempt to go through the gate during the daytime, you won't get much farther, because you'll almost immediately be greeted by another huge metal gate that restricts access to the castle. Don't worry -- you'll get your chance soon enough. In the meantime, once you're sure you've done everything, seen everything, et cetera, it's time to bring on the night. Speak with either Ser Perth (at location J) or Murdock (at location C) to get things going. Good luck!



Defending Redcliffe | Redcliffe (Nighttime, I)



No matter who you talk to in order to bring on the nighttime, whether it be Ser Perth or Murdock, you'll find yourself up at the hill at point A on the map, which is discussed below. Enjoy the brief cutscene that shows the evil invading hordes leaving Redcliffe Castle and heading down towards the village. Some villagers scream and panic and run off, but the armed men and women protecting the village hold their guard. As long as you did everything we recommended in order to prepare the village (discussed in the previous section of the walkthrough), you'll have given yourself and your fellow fighters all of the advantages you possibly could. Let's get to work.



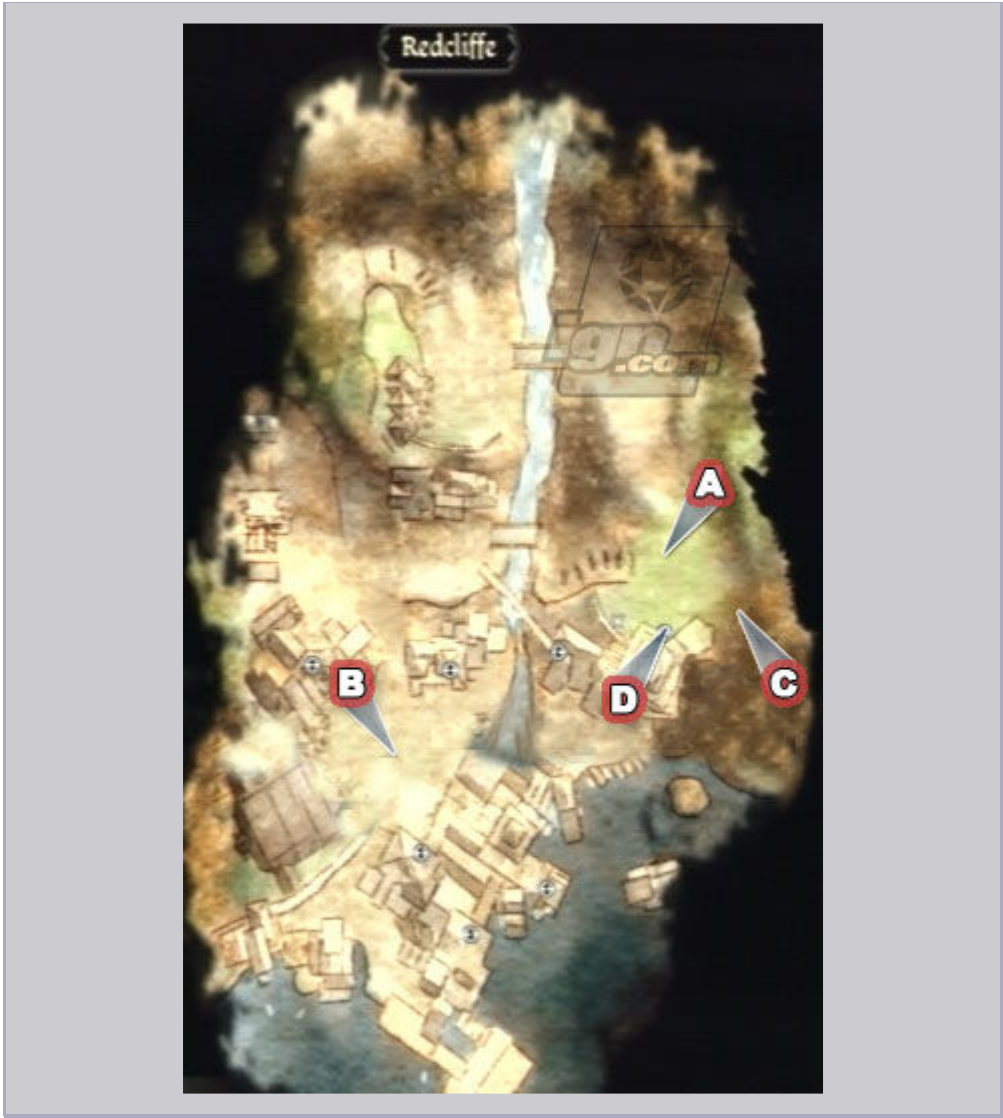
A: Point A is where you'll begin the fight. If you followed our walkthrough and alerted Ser Perth's men as to the unused barrels of oil in the abandoned general store, then a fire will eventually be raging at the foot of the hill the hordes will be descending. This will give you a distinct advantage as you do battle with dozens of Walking Corpses, who will take at least a third damage from the fire before ever reaching you. This first wave of enemies, while seemingly-endless, is nonetheless extremely easy to fell with very little effort. Keep an eye on your health, but you shouldn't ever be in danger of perishing here. Consider this battle a primer of more difficult engagements still to come.



B: If you got the militiamen free ale during the previous section of the walkthrough, and if you got their gear repaired by Owen the blacksmith, then the men will fight valiantly down near the chantry (location B on the map). The enemy spawns here are even more numerous than they were at the top of the hill, but still, you'll only be dealing with Walking Corpses here. These guys can take a bit of damage, but they don't deal an incredible amount, so you should be completely in the clear as far as surviving this onslaught is concerned. Because the Walking Corpses won't be damaged automatically by set fire here, you'll have to deliver a bigger beating this time around. As a result, you'll be subjected to a longer battle, so as always, keep an eye on your health, and that of your party members.



Defending Redcliffe | Redcliffe (Nighttime, II)



When the battle concludes, an automatic cutscene takes place. Bann Teagan will stand at the entrance to the chantry, with the Revered Mother at his side. He celebrates the village's great success in holding off the evil monsters at nightfall, and though it was a resounding victory for Redcliffe, some men never lived long enough to see daylight. After praying for those who have died, and for the continued safety of the village, Teagan alerts the village that he will now attempt to penetrate the castle, to see just what's going on in there. He then runs off, letting you know that he'll be up near the entrance to the castle's outer walls (location C on the map). You should go ahead and follow him up there, though you can deviate and speak with some characters around the village if you'd like, such as Murdock or the Revered Mother.



C: When you arrive at location C on the map, you'll find Teagan, just as promised. This is when a rather lengthy and interesting conversation begins. Teagan will inform you that he has a plan on getting into the castle, and it involves a secret entrance that he knows about. You can question him as to why he didn't alert you to this secret entrance sooner, but he'll give you a rather logical answer in return -- that he feared that you would head to the castle immediately without staying behind to help protect the village. This is understandable. However, just as you're about to head off to the castle with him, you'll be greeted by a character who will turn the entire scenario on its head.



The woman who shows up is none other than the estranged Arl's wife. She's accompanied by a lone guard, and both characters seem to be in good health. Just what the hell is going on in that castle!? Well, Teagan is about to find out, because this woman rather mysteriously (and suspiciously) asks him to return to the castle with her, alone. Naturally, you can (and should) probe her as much as possible about just what's going on in the castle, why she wants Teagan to return with her alone, et cetera and so on. She'll still act completely suspiciously, but insists that if Teagan doesn't return with her alone, her son and the Arl, who is still very much alive, can be in jeopardy. It's at that point that Teagan pulls your party aside, tells you that his ring will open the secret passage, and that you should still breach the castle on your own. Hopefully, you can both meet together within the castle at some point.

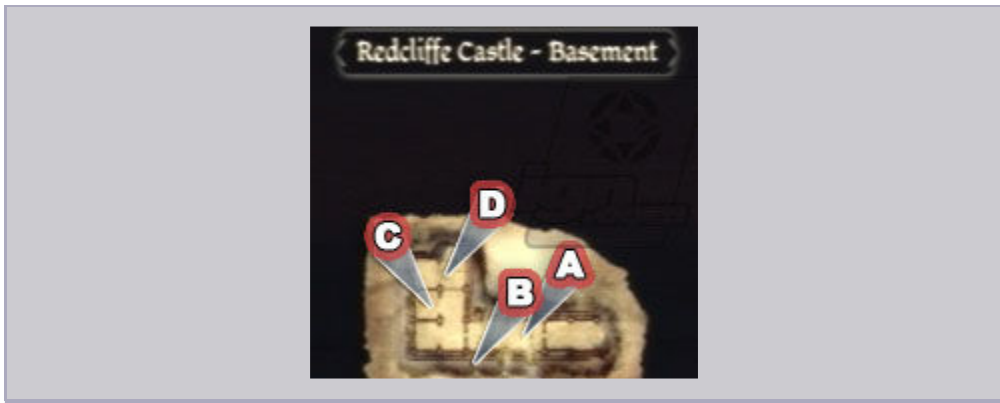


D: You may be confused as to how to proceed. After all, Teagan gave you his special ring and told you that it can be used to enter the castle via a secret entrance, but he was a little too vague on just *where* to go to find the secret entrance, use the key, and breach the castle. Thankfully, the answer is nearby. You'll want to head to the windmill at location D on the map, and head to the left side of the cluttered first floor. There, you'll see the hatch in the ground that you can open up with the ring-key. Before long, you'll find yourself in the basement of Redcliffe Castle.

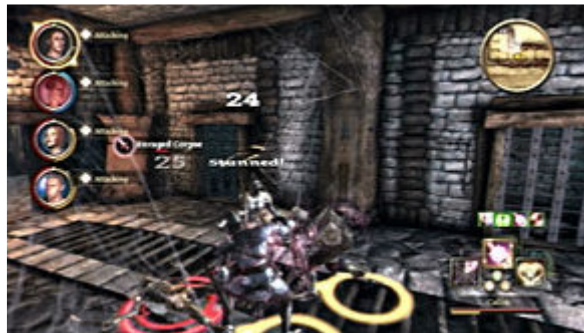


Part One	Part Two	Part Three	Part Four	Part Five
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Storming Redcliffe Castle | Redcliffe Castle (Assault, I)



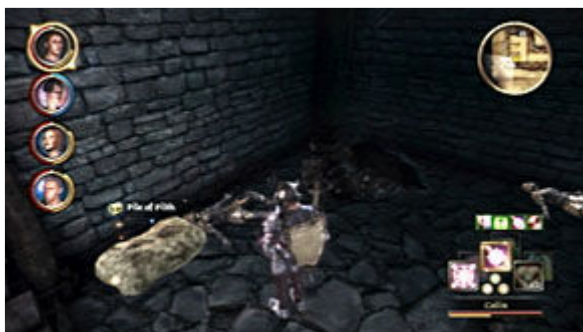
A: As soon as you enter the basement of Redcliffe Castle, you'll find yourself in a thin corridor with enemies up ahead. These more powerful versions of the enemies you fought back in town are called Enraged Corpses, and you can count on a more difficult fight with them than you would have experienced with an even number of Walking Corpses back on the surface. However, because there are so few of them, you can easily overpower them and defeat them in no time. Be sure to scour their corpses (well, the corpses of the corpses, as it were) to find items. Then, begin searching the cells on either side of the corridor. While there's nothing of interest to find in any of them, you'll find something *quite* interesting in the cell at location B on the map.



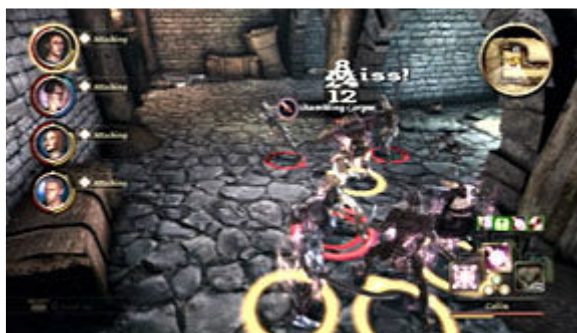
B: At location B, you'll find a man named Jowan, locked behind a gate. He was being attacked by the Walking Corpses who you just slayed, and when they are felled, you can begin to speak with this character. If you're playing as a mage, or are familiar with that origin story, then you'll no doubt recognize Jowan. He plays a central part in the mage origin story, as you help him escape from the mage's tower (or don't) during the course of it. Thus, if you're playing as a mage, expect to have an interesting experience here. Otherwise, speak with Jowan and pick his brain about why he's locked up. He readily admits that he poisoned the Arl, but has otherwise been blamed for the unleashing of dark forces within the castle, something he swears up and down he isn't responsible for. He says that he was the king's son's tutor, hired to make sure he wouldn't learn magic publically (because of his innate abilities). However, Jowan taught him how to use some magic, and he fears that the dark forces were unintentionally unleashed on the castle when the boy was attempting to cast spells. At this point, you can either let him loose, kill him, or do whatever you want. We set him free, and he ran away up into the heart of the castle thereafter. How you handle him is, of course, up to you entirely. Keep in mind, however, that the choice you make here has a heavy part to play in upcoming events. We implore you to let Jowan go, and let him roam the castle.



C: After your lengthy cutscene with Jowan, you can move forward to the northern end of this small basement area. You'll find some items and codex entries in the open cells along the northern wall, so be sure to scour carefully. Sure -- rummaging through something called a Pile of Filth might not seem like a great idea, but you need everything you can find, and beggars can't be choosers!



D: When you explore the northwestern-most cell, near the door leading up to the castle's main floor, you'll be assaulted by another group of enemies that you no doubt didn't see coming. These foes are known as Shambling Corpses, and are stronger yet than even the other two varieties of corpses you've so far encountered. Moderately armed, these guys can actually put up a bit of a fight, but as was the case with the Enraged Corpses you earlier fought, their lack of large numbers will still make them easy enough to kill for you with little trouble. Of course, you should keep an eye on your health (and tactics) nonetheless. When all is said and done, scour their fallen bodies for goods, and be sure you've explored the rest of the tiny basement thoroughly before moving on up to the main floor.



Storming Redcliffe Castle | Redcliffe Castle (Assault, II)



A: When you enter the castle's main floor from the northwestern side of the map, things will be relatively quiet. But as you work your way to point A on the map, enemies will begin to come out and fight you from nearby rooms. The corridor makes dealing with these Shambling Corpses a little bit difficult, but you should still be able to overwhelm this small enemy contingent because of the size of your party. Scour their bodies, once fallen, for goods and coin.



B: If you have a rogue in your party capable of picking locks at a moderate level, be sure to pick the lock at the location provided on the map. This will lead to the castle's modest armory. While there isn't an incredible amount to loot within the armory of any value (as in, nothing you'll actually equip on your characters), there's still plenty of gear to loot. If anything, you can sell it later.



C: You'll find a pretty difficult fight at location C, so it's a good thing that you have plenty of room to work with here. The foes you'll be facing off with here, known as Shades, are powerful, monstrous enemies with the ability to both withstand a lot of damage, and deal a lot of it in return. They also can cast magic, so expect to be bombarded by their attacks from afar before you get in range to start doing some damage of your own. If you can, take out these guys one at a time, dealing first with their lesser incarnations before going all-out on their leader, the Greater Shade. They may drop goods once dead, so search when the fight is over. Also, search around the room for some codex entries before proceeding onward.



D: You can begin to move eastward down the main floor's primary east-west conduit. You can pass through the initial room you reach without much trouble, but it's the second room, the soldier barracks full of bunks, where you will begin to run into some trouble. Another contingent of Shambling Corpses will be found here. Far greater in number than the party you met earlier, you'll no doubt have more trouble here getting through the threat than you might otherwise have with an enemy party comprised of fewer occupants. Standard tactics still apply here, though. Keep an eye on your health, and attempt to get your party to focus on only a couple of targets at a time. This will maximize damage dealt while thinning out their ranks to a more manageable number.



Storming Redcliffe Castle | Redcliffe Castle (Assault, III)



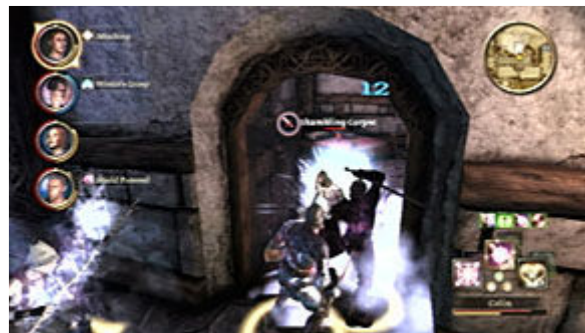
E: This northern room is the castle's kennel, but unfortunately for you, it won't be devoid of an enemy presence. It's unclear whether the four Mabari Hounds in this room are of the monsters' creation, or if they were this angry and agitated before this curse struck the castle, but either way, get ready to fight off and slay all four dogs in here. Though more powerful than hounds you've met in the past, these guys shouldn't be too much trouble for you. You can scour their bodies for goods (including a new collar for your own dog) once all is quiet. There are also some boxes and chests within this room that can be raided for their contents as well.



F: Be careful at this location. Not only will you be assaulted by Enraged Corpses jumping out of the room on your left (with help, perhaps, from reinforcements further ahead in the hallway), but you'll also be greeted with a dangerous trap. The tripwire that will set off the trap is rather obvious, but if you don't have a rogue capable of disarming it, you're going to be hard-pressed to avoid it. If you do have a rogue capable of doing so, wait until after the fight to disarm it safely. And be sure to scour the room on the left that the Enraged Corpses pounced out of, since items are within.



G: The two rooms on the south end of this corridor, at the location shown on the map, are both chock full of enemies to engage in battle and ultimately slay. This group of foes is made up of both Enraged Corpses and Shambling Corpses, and their numbers are many. Try to lure them into a doorway, where their movement will be inhibited. By doing this, you'll be able to work around to another door and effectively pincer their position, attacking them from both the front and from behind, all the while their movement is stymied. The lone Devouring Corpse in their midst is the most difficult enemy you'll have to face at this point, though you may want to wait to engage it in battle until some of his friends have already been wiped out.



H: Location H is an important one, though you won't find any enemies there, nor items to loot and call your own. Rather, you'll find a human female here. Her name is Valena, and she's trapped within the castle. If this name sounds familiar to you, it should. Valena is the daughter of Redcliffe's blacksmith, Owen. If you spoke to him before the monsters' assault on Redcliffe (which you would have, if you were following this very walkthrough), then you no doubt heard about his daughter being trapped within the castle. Well, this is Valena, his daughter. Speak with her and tell her to flee the castle, which will, in turn, catalyze the final steps in the side quest surrounding her, one called Lost in the Castle. See the Side Quests section of this guide for more information, if needed.



I: Finally, at location I on the map, we can work our way to the next portion of the castle. At location G, you no doubt noticed a locked door leading to the southern end of the castle's main floor. You'll need a key to open it from this end, and no rogue will be able to pick the lock, no matter how skilled he or she is. Thus, working your way back outside via the northern door in this storage room will provide you with your only recourse. Just be certain you comb the room for any goods you can possibly acquire, since there are plenty of boxes and crates within that can be easily looted.

Part One	Part Two	Part Three	Part Four	Part Five
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Storming Redcliffe Castle | Redcliffe Castle (Assault, IV)

The room you find yourself in after going down the stairs from the pantry will be an uneventful one. You'll find yourself back in the castle's basement, though this segment of the basement is so miniscule and minute that it doesn't necessitate the inclusion of a guide. No enemies will be found down here, but before running back up to the surface, be sure to grab the myriad goods sitting around this isolated room. You may need a rogue to pick open a few of the locks, however.



Indeed, even when you're back outside in the castle's courtyard, there's no reason to have a map, since this area is both small and easy-to-navigate. When you approach the grand staircase leading up to the castle's entrance, you'll be immediately thrust into a battle with a Revenant, some Corpses, and a couple of Skeleton Archers taking potshots at you from atop the stairs. The Revenant is a powerful foe, with a great deal of health and the ability to do a lot of damage. Though you can take on his lesser friends first, you'll likely want to aim your entire party's attacks at him first and foremost. By felling him early in the fight, which will take quite a bit of effort, all you're left with thereafter are four easy-to-defeat enemies. If you're unable to do this, the fight will be exponentially more difficult. Keep a keen eye on your health here -- the Revenant can eliminate a member of your party rather quickly if you aren't careful. And losing even one member of your party here will put you at a severe disadvantage.



When all is said and done, search deceased bodies for any goods. You can also find some goods scattered around the courtyard in barrels and other such objects. *Do not* enter the castle, however. Instead, go to the front gate leading into the courtyard, and use the nearby switch to open the gate. You'll meet up with Ser Perth and a few of his fellow knights, who are here to help you. While you could have let them in during the fight with the Revenant, it's important that he and his men all stay alive for an upcoming battle that's much more difficult and more precarious. Speak with Ser Perth and agree to head into the castle, and into its main chamber. That's when the story, once again, gets turned on its head.



Part One	Part Two	Part Three	Part Five	Part Four
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Storming Redcliffe Castle | Redcliffe Castle (Assault, V)

As you walk inside, you see Connor, the young son of the Arl, and his mother, the queen. It should become instantly obvious to you why it was that his mother was being so coy when you met her back in the village earlier. Her son is the evil that's plaguing the castle. Put two and two together, and you'll realize that Jowan has unleashed a monster in Connor. Indeed, we hope you let Jowan go and let him roam the castle, because he'll be a key proponent in ending this nightmare. If you didn't let him go, killed him, or told him to get lost, then the end result of this particular chapter in the game might be very different for you. What's clear is that Teagan is also under his spell, and you're going to have to deal with him and the rest of the brainwashed group of soldiers presently.



With Ser Perth and his knight companions at your side, this battle will be much, much easier. The Guards in the room are actually complete pushovers with so many blades, spells and arrows coming their way, so don't worry about them too much. The real threat here is Teagan, though he isn't nearly as powerful as, say, the Revenant you fought outside. While you won't actually kill him (which is good -- he's a nice man), you'll still need to down him. Once he's taken care of, the rest of his possessed friends will fall easily. You have little to worry about in this fight, though it will be a lot harder without Ser Perth and his men. If you didn't let them in before breaching the castle, then you might find yourself overwhelmed by the sheer number of foes you have to down here, and in such a tight space to boot.



When the battle is won, you'll see Teagan get back to his feet. Unharmed and free from the demon's possession, Teagan begins to see clearly, and apologizes for being taken under (though it's actually Connor's mother that got him into this predicament in the first place). From here, any number of things can happen. It's clear that the boy is possessed, and it seems that to free him from the devil's spell, along with the castle as a whole, the boy will have to be slain. But you'll find out that there is another option if you freed Jowan earlier, which is why we implored you to do so. There's no reason to spill the young boy's blood. The boy's mother's blood can be spilled instead.



Jowan will appear in the hall at this time (again, things will go completely differently for you if you didn't free him earlier, or opted to kill him, or told him to leave Redcliffe). Jowan practices illicit blood magic, and it appears that he taught the boy some spells in secret. This was at the behest of the boy's mother, however, so she has no one to blame but herself for this entire situation. That's why it's rather easy to come to the conclusion, at this point, to use the mother's life in a ritual to save the boy. Jowan can use blood magic to force a mage in your party into The Fade, a place gamers who went through the mage origin story should be plenty familiar with. It's a place mages (and others) go when they sleep, and it's from there that the demon in question has possessed the young boy. Without the proper artifacts and items, the only way to get the mage in your party to The Fade (if you even have a mage in your party) is to take another's life. And that's where Connor's mother comes in. She's ready to commit herself to this cause, and before you know it, Jowan kills her to send the mage in your party to The Fade, where this story continues.

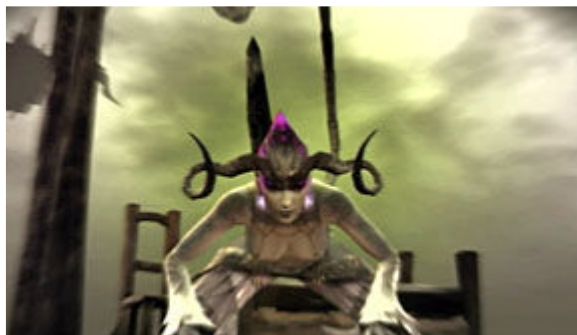


Connor's In The Fade | The Fade (Exploration, I)

Your time spent in The Fade will be brief. If you're playing as a mage, or are familiar with that particular origin story, then you'll be plenty-prepared for what The Fade is all about. For those of you who aren't familiar, it's basically a world where those who are in a dream state go. Though it has a map, we've decided not to include it, as permutations through The Fade at this juncture can actually be many. For starters, head up the initial path you find yourself on, navigating around (or through) the ghastly figures you come across. You'll find the Arl, though he'll claim he can't see. He's looking for his son, and no matter how you try to convince him otherwise, he thinks you're there to hurt him and his son. He won't be of much use to you, so branch off from his location, seeking out a purple portal. When you find it, take it to the next section of The Fade.



On the other side of the portal, you'll again walk around a ghost-infested pathway. Things remain completely linear here, and you'll hear (and eventually see) the Arl's son, Connor. He doesn't seem to be possessed by any demonic forces here, but initial impressions can indeed be deceiving. You can try to reason with Connor, and in fact, you can do this over and over again, as you pursue him endlessly around The Fade. But each time you attempt to reason with him, you'll find him turning into a demon, where brief conflicts will ensue.



The numerous lesser battles with the demons shouldn't trouble you, even if your mage character is by herself (for our playthrough, we sent Morrigan, but your main character could also be here if he or she is a mage, or another mage character you may or may not have already met). Keep an eye on your health, healing yourself with magic or items when necessary, and otherwise give the demons you encounter all you've got. It's important not to perish here, because you're by yourself. Losing your lone character in The Fade will force you back to your last save, and that's not something you're going to want. Be especially cognizant of this when fighting Lesser Rage Demons, since they are quite a bit more powerful than standard Demon foes.



Eventually, a purple-haired, scantily-clad demon will show herself to be the possessor of Connor's vulnerable soul. This will happen eventually, whether you like it or not, though we baited her real identity out of her by refusing to speak anymore and attacking instead. The outcome of this scenario may be different for you if you're more patient, or willing to actually speak with the demon. Otherwise, hostilities ensue. This battle is fraught with danger when compared to the other battles The Fade has so far provided you with. If you put it all into context, however, the Demon is actually pretty weak. After all, you're fighting her one-on-one, and not with your standard party. Stay focused on the Demon and unleash havoc on it, using standard melee attacks when you're mana has temporarily run out. When the Demon splits into multiple forms, do away with each of them with normal attacks to reveal the true Demon, and then continue to bash away at her with powerful spells. Even with such simplistic techniques being utilized against her, she won't stand a chance.



Leaving Redcliffe | Redcliffe Castle (Exploration, I)

After the conflict, you'll see a brief scene from Redcliffe Village. The survivors of the multi-night battle with the devilish enemies from Redcliffe Castle are burying their dead by stylishly sending them off into the water, on boats and makeshift skiffs, where they can be burned at sea with fiery arrows. Thereafter, their ashes will meet an aqueous final setting, a fitting end for this brave seaside villagers who gave their lives for their friends, family and royal family.



With the devilish possessor of Connor slain, Connor is now back to normal. Indeed, you can speak with him soon. But when you find yourself returned from The Fade and back at Redcliffe Castle, the first person you're going to end up speaking with is your new friend, Teagan. Teagan has recovered from his brief possession, and the injuries sustained when you gave him a beat-down in battle. Teagan is most thankful for your hard work in freeing Connor from the devil's grasp, though he laments that the Arl is still very much sick. If you agree to find the sacred ashes you heard about earlier, which are said to cure any illness, then you will receive a new quest from Teagan called The Urn of Sacred Ashes. However, undertaking such a quest isn't mandatory. If you care about the Arl's health, however, it's one you'll undertake.



If you're following our walkthrough to a tee, then you haven't yet explored the second, topmost floor of Redcliffe Castle. Now is the time you can do that (we haven't included a map because it's completely free-roam here, with no one to specifically talk to at length, and with not much room to cover). You can seek out Connor if you want to briefly speak with him, but otherwise, no one will have anything much to say to you. It's important to explore the entirety of the second floor -- every room -- because there are plenty of items to find and codex entries to uncover. A good rogue will go a long way here in opening locked doors and treasure chests, especially into the second floor armory, where a great deal of powerful gear can be found. Don't neglect to hit up that room, at the very least!



When you're finally done in Redcliffe and go to return to the world map, a cutscene will play. Civil war now seems more and more imminent, with the treacherous Howe informing the equally-treacherous Loghain that nothing is going according to plan. The biggest threat, according to Howe, is that not all of the Grey Warden order were lost at the disastrous battle at Ostagar. As a result, it's a given that the Grey Wardens are eventually going to be coming for Loghain, as he deceived them in a major way earlier in the game. Because of this, Howe has hired an elven assassin to go after the remaining Grey Wardens. Expect that you'll run into him at some point soon.



Failed Assassination Attempt | Random Path (Conflict, I)

It's unclear when this will happen for you, but we assume it's after you complete any one of the four main quest paths set out before you after you left Ostagar. As this walkthrough indicates, our first stop was with the humans at Redcliffe, but this will likely occur for you if you've completed the dwarf, mage or Dalish elf quests as well, even if you hadn't gone to Redcliffe. Any one should do. After watching the aforementioned cutscene in which Howe and Loghain send out an elvish assassin to hunt you down, you won't have to wait long for that assassin to come at you. En route to the Dalish Elves, we ran into a distressed woman on a random path. She'll tell you that her caravan has been attacked, and that the monsters are down the path some. If this seems suspicious, well, it should, because this woman is walking you right into an ambush, one set up by the assassin you saw in the earlier cutscene.



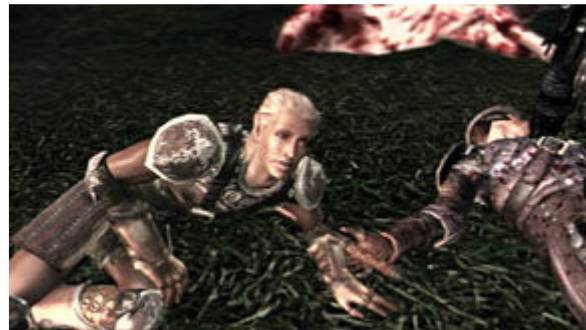
You won't have long to react to this attempt. There will be no conversation. However, this won't exactly be a fair fight, either, as you're assaulted by not only Zevran and the woman who helped him spring the ambush, but by a group numbering about a dozen. This group has everything needed to make your life a living hell, from archers to mages to rogues to good, strong warrior-like melee fighters. You're going to have your hands full almost immediately, so rush into battle when you're given the chance, and begin to chip away at any enemies' health. It doesn't matter who. Part of surviving to see the end of this battle is thinning the enemy ranks first, because there's simply so many of them, with damage coming at you from so many different angles, that eliminating any enemies will go further than going after specific targets, regardless of strength.



This ambush is well set-up, as you'll find out, so you're going to need to traverse this rocky pathway carefully. The assassins have set up plenty of traps, and they are easy to run into. If you have a rogue in your party, immediately use him or her to get rid of as many of these traps as possible. Most of the traps are of the fire variety, and can do enormous damage to multiple targets in your party. So avoid them at all costs. Otherwise, begin to lay waste to enemy target after enemy target, all the while keeping a keen eye on your party's health. Losing a member of your party in this battle puts you at an enormous disadvantage, so healing is key.



When the last of the assassin party has been felled, you can regroup. You'll automatically walk up to the body of the leader, who is still very much alive (though unconscious). The game will present you with an option at this point, to either kill the foe while he's still unconscious, or to stir him awake. We chose the latter, and you should too, because this assassin, while dangerous, may join your party, depending on how the conversation with him goes. This elf, named Zevran, comes from a crew of assassins, though he was purchased by them as a slave when he was young. Sarcastic to the bitter end, Zevran will offer his services to you until you release him, which is a good deal. Though he just tried to kill you, you can actually trust him. Even though you may want to kill him as retribution, doing so will eliminate your use of another skilled rogue in your party. Even if you don't want to use him, still recruit him. He's good to have around. Whether you kill him or let him live, recruit him or let him go, you'll regain control on this path after the conversation with him has concluded. Explore it thoroughly for plenty of goods before heading out to the world map.



Meet the Dalish Elves | Dalish Camp (Exploration, I)



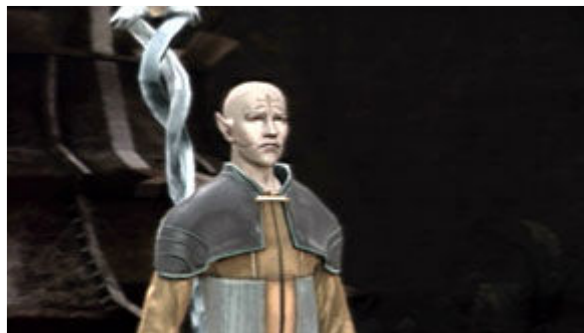
After resolving to head over to the wooded regions of Ferelden in order to find the Dalish Elves, you'll quickly run into them (as far as the scope of the game is concerned, anyway). However, don't expect a welcome mat to be laid out before you, because as usual, the Dalish Elves aren't thrilled to see *any* outsiders -- especially humans, whom they loathe for the condition they've kept their brethren, the City Elves, in. When you meet the female sentry at the entrance to their camp, she'll try to turn you away. However, if you mention that you're a Grey Warden, it won't take an incredible amount of convincing for her to take you to the leader of this clan of elves.



You'll meet the intriguing-looking leader of this particular group of Dalish Elves at this point, a male named Zathrian. Soft-spoken and carrying a big stick (kind of like Theodore Roosevelt), it won't take long for the conversation to meander over to where you want it to be. You've come to this group of Dalish Elves to remind them of the treaties they signed into centuries ago. Now that the Blight has seemingly returned to haunt Ferelden, you're here to collect on a promise. Of course, it won't be quite that easy, as Zathrian informs you of a little problem currently afflicting his tribe.



Zathrian is a man of his word, and fully understands that the Dalish Elves are contractually obligated to supply the Grey Wardens with talented men, according to the signed treaties. However, Zathrian will inform your party that there's no reasonable way he can let any more of his talented warriors go. Mystical werewolves are tearing through the forest, poisoning their prey, inevitably turning them into werewolves as well. Many of Zathrian's men have been poisoned in just such a way, and making matters worse, a party he dispatched into the woods to look into the situation hasn't returned. With the Dalish Elves running a severe manpower deficit, your only choice in getting them to fulfill their part of the signed treaties is to help them quell the werewolf problem. Naturally, you should agree to do so.



A: At this location on the map, you'll find a young elven woman named Elora. Elora's job in her tribe of Dalish Elves is to care for their animals, elk-like creatures known as Halla. Halla are sacred to the Dalish Elves, as they are used as both mounts for elven riders and as animals used to move around their goods. If you speak with her and attempt to compare your experience with horses to the Dalish Elves' experience with Halla, she'll quickly shut you down, but in reality, the two are really quite similar, with the exception that the Elves revere the Halla far more than other races do horses. Nonetheless, the Halla next to Elora is ill, and if you are able, you can help her find a cure for this animal. This is a side quest known as Elora's Halla, and you can find more information on it in the Side Quests section of this guide, if you so desire. Either way, be sure to examine the periphery of the Halla pen to find some naturally-growing herbs to add to your inventory.



Meet the Dalish Elves | Dalish Camp (Exploration, II)



B: Be sure to visit location B on the map provided. While there won't be anyone to speak with, you can still find some goods to acquire for your inventory in sacks, barrels, and even a locked treasure chest. All of these items hover around the location of the cart there, and are easy enough to find and acquire.



C: At this location, you'll find a female elf named Gheyne. At first, Gheyne will no doubt frustrate you, as everything you attempt to speak with her about she in turn pawns you off to someone else. This goes for the forest, the clan, and just about everything else. However, if you probe her about the Keeper you met earlier, the elderly elf named Zathrian, she'll be much more forthcoming with the information you desire. The most important information you'll get out of her is that it appears that Zathrian may very well be immortal. Be sure to talk to her about all possible topics in regard to Zathrian before bidding her adieu. You should also open the locked treasure chest to the north of her, if possible.



D: Seek out a man named Varathorn at location D on the map. Varathorn is this group of Elven Dalish's maker of arms and armor, and really the only being who will even resemble a merchant here (or who will take your coin in return for his goods). When you first speak with Varathorn, you'll find him scolding his young apprentice for crafting some wood incorrectly. After telling him to do it all over again, he'll engage you in conversation. You can speak with him briefly about himself and his craft, but ultimately, you're going to want to see what he has to offer. You can purchase goods for him, or sell some of your own (or both). You'll also want to heed his advice and seek out the chests and bags around his cart for some free goods (and codex entries, too). Also, if you engage him in conversation about something called Ironbark, you'll get a side quest called Rare Ironbark. More on that can be found in the Side Quests section of the guide.



E: Location E is where you can find the Dalish Elven keeper you spoke with earlier, Zathrian. However, if you already spoke with him at length, then there's little else to do with him. Next to him is a younger elven female named Lanaya. Lanaya, when you speak with her, will have a lot to go on about. And we mean a *lot*. Depending on the choices you make during the conversation, you may be speaking with her for a good ten minutes, so listen carefully, because she has a lot to teach you about Dalish Elves, her own past, and even a bit about Zathrian. Even more interesting events occur when the conversation has run its course, and you attempt to pillage the nearby treasure chest. Lanaya will scold you the first time, and if you try again, she'll yell at you and refuse to speak with you. That, of course, shouldn't stop you from exploring the chest's contents regardless.



Meet the Dalish Elves | Dalish Camp (Exploration, III)



F: Head to the campfire raging at location F on the map if you're interested in speaking with this Dalish Elf clan's master storyteller, a middle-aged elf named Sarel (one consonant away from being a Mass Effect shout-out, indeed). When you speak with Sarel, he'll instantly be aggressive and rude to you, but if you want, you can flip the script on him and ask him what you did to deserve being treated like that. In turn, Sarel will quickly apologize and offer to tell you a story about the Dalish Elves. Though this is a rather... interesting... way to say you're sorry, you should agree, since you can learn a great deal about Dalish Elven history from him. Argue the finer points of the conversation if you want, but attempt to remain civil throughout, since it's the only way you'll get through the entire lengthy, interesting and informative tale. Whether or not what he tells you is true history or not remains up to you, of course.



G: Directly near where you heard the winding stories from Sarel, you can find another young elf sitting on the ground. His name is Cammen, and well, he's a bit on the depressed side. Cammen is a hunter's apprentice, and he's been somewhat of an abject failure in this regard. An apprentice for nearly two years, Cammen has yet shown the mettle necessary to become a full hunter. He's also being hindered in his quest by not being able to head out into the woods to try to hunt on his own, due to the werewolf scare currently terrorizing this group of Dalish Elves. You can help out this boy however you want (his story ultimately involves the young lady you spoke with at location C, Gheyyna). For more information on this side quest, called Cammen's Lament, see the Side Quests section of this guide.



H: Swing over to Location H on the map, and you'll find a young elven hunter named Athras. Go ahead and speak with Athras; he won't have an incredible amount to say to you. He'll ask you how you're being treated by the Dalish Elves around you -- you can answer him how you want -- but his way about him makes him a little easier to talk to than some of the other inhabitants of the camp. Of course, your conversation with Athras won't strictly be a leisurely one. If you speak with him at length, you'll learn that his wife, a female named Danyla, was bitten by werewolves and turned into one herself.



I: Location I is, for now, the final location we'll explore before heading deep into the forest to get to the bottom of the Dalish Elves' werewolf problem. There, you'll find a curt woman named Mithra; curt, because she'll have very little to say to you, and will be rather rude. You won't learn much from her, and you won't have much of a chance to pick her brain about anything else (though you can be equally as rude back with her, which is satisfying), but be sure to speak with her nonetheless, before heading out on your way.



The Western Forest | West Breccilian Forest (Exploration, I)



A: Be sure to visit the general area demarcated by location A on the map. You'll find quite a few wildly-growing herbs (mostly, if not entirely in the form of Elfroots) in your vicinity, both near the bridge, as well as along the path back a ways and to the right. Scour carefully, and add to your inventory as needed!



B: Expect to run into quite the fray at (or around) location B on the map. Here, you'll encounter a robust party of enemies, primarily made up of Werewolves, though there will be standard Wolves and Blight Wolves in their midst as well. Try to focus on the Werewolves first, since they by far the biggest threat here. Then, go for broke on their lesser friends, cleaning up the entire mess before you. When all is quiet, you can move on, but not before scouring their corpses for all sorts of goods, including coin and pelts.



C: You'll have a rather interesting (and automatic) encounter at location C on the map. Here, you'll run into a trio of Werewolves who won't want to battle you... at least, not right away. The main Werewolf here, the one who will speak with you directly, calls himself Swiftrunner. It's unclear whether his two friends have names, though they will attack you directly if you aren't careful in conversation. There's no reason to get into a fight here, since there's no experience to be had, so tread carefully, using persuasion (or outright threats) to ensure no battle takes place. Eventually, Swiftrunner and his friends will tire of you and run off. Keep in mind that if you are belligerent, or otherwise welcome a fight here, you'll most certainly get what you asked for.



D: After your encounter with Swiftrunner and his posse, you'll be able to head eastward over another small bridge. At this point, you'll almost immediately find yourself under attack from a party of Werewolves and even-more-powerful Rabid Werewolves. This can actually be a bit of a challenging fight, so patiently slay your enemies, concentrating on more powerful foes first before dealing with any lesser threats. As usual, battle is frantic, but it always benefits you to try and collectively assault one enemy, then the next, and so on and so forth. Such an organized assault will ultimately benefit you in the end.



The Western Forest | West Breccilian Forest (Exploration, II)



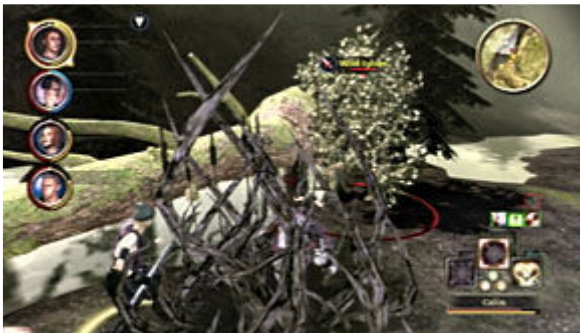
E: The most difficult battle you'll encounter in the West Breccilian Forest will happen at (or around) this particular location. Here, you'll run into a small party of Hurlocks, which at first wouldn't (and shouldn't) give you much pause. However, it's the rather bulbous, large enemy accompanying the Hurlocks that should worry you. You'll be fighting an Ogre here, identical in nature to the one you fought at the top of the tower back in Ostagar, but this Ogre is of a higher level, and thus much more powerful. Here, you may want to split your band of warriors up, sending one or two off to the periphery to rapidly deal with Hurlock archers and other minor support characters while you're two most powerful characters go for broke on the Ogre himself. As usual, don't hesitate to search the corpses of downed enemies when all is said and done, especially that of the Ogre itself.



F: For the time being, you won't be able to do much here. You'll find a gravestone that, when examined, will give you the creeps. You can't do anything else with it right now, but rest assured, for you'll be able to return to this point a little later on your quest. In the meantime, scour the nearby rubble pile for some gift-related items to add to your inventory.



G: You'll have an interesting encounter at location G, which is slightly south of the conduit you'll use to reach the Northeast Forest, though you won't want to commit to heading down that direction quite yet. Rather, engage the tree-like enemy to the south of the entrance, a foe named Wild Sylvan. Even by its lonesome, the Wild Sylvan is quite the force to be reckoned with. Able to sprout roots and other wooden appendages to damage you and hold you in place (as a sort of paralysis attack), the Wild Sylvan should be slain posthaste, before it has the ability to do too much gruesome damage to you. You've been warned! Also, if you're undertaking the side quest known as Rare Ironbark, you can find what you're looking for at this location, on the fallen tree adjacent to where the Wild Sylvan once stood. For more information on that entire side quest, consult the Side Quests section of the guide.



H: You'll be assaulted by a trio of Werewolves, led by a Rabid Werewolf, as you approach the entrance/exit to/from the Southeast Forest. You should know how to easily deal with these guys by this point in your trek through the forest, so you shouldn't run into many surprises here. Of course, you'll still want to search their bodies for pelts and coins when all is said and done. Those pelts are fairly valuable, and can be sold later, netting you some serious cash. As for the Southeast Forest, well... ignore it for now.



I: You're going to be in for a pretty difficult fight here, one that rivals the level of difficulty at location E on the map. Here, you'll be assaulted by three, and possibly four, Wild Sylvans. If you thought the battle with the lone Sylvan earlier was a challenge, then just wait until you deal with three or four of them at once. The idea in such a battle is to paralyze and stun your foes as much as possible, to ensure they don't use their snaring techniques to paralyze you and catch you in devious traps. Concentrate on one at a time to quickly whittle down their numbers. Unfortunately, it doesn't seem like Wild Sylvans stay back after death to leave you with goods, but keep an eye out for corpses all the same. You never know.



The Western Forest | West Breccilian Forest (Exploration, III)



J: Get ready for an extremely interesting encounter at location J on the map. Here, you'll encounter a talking tree. Known as the Grand Oak, this creature (or plant) has the odd habit of speaking in rhyme. While at first you will no doubt find this endearing, this conversation will roll on long enough that you'll end up finding it obnoxious. But listen to his confusing verbiage nonetheless, for he has a lot of information on the forest, the werewolves, and more. He'll even send you off on a little quest to retrieve an acorn he holds dear, one that was stolen by a creature roaming somewhere in the forest. You can actually go ahead and kill the Grand Oak here if you want, but if you agree to help him out, you'll have to confront the aforementioned creature instead, something we will do shortly. Naturally, the decision you make here is entirely up to you.



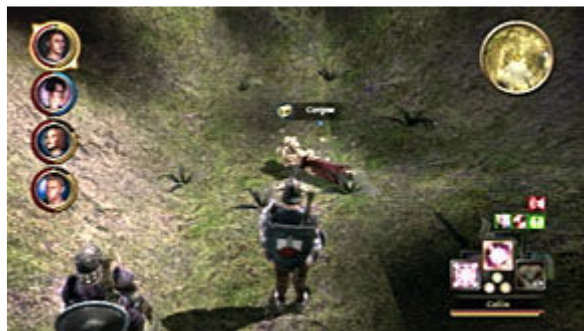
K: You'll find yet another mysterious sight at the location given on the map. This forest is a strange place, for certain. Here, you'll find what appears to be an abandoned campsite, though it hasn't been abandoned for long. With embers still crisp in the small fire pit, and with a freshly-made tent luring you to rest, there's something immediately suspicious about this location. You'll have several chances to explore and resist the magical draw of the amenities around you, though it becomes obvious fairly quickly that something is seriously wrong here. Before long, your party will be put to sleep. For us, the only member of the party who managed to resist was our mage, Morrigan. Your mage (or another character) may be the one who resists, as well, ultimately pitting him or her into a one-on-one battle with a creature called a Greater Shade. This battle wouldn't be hard under normal circumstances, but since you are forced to fight it with only one character instead of four, it changes the entire premise. Heal often and fight wisely, or you'll find yourself quickly wiped out.



L: You'll find a few things worth noting at location L on the map. First of all, this area may or may not be rife with Werewolves and Bears of varying kinds, depending on how thorough you were in your conquest through the forest so far. So you may get into a fight or two here -- you've been warned. Otherwise, you'll find two other things worth noting. The first is a dead corpse, which you can promptly loot for goods. The second, and more important thing to find is a struggling, barely-alive elven hunter named Deygan. When you speak with him, you'll learn that he and his party were dispatched by the Dalish Camp to find the Werewolves responsible for the assault on the camp, but as you can clearly see, this assault wasn't a raving success. For more information on the side quest that ensues when you speak with Deygan, see the Side Quests section for the quest called Wounded in the Forest.



M: The final location we'll point out to you on the map is located at position M on the map. There are a few things worth noting here. First of all, you're almost certainly going to find yourself in heated combat with Bears here, including deadly Great Bears, so be sure you're ready for a fight. With the enemy threat quelled, you can then go ahead and begin your search of the surrounding area. You'll find a wild-growing flower you've yet encountered here, something called Andraste's Grace. It's a gift for one of your characters, so don't miss it, as it's rare. You'll also find a long-dead corpse isolated in a circular ravine. Be sure to loot the body before moving on.



The Eastern Forest | East Breccilian Forest (Exploration, I)



A: If you enter into the East Breccilian Forest from this location (we did), you'll immediately run into a group of four or five Werewolves and Rabid Werewolves. While these foes aren't necessarily difficult to deal with on their own, the fact that they come in such a large group means you're going to have your hands full here... at least initially. Your best bet is to concentrate on one or two targets exclusively in order to thin their ranks. Once two (or so) have fallen, you're free to take out the rest of the group rather easily. Comb their bodies, once the fight is over, for coin and pelt. You may also find some naturally-growing herbs in your vicinity. As for the random Halla running around here, we have no explanation for you.



B: You'll find what appears to be a crippled or non-aggressive Werewolf at this location, one who didn't partake in the fight you just survived at location A. This Werewolf is actually an elvish woman named Danyla, and if that name sounds familiar, that's because it is. Danyla is the wife of a man named Athras, who you met back at the Dalish Camp. If you were thorough back in the camp, you would have gotten into a conversation with Athras, at which point he'd ask you to look for his wife, who he suspected was turned into a Werewolf during an expedition into the forest. Your actions here will wrap up that side quest, so be sure to consult the Side Quests section of this guide for information, if needed. The side quest is called Lost to the Curse.



C: While you won't necessarily run into any enemies down this path, we're still pointing it out, simply because there's a path down there that leads back to the western part of the forest. Depending on the route you decide to take from west to east, you may end up here instead of location A. Either way, familiarize yourself with this area, and explore it thoroughly, since there are some wildly-growing herbs and flowers to be found and acquired.



D: You'll run into a foggy little cloud here on the path. You'll eventually need to venture down this pathway to continue, but when you first arrive in this section of the forest, you won't be able to do anything of the sort. Indeed, you'll first need to quell the rift between the Great Oak and the random hermit you've yet to find here. Once you do that, you should be able to pass this location. Keep it in mind, since we'll be referring to it later.



The Eastern Forest | East Breilian Forest (Exploration, II)



E: Be sure to explore this location. Though, again, you won't necessarily find any enemies to slay (indeed, this segment of the forest is far more vacant than the previous segment), you'll still find some wildly-growing herbs to collect, as well as a skeletal corpse carrying a powerful piece of gear you'll certainly want to acquire. Swing around the nearby circular area of path to find those herbs, if you want them.



F: Expect a hell of a fight at or around location F on the map. There, you'll run into a trio of Wild Sylvans that you'll have to deal with simultaneously, and that's going to create a plethora of problems for you. These robust enemies seem to be most susceptible to magical spells, but you'll need to throw everything you have at them in general to take them out rapidly. Focus all attacks on one target, then the next, and then the next. Each Sylvan that is felled will make the battle that much easier. Prepare for inevitable root attacks that will paralyze you and damage you, and work through it. Keep an eye on your team's health, and use items accordingly to rectify lost hit points as needed.



G: An important encounter will happen at this location. Here, you'll meet a mysterious old man known only as the Hermit. He was alluded to by the Grand Oak you met in the other segment of this very forest a little earlier in your quest. The Hermit is a key character who you must interact with, though there are many permutations of interaction with him. If you decided to slay the Grand Oak earlier, then the Hermit will be your best friend. Indeed, if you agree to kill the Grand Oak for him when you meet him, and then go back and do just that, he'll help you get through the fog at location D. If you want to side with the Grand Oak, then deal with this odd, question-asking man, and attempt to barter for the acorn he carries, which belongs to the Grand Oak. If you are successful in trading, then you'll be victorious without having to fight. But if you're forced to do battle with him (or simply opt to by choice), you're going to be in for a hell of a fight. While winnable, we highly recommend not doing battle with this foe, since his ability to summon powerful demons will overburden your party rather rapidly. How you proceed with him, as always, is up to you. Be wary about stealing the goods around his tent, however, or you may find yourself in a battle you didn't want, friendly or not!



The Eastern Forest | East Breccilian Forest (Exploration, III)



As long as you didn't kill the Grand Oak when you first encountered him, you'll be forced to head back to his location in the previous forest, which you should now be familiar with. If you agreed to kill him for the Hermit, now's your chance, but this won't be an easy battle for you. With him dead, you can then report back to the Hermit, who will give you an item that will allow you to pass through the fog at location D. If you bartered with the Hermit for the acorn belonging to the Grand Oak, then you can hand it over, which will net you an item from the Grand Oak with the same anti-fog effect. You *must* choose a side between the Grand Oak and the Hermit; there simply isn't a middle ground to be had here. If you're curious, we sided with the Grand Oak while coercing the Hermit to trade the acorn to us. No blood was shed. Your experience may very well differ in any number of ways.



H: You'll encounter a small party of bears here, with two Black Bears and a large Great Bear rounding out the posse. The curve in the path at location H is where you're likely to run into them, which will inherently give you very little room in which to maneuver. As a result, you're going to have to be smart with this fight. Thankfully, out of all of the enemy-types you'll encounter in either segment of the forest, Bears are likely the foe you'll want to run into the most. They are easiest to kill. Gang up on one, then the next, then the next, and you should be okay, even with your lack of workable space.



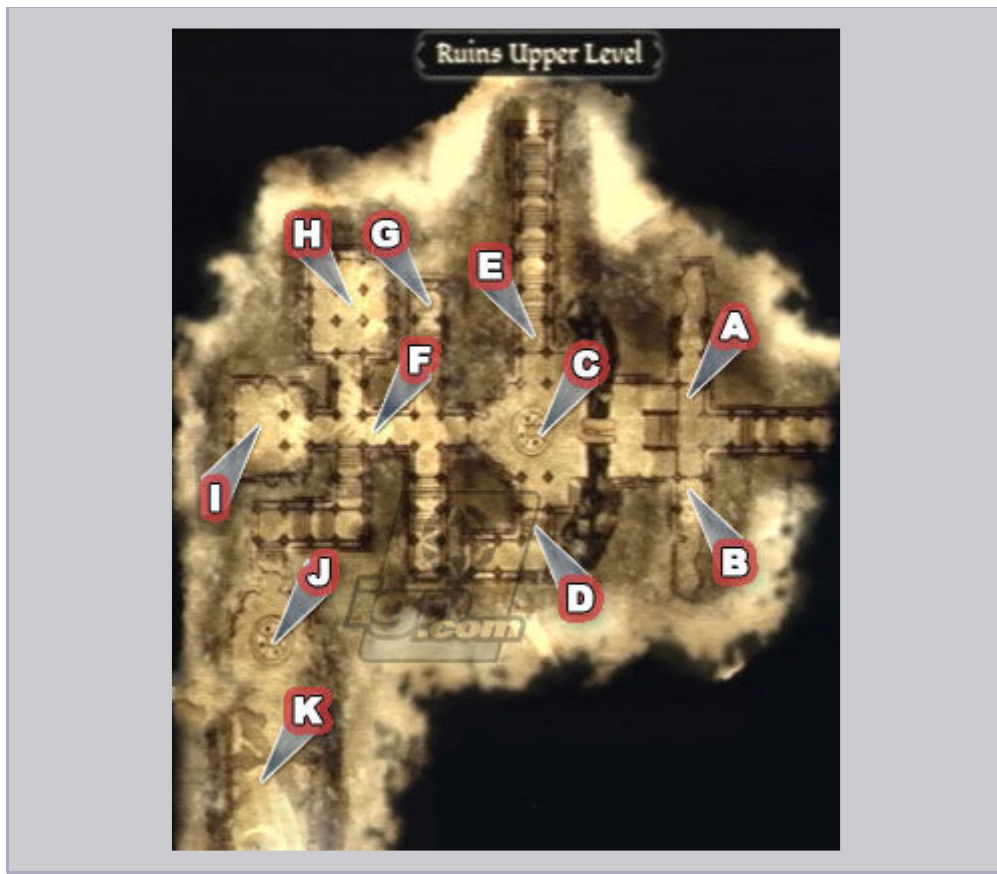
I: Further up the path from location H, you'll run into location I, which is essentially a barely-standing ruin built long ago. Guarding this area are two Ogres. You've fought Ogres now a couple of times in the game, but never before have you had to deal with two at a time. There's a way to even the playing field here, though. One Ogre will be stationed near the entrance to the ruins. Approach him slowly and have him come to you. If you do this properly, you should be able to cause massive damage to the beast without drawing the second Ogre immediately to battle. If you're lucky, you should have heavily damaged (or outright killed) the first Ogre before the second one shows up on-scene. Either way, focus all attacks on one target, then the other. Once one has fallen, the remaining foe should fall easily. You have fought these foes before, and thus should know what to do.



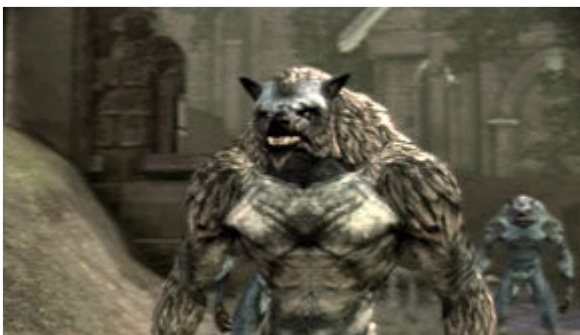
J: The area around J, near location I on the map, is the location the Ogres were guarding. There are plenty of items to be found here. Search the corpses and skeletal remains in the area, rubble piles, and more. There should also be at least one wild herb growing around here, if not more. Be thorough in your examination of this area. Obviously, your eye is going to be most drawn to the gravestone here, similar to the one you encountered earlier in the other part of the forest. It's at this point that you can disturb the grave, drawing out a powerful enemy party and catalyzing the start of a side quest, Mage's Treasure. For more information on that side quest, see the (aptly-named) Side Quest section of the guide.



Raiding the Ruins | Ruins Upper Level (Exploration, I)



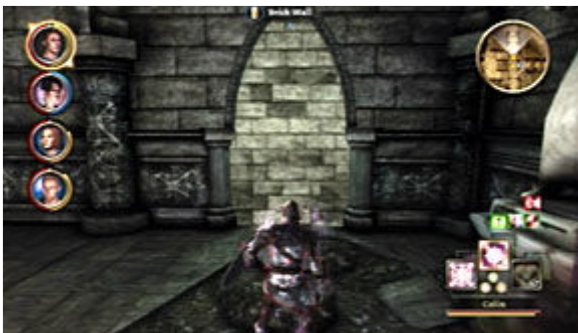
The entrance to the ruins can be found on the other side of the fog cloud that was obstructing you from reaching the southeastern portion of the East Breccilian Forest. Once you've resolved the conflict between the Grand Oak and the Hermit (which, again, can be done in any number of ways), you'll be able to breach that side of the forest. You'll find a south-leading pathway there, and before long, will again run into Swiftrunner and three more Werewolves. This time, there's no conceivable way of avoiding a fight. After a brief conversation, Swiftrunner and his posse will attack the party. Don't worry about his Werewolf friends -- instead, focus your attacks solely on Swiftrunner. Once he's reached about 10% health, he and his friends will scamper off. But you've not seen the last of Swiftrunner, who vows up and down to protect the leader Werewolf you're after.



Before heading inside the ruins, take the time to explore the area of the path you've yet seen. It's a small patch of land on the other side of where the fog was, but there are still some areas worth exploring. Everything of value can be primarily discovered by exploring the area near some ancient columns on your left (if you're facing the entrance to the ruins). There are locked treasure chests there that will require the hand of a skilled rogue to open. There's also another gravestone there, which is associated with the aforementioned side quest called The Mage's Treasure. You'll want to refer to the Side Quests section for more on that, if necessary. When you're ready, you should then enter the ruins posthaste.



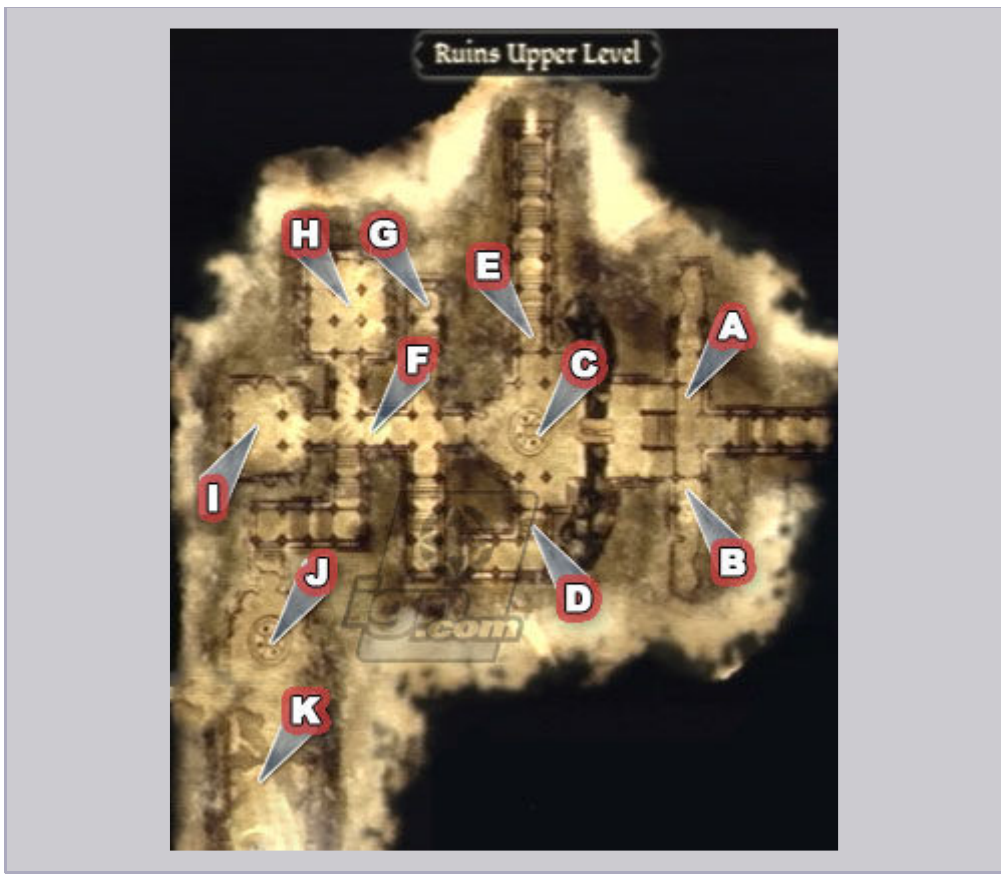
A: As soon as you head down the stairs and through the initial door ahead of you, you'll come to a wide open chamber, with more stairs leading further down right in front of you. For the time being, ignore those stairs, and instead, look to your right. Location A on the map marks a hidden door. Though it looks like bricks are there, those bricks are actually a doorway, and the game will prompt you with this information when you get close enough to it (thus, it's not exactly a well-hidden secret). On the other side of this door are some Skeleton enemies. Both thugs here are Fanged Skeletons, a powerful class of Skeleton you've yet encountered in your journey. Quickly down both foes before looting their downed corpses for items and coin.



B: Finding and opening the door at location A on the map will open another secret door at location B. Keep in mind that location B's secret door *will not* open on its own -- you *must* open the hidden door at location A in order for this door to automatically open. This door opening will actually complicate the previous fight with the two Fanged Skeletons a bit, since an Archer Skeleton will emerge from that room and help in the fight, effectively flanking your position. Send one or two of your party members over to quickly deal with him. As for the room he came from, search it for a locked treasure chest. A rogue in your party should be able to easily open it.



Raiding the Ruins | Ruins Upper Level (Exploration, II)



C: After you're done at locations A and B, head down the stairs, and then the giant section of the tree, to reach the center of this large chamber (towards location C on the map). You'll be assaulted by a small party of standard Werewolves at this point. Fend them off -- you should be able to do so rather easily -- and scour their bodies for dropped coin and pelt. You can also find some random items scattered around your vicinity, but we'll cover that in the next couple of paragraphs.



D: At location D, you'll find another hidden door. Just like the hidden door at position A on the map, this door will appear to be a wall of bricks, but when you get nearer to it, the game will reveal it to be a doorway. Thankfully, when you open it up, you won't find any enemies in wait. Instead, you'll find a few skeletal remains. Search these bodies for goods to add to your inventory before heading out.



E: There are a couple of things you'll want to do at and around this point on the map. At the entrance to the corridor shown, you'll find a pile of rubble that you can explore for some items to add to your inventory. As far as the long, straight corridor itself, you may want to explore it to add it to your map, but you won't be able to proceed too far beyond its bounds just yet. The door at the end of the stair-laden corridor leads to the Werewolves' lair, but as it's locked firmly on the other side of the door, you won't be able to breach it. Keep this location in mind, as we'll be back here before long.



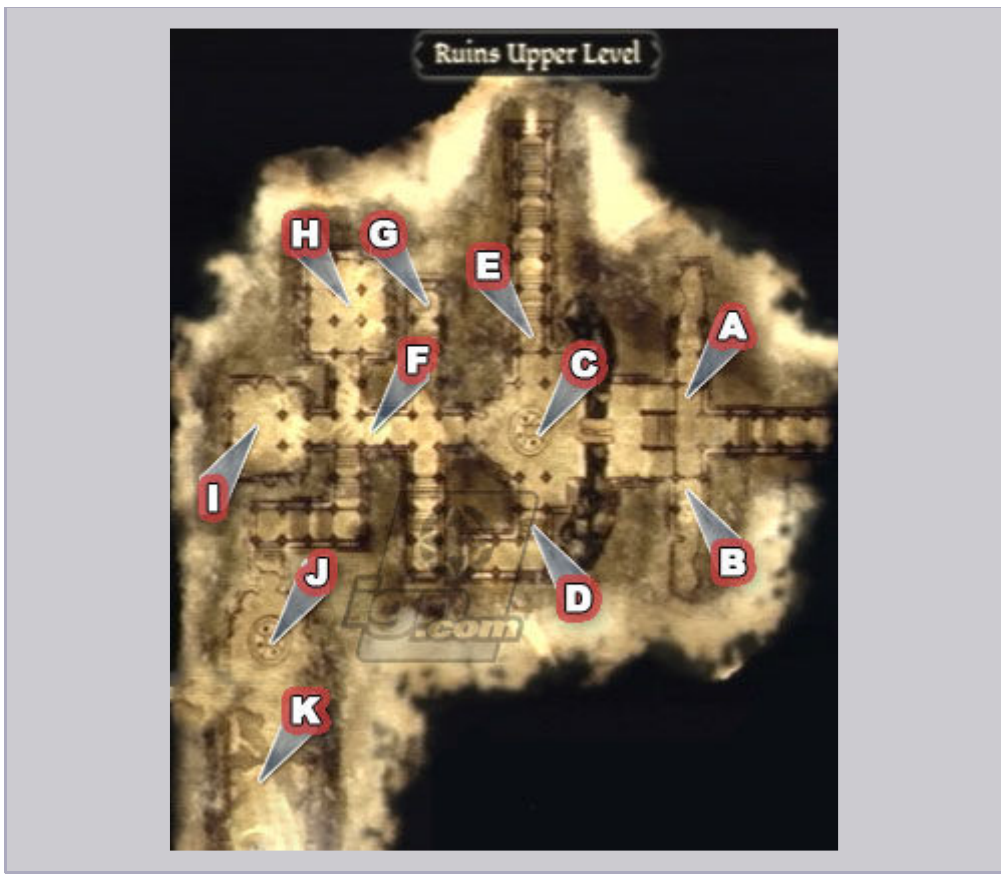
F: Head towards location F on the map, grabbing whatever lay in the rubble pile on your left en route. As you get to the webby area ahead, you're going to be assaulted by a plethora of Giant Spiders and, even deadlier, Poisonous Spiders. Giant Spiders, no matter how many of them you have to deal with, should be outright pushovers at this point in the game, but Poisonous Spiders pack more of a punch. You won't have much room with which to work, but this conflict shouldn't be too difficult for you to survive. Just be wary of the spiders' paralyzing web attacks! Naturally, when all is said and done, be sure to search their bodies. Why a spider is carrying coins nobody knows, but alas.



G: Exploring this rubble-strewn path is a bit of a minor aside, but it's something you'll still want to do. Venture down this pathway when you get a moment, and you'll find a rubble pile that you can search to acquire some items. No worries -- as long as you killed the spiders mentioned at location F, you won't run into any enemies here. Unfortunately, the nearly-identical path on the other side of the hallway has nothing worth exploring (which is why we didn't mark it with anything on the map).



Raiding the Ruins | Ruins Upper Level (Exploration, III)



H: The epic arachnid conflict at location F on the map should have drawn out *all* spiders from the surrounding rooms into one big melee. If you already survived just such a fight, then you shouldn't have to worry about any enemies at location H. This room is rife with items to find, in piles of rubble, in cocoons, on skeletal remains, and even in locked treasure chests (so we hope you have a talented rogue handy). This is a room you absolutely must visit. After all, free items to add to your inventory should always be welcome.



I: Location I will be much like location H in that there should be no enemies laying in wait for you, so long as you squashed the arachnid threat earlier. That battle should have drawn all enemy forces in your vicinity towards a single point, so once vanquished, you'll run into no more enemies around here (except one rather notable foe, but more on him below). While this room isn't as plentiful with its items offering as the previous room, there's still plenty to find here, so search thoroughly and round out that ever-growing inventory of yours.



J: Earlier, we mentioned a "notable" enemy still left on this floor of the ruins, and now, you're going to run into it. For the first time in the game (if you're following our walkthrough to a tee), you'll encounter a Dragon. This foe is just a standard Dragon, but nonetheless, he's a force to be reckoned with. All four of your active party members will be stressed to the maximum degree during this battle, so hopefully, your group is well-rounded and ready for a fight. While you'll want to keep an eye on your health, and heal according to need, you're also going to want to go all-out with offense here. Fell the Dragon as quickly as possible, avoiding his powerful melee attacks when you can. His startling ability to paralyze your entire party at once, or damage everyone at once, makes this foe a force to be reckoned with. Be sure to scour his body for dropped goods once all is said and done, as he's got quite the cache of goods on him.



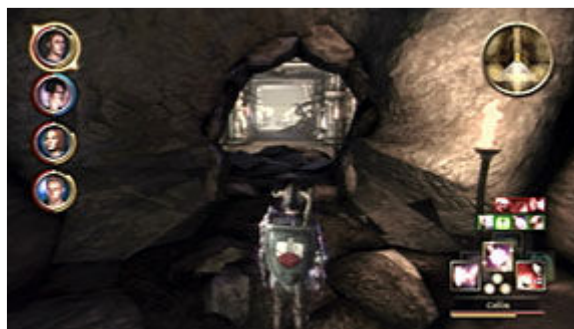
K: The other half of the room where you fought the dragon is rife with items to find. As usual, a good rogue will go a long way here, as the rogue will help assist you in opening the locked treasure chests. More items can be found apart from those treasure chests, however. Scour fallen corpses (assumedly slain by the dragon), as well as piles of rubble and the like. The biggest cache of items is in the pile of gold and jewels on the right side of the room. Why dragons like to steal items like this that they can never use is beyond me, but nonetheless, you'll want to carefully scour the rest of this room. You'll find a load of items here. When you're done, you can then use the doorway to reach the Lower Level of the ruins.



Deeper in the Ruins | Lower Ruins (Exploration, I)



A: This is the entrance to the Lower Ruins. We wanted to point it out to you to simply give you a sort of primer on what to expect here. This particular section of the dungeon is *difficult*. There is *nothing* easy about this, whatsoever, so get ready for a bit of a rocky ride here. Every victory over an enemy party will be, for the most part, a satisfying victory. You're likely going to die several times here, especially at certain obnoxious points, so save often. There are a couple of areas here that will save for you automatically, tipping you off to the fact that a big, difficult fight is upcoming. But don't only rely on those auto-saves. Move southward from location A, and search the lone skeletal remains for some goods en route.



B: At this point, you're going to be assaulted by a crew of Skeleton enemies from both flanks. Fanged and Shambling Skeletons make up these crews (Fanged being more powerful than Shambling), and their sheer numbers are going to make this battle a bit of a pain. Nonetheless, this battle pales in comparison to the difficulty of future conflicts, so hopefully, you can work through this ordeal rapidly and easily. If not, expect that to be a commentary on your success for the rest of your time in the Lower Ruins. Be sure to not only search skeletal remains when all is said and done, but also the rooms to your east and west, where the Skeletons initially emerged from. Any straggling Skeletons that didn't come out during the initial battle will greet you at this point, so be ready for a possible ambush.



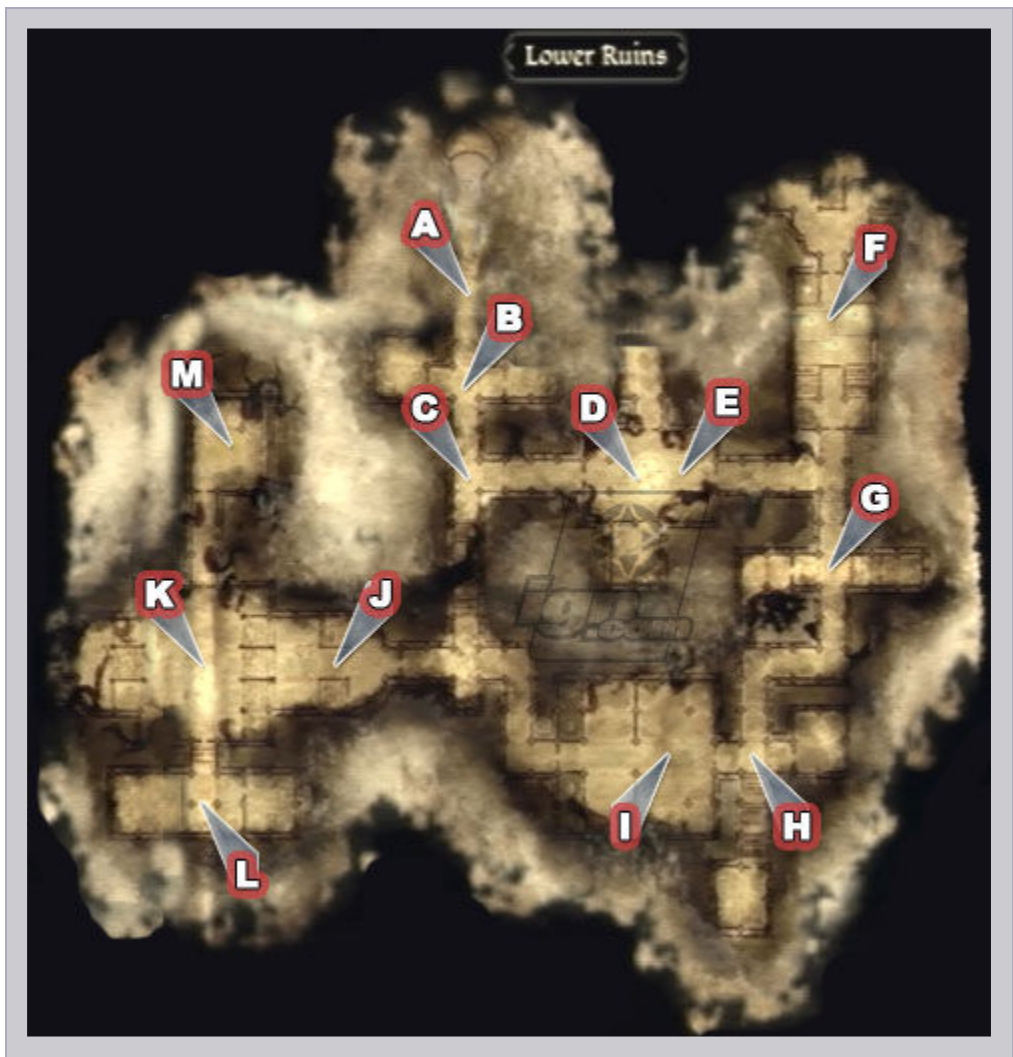
C: When you get to the spider webs engulfing location C on the map, you know what you're in for. A massive party of Giant Spiders and Poisonous Spiders will pounce on you here. The webs in the middle of the corridor will activate an automatic paralysis attack, as if it were a preset trap, so be ready for it. As always, these arachnids can launch their own paralysis attacks at will, so the key here is to fell them as quickly as possible, before they're able to do the brunt of their damage to your party. As for the southward-leading path nearby that seems to cut the entire dungeon in two, it's full of debris. Unfortunately, there's no cutting ahead (nor should you want to, since you'd miss experience-heavy conflicts and plenty of collectibles).



D: Mysteries abound when you reach location D on the map. As soon as you approach the circular area on the ground in front of you, a cutscene will take place. You no doubt saw some ghosts roaming around the Lower Ruins when you first entered, but now, you're going to interact with one. The ghost of a young boy shows up and begins to speak with you... well, *at you*, actually. Ranting and raving about his lost mother, there's not much you can do for the boy right now.



Deeper in the Ruins | Lower Ruins (Exploration, II)



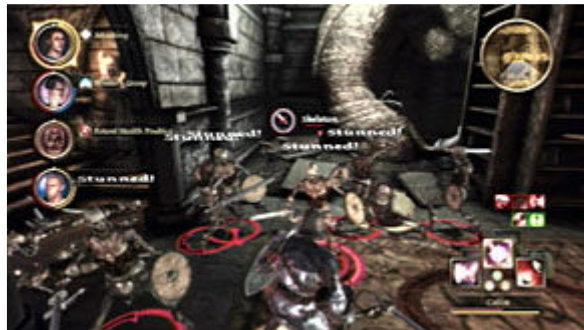
E: When the cutscene with the ghost boy at location D ran its course, you won't have to travel too far to find yourself under attack from a large party of deadly Skeleton enemies. All types are represented here, from standard, weak Skeletons, Archer Skeletons, Shambling and Devouring Skeletons, and everything in between. This battle can be annoying simply because there are so many targets coming at you and taking shots at you. Do your best to thin their ranks rapidly, concentrating on only a few targets at a time, as opposed to spreading the damage around needlessly. And of course (and as always -- you're probably tired of hearing this by now), search their bodies for plenty of items and money. You should also search the large room where the ghost boy was (and where the conflict just took place), as well as the two small rooms off of it, for more goods, on corpses, in boxes and crates, et cetera.



F: At location F on the map, you'll find what appears to be some sort of holy area, with a large locked door blocking your way northward. This room is actually one big side quest, a side quest called The Elven Ritual. You must manipulate the pool of water and the altar within this room to open the door, in some sort of elaborate, ancient ritual left behind by the elves of yore. You can actually find the start of this side quest back around location D on the map, though you don't have to, since our Side Quest section of the guide chronicles exactly what needs to be done here in order to get through the door. Indeed, if you're also undertaking the side quest known as The Mage's Treasure, you *have* to undertake The Elven Ritual side quest in order to complete it. As usual, you've been warned.



G: Expect quite the battle around location G on the map, as Skeletons of all types will assault you from multiple angles. While you'll only run into a single party of Skeletons at first, exploring the rooms around you will draw out more and more Skeletons to the battle (and if you stay stagnant where the first conflict takes place, it's only a matter of time before the other Skeletons in the area track you down). You've heard plenty about Skeletons during your time in the ruins, so we won't go on and on about them, but keep in mind that the conflict you have here is a difficult one. As usual, the numbers you're dealing with make the battle more difficult than the actual enemies you have to slay. Nonetheless, stay aggressive and take out your foes rapidly, as whittling down their numbers is the surest way to survive. Be sure to explore the rooms where the Skeletons spawned from, since plenty of items can be found, and even a gemstone that, when examined, could give your character a rather interesting specialization, if you so desire.



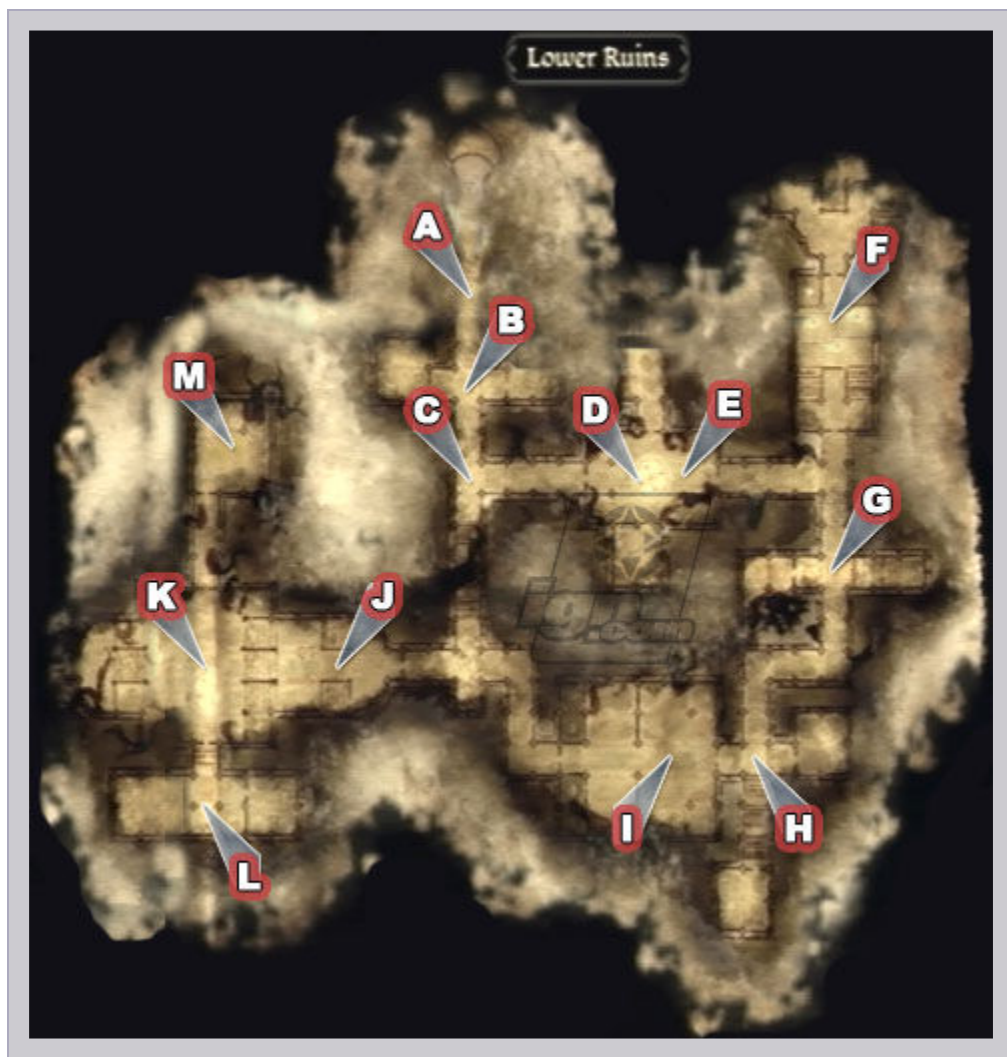
H: When you reach this intersection, expect to be assailed by yet another robust party of Skeletons. You'll be dealing with Skeletons and Skeleton Archers here, in addition to more powerful Devouring Skeletons, Fanged Skeletons, and Shambling Skeletons. Yet again, the sheer number of enemies you'll be dealing with at once here makes this battle much more difficult than its singular combatants. However, don't flee the battle and attempt to move further into the ruins, as you'll simply draw out more and more enemies, making your situation more and more hopeless. When the battle is over, in addition to scouring skeletal remains for items, you should also explore the rooms to the south and to the east of the intersection. Items can be found in these rooms, in addition to a glass vial that, when touched, will spawn a powerful enemy. The outcome of this battle is unknown to us, as we had no hope of surviving it at this point in the game (Revenants be damned!)



I: This large room has both a large Skeleton enemy contingent and, even more important, a plethora of traps. The latter is, by far, the bigger threat here, so a skilled rogue will go a long way in this room. Avoid the temptations of instantly involving yourself in battle here and, instead, take a look at the ground. You'll see myriad square-shaped switches all over the place, and these switches will catalyze dangerous traps, including fiery traps that can damage your entire party en masse. Since these traps can be triggered over and over again, you'll need your rogue to first navigate the enemy-filled room to disable these traps. Not only is doing so worth a fortune in experience points, but it will also ensure that the battle with the Skeleton enemies here will be an easy one. Hazards await you around every corner in this room if you don't disable traps first. Don't expect to survive for too long if you decide to go down that route.



Deeper in the Ruins | Lower Ruins (Exploration, III)



J: The next few locations on the map represent a difficult array of battles, and a delicate balancing act between aggressive tactics and patient movement will determine whether you survive or not. For the time being, stand atop the staircase leading down at location J on the map, but *do not* begin to move down the stairs yet. Instead, draw out the Skeleton enemies around you and slay them quickly, without moving towards location K on the map. That's because when you arrive at location K, more enemies will move out to fight you, including one especially powerful foe. Thus, you'll want to take care of *this* party of Skeletons before moving on, as it will make your life much, much easier in the end.



K: As you move down the stairs towards location K, a lone, powerful enemy will show itself. Known as the Arcane Horror, this powerful magic user is going to provide you with one of the most annoying battles you've faced up to this point in the game (if you're following our particular route through the game via our walkthrough, that is). Your best bet against the Arcane Horror is to take control of your party's magic user from afar, pelting it with spell after spell. The rest of your party can move in for melee strikes, but when they do, the Arcane Horror will begin to teleport around the room, summoning numerous Skeletons each time, in order to get some help with this fight. The Arcane Horror can easily diminish any party member's health rapidly, so keep an eye on health meters here. It's integral that your spell-caster stays healthy, though, so that he or she can spam from afar. It appears that the Arcane Horror will never go up the stairs, so if you stay there and stay healthy, you can slowly eliminate the foe's health until it's no more, even if you're on your lonesome.



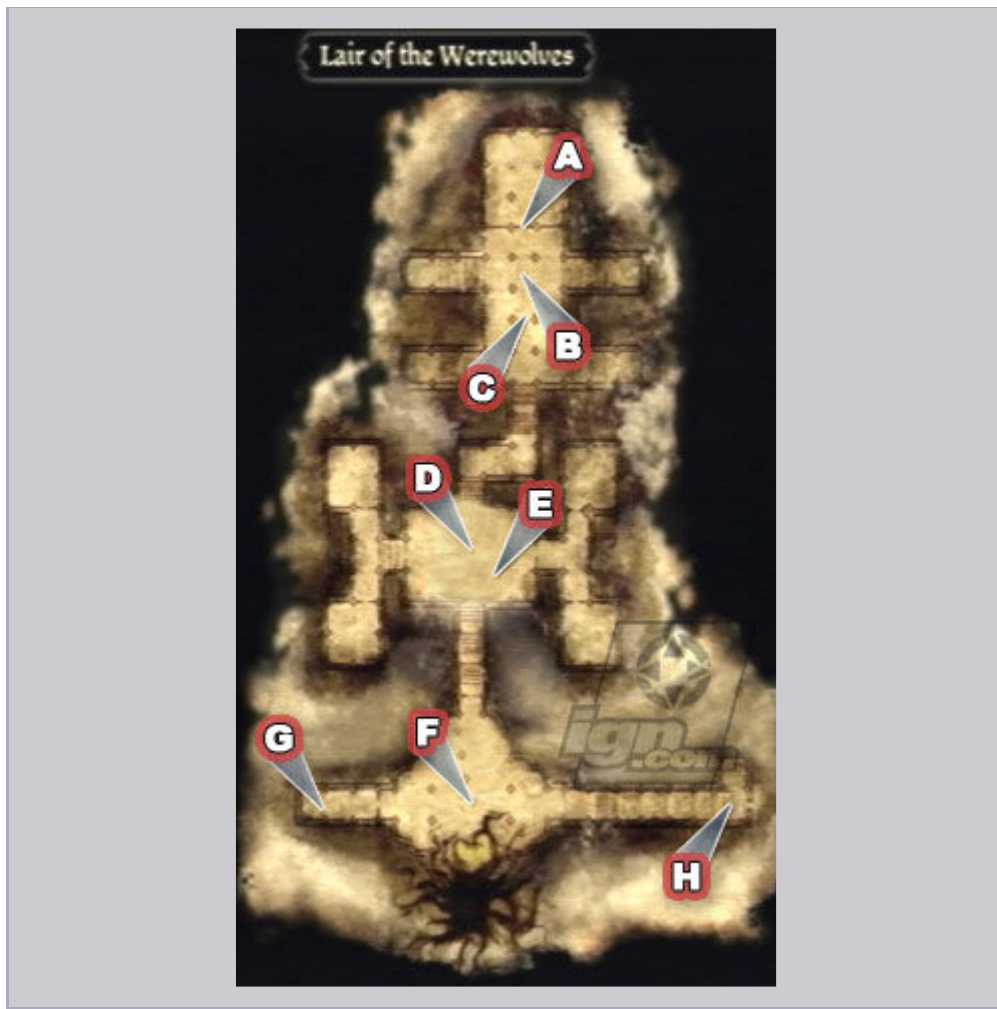
L: Explore this location thoroughly, as there are plenty of treasures you acquire here. Expect to fight any remaining summoned Skeletons from the previous battle here, as some might be remaining. Nonetheless, when all is quiet, you'll want to scour the sarcophagi, all of which have items. You'll also need a talented rogue to crack open a couple of treasure chests in the rooms here, as they hold even more treasure for you to acquire. Nice!



M: Finally, you can head to point M on the map. At this location, you'll find a watery crevasse that will allow you to swim to the Lair of the Werewolves, where you'll finally be able to end this particular quest. As usual, you'll want to scour the area for any items that are lying around (here, for instance, you'll find a downed knight corpse, which has goods on it of value). You may also have to deal with any straggling Skeleton foes from the previous fight. Otherwise, you'll be good to go. When you're ready, examine the water to jump on in. Before you know it, you'll find yourself in the Lair of the Werewolves.



Confronting the Werewolves | Lair of the Werewolves (Confrontation, I)



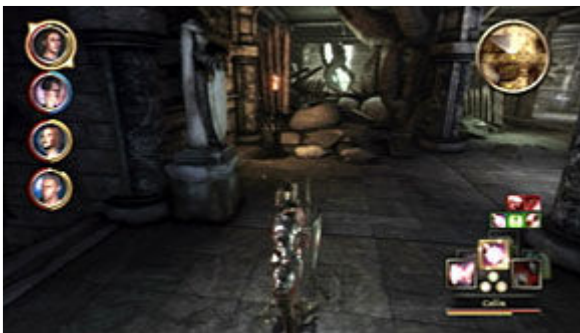
A: As soon as you enter the Lair of the Werewolves, at location A on the map, things will be quiet. All you'll find in the initial room are a bunch of dead Skeleton corpses. No doubt, the Werewolves and Skeletons have been going at it with each other for some time now, as they both occupy these ruins in large numbers. Thankfully, the Werewolves aren't thorough after killing their prey, so you can pillage the goods off of all of these Skeleton bodies before moving forward to the closed door. Upon opening that door, expect to be assaulted by a few Werewolves and Dark Werewolves. If you stay in the doorjamb, or back up into the previous room, you can coerce the crew of Werewolves to come at you, isolating them from backup in the next room they'd otherwise have. This is a good technique, since these Werewolves are quite the force to be reckoned with.



B: If you took our advice at location A, you didn't run headlong into the room at location B, thus drawing out even more Werewolves, and making your life that much more complicated. If you survived the initial onslaught at location A, then you'll be right as rain at location B, as there won't be too many more Werewolves to deal with. The peskier threat here are actually traps strewn across the ground, so again, you'll need your rogue to mindfully scour the ground for them, disabling them mid-battle, while everyone else in your party fights. Shadow Wolves are a far bigger threat than Werewolves, so as you battle both kinds of foes, try to isolate the former and deal with them, before taking on the weaker latter form of Werewolf.



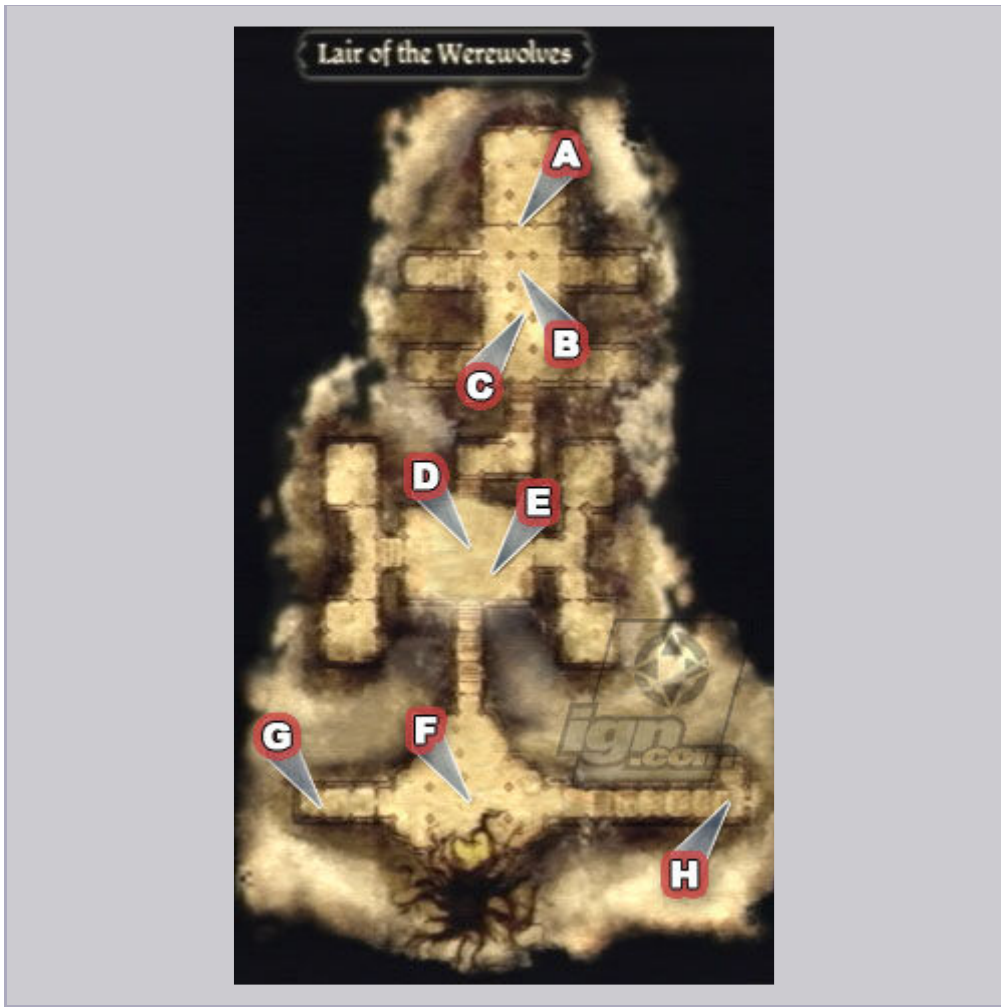
C: Though location C is virtually indistinguishable from location B, we want to point it out specifically, because there are a lot of items in that vicinity that you'll want to gather for your inventory before continuing deeper into this particular dungeon. We hope you have an empty inventory, because you're going to be finding a lot of items in the Werewolf Lair. Be sure to go down all four staircases at the corners of the room, which all lead to dead ends mired with items. If you're running out of room, head back to the Dalish Camp to sell off some items before continuing your collecting spree.



D: Things are gonna get real at location D. You've had a hard enough time just getting to this midpoint in the Werewolves' lair, and now, you're going to run into a crew of three of them, where you will be able to discuss a possible armistice. The Werewolves that stop you here are agitated, but they come in peace. They ask you to agree not to attack them anymore, and to come speak with their leader, who they refer to as "Lady." Here, you can begin to make a number of choices. Our walkthrough covers an agreement to go speak with the Werewolves' female leader, though you can opt to attack these Werewolves, or simply refuse to speak with their leader. If you decide to take any other permutation through this sequence-of-choices, the results discussed in the rest of this section's walkthrough will not match up for you.



Confronting the Werewolves | Lair of the Werewolves (Confrontation, II)



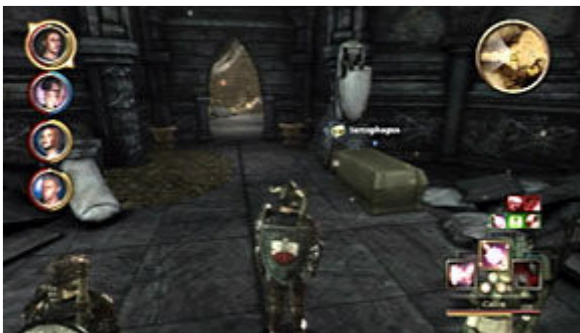
E: If you agreed to speak with the Werewolves' leader, then you will automatically be transported to location F on the map, where the conversation will ensue. However, when you regain control, be sure to return to point E on the map, since there are even more items to be found. Your rogue is going to have a lot of treasure chests to open here, but there are items just lying around to acquire as well. If you're finding yourself overburdened with all of the goods you've thusfar acquired, feel free to retreat back to the elven village to sell your stuff before returning to collect even more.



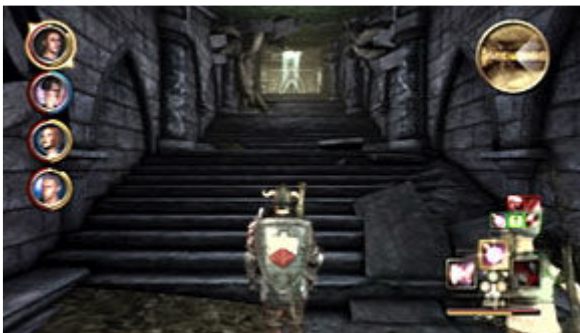
F: Assuming you made the decision we did back at location D, you'll be brought to location F automatically (bypassing, for now, location E). Here, you'll meet the humanoid, mysterious leader of the Werewolves, an attractive-yet-dangerous woman who cuts right to the chase. She'll make you look at the plight of the Werewolves another way, and turn the entire story on its head. She'll weave a story about the leader of the Dalish Elves, and how he crafted the very disease that's plaguing the Werewolves *and* some of the Dalish. This disease was put on the Werewolves, and they suffer from it. They began to attack the Dalish Elves to force their hands in finding and using the cure to the disease that they know exist. They ask you to bring the leader, Zathrian, back to them to talk. We agreed. You don't have to, but if you don't, expect a fight with the Werewolves (again, if you don't make the choices we made, you won't be able to follow our walkthrough).



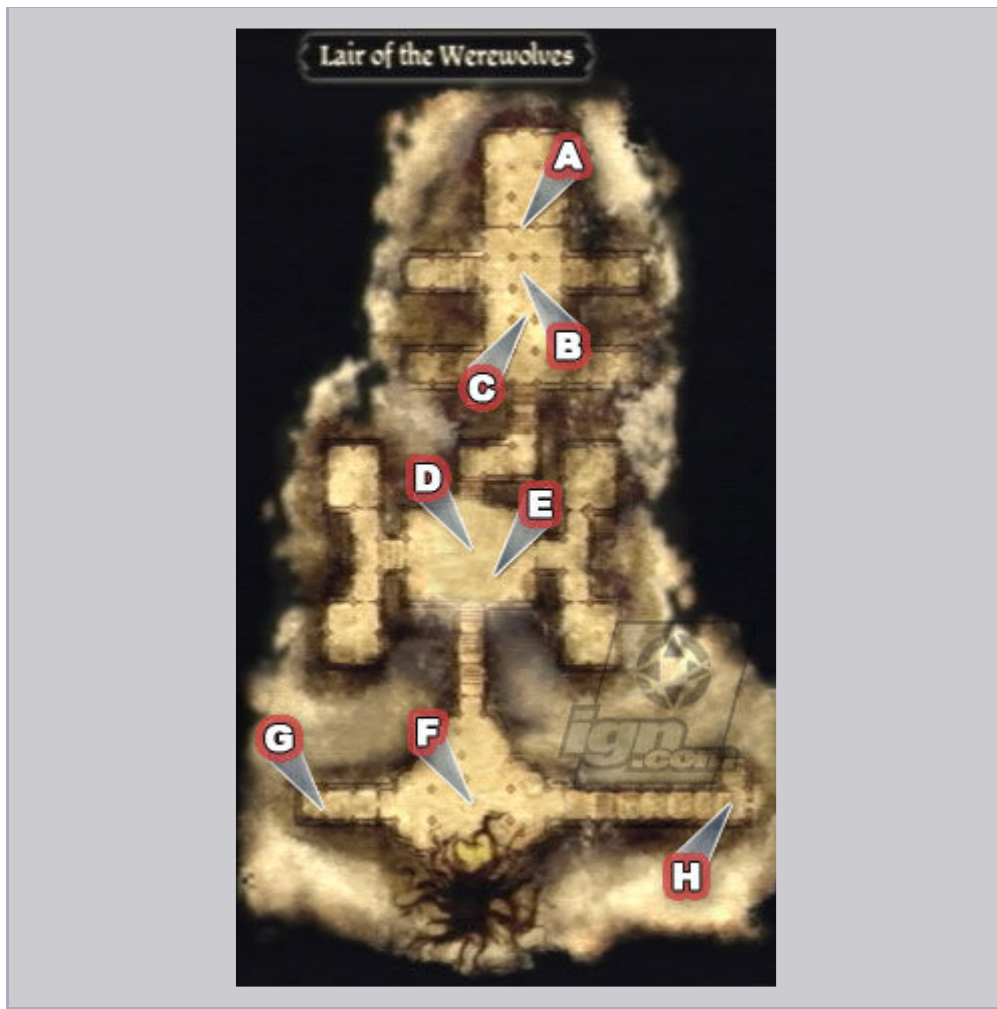
G: When you regain control of your party after conversing with the Lady and her Werewolf friends, you're free to use the entrance/exit to your left to reach the entrance to the ruins (if you remember back to when we were exploring the Upper Ruins, this was the door we told you that you couldn't yet access). But before you go, be sure to explore the rest of the lair for any items you may have missed. Items directly around you are found in sarcophagi (and elsewhere), so be thorough. Also, remember that there are items where you earlier met the Werewolf contingent that convinced you to meet up with their leader, so backtrack and collect the items there, as well.



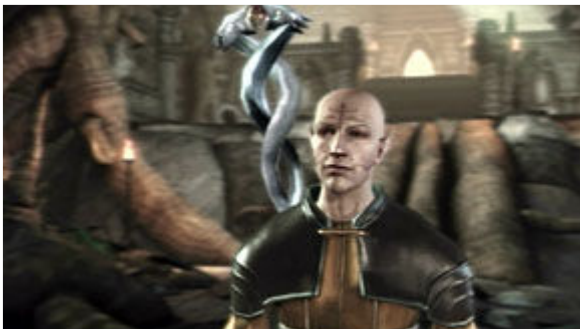
H: When you're ready to finally leave, and to go find Zathrian, head towards location H on the map. You'll need to climb a lengthy staircase to reach this door, but as long as you were peaceful with the Werewolves, you won't have any enemies to deal with here. There are some items to collect en route, including at the top of the stairs before reaching the door, so don't neglect to grab said items before heading on through. Going through this door will allow you to reconnect with the entrance of the ruins' upper level, a place we earlier traversed.



Confronting the Werewolves | Lair of the Werewolves (Confrontation, III)



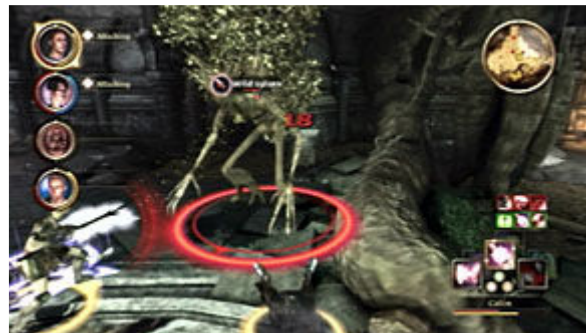
Thankfully, when you walk into the lower ruins, you won't have to leave, head back to the Breilian Forest, and work your way back to the Dalish Camp to find Zathrian. Instead, Zathrian has already made his way to the ruins, and sits in wait of you. A cutscene will automatically ensue here, and you'll be able to speak with Zathrian. Again, the choices you make during this conversation may differ from the choices we make. While we ultimately decided to side with the elves, you're going to have to maneuver your way through the conversation tree in such a way so as to convince Zathrian to come back and speak with the Werewolves. At least, that's what we did. If you want to take a different route through the conversation tree, that's your prerogative, but our walkthrough may not end up being accurate for you. As always, the choice is entirely your own.



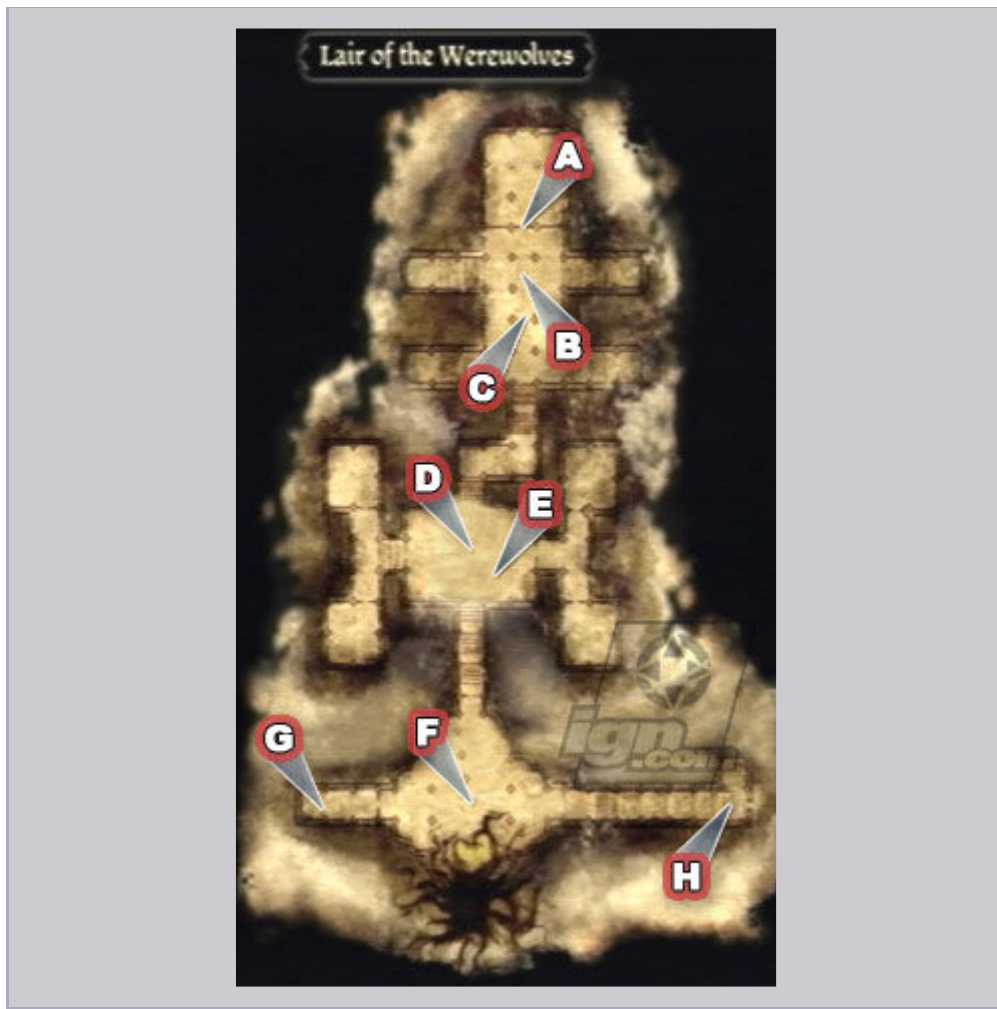
It may take some time to convince Zathrian to come speak with the Werewolves, but ultimately, you should be able to do so with little trouble. Zathrian will speak with the Werewolves with a belligerent tone. I bet you never expected the Werewolves to be the more patient and kind side of this conversation, but nonetheless, they will prove themselves to be just that. We ultimately opted to temporarily side with the Werewolves here, forcing Zathrian into battle. After all, the curse that afflicts the Werewolves is directly associated with him, and he refuses to work with the Werewolves to lift it (which may directly involve taking his life). If you made the choices we made during our playthrough, you'll be thrust into battle with Zathrian before very long.



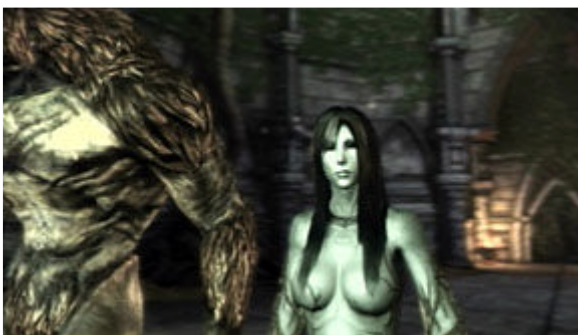
The battle with Zathrian is exceptionally difficult, so it's a good thing the game automatically saves before making you enter the fray. Zathrian casts a sort of paralysis spell on everyone in the room *except* the members of your own party, so if you were expecting an easy battle because of all of the Werewolves around you, think again. These guys would gladly come to your aid, *if they could*. You're on your own here, and making matters worse, Zathrian will bring two Wild Sylvans to the battle. You may remember these foes from the Brecilian Forest, where they populated the enemy parties in some of the more difficult fights you encountered there. In this battle, though Zathrian can cast powerful spells, it's the Wild Sylvans that will prove to be the biggest threat. Go for broke on them, concentrating on felling one, and then the other. Their ability to snare you and paralyze you with their roots is pesky here, especially because that paralysis skill doubles its potency by damaging you continually. However, once they're finished, your entire party can concentrate on laying waste to Zathrian. He, too, can paralyze the entire party at once, though he's barely a force to be reckoned with compared to his tree friends.



Confronting the Werewolves | Lair of the Werewolves (Confrontation, IV)



Your battle with Zathrian will ultimately end in success, but success here doesn't mean outright death for Zathrian. At least, not yet. As he's about to succumb to his injuries, the battle will conclude, and a conversation will again ensue between all parties involved. Zathrian acknowledges that he must ultimately die to lift the curse, but so too must the Lady so adamantly protected by the Werewolves. The two will eventually agree to end their own lives to lift the curse, which they then do with all needed haste. Zathrian hits the ground, dead, and the forest spirit follows suit. Has the curse truly been lifted?



When both Zathrian and the mysterious forest spirit are no more, the Werewolves' affliction will almost immediately be lifted. Suddenly, the Werewolves are violent beasts of the forest no more. Instead, they take their human forms, mysteriously clothed and well-tempered. After thanking you for their hard work and temporarily reveling in their newfound freedom, the humans resolve to leave the forest and find their own kind, and to continue on with their new lives. Again, this might not be the way things end for you, especially if you decide to take the Werewolves' side wholesale, and instead go after the Dalish Elves at their camp. That's not a permutation we opted to explore, however.



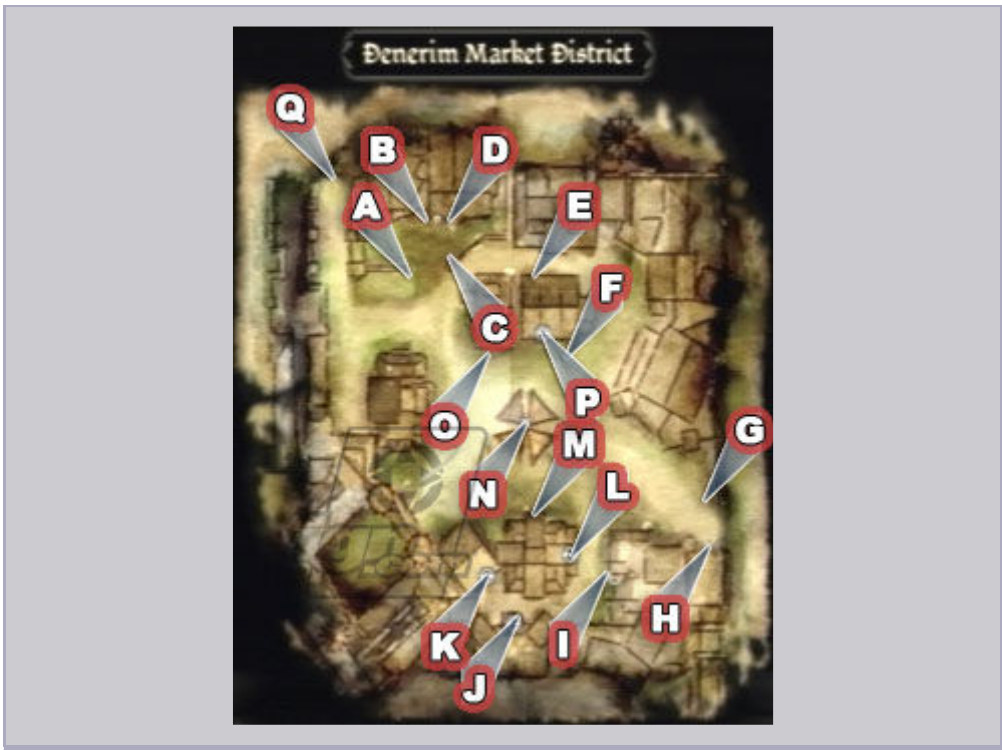
When all is said and done, you should head back to the Dalish Camp. Just make sure you're done in the ruins, so that you don't have to return. (There is a particular side quest here, The Mage's Treasure, that we weren't yet able to complete. The Revenants that showed themselves during those battles were laying waste to our party quickly, so we'll return to that side quest and add it soon, when we're strong enough to do so.) Your path back to the Dalish Camp won't be easy, since you'll actually have to return to the World Map and work your way back to the Brecilian Forest from there, so expect to have a random encounter en route. Back at the camp, you can speak with the new keeper, sell off old goods, and watch as the elves prepare to take part in the fight against the Darkspawn. Again, if you chose an alternate path through this part of the story, it is the Werewolves that will help you against the Darkspawn, and not the Dalish Elves. Those choices are up to you.



As you head back to the world map from here, en route to your next destination (whatever that might be), expect to see another cutscene. This cutscene will only be accurate for you if you're either following our direct path through the game via the walkthrough, or if the Dalish Elf quest happens to be the second of the four quests you've gone through after leaving Lothering. You'll witness the deceitful Howe and the widow queen speaking with Loghain about the Blight, and the civil war brewing in Ferelden. He doesn't seem to be too concerned about either, though, as you'll find out, Howe and the king's widow feel quite differently.



Exploring Denerim Market | Denerim Market District (Exploration, I)



A: At location A on the map, you'll find two rather interesting female characters. These two women that work for the local Chantry are known as Sister Theohild and Mother Perpetua. When you engage either of them in conversation, you'll see Sister Theohild reciting hymns and stanzas from their holy book, but doing so entirely incorrectly. Replacing certain words for food items, it appears Theohild is rather hungry, and a little absent-minded, too. You can learn a little bit about the Chantry and their prayers by speaking to these two women. You can also learn about a deceased friend of theirs. This isn't an important conversation, but it does unlock some codex entries, so be sure to speak to these women when you can.



B: Here, you'll find Denerim's Chanter's Board. Identical in nature to the one you found outside of the Chantry back in Lothering, the Denerim Chanter's Board will give you side quests that you can optionally undertake. There should be six initially available here (Back Alley Justice, Missing in Action, Fazzil's Request, Loghain's Push, Desperate Haven, and Skin Deep). While you don't have to do any of them, we highly recommend that you undertake all of them during your time at Denerim. Free experience in this game should never, ever be passed up, nor should the opportunity to score extra coin, items and equipment. Undertake all of these side quests, which will be covered in full at the Side Quests section of this very guide.



C: A young woman named Sister Justine can be found at location C on your map. When you speak with Justine, you'll learn a bit about her job with the local Chantry. It appears that Justine is one of the people who help run the Chantry's museum. She tends to sacred, ancient relics of the Chantry's past. She's also charged with the much more difficult task of figuring out what's real and what's fake, for there are a lot of desperate people and outright swindlers out there who are passing off fake relics as real ones. She has a challenging job, there's no doubt. She'll talk to you a bit about the Urn of Sacred Ashes, as well, and will verify that she thinks they're real (in her professional opinion). That's good, since we're currently questing to find said urn.



D: If you try to get into the Chantry's main entrance at location D on the map, you'll find two nameless Templars guarding the door. You can get into a conversation with both of them, and they'll tell you a bit why the Chantry is currently closed. No matter what you say or do to these guys, they're not going to let you in, so while you can sit around and talk their ears off 'til the cows come home, there's no real point to it. You can still learn a bit about Templars by speaking to them, however.



Exploring Denerim Market | Denerim Market District (Exploration, II)



E: Location E is a place you will certainly want to visit. There, you'll find a man known as the Mages' Collective Agent. Upon speaking with him, you'll learn that the Mages' Collective is an illegal group of mages that want to live free from Chantry life. Since being a magic user in Ferelden more often than not ties you directly to the Chantry, who will train you and harness your power, the Mages' Collective instead wants to do things their own way. Even if you're somehow opposed to such an act, you should still be kind to this man. Doing so will grant you access to his side quests, along with other Mages' Collective side quests. Examine the sack to the left of this man to find the first four side quests you can undertake: Blood of Warning, A Gift of Silence, Have You Seen Me?, and The Scrolls of Banastor. You can find more information about all of these side quests in the Side Quests section of this guide.



F: Visit Sergeant Kylon at location F on the map. This encounter is an important one, since Kylon will send you off on a number of side quests, if you're willing to be kind to him and help him out. In this case, no matter your player's personal slant, try to keep a civil tone with Kylon. Biting the hand that feeds you is never a good thing, and in this case, Kylon's hand can feed you side quests that will, in turn, feed you experience, coin and gear. Nothing wrong with that! Agree to help him out initially, and he'll contract you in the side quest called Pearl Before Swine. More information on that side quest can be found in the aptly-named Side Quests section of the guide. Be sure to visit him for more side quests once that one's run its course!



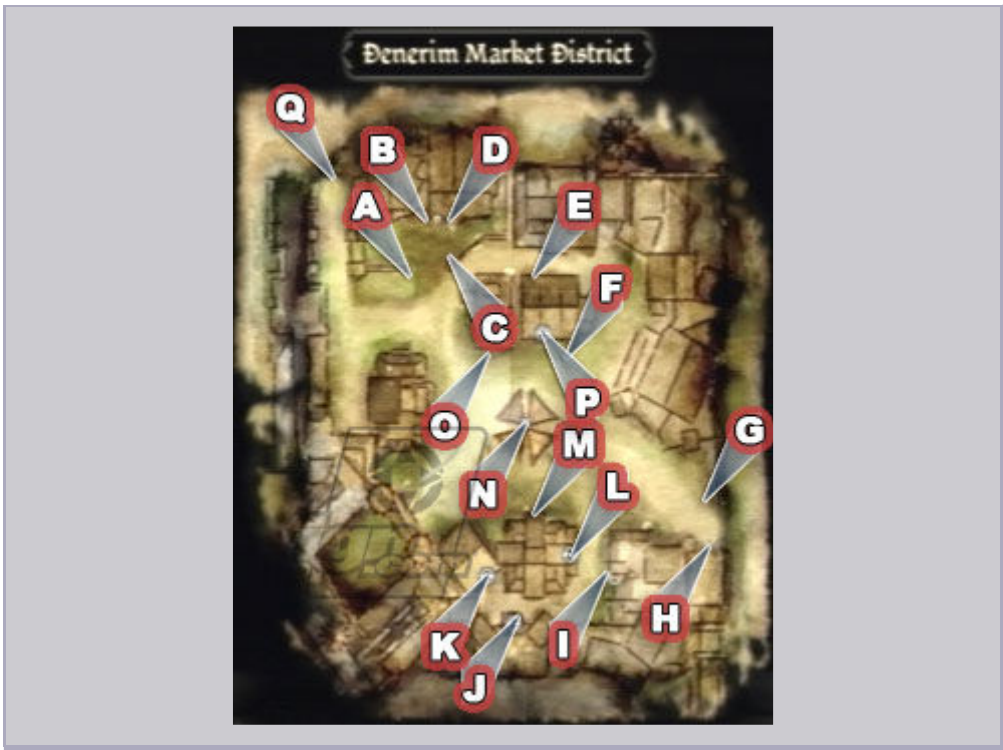
G: Location G is simply a brief aside that you should just as briefly visit. On the outer town wall there, you'll see a glowing document. When you examine it, you'll find that it says something about not believing the lies about the Grey Wardens. The Grey Warden Poster, as it's called, will otherwise have some vague clues as to a future event. We won't spoil anything for you beyond that.



H: The gate at this location leads to the Elven Alienage. If you played (or are playing as) a City Elf, then this is the very place from where you came. Your origin story played out on the other side of that gate. But the guard at the gate won't allow anyone entrance into the Alienage for the time being, and there won't be any convincing him otherwise. Will you get to explore that location later? Why don't you just wait and see! (Note: City Elf characters may have different luck in getting through here, but we can't verify that.)



Exploring Denerim Market | Denerim Market District (Exploration, III)



I: Location I marks the entrance to Genitivi's House. As far as your main quest is concerned, and the main reason why you're in Denerim in the first place, this is a place you absolutely must visit in order to proceed. Genitivi is said to be a researcher of ancient relics, and has apparently either found the Urn of Sacred Ashes, or knows precisely where they might be. However, when you go inside, all you're bound to find is a man named Weylon.



Weylon is apparently Genitivi's brother, and when you engage him in conversation upon finding him in the sizeable house's dining room, he'll tell you that Genitivi is nowhere to be found. Indeed, if pressed on the issue, Weylon will go a step further, exclaiming that his brother has left to chase a relic, and he doesn't know where he is. He says that other people were also looking for Genitivi, and that people sent after him have already died. He fears that chasing after Genitivi is a fool's errand, and is cursed. After speaking with him, attempt to head into the back room. When you try to go through the door, Weylon will stop you, telling you that the papers and books in that room are in a particular order, and that he doesn't want anyone going back there. If you persist, you'll be thrust into a fight with Weylon. Unarmed and with no armor on, but with the ability to use some magic, Weylon should fall easily in battle, with absolutely no problems whatsoever.



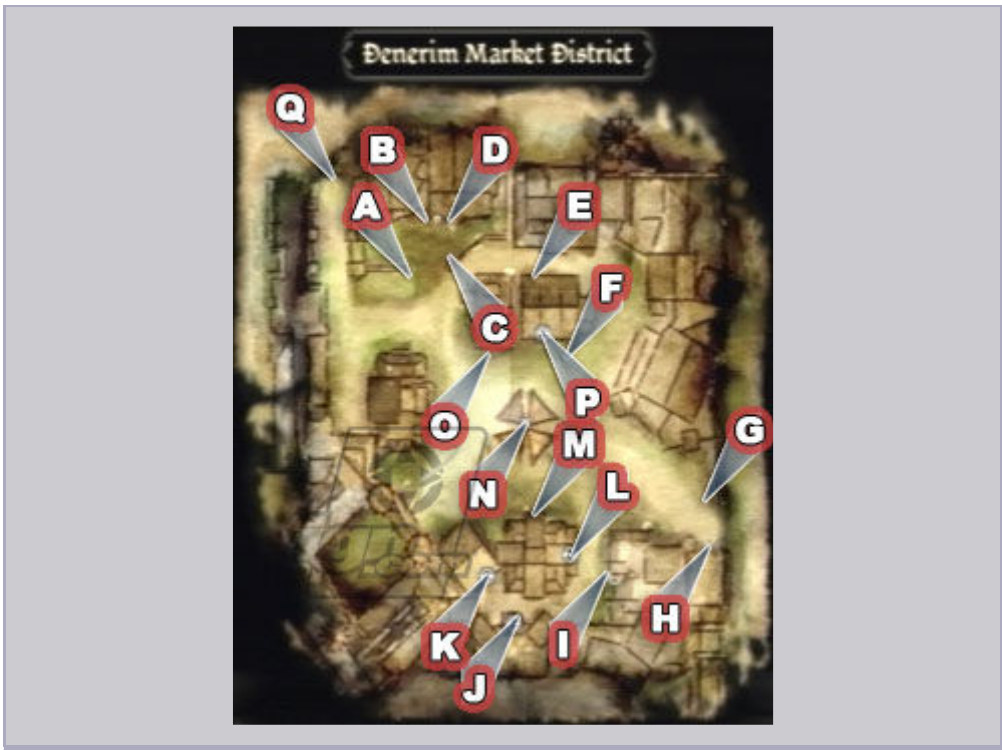
With Weylon downed, you're now free to explore the rest of the house, where some codex entries can be found. It's that back room Weylon was so adamantly guarding, however, that's of real concern. When you breach the back room, you'll find more codex entries to collect, but there are two other points of interest you'll want to be sure to examine before heading on your way. The first is the treasure chest next to the bed, where Genitivi's notes on the Urn of the Sacred Ashes can be found. It appears that he went to a place called Haven, where the trail of the Urn of the Sacred Ashes has brought him. The other important thing to see here is the *real* Weylon's corpse, sitting at the foot of the bed. But if that wasn't Weylon that you just fought and killed, who was it?



J: Be sure to visit the shop located at this spot, location J. Here, you'll find a shop called the Wonders of Thedas Shop. This shop is primarily catered towards mages and magic-specific items, though anybody in your party can theoretically find goods of interest here. There are quite a few codex entries to find within in addition to the goods you may or may not want to buy. Remember, as always, to be cognizant of your inventory stock, and sell things off here if you're carrying goods you don't really need.



Exploring Denerim Market | Denerim Market District (Exploration, IV)



K: The Warehouse at this location should be completely devoid of an enemy presence, or any other sort of presence at that, but you should still explore it. For while this structure is devoid of any living presence, there is still plenty of items to loot from boxes, bags and chests. While nothing you find in here will necessarily be strong or powerful enough to actually want to equip it on your characters, collecting these goods will mean, at the very least, that you can sell them back at the store at location J on the map for some extra coin. Explore the nearby alleyway outside of the Warehouse for more items in barrels and the like, if you're interested.



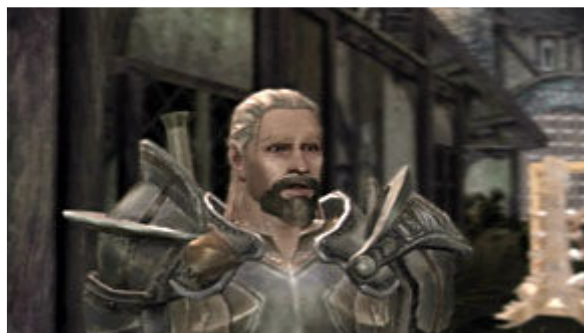
L: There's a lot to do at location L, which is a Denerim-area pub known as the Gnawed Noble Tavern. This is an important place to visit for a few reasons. The most important reason is the ability to garner more side quests from the bartender here. When you speak with him, you'll be able to make some small talk, but if you probe him about jobs of a more illicit nature, he'll take a quick look around and then offer you a few jobs. Accept the three he throws at you: Correspondence Interruptions, Solving Problems and Negotiation Aids. Then, move along to explore the rest of the bar. As for those side quests, see the Side Quests section of the guide for more information.



Unfortunately, you won't be able to get into any more conversations with people here, but the pub doubles as an inn, meaning there are a few bedrooms you can explore for items. Some of the treasure chests (and doors leading to said treasure chests) are locked, so a talented rogue will go a long way here. Be sure to loot everything you find. There are a lot of codex entries in addition to items, so be thorough here. In addition to random people that won't speak with you, items and codex entries, you can also find a Blackstone Irregulars quest chest with a few more quests for you to undertake. They're called Notices of Death and Restocking the Guild, and you can find more information on both in the Side Quests section of the guide.



M: We had a random encounter here with an unknown knight of some kind, though you won't be guaranteed to have the same encounter. A brief conversation will ensue with this aggressive, rude knight. You can be kind to him, and patient, or you can go ahead and be rude and curt right back to him. We opted to be rude and outright threaten him, which shut him up really quickly. Of course, you can deal with him however you'd like.



Exploring Denerim Market | Denerim Market District (Exploration, V)



N: Location N is rife with activity, and there are four people in particular you want to speak to. This area of Denerim is a bazaar of sorts, where merchants from all over the world come to sell and trade their wares. Thus, you'll have some opportunities to buy goods (from Gorim and Cesar), and have lengthy conversations as well (with Master Ignacio and Liselle). Spend time here to speak to everyone you can, and scour the wares of those selling goods, as you'll most certainly find items worth purchasing and equipping.



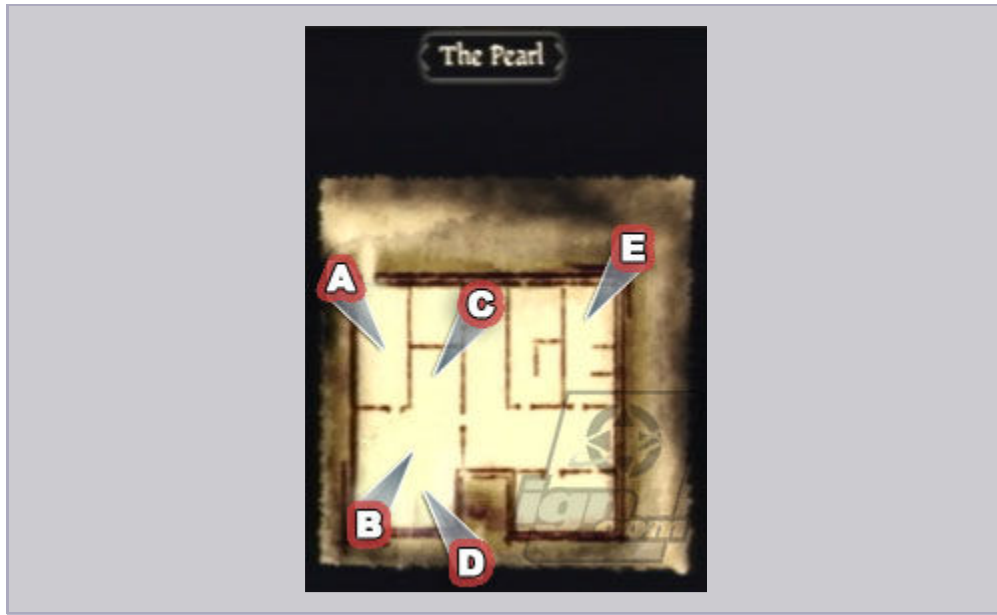
O: If you have Alistair in your party when you approach location O on the map, then a rather important cutscene will take place. You may remember, if you've been talkative with Alistair up to this point, that he has a long-lost sister back in Denerim. Both were mothered by a woman who was a servant in the nearby castle. His sister's name is Goldanna, but when you finally go into her house, the reunion won't go quite as planned. Rude to the core and unwilling to hear Alistair out, it will be difficult to navigate this conversation without being mean right back. Heartbroken and unable to talk too extensively about what just happened, Alistair will briefly speak with you outside before heading back on your way. Be careful with how you speak back to him, since you can gain or lose approval points here.



P: The final location of importance we'll point out to you in this segment of Denerim is at location P on the map. This store is known as Wade's Emporium. As you walk in, you'll find two men within. The man at the counter is named Herren, and the man crafting the armor they sell at the back end of the shop is Wade. Herren seems to run the show here, as the conversation the two men get into proves. Wade makes everything, and Herren sells it. After listening to their rather interesting back-and-forth, you can take a look at their armor, and it is indeed grand. If you have the coin, and your characters are strong enough to equip this gear, then go to town and buy whatever it is you need. If you have a rogue in your party, you should also be able to pick open the treasure chest at the back end of the store before heading on your way.



Q: When you're ready, you can use Location Q on the map to reach Denerim's City Map, to reach another area of the city.



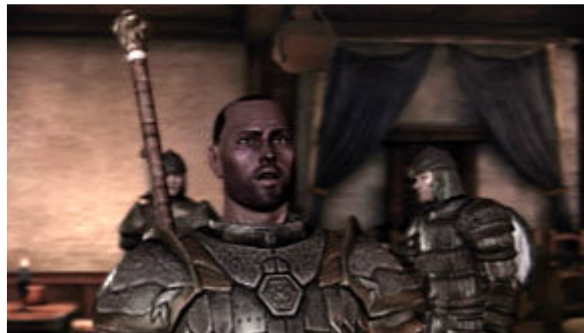
A: Upon first visiting, you'll realize that The Pearl isn't a district or section of the city, but rather a lone building. If you ran into Sergeant Kylon back at the market sector of Denerim, then you'll have heard of this place, and will perhaps have a side quest related to The Pearl from him, as well. For the time being, explore location A for some codex entries, and then move forwards locations B, C and D on the map. Before engaging in any of those segments, work to the eastern side of the building and scour for more items, locked doors and codex entries. When you've satiated yourself, you can then go about the rest of your business here. Worry not -- time spent at this brothel will be brief, indeed.



B: At location B, you'll find the proprietor of this fine establishment, a middle-aged woman named Sanga. Upon speaking with her, Sanga will introduce you to her business, but she'll certainly beat around the bush and be careful with her wording. Her products are indeed prostitutes, and she offers up both genders to you. If you really want to, you can have a rendezvous with one of her "products," though it's a waste of money *and* will likely net you negative feelings from the female members of your active party (or male, if you're playing as a female). Nonetheless, if it's something you want to do, be our guest. That's entirely your prerogative.



C: At location C, you'll run into a rowdy group of mercenaries who have been recently contracted by Arl Howe to help protect the illegitimate king of Denerim. These guys are ill-equipped, ill-trained, and ill-mannered, and when you speak with them, they'll attempt to scare you off. Don't be afraid, however, as these rabble-rousers are easy enough to do away with. Persuasion or intimidation work just as well here, as you'll be able to scare these guys out of The Pearl before very long. Keep in mind that doing so is directly wrapped up in the side quest known as Pearls Before Swine, which you get from Sergeant Kylon back in the market. For more information on that side quest and the mercenaries you just scared off, see Pearls Before Swine in the Side Quests section of this guide.



D: An elven woman named Isabela can be found at location D. The interesting conversation that ensues with Isabella ultimately has the end result of giving you a new specialization, so be patient with Isabela, and speak with her extensively. She'll try and test your mettle, as she is a duelist. You can catch her cheating a card game she attempts to play with you, but this will only prove to her that you're worthy of learning her skill. Explore all parts of the conversation tree with her, be kind and patient, and don't leave her until you're positive you've learned the skill she's semi-willing to teach to you.



E: If you choose to explore location E on The Pearl, you'll no doubt run into a band of mercenaries squished mysteriously into a small room. These guys won't have much to say, other than throwing threats at you and your party. Respond in kind, and you'll be thrust into a battle with these guys. Because the room is so laughably small, and since there are a good eight combatants here, this fight will prove to be more of a button-masher than a display of actual skill. Upon the completion of this melee, scour all bodies of the deceased for more goods and coin.



The Cult at Haven | The Village of Haven (Exploration, I)



A: As soon as you enter Haven, you'll be automatically assailed by an unnamed soldier guarding the small village's entrance. This guard is unkind and impatient, and nothing you can say or do to him is going to make him change his hostile tone. He makes it clear to your party that you're outsiders, and aren't welcome in Haven. Nonetheless, you can inquire about Haven with him, though you'll learn very little in return. It's clear from this conversation to members of your party that the residents of Haven are hiding something. But just what is it that they're hiding? Let's find out.



B: The house at location B is completely devoid of characters to speak with and enemies alike, but it's still a location you're going to want to visit. There, you can find two treasure chests, both locked, that a talented rogue in your party should be able to easily pick open. The real object of interest here is actually the bloody altar on one side of the room. When you approach it, the game will automatically take over. Though there's no evidence of where the blood came from, I think you can figure out what went on here. Can't you?



C: You'll find a young, unnamed boy at this location. He'll speak with you as rudely as the soldier at the village's entrance did, and just like that soldier, this boy won't exactly be forthcoming with too much information. In fact, he'll abruptly end the conversation at will, meaning you may have to engage him in a talk once more, if you're in want of more information. We tried to intimidate him into telling us what's going on in Haven, but it didn't work.



D: Location D is a small dock with a boat off of it. Though there's little to do here, you'll want to use your party's rogue to pick open the treasure chest on said dock. That's about all there is to do here, so we'll bring something else to your attention. Haven is rife with herbs. Keep an eye out for them where they grow, and grab them as you see them. They are essential if you're into herbalism.



The Cult at Haven | The Village of Haven (Exploration, II)



E: You won't find much of interest at location E, though you can find a book to add to your codex, and some wild-growing herbs to acquire nearby. Otherwise, the building the book is nestled against is impenetrable. Just what's going on here!?



F: The village shop that the unnamed guard at location A mentioned to you is located here, at spot B on the map. When you enter the shop, things will seem tepid enough, just like the rest of this place. You can find some goods in random treasure chests, but what you'll really want to do here is to speak with the store clerk. You can ask him some about Haven, but you'll also want to ultimately ask him about the wares he's offering. He won't offer much of value to you, but he's still someone who you can dump all of your unwanted stuff on. Indeed, you should do that rapidly, because you're about to have a confrontation with said storeowner.



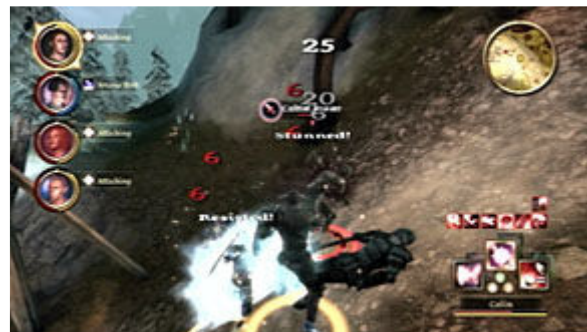
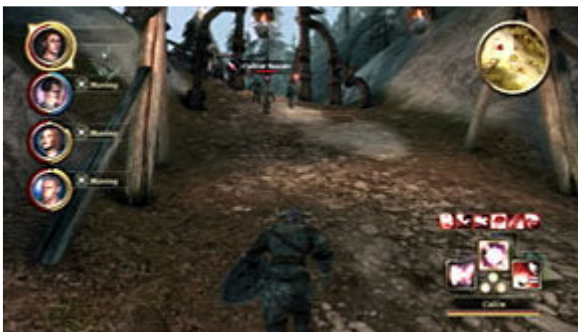
As soon as you try to go into the store's back room, the clerk will attempt to stop you. You can back down, but there's no reason to. If you insist on going back there (and you should), the weak storekeeper will attack your party. Quickly fell him, and then go and explore the back room. In addition to some locked chests that your rogue can open, you'll find a bloodied corpse shoved in the back corner. Upon examination, you'll find that this corpse is a Redcliffe Knight. Suspicious, indeed! When you go outside hereafter, expect to be assailed by a group of Cultists. So it's a cult that's taken this town over. These guys have a support mage in addition to some powerful warriors, so concentrate on one target at a time, and fell them in sequence, as opposed to splitting dealt damage.



G: Visit location G briefly. Just like location E, location G is a house you won't be able to enter, but just like location E, location G has a codex entry and some herbs to collect.



H: Work your way up the slope towards position H on the map, which is Haven's Chantry. However, just like you were assailed upon leaving the shop, you will now be assailed by another powerful group of Cultists as you work your way up the hill towards the Chantry. Try to deal with these guys one at a time if possible. Half of their numbers are archers, so you should be able to easily deal with the warriors in their party first, and then make way to the defenseless archers to clear them out quickly. After searching their bodies, you're then free to enter the Chantry, where even more mysteries can be found.



The Cult at Haven | The Village of Haven (Exploration, III)



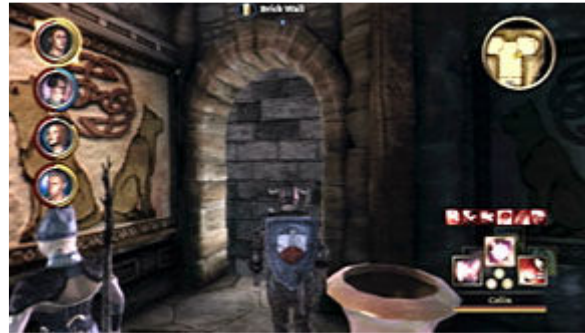
If you thought Haven seemed strangely empty while you were exploring it, it's because most of the village's inhabitants are at a service at this very building. Their priest, a man named Eirik, will be talking about all things holy, but when you enter, the conversation quickly turns hostile. You'll be thrust into a conversation with Eirik, and you can probe him about all sorts of different things. However (and not surprisingly), he won't be too forthcoming with any information. What you'll want to ask him about first and foremost is the whereabouts of Genitivi, who you're here to find. You can tell them that you found the dead body back at the shop, but it won't matter much. Before long, you'll be fighting Eirik and his brainwashed followers.



The fight with Eirik and his friends is a fairly challenging fight, but there's a way to make it far easier. The biggest threat in this battle is, by far, Eirik himself. He's a mage, and he has powerful abilities, so you'll want to focus all of your energies on him first and foremost. Have your entire party ruthlessly assault him at once, ignoring all other threats until he takes a fall. Once Eirik is no more, his friends will fall far easier, since you won't have to worry about gray magic being cast from afar (such as spells that can temporarily paralyze the whole group). When all is said and done, you'll want to search the bodies of all who have fallen, Eirik's body in particular.



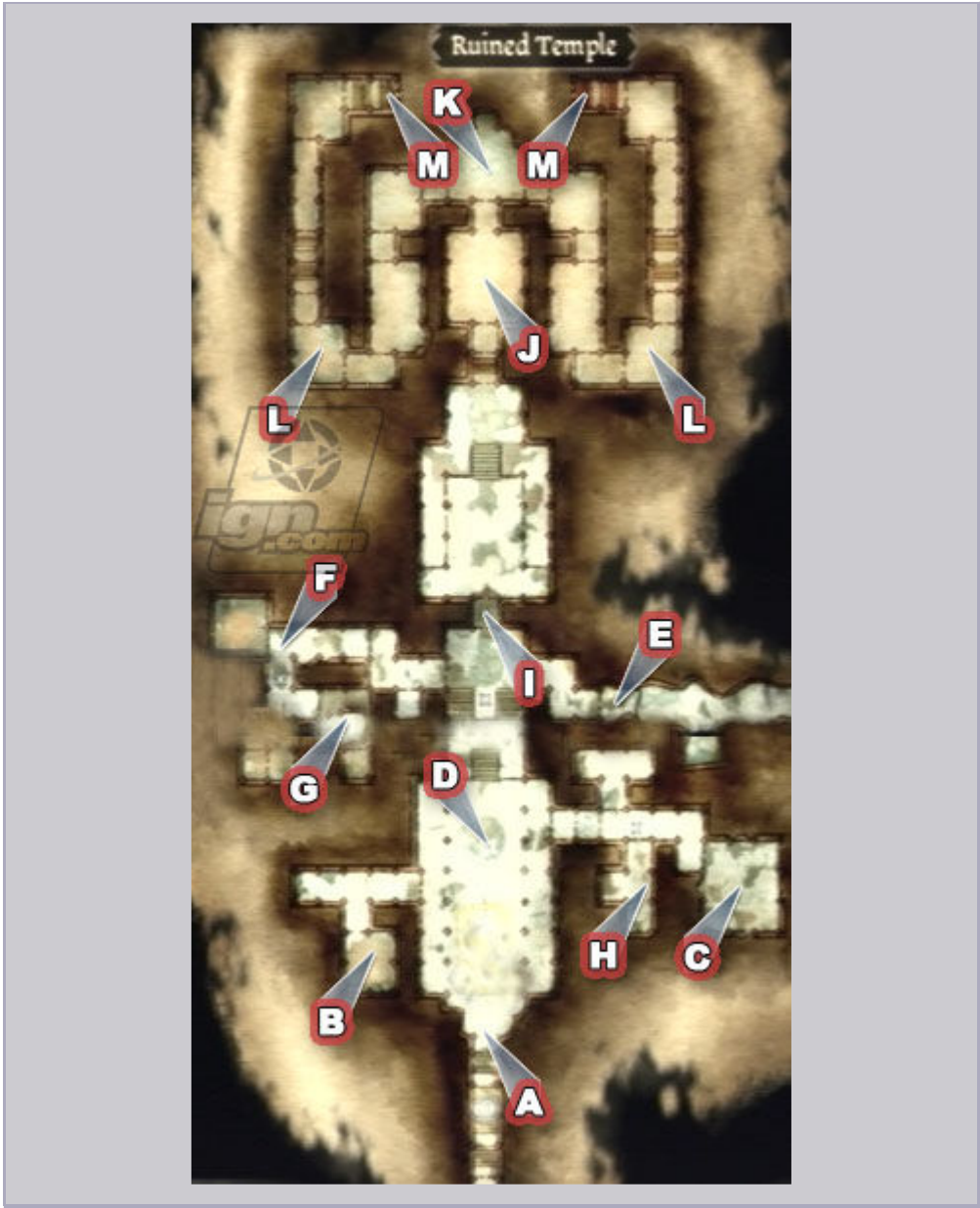
It's important to search Eirik's body, because he carries a medallion on him that will be extremely important for later. Don't neglect to search his friends' bodies, too, since they will have plenty of coin and items on them to acquire. The rather obvious false door on the right side of the Chantry, made of bricks, is where we'll ultimately want to go. But first, be sure to head to the back room of this structure, on the left side, where some items can be acquired in locked treasure chests. We hope you have a rogue with you to open those! Once you've thoroughly searched, you can then head through the aforementioned brick wall/false door combo.



On the other side of that door, you'll find Genitivi. Laying in the middle of the floor, and severely injured, Genitivi is glad to see anyone not from the village, even if you don't know who he is. You can be kind or rude to him, but since Genitivi is an important person in finding the urn that will heal the king, it's pretty important that you remain civil to him, to maximize the amount of information you get out of him. It appears that Genitivi has been effectively tortured by the cultists, but he knows more than he told them, and he's willing to spill the beans to you. The urn you seek is likely located at a nearby temple that Genitivi is willing to bring you to. While you'll want to instinctively tell him to stay behind, due to his injuries and his inability to fight, you should still bring him with you. He won't get in your way, and he'll allow you to be transported to the temple you seek instantaneously, without any more searching.



The Sacred Temple | Ruined Temple (Exploration, I)



A: As you approach the entrance to this dungeon, known as the Ruined Temple, Genitivi and your character will begin to have a conversation with one another. With the medallion you took from Eirik back in Haven, you can now open the gigantic front door on the Ruined Temple, and see what sits on the other side. And what sits on the other side is impressive, indeed. This temple isn't only *ruined*, but it's also *gigantic*. You can speak with Genitivi about the temple and what you can expect, but he doesn't have much information for you. But if things seem relatively safe, devoid of any enemy presence, think again. This place is *crawling* with enemies... you just have to go ahead and seek 'em out.



B: When you head to the isolated location at point B on the map, expect to experience your very first battle in the Ruined Temple. Thankfully, this battle is an easy one. Indeed, it's the easiest you'll encounter here, by far, so don't get lulled into a false sense of security by thinking you'll blow through the rest of the Cultists at this location. These Cultists are completely unarmed, both in terms of weaponry and armor, so lay waste to them rapidly. Then, explore the room they inhabited. You can find some items on one of the bookshelves, and more items on a fallen "adventurer" outside of the room.



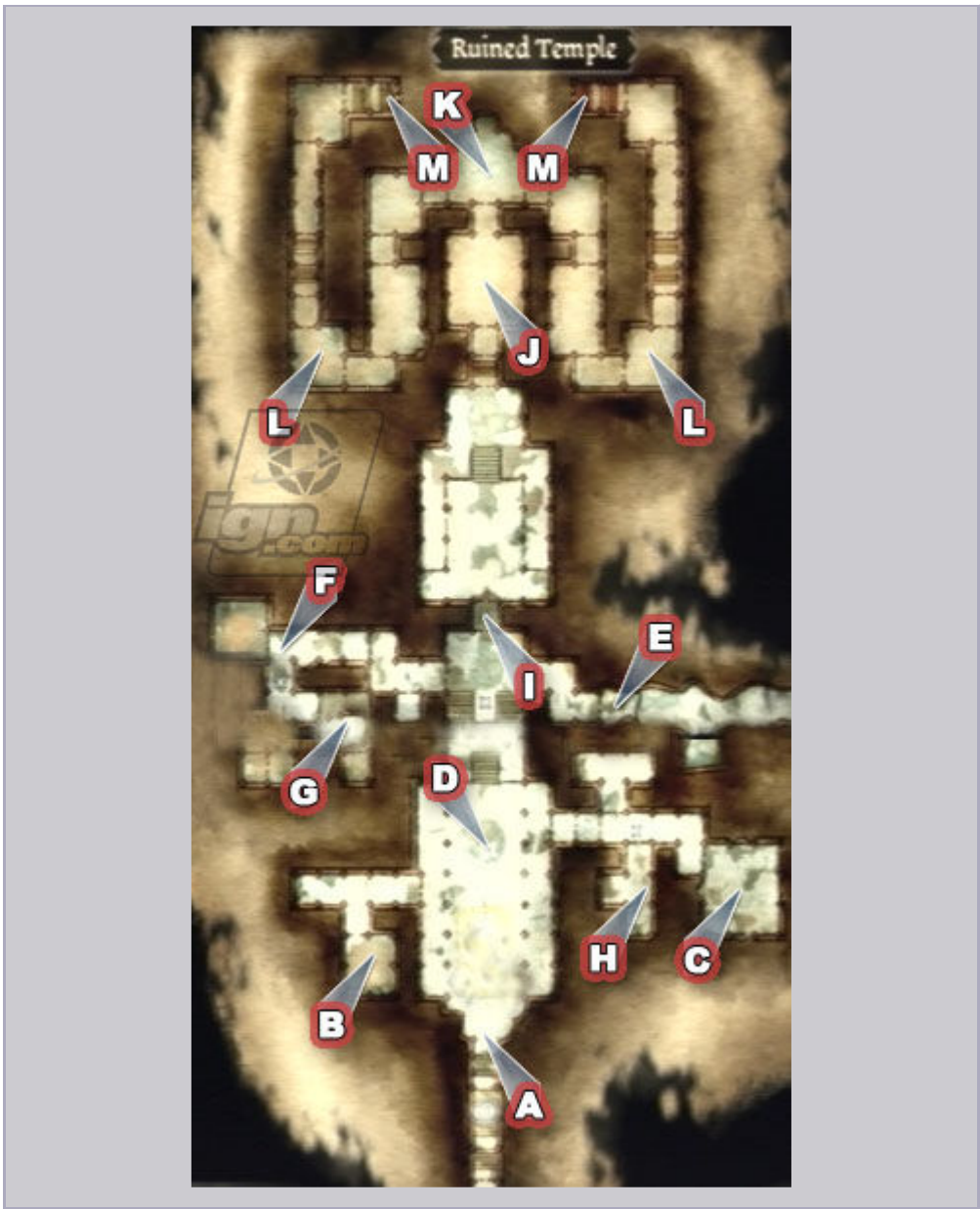
C: Location C is accessed by heading down a lengthy, snow-covered corridor. The locked door leading southward from this corridor en route to location C can be ignored for now. You can't pick the lock open, and you'll need a key we'll find a little bit later to get down to business. In the meantime, location C is an area you can easily explore. Free of any enemy presence, this room is full of books and items of lore. There are a few codex entries to find, and more items to find as well. Be thorough here, as there are some easy-to-miss goods of strength and importance.



D: When you begin to walk (or run) up the stairs at location D, expect to be met by a far stronger, more robust enemy party than you met back at location B. These guys are *actually armed*, and come in great numbers. They also have a nice mix of enemies to deal with, mostly in the form of warriors and archers. They control the high ground at the start of the battle, so you'll want to try to reverse that as quickly as you can. Go after the warrior-class enemies first here. Even though you'll be pestered by archers from afar while doing this, the warriors (known as Cultist Reavers) have the potential to do a hell of a lot of damage if left unchecked. As always, do a thorough searching of their fallen corpses once the fray has ended, as they no doubt have items and coin for your inventory.



The Sacred Temple | Ruined Temple (Exploration, II)



E: Location E is a dead end. The precise location we've marked on the map is the end of the road for you; the path further eastward is entirely inaccessible, so don't waste your time. What you *will* find down here, however, is a deceased human, a Fallen Knight. Examine his body to find some goods, most important of which is a new, extremely powerful set of armor. Don't neglect to grab those goods before heading out on your way!



F: As soon as you walk westward towards location F on the map, expect to be attacked by a rather gigantic enemy. This creature, known as a Bronto, will require your entire party's attention to bring down rapidly. If you don't focus on him first and foremost, you're going to be overrun by his brute force before very long. Allow your entire party to team up on him and take him out rapidly. Then, deal with any other Cultists that have shown themselves here, likely of the Reaver and Archer varieties. As usual, you should scour bodies for goods once the fight has concluded.



G: Now, it's absolutely, positively integral to your success that you draw out the enemies at and around location F before working southward and then eastward, towards location G. If you aren't thorough in killing the first waves of enemies that show up around location F, then by the time you get to G, you're going to be in twice as much trouble. Enemies galore pour out of these southern rooms, and their types run the gamut, from Archers and Reavers to extremely pesky Cultist Mages, who can use explosion and paralysis attacks with great skill. Attempt to lure them out of the rooms they're in once the coast is clear from location F, and you can hopefully deal with them one at a time. Once you've breached the room at location G itself on your map, hit the back room from there. A decorative chest sits along one wall in that small room. Once opened, you will get a key. Just what are you supposed to do with this?



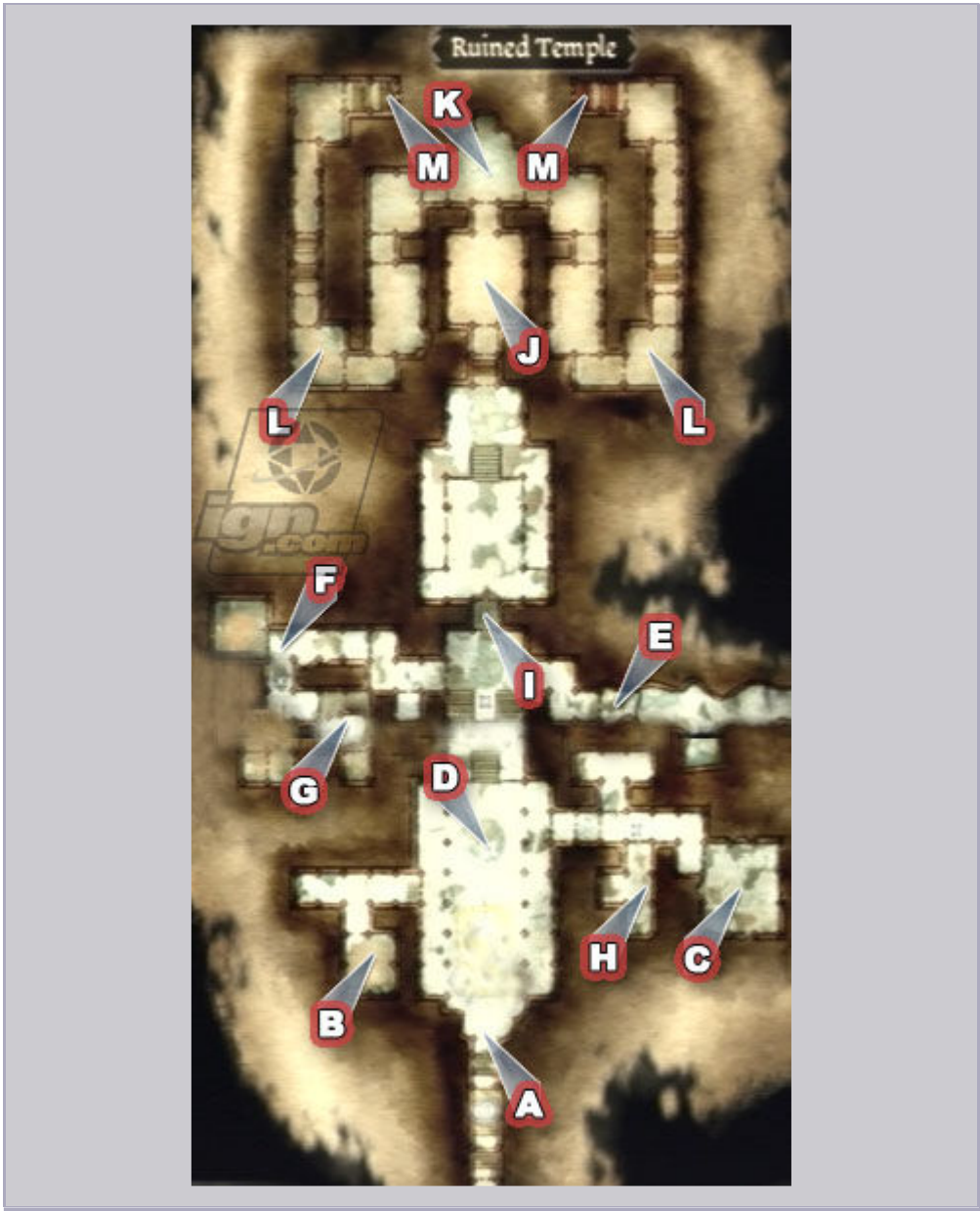
H: The answer of what to do with the key found at location G is simple. You'll now backtrack to location H. Location H is near position C on the map. When we brought you there earlier, we told you that there was a locked door leading off of the path that simply can't be picked open, no matter how crafty the rogue in your party happens to be. Once you use the key you just found on this locked door, however, you'll gain access to a small, isolated and icy room. There are three treasure chests within. The only one that's unlocked holds *another* key for you to acquire, while the other two hold items for you to grab, if you have a rogue capable of opening them. Keep in mind that when you backtrack to location H from locations F/G, you will be assailed by an extremely powerful party of Cultists en route. Save before this conflict to ensure that you don't lose progress, because it's a hard fight to initially survive.



I: With the second key you found behind the door you used the first key to open back at location H (follow all of that?), you can now venture forth through the previously-locked door at location I. As soon as you walk through the now-open door, you'll be able to move forward through a snowy room towards a staircase ahead. When you approach that staircase, you'll once again be assailed by a party of Cultists. As always, the two Cultist Mages in this party are, by far, the biggest threats. They can paralyze your entire party and cause all sorts of havoc, and should absolutely, positively be target number one for you as you clear this enemy party from the face of the planet. Once the mages have been felled, the Archers and Reavers in their midst will fall far, far easier and quicker. Now that's what I'm talking about.



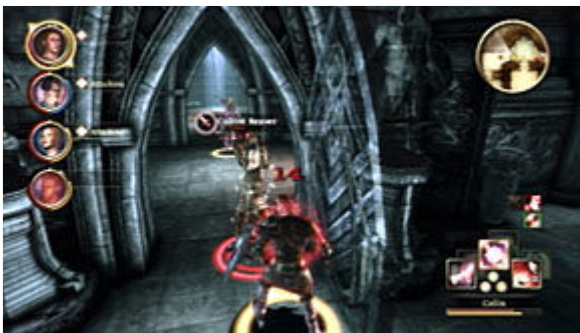
The Sacred Temple | Ruined Temple (Exploration, III)



J: After pressing through location I, you'll be able to access location J. Once through the door, *do not rush forward*. Instead, switch over to your rogue, and immediately begin to navigate around the room, disarming myriad traps set before you. There are about a half-dozen in here, so work your way from trap to trap, and disable them all. All the while, your other characters can do battle with the enemies that populate this room, of the same three Cultist varieties you've now faced off with endless times before. There are ballistae in here to use on enemies if you want, but it's not necessary. When all is said and done, you know what to do -- hit up all corpses for coins and items alike.



K: The next room north of location J will bring you across yet another fight, though this one is surprisingly more manageable than ones you've already survived. Thrown into the fray with the usual Archers, Reavers and Mages are enemies called Ash Wraiths. These guys are summoned by Cultist Mages and are actually easy to destroy, especially if you have your entire team gang up on them. As always, have your party focus on magic users first, and then work on the warriors and archers thereafter. There are treasure chests and other containers to crack open in this room once the fray is over. Just be sure no Ash Wraiths are lurking about when you're collecting items!



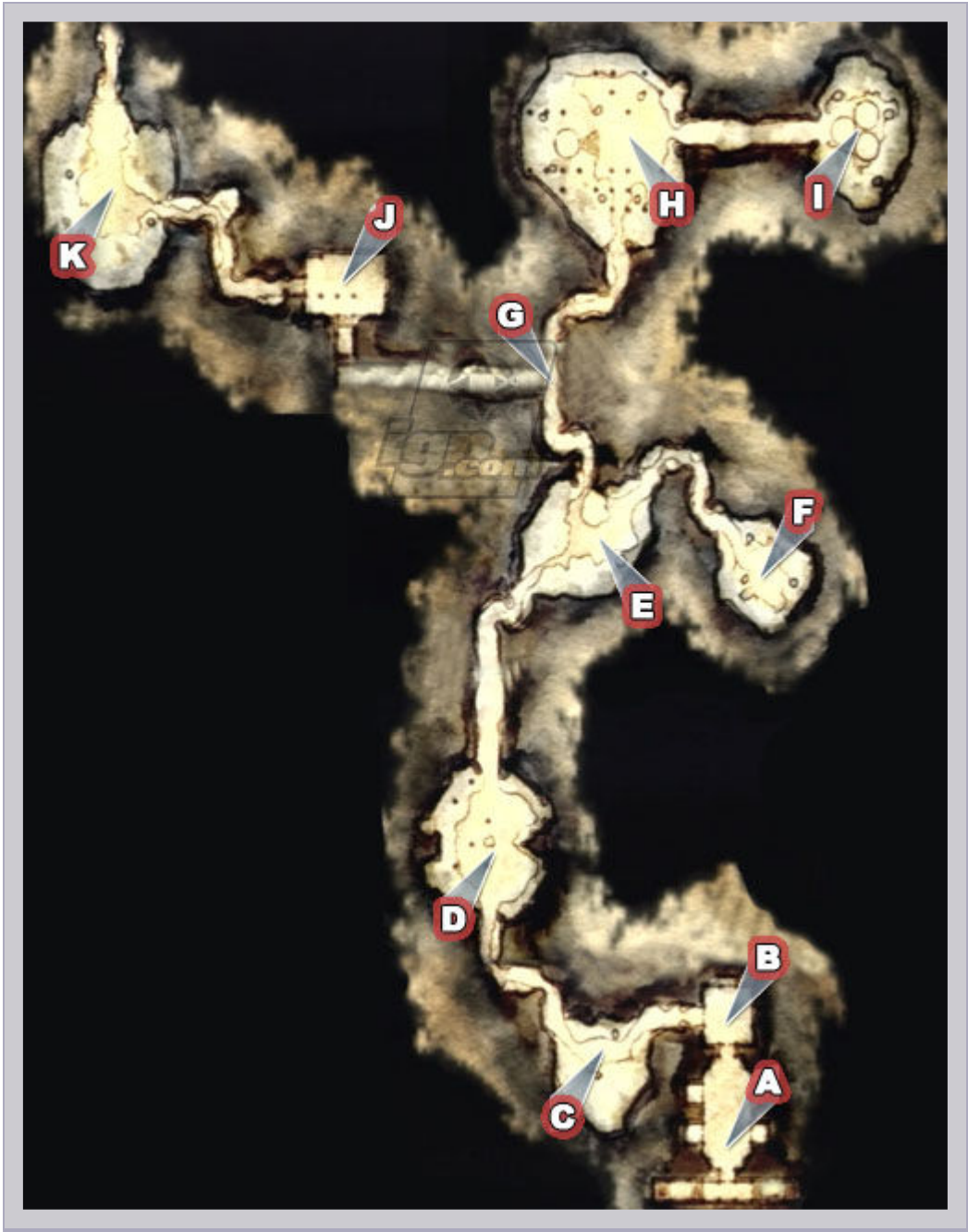
L: Location L (like location M below it) appears twice on this map for a reason. That's because, as the map clearly shows, the paths eastward and westward from location K are mirror images of one another. While you will have slightly different experiences exploring both pathways (which you should do), you'll still fight identical rosters of enemies, and be able to loot myriad treasure chests, boxes, vases and more on both pathways, in order to add items to your inventory. Expect to run into a few parties of Cultists down both pathways. Once again, Cultist Mages will likely draw Ash Wraiths into the fights, so prepare yourself to do away with them when they appear, as they can cause immense damage to your entire party. Also, be thorough in collecting items as you go, since there are an incredible amount of goods you can add to your inventory as you finish off the rest of this temple.



M: Both location M's on the map lead to the same place. These locations are doorways into the same dungeon, a place called the Wyrmling Lair. Before entering, be sure you've explored the previous areas in their entirety. Make sure all enemies have been defeated, all items have been collected, and all rooms have been explored. Once all of that's done, there's no reason you shouldn't go to the Wyrmling Lair. It'll bring you one step closer to the ashes that will save the Arl.



Inching Closer to the Ashes | Caverns (Exploration, I)



A: No matter which entrance/exit you use to access the Caverns from the Ruined Temple, you'll ultimately be forced to work your way northward through this gigantic dungeon. As soon as you enter the first room, you'll be assaulted by a robust group of Cultists. It appears their creepy presence has reached even this far. These Cultists mean business, so dig in and get to work. Cultist Reavers will be the least of your worries here, since you'll have to deal with Ash Wraiths and even a powerful Cultist Overseer as well. Try to stay in the southern end of this rectangular room as you deal with these guys, since venturing too far north will draw out an entirely new party of enemies that we'll discuss below.



B: Approaching location B will draw out more enemies to fight you, so when you reach the *actual* location designated on the map, expect that you will be well-inundated with a fresh force of baddies. Reavers and Mages make up this easy-to-defeat party. As we mentioned earlier, the key to surviving this fight is to ensure that you isolate and destroy the enemies at location A before moving northward to location B. If you neglect to do this, you'll end up combining the two parties, exponentially complicating the situation in the process. Here, the Cultist Mages can make your life hellish, so deal with them first, and then deal with their melee-dependent friends thereafter. Try to lure any remaining humanoid enemies out of the tunnel on your left before proceeding, if you can. Also, there should be a treasure chest nearby that you can easily open.



C: As you enter the tunnel at and around location C on the map, expect to run into an easy-to-defeat breed of enemy you've yet to encounter in the game. These baby dragons are called Dragonlings, and though they will eventually grow up to be fearsome dragons (well, if you let them live that is), in this state, they are nothing but overly-aggressive blade fodder. While you'll want to be wary of traps set here (which your rogue can easily disarm), focus your attacks fully on Dragonlings as you work your way westward and then northward through the tunnel. You'll be assaulted by quite a few foes here, but as long as you stop in your tracks when a Dragonling or two approach you, kill them, and then proceed, you should never find yourself overly-inundated.



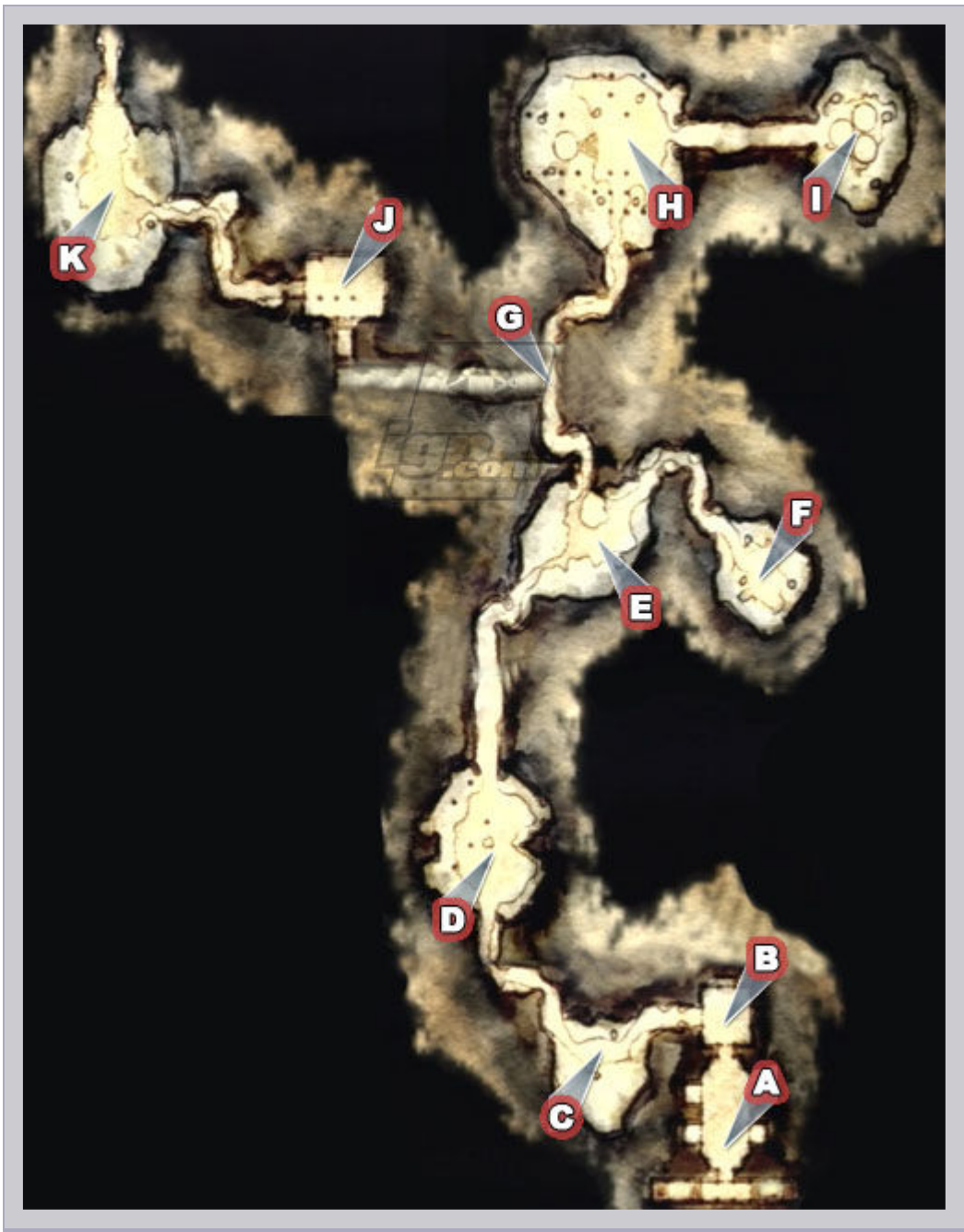
D: As the northward-leading tunnel opens up into another large chamber, you'll find yourself at the location designated. A Cultist party heavy with magic users will assault you here, in addition to any straggling Dragonlings you didn't yet deal with from the previous passageway. As usual, because the mages here can cause massive damage, as well as paralyze your entire party, try to mark them for death first. Then, go after any remaining Reavers (and whoever else) still remains. The main draw of this large chamber, in addition to its considerable occupying enemy party, is its fairly sizeable cache of goods. Explore the eastern end of the chamber for codex entries and goods lying around. A rogue will be needed to open one of the treasure chests near the bunks.



E: This chamber will throw more of the same at you. Dragonlings, in addition to a small contingent of Cultists, will assault you here. As usual, focus on the most powerful enemies first, and leave the stragglers for last. Scour dead bodies, once all is said and done, for more goods and coin (if your inventory is getting filled up at this point in your quest for the ashes, you may need to turn around and sell some stuff off back at camp). There should also be goods around you to grab in boxes and chests, so be thorough here.



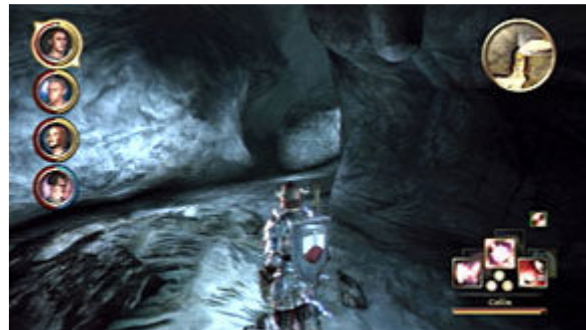
Inching Closer to the Ashes | Caverns (Exploration, II)



F: Location F is an offshoot of the main path northward, and isn't at all a necessary or required location to visit. However, the enemy forces down here aren't too difficult to deal with, as long as your party is fully-healed. As you approach the small chamber off of the pathway at location F, you'll meet up with a couple of Drakes. Drakes, which you may have actually dealt with at location E already, are mid-sized, not-quite-adult dragons. Stronger and bigger than Dragonlings, Drakes are quicker to wantonly attack, with very little regard for their health. These wily foes need to be ganged-up on to down quickly, so focus on one target at a time. Once one Drake has fallen, the second Drake will fall just as easily. Be absolutely certain you grab the scales off of their dead bodies once all is said and done, since they are integral in completing the side quest known as Drake Scale Armor. For more information on that, visit the aptly-named Side Quests section of this guide.



G: At this intersection, you're going to run into another party of Cultists. Because of the limited room you have to work with here, this battle is going to be a fairly difficult one. Further complicating this ordeal is the fact that you won't only be dealing with familiar Cultist enemies, like Reavers, Archers and Mages. You'll be dealing primarily with an all-new Cultist-type enemy, one called the Cultist Assassin. These guys are rogue-like in their ability to strike quickly and with force, only to disappear and make themselves hard to strike in return. Keep your guard up here, and keep a careful eye on your health as well. Try not to work your way further northward towards the next location on the map if you can help it, since you can possibly catalyze another enemy party to join the fray. And you won't want that.



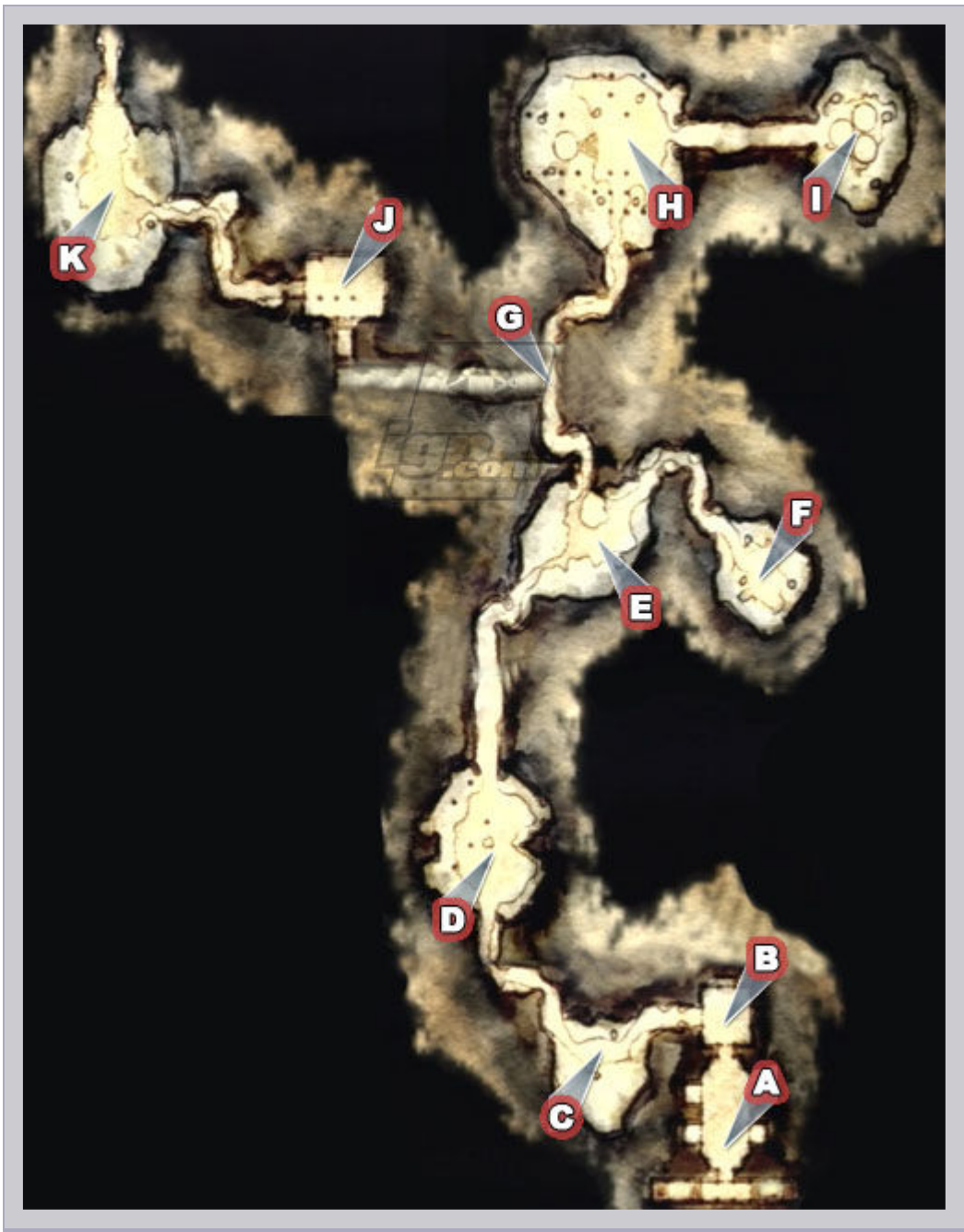
H: The gigantic chamber at location H will hold quite the fray for you, as multiple enemy parties join together to try and take you out. Move slowly and methodically here. Drakes will assist their Cultist brethren to attempt to end you rapidly, so gang up on the Drakes first, and then turn your attention on other enemies in the area, including Cultist Reavers, Archers, Mages, and even Cultist Overseers. The reason you want to be slow and methodical here is simply because many enemies, even if you can see them, won't join the battle until you draw near them. By being slow, you can minimize the amount of enemies you'll have to deal with at once here. As always, once all is said and done, search corpses and the surrounding environment alike for goods before proceeding. Drake Scales found on deceased Drakes can go towards the aforementioned Drake Scale Armor side quest.



I: The lone route to location I on the map will be rife with more Drakes to kill (and thus, more Drake Scales to collect from their dead bodies, to contribute to the Drake Scale Armor side quest, covered in the Side Quests section of this guide). However, you'll have even more foes to deal with once you reach location I itself. Cultist Mages are certainly the peskiest enemies you'll find here, but expect to find other Cultist varieties as well. There's a lot of treasure to loot in this room, including around a Dragon's Egg. Loot this room before proceeding, but be sure to save before entering this fight at all, since you're likely going to be more challenged here than you have been anywhere else in this lengthy dungeon thusfar.



Inching Closer to the Ashes | Caverns (Exploration, III)



J: Location J (and the tunnel leading up to it) is where you can expect to have your last fight here in the Caverns... that is, if you make the decision at location K we did (and we implore you to do so, but more on that a little later). The Drakes you can kill leading up to location J will eventually cede ground to a robust party of Cultists, the last line of defense before you reach the end of the Caverns. Be sure to pick the Drakes' bodies for Drake Scales en route! The Cultist Mages, Archers and Reavers will work in conjunction with the traps they've set in the room to make your life as hellish as possible. Use your rogue to disarm the traps posthaste, as the rest of your party lays waste to the Cultists. In addition to Cultist bodies, which should be rife with items, there are boxes and treasure chests in this room that can also be combed clean of items.



K: When you reach location K on the map, you'll finally find what you were looking for. Well, not the ashes, but someone who knows damn-well where they are, and someone who can assist you in acquiring them. This man is named Kolgrim. A religious fanatic, and the head of the Cultists you've been laying waste to all of this time, Kolgrim will immediately be unhappy with the fact that you've killed scores of his friends. When you explain to him that you are seeking out the ashes to help heal the Arl of Redcliffe, he won't be amused, nor very interested. While he has no problem with allowing you to grab the ashes from their resting place (which isn't in the Caverns, unfortunately), he won't let you do so without making a tough choice. You can push him into a fight right away, but we recommend against it. Instead, agree to pour dragon's blood on the ashes. Even if you don't intend to actually do it, you can convince Kolgrim, for the time being, that you will do as you say. This will allow you to bypass a fight with Kolgrim for the time being. If you decide to not pour the blood after all (we opted not to), you'll end up fighting Kolgrim a little later, but the fight will be far easier that time around. So, no matter your intention, take the vial of dragon blood from him and go about your business. You'll be thankful you did.



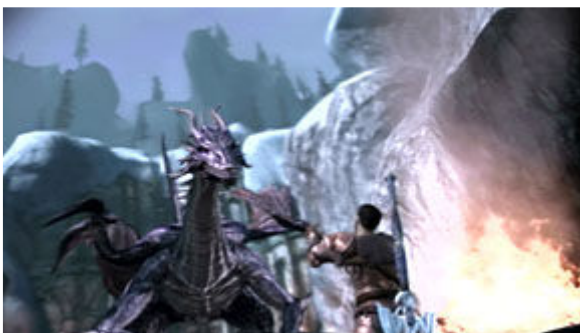
After your conversation with Kolgrim, you'll be able to access the Mountaintop entrance nearby to his location. When you work your way outside, you'll see an automatic cutscene. Your party will walk out towards the mountaintop, only to see a gigantic dragon flying around the sky above you. As your party hides from the dragon, the dragon rests on a nearby mountaintop, seemingly sleeping. As long as you don't use a special item to get the dragon's attention, you won't be forced into a fight with it, so worry not. There is absolutely, positively no reason to fight the dragon right now, as you won't survive even if you try.



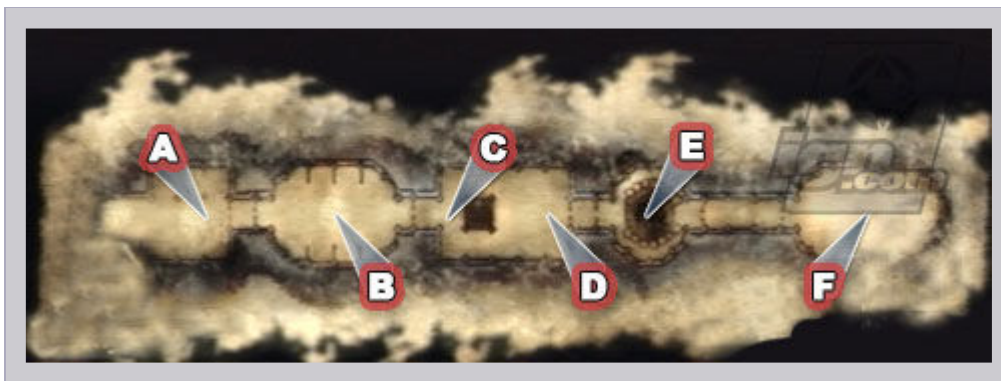
Instead, begin by walking around this mountainous area in search of goods. You'll find a cache of goods in the ruins next to the pathway you have to descend to approach the building built into the side of the mountain ahead. These ruins will conceal three treasure chests; one is broken open, but the other two will require a talented rogue to crack open. Once you've done that, you can then approach the characters next to the Drake (the characters won't speak with you, and the Drake won't attack you). It's from there that you can find Kolgrim, at which point another cutscene ensues.



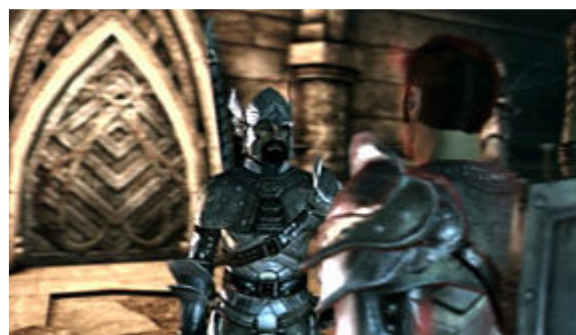
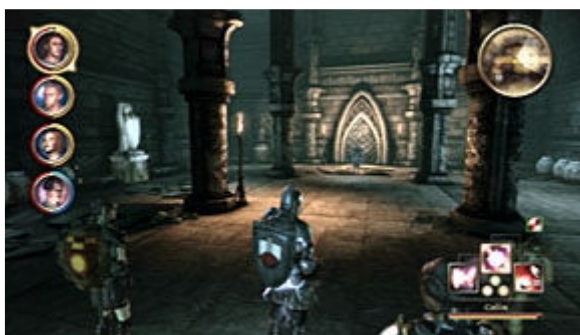
You'll now see the dragon from the top of the mountain fly back down. Kolgrim, under the impression that this dragon is actually their sacred goddess Andraste, will plead and beg with the gigantic beast not to attack the party. Strangely, the dragon, who could easily kill everyone around you, including your entire party, flies back up to the top of the mountain, leaving your party alone. It's at this point that Kolgrim will set you forth toward the building ahead, which you can now breach. Keep in mind that if you decided to fight and kill Kolgrim earlier, which we implicitly warn against, this cutscene will likely be markedly different for you. The good news is, we're getting *really* close to the ashes.



Running the Gauntlet | The Gauntlet (Exploration, I)



A: The Gauntlet is a strange place, indeed. Its name should be a pretty good hint as to what you can expect to find here. You'll be running the gauntlet, so to speak, through a variety of challenges. Each one that you complete will bring you that much closer to the ashes you seek. In fact, this area isn't very challenging, especially now that you have our guide to use. For starters, walk forward to the door ahead and speak with the bearded knight there. He will examine you and your party, unleashing shadowy secrets and thoughts that each character holds close to them. After this lengthy cutscene, you'll regain control of your party and will be able to venture towards location B on the map, where the next leg of this trial begins.



B: This elongated, rectangular room is an interesting place. There are eight ghost-like characters here, four on each side of the room. When you speak to each of them, you'll enter a brief conversation, and then find yourself quizzed with a riddle. Each character will ask the same riddle each time you speak with them, so there's no danger in not having the right answers here, which we've included below. We've listed the eight characters alphabetically by name, along with the brief answer to their riddle next to their name. Be mindful that this list doesn't necessarily represent the order you will encounter each character, so be sure that you're paying attention to each character's name.

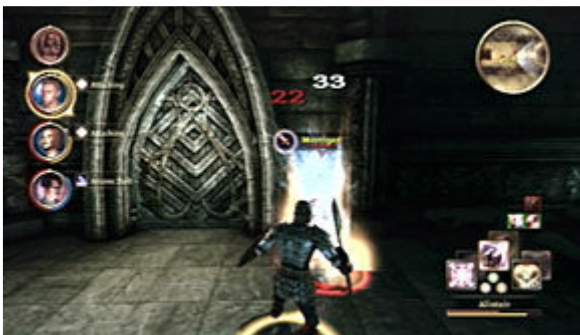
- **Archon Hessarian** - Mercy
- **Brona** - Dreams
- **Disciple Catharie** - Hunger
- **Disciple Havard** - The Mountains
- **Ealisay** - A Tune
- **General Maferath** - Jealousy
- **Lady Vasilia** - Vengeance
- **Thane Shartan** - Home



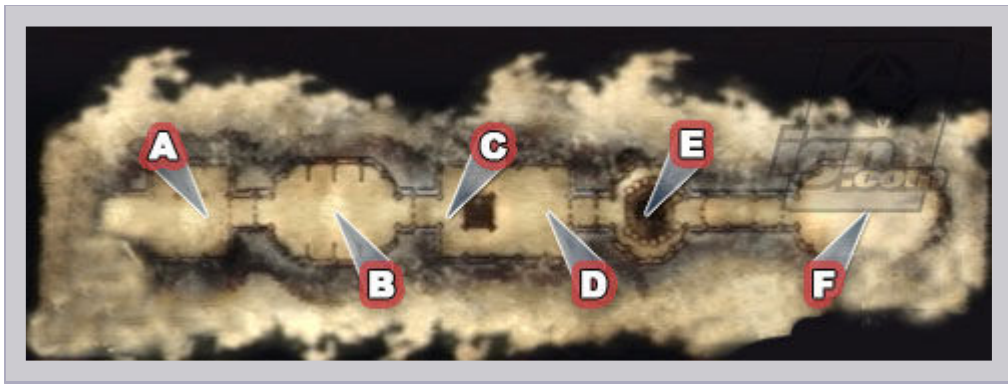
C: With all eight characters at location B spoken with, and with all of their riddles successfully answered, you should now be free to move towards the next area, location C. At location C, you're going to meet a character from your past, which will differ entirely, depending on which of the six origin stories your main character hails from. Since we are playing as a human noble, your character's father's ghost will appear here and speak with you. Again, the interaction with a character here depends on who your main character is, so for those of you not playing as a human noble, expect a nice surprise here.



D: Following your bizarre interaction at location C, you'll be free to move once again, this time towards location D. At location D, you're in for an interesting fight, one that reminds me quite a bit of a boss battle late in the NES classic Mega Man. Here, you are going to fight a clone party that is a mirror image of your own party. So if your party has, say, your main character, Morrigan, Leliana and Alistair in it, you're going to fight your own character, as well as shadow versions of Morrigan, Leliana and Alistair. The characters won't appear fully in the flesh, but you should be able to follow them around for the duration of the battle by following the typical prompts and icons that follow characters in battle. You should know your own party pretty well by now, so go after the most dangerous character first, and then work your way down the list from there. Your entire party should be singling out a single target for attack. Once that target is felled, move on to the next, and so on and so forth. A good idea here is to try and take a look at how the game controls your own party. You might get some good ideas as to some skills, spells (et cetera) that your characters might not be utilizing to the fullest potential possible.



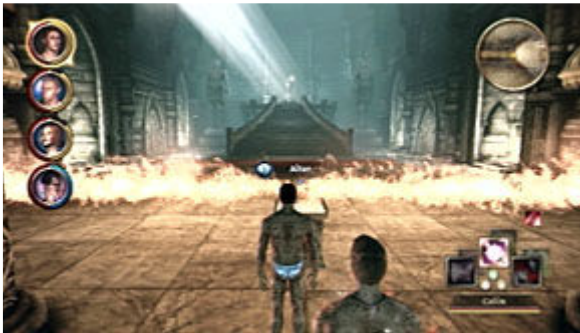
Running the Gauntlet | The Gauntlet (Exploration, II)



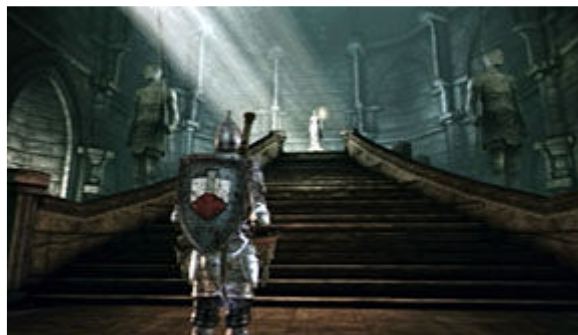
E: The next room appears to be much more complicated than it actually is. This circular room is rife with switches on both sides of a massive chasm in the center of the space. The idea is to press the switches on either side of the chasm in certain sequences, using all four of your characters, to make segments of the bridge appear over the chasm. There are four segments of the bridge, and only with all four appearing will you be able to cross over to the final point we've outlined on the map. Certain strategies will work wonders here, but by randomly moving around your characters from switch to switch, you will make these platforms appear in short order, without any sort of strategy whatsoever. We highly recommend using this particular technique to break through this room rapidly, since you'll actually find more frustration in trying to be methodical. Randomness wins the day here.



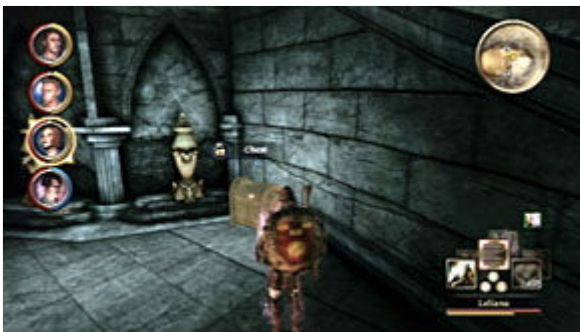
F: Finally, once you've crossed the elusive bridge at location E, you'll be able to get to location F. You are finally in the presence of the ashes, but how will you get to them? A gigantic wall of fire burns persistently in front of you, and there seems to be no way around them. However, if you examine your surroundings, the game will prompt you to cross the flames naked. Your characters will automatically shed their armor and other gear, and you'll then be able to cross through the flames successfully, without frying alive.



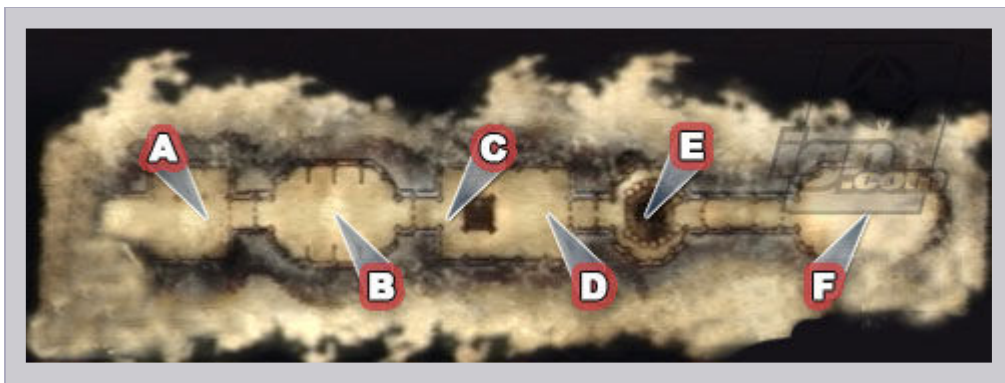
As you approach the stairs leading up to the altar where the sacred ashes are being kept, you'll witness a brief cutscene. The grandeur of finally being in the vicinity of the ashes overrides each character in your party, and as you scale the stairs towards the ashes' location, the reality of the situation will suddenly strike you. You'll be prompted, at this point, to take the ashes, leave them alone, or, if you followed our walkthrough permutation, to pour the dragon's blood on the ashes. If you want to stay on the good side of Kolgrim, and took the blood, then pour it on now. Keep in mind that *you don't have to do this even if you took the blood from Kolgrim*. Indeed, we recommended that no matter which decision you wanted to make, you should still take the blood from Kolgrim. The reason for this will become clear soon enough, but nonetheless, make your choice, no matter what it is, and the cutscene will conclude.



Before using one of the exits out of this circular room, you're going to want to make sure to explore the room's nooks and crannies. You'll find a rather obvious corpse lying on the ground. Examine the corpse for some items of interest. You'll also find two locked treasure chests, one on each side of the grand staircase leading up to the ashes. Since they are locked, a rogue will be needed to open them. Once you've claimed the items in the chests and on the corpse, you can then head through a nearby door to find yourself back outside.



Running the Gauntlet | The Gauntlet (Exploration, III)



When you finally find yourself back outside, you'll almost immediately be confronted by Kolgrim (if you opted to fight and kill him upon your first meeting, however, he won't be here to greet you). Depending on the choices you made within The Gauntlet, Kolgrim may or may not attack your party. If you put the blood on the ashes, then Kolgrim will prove to be a friend here, but if not, you're going to be thrust into a battle with him. The reason we told you to take the blood earlier, even if you didn't intend to actually use it on the ashes, is because the inevitable battle with Kolgrim will actually be much easier and much more manageable than it would have been when you first met him. The two Cultist Mages that join the two Reavers and Kolgrim in battle earlier won't be there. Here, you'll only have to fight Kolgrim and two Reavers -- a far, far easier proposition. If you do end up in a fight here, be certain you scour the dead bodies for all sorts of items before continuing to backtrack.



As you continue back towards the previous dungeon, you'll encounter another enemy party. If you and Kolgrim met a hostile end, expect the mages and Drake here to attack you. If you survived the battle with Kolgrim, then this fight will be child's play. Embedded in the side of a mountain ahead, you'll find an entrance that leads back to the Ruined Temple. You're near the entrance of this familiar dungeon. Head to the entrance of this icy locale, and you'll get into a conversation with Genitivi. Show him what you have and let him profess the word to the world, and you won't have to deal with him anymore. You can make another option here, but that's what we did, and we recommend you do the same.



If you opted not to take the ashes, or took Kolgrim's side and poured the dragon blood on the ashes, then things will be all finished for you at this point. Assuming you took the ashes in order to save the Arl of Redcliffe, however, you'll want to leave the Ruined Temple and make haste back towards Redcliffe Castle. Once there, head through the main entrance, and seek out your old friend, Teagan. He shouldn't be too hard to find. When you finally find him, speak with him. This will catalyze a quest-ending cutscene of pretty epic length.



You'll find the Arl in his deathbed, but no one is dying today. The ashes that you nearly died acquiring (multiple times, no doubt) will bring the Arl back from the brink. As was said earlier, without the ashes, you can't save the Arl, which is totally your prerogative, if that's how you want to play it. However, you must come down on a specific side here to wrap things up, so if you don't want to save the Arl, then make sure you poured the blood on the ashes for Kolgrim, or you'll find yourself in a sort of quest-based limbo. With the healing properties of the ashes adequately administered, the Arl will come-to, and you'll be happy that he did.



With the Arl back to good health, he'll offer to repay you for your kind deeds. In addition to offering up some gear and a specialization, he'll also offer up his kingdom's help in the upcoming battle with the Darkspawn. Again (because we get a lot of e-mails about this kind of thing), *this is not necessarily the outcome you will find when playing through the game*. If you opted to help out Kolgrim instead of the Arl, the outcome will be far different for you.





A: This small map is the area surrounding the docks at Lake Calenhad. You'll need to use this area to spring off towards the Mage Tower, which you can clearly see out in the distance; it absolutely dominates the horizon on the other side of the water. For now, search the flanks of the entrance to this location. You should find a Deathroot growing on either side. After grabbing those, move down the sloping hill ahead to begin interacting with this location's limited population.



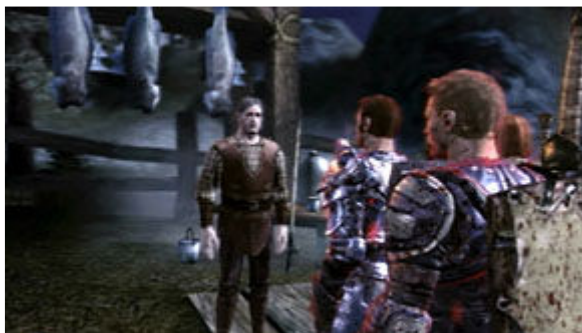
B: At location B on the map, you'll find a Templar named Carroll. This guy's attitude is actually quite a bit gloomy. His sarcasm rings throughout the entire conversation, though you'll undoubtedly take unkindly to his insinuation that you're not really a Grey Warden. Intimidation and coercion alike work here; remember, you *have* to access the tower he's guarding to continue, so you'll find a way to convince him to let you in one way or another. While you can speak with him immediately, you'll want to hold off on his offer to take you to the tower, at least for the time being. We still should explore the rest of this area first.



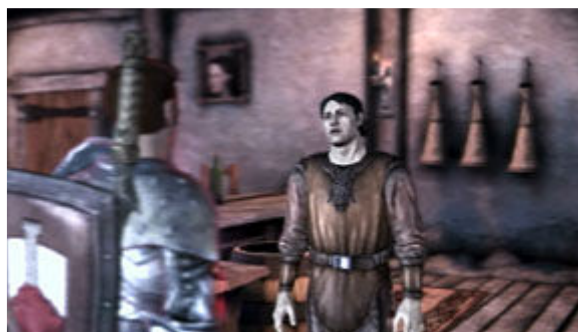
C: At location C, you'll find a man named Sammael. If you undertook the side quest from the Blackstone Irregulars known as Dereliction of Duty, then this man will be known as Sammael the Deserter. If you speak with him in his latter "form," you'll be able to present him with the papers you received from the Blackstone Irregulars. Naturally, he'll refuse to come with you, and he and a couple of his weak friends will attack the party. This isn't a difficult battle to survive, though you'll want to be sure you consult the Side Quests section of this guide if you need more help on the aforementioned Blackstone Irregulars side quest, Dereliction of Duty. We won't cover that in-depth here in the walkthrough.



D: Head to location D on the map, and you'll find a kindly old man named Kester. Kester usually acts as the ferryman between this sparsely-populated location and the Mage Tower out across the water, but the last couple of days, the mages have temporarily relieved him of duty (this is why you found Carroll the Templar back at location B on the map). Something serious is going on out at the tower, though Kester is none-the-wiser as to just what the trouble is. Speak with him about the leadership of the mages and about the tower itself, and he'll be forthcoming with everything he knows. If you're interested in acquiring five more side quests, you can also consult the Mages' Collective representative (and his bag of tricks) behind Kester. The side quests you get here, all of which covered in-depth in the Side Quests section of the guide, are as follows: Places of Power, Careless Accusations, Notice of Termination, Thy Brother's Killer, and Herbal Magic.

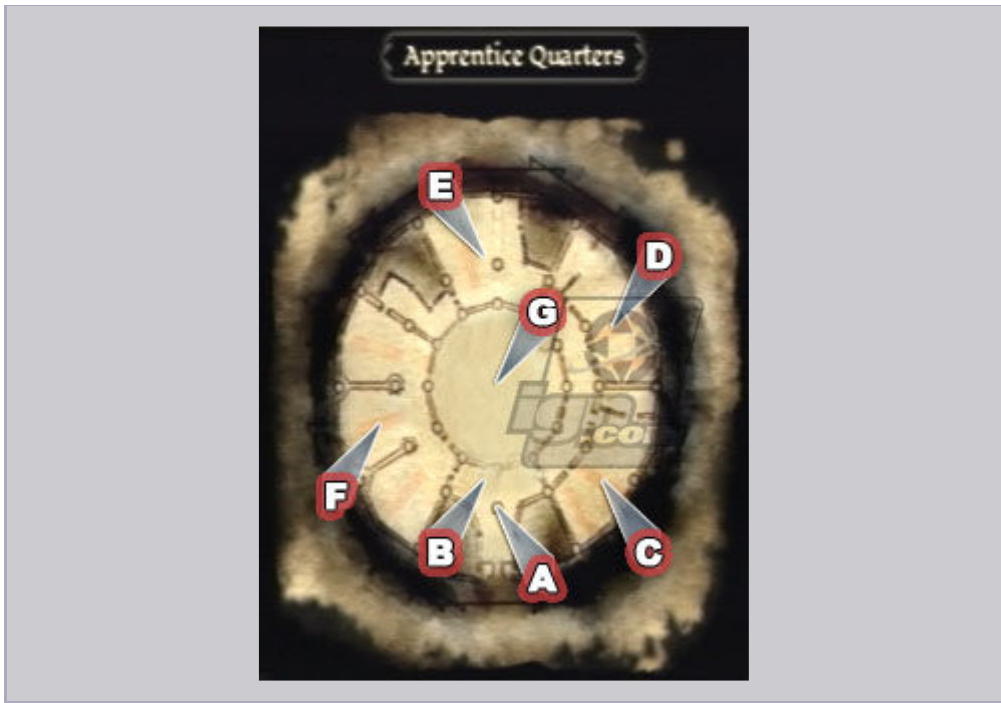


E: At location E, you'll find this area's only enterable building, a pub and inn known as The Spoiled Princess. Within, you'll find a few patrons, as well as a woman named Larana. Larana is directly involved with another Blackstone Irregulars side quest known as Notices of Death. We won't cover that here, though it's covered in-full at this guide's Side Quest section. The person in here you *will* want to talk to is the Innkeeper, who remains otherwise nameless. You can learn a bit more about his family, his establishment, and the surrounding area (and even about his murdered sister), but he won't be too forthcoming with much else. If you want to browse his wares, which are limited, let him know you want a drink, and then purchase whatever you may need once his inventory is shown.



When you're done exploring this extremely limited area, you'll be free to head back to location B. There, Carroll will bring you across to the Mage Tower, where the next leg of our journey to find help in defeating the Darkspawn's Blight will begin in earnest.

The Occupied Tower | Mage Tower (Assault, I)



A: As soon as you end up at the Mage Tower's entrance, thanks to your "good friend" Carroll, you'll be able to enter into a conversation with Greagoir, the leader of the Templars guarding this tower, and the mages within. Obviously, Greagoir is a little overwhelmed right now, what with evil beings taking control of virtually the entire tower he's charged to protect. You can speak with him and tell him whatever you want, but ultimately, you'll be able to bring up the treaties the mages signed with the Grey Wardens way back when. This *should* compel Greagoir to pony up some Templars, but not surprisingly, they're a little busy right now. If you offer to help them with their demonic possession problem, however, he'll offer his Templars up in return. If you're successful in your endeavor, of course.



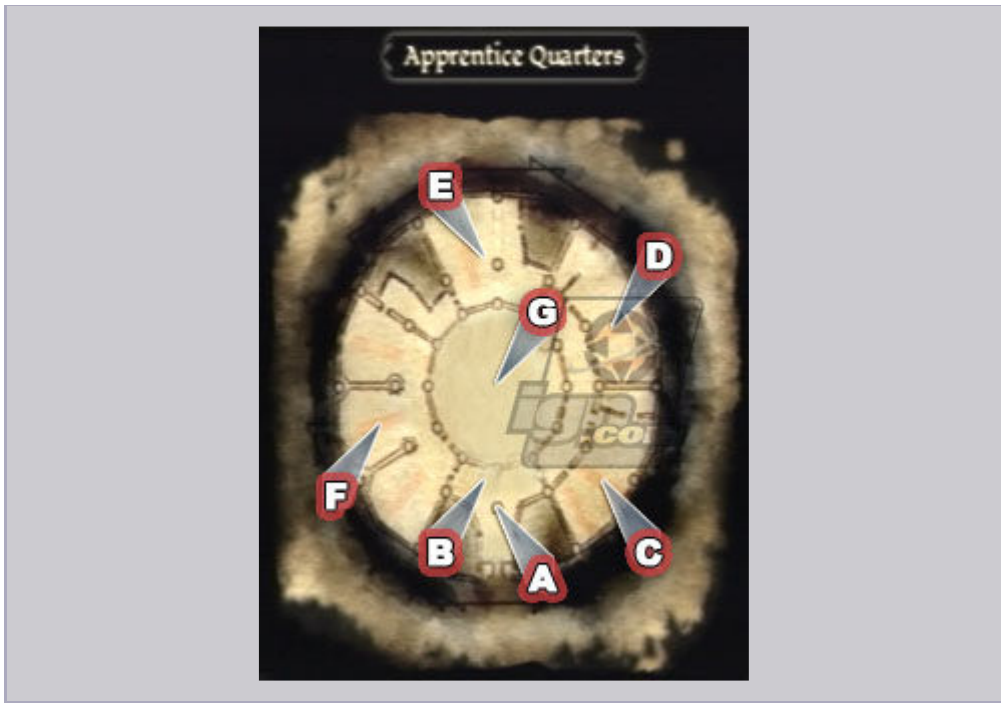
B: Following your conversation with Greagoir, you're free to explore the little "safe" area around you. A vast majority of the tower has been cordoned off due to the demons and monsters running about, so once you cross the door to your right, you'll be locked inside the tower until everything is resolved (indeed, Greagoir warns you of this during your conversation with him). Before doing that, however, you'll want to head to location B. This man is the tower's quartermaster, and the only other person who will engage you in conversation here. Speak with him to browse his wares. He has some powerful weapons and items, as well as a full cache of curative items and the like, so grab whatever you need. Once you're confident you're ready for the task ahead, you can then walk on through the door on your right to enter the dangerous, monster-filled tower.



C: With the door locked behind you, you'll be able to explore a few rooms completely devoid of an enemy occupation. Begin by entering one of the first doorways you encounter on your right, as you traverse the circular corridor ahead of you. This room is in complete disarray, with the enemy monsters and demons having already run amok here. The good news is that there are plenty of items within this large room to find, so be thorough in your exploration. A rogue can open the locked chest within here, and you should be otherwise able to gather the items strewn about elsewhere, in boxes, within piles of books and scrolls, et cetera. You may even find the origins of some side quests here as well (for more information on any of those, consult the Side Quests section of this very guide).



The Occupied Tower | Mage Tower (Assault, II)



D: You'll find much the same scene and situation here at location D that you did back at location C on the map. The death and destruction rained-down on this room has subsided, and the monsters and demons responsible for it have since moved on to other areas of the tower. So, you'll once again want to explore thoroughly to find more items and other goods for your inventory, as well as codex entries and the like. Don't get used to this enemyless trek, however, as that's about to end *real* quick. Just wait!



E: At location E, you'll witness a brief cutscene. An elderly woman, mage staff in hand, holds off a dangerous Abomination at the far entrance to this room. Other than another, younger female mage named Petra, this elderly woman is the only force that stands between the demon and the children she's protecting within the room. After she successfully holds the demon off and seals the door they were attempting to come through, you'll get to finally speak to this powerful mage. Her name is Wynne, and her main power actually rests in her ability to cast curative spells, a stark comparison to Morrigan's offensive magic approach. She'll ultimately be recruited into your party, and *must* stay within the party for the duration of your trek here. We replaced Morrigan with Wynne (having Leliana and Alistair as the other two members of the party), but you can make whatever choices you deem appropriate, depending on who you have with you at the current time. Once your party is reassembled, speak with Petra if you'd like, and then have Wynne remove the blue barrier blocking the door ahead, so you can continue on your way.



F: At location F, you'll find a huge library, full of the mage's myriad arcane knowledge. You'll also find the first enemy resistance you'll meet in the tower. The Abominations and other demonic creatures you meet here aren't especially powerful, so lay into them with all you've got. Since you'll meet multiple parties of enemies here, you'll want to try to keep them as separate as you can. If you run away from enemies and manage to combine their parties, you'll just make your life more difficult. The notable thing worth mentioning here is the fact that there are plenty of items and codex entries to find here, but there are also plenty of faux codex entries and items that are actually traps left behind by the demons. These will all deal mild damage to you, and unfortunately, they are virtually indistinguishable from the real thing. It's time for a little trial and error, it seems!



G: Finally, you'll reach the center of the tower's first floor, where the staircase and doorway leading up to the second floor exist for you to use. You should expect to find more enemies here. Before even entering this area, be sure you've killed *all* foes in the previous library area, or they'll simply chase you here, making otherwise-simple fights far more difficult. You'll find more items and codex entries in here, as well as faux entries that will damage you. Once you've explored the first floor in its entirety, it's time to climb up the stairs, go through the door, and explore the even-more dangerous floor two of the monster-occupied tower.



The Occupied Tower | Mage Tower (Assault, III)



A: As soon as you enter the second floor, you'll meet a rather strange character. This guy's name is Owain, and he's what the mages refer to as a Tranquil. Tranquils, as we've mentioned before in the walkthrough, are somehow mentally manipulated to lose all feeling and want, and instead exist solely to serve. They are essentially lobotomized. If you've either played through or are familiar with the Mage Origin Story, then you would have already met Owain, but otherwise, he's a new character to you. He's trapped up here in the Senior Mage Quarters, and of all things, he's been cleaning to keep himself busy. Completely unshaken by the fact that monsters are roaming around nearby, all he asks you to do is not draw attention to him. When the conversation has run its course, you can proceed to explore this floor. Owain will retreat to his little closet, and there should be a corpse nearby that you can loot for goods, if you so desire.



B: As you move into the room at location B, you'll be attacked not by a group of demons or Abominations, but by a group of human Blood Mages. Though these guys can cast some illicit and powerful magic, you shouldn't remain too worried about them. They are pushovers, though their paralysis spells can be quite annoying. The idea here is to fell the party, and then speak (automatically) with the lone survivor of the conflict. This nameless, female Blood Mage seems to be one of the characters responsible for this monstrous takeover, though you won't have much information to work with just yet. Try to get as much information out of her before either letting her go, or running her through. The decision you make may affect how certain party members feel about you, so you should be thoughtful with your decision. Once you regain control, explore the room for plenty of goods and codex entries before continuing onward.



C: The small room at location C can be breached from the nearby semi-circular hallway. Once inside, expect to be assailed by a group of Abominations. These guys should be felled rather quickly and easily, so you don't have an incredible amount to worry about here. Things are made even easier by the fact that Wynne should be constantly healing the party. When all is said and done, be sure to scour the room for goods and codex entries before proceeding on to location D.



The Occupied Tower | Mage Tower (Assault, IV)



D: This larger room at location D is rife with enemies. As soon as you attempt to breach the room from the hallway, expect to be attacked by Shambling Corpses (haven't seen these easy-to-kill clowns in some time, now have ya!?) Once that party is killed, move into the room to draw out more Abomination-heavy parties. You should know how to deal with these demonic foes by now -- typically, the best course of action is to gang up on a single target at a time, while Wynne keeps the party healed from afar. This room is absolutely rife with items, so thoroughly explore. The bureau in the corner also has a character within it, a scared mage named Godwin. Feel free to talk to him at your leisure.



E: This tiny room will present you with a rather interesting sight. Instead of having to deal outright with a party of enemies, you'll actually find two parties of enemies fighting each other here. A party of Blood Mages is going at it with a party of Abominations, and the Abominations are clearly winning the day. Stand back and let this fight run its course, unless you really, really want experience points, at which case you can get involved. Once the Abominations have overrun the Blood Mages, you can then kill the remaining Abominations off before heading to location F on the map. Just be sure to search this room for any items you may want or need!



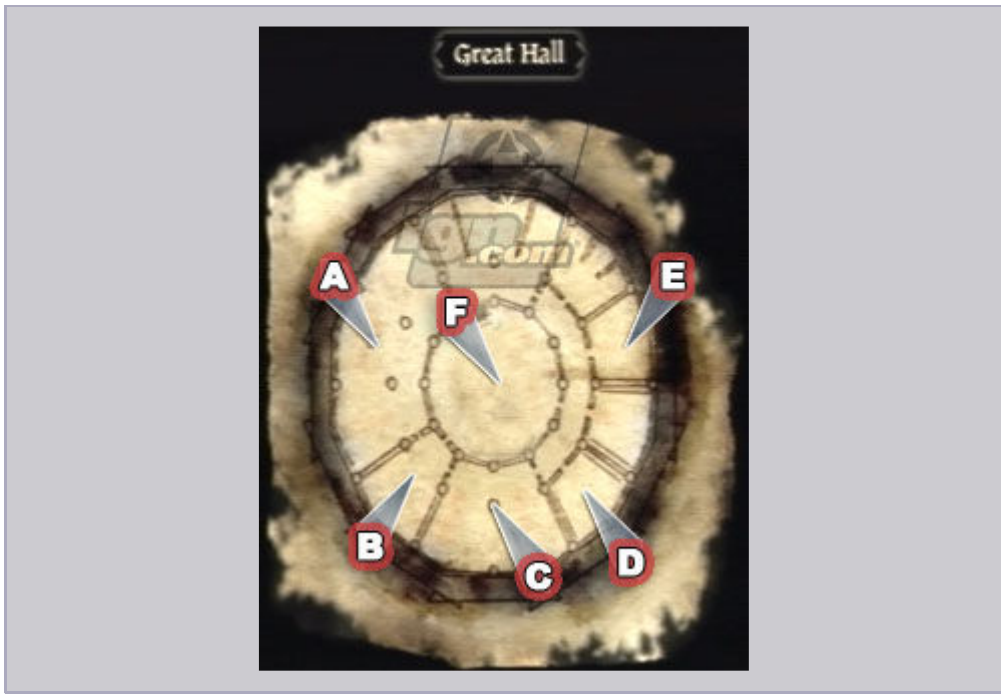
F: This large room holds much of the same for you as many of the previous rooms did on this floor. You'll fight more robust and more difficult parties of demonic creatures here, but nothing your party shouldn't be able to rather easily fell. Unfortunately, demonic bodies don't hold items and other goods for you to collect upon defeating them, but this large room still has plenty of items to find. Search bureaus, boxes and piles of books and scrolls, and you'll walk away with quite a few items.



G: The final rooms you encounter have more of the same yet again, though there are less and less enemies to deal with, until there are simply none at all to be found. Explore the chapel-like room for items to add to your inventory. The important room to explore here, however, is the headmaster's room, with its ornate furniture and plentiful lighting. There, you'll see plenty of items and, even more prominently, codex entries to acquire. Many of these entries are important in continuing the story, and one may even give you a side quest (for more information on side quests, as always, go to the Side Quests section of this guide). Once you've thoroughly searched this room, and are sure you've seen and done everything on this floor, head back out to the semi-circular corridor, and seek out the door leading up to the next floor. The higher and higher we climb, the more fraught with danger this endeavor will become.



The Occupied Tower | Mage Tower (Assault, V)



A: When you reach the third floor of the tower, known as the Great Hall, things will be quiet for you. Well, at least initially. The first room you encounter, lined with red carpet, has only a locked treasure chest for your rogue to open, and little else of interest. When you veer leftward towards point A on the map, however, you'll run into a fray worth mentioning. Here, seemingly-innocuous corpses will turn into various undead enemies. Most of these creatures are easy to fell, but the Arcane Horror that joins the fight makes things more difficult. If you can, try to eliminate the Arcane Horror first and foremost, and then move on to the other lesser creatures once the coast is clear. Be sure to scour dead bodies for goods and coin, as well as other receptacles in this room.



B: There isn't a whole lot to say about location B on the map. This small, piece of pie-shaped room has no enemies to offer up to your blade, though you'll find a few items worth acquiring (a talented rogue will be required if you want to open the locked chest here). As you move away from location B and towards location C, be sure you save your game, since there's a series of difficult battles coming up. The doorway leading to location C has a trap that you'll want to disable, if you have a rogue in your party capable of doing so.



C: As soon as you rush the room at location C, prepare yourself for a bit of a battle. Thankfully, with Wynne forced into your party, you should find yourself getting healed with regularity, which is a good thing, since you'll be taking a lot of damage in this battle, as well as most future battles here at the occupied tower. The Abominations here are easy enough to kill, though the Lesser Rage Demon that appears near the center of the room will make things a bit more difficult for you. Try to have your entire party focus on a single target at a time, whittling away one target's health entirely before moving on to the next. Repeating this process will allow the battle to become more and more manageable. Scour the room for goods and money before moving on, as always.



The Occupied Tower | Mage Tower (Assault, VI)



D: A seemingly easy-to-complete battle will be met at location D. With only two targets to deal with, you might think you'll have an easy time of it, but nothing could actually be farther from the truth. While you shouldn't be in danger of dying here, you'll find that these two enemies, Possessed Templars, have an extraordinary amount of hit points, and can deal massive damage as well. Team up entirely on one, and then the other. Once both foes are slain, you can comb their bodies for goods before proceeding onward (do the same for the room they're occupying).



E: The most difficult battle you'll encounter on this floor is found here, at location E. There are a plethora of enemies you'll have to deal with here, and it's their numbers that make them such an overwhelming force to be reckoned with. In addition to roughly eight Charmed Templars, you'll have to deal with the enemy that's controlling their actions, a Desire Demon. Targeting her for slaughter first is actually a fairly difficult proposition, but if you're able to do so, make haste. Killing her will make the rest of the fight much, much easier, since magical spells will cease, and you can deal with the strictly-melee stylings of the Charmed Templars. For what it's worth, once the battle is over, you can pillage this room and the bodies you just killed. The rooms, left unmarked on the map we've provided, can also be pillaged for their scant item selections as well. And if you're having continuous trouble with this battle, a good technique is to draw the enemies towards the door and into the corridor, where they'll inevitably bottleneck.



F: The central location of this floor, as shown on the map at location F, is where you'll want to go when you're finally preparing to leave this floor in order to head up to the next one. Abominations galore will attack you here, in addition to Skeleton enemies wielding both swords and bows. Target the Abominations for assault first, since they are by far the bigger threat to the well-being of your party, and then move on to deal with the other, more extraneous enemies. When all is said and done, pillage this room. There are a lot of items to acquire, so be thorough here. When you're ready, you can then seek out the stairs leading up to the fourth floor. If you want to speak with the Tranquil here, you can do so as well, but she won't have much to say to you or your party.



The Occupied Tower | Mage Tower (Assault, VII)

The fourth floor is fairly straight-forward, so there's no real need for a map. Indeed, your time spent on the fourth floor will be brief. *Extremely* brief, if you go to the main corridor and swing rightward through the door there. But we recommend that you first explore the two rooms on your left (if your back is facing the way you came). Grab whatever items and codex entries you can from around where the stairs to this floor are located, and then proceed in the only direction you can, towards the aforementioned corridor.

The first door you come to on your left will allow you to witness an interesting cutscene involving a Desire Demon and a Templar that she's managed to bring under her spell. You'll instantly be brought into a conversation with these two, and you can either let the demon do her thing, keeping the innocent man under her spell, or challenge her, which will cause you to get into a fight. This battle isn't an easy one, since you'll be dealing with this exceptionally-powerful demon, the Templar, and other baddies that she summons forth. Keep healed and focus on the most powerful enemies first, and you should be fine. Since the game auto-saves when you get to this floor, dying doesn't have too harsh of a consequence, since you'll be brought back ten seconds and have to catalyze the conversation with the demon and her Templar hostage once more. Once the fray is done, feel free to explore this room for extra goods before proceeding onward (fallen enemies will likely have gear and coin on them, as well).



The other room on the left side of the corridor will supply you with another fight, the second and last battle you'll encounter (for the time being) on this particular floor of the tower. If you survived the battle with the Desire Demon, her Templar and the enemies she spawned on command, then you'll be able to easily survive this fray as well. These Possessed Templars, like the rest of their kind, are well-armored and powerful, but you have the tools necessary to take them out. Keep a close eye on your health (Wynne should be healing you regularly, though you can resort to using items when needed), and as usual, concentrate on one target at a time for best results. Scour their bodies for goods once the battle is over, before moving on to the only other yet-unexplored location on this floor.



On the right side of the corridor, you'll find a lone door. As soon as you approach it and begin to go through it, the game will take over automatically, providing you with an interesting cutscene. This demonic creature speaks softly, and it's because he doesn't have to do much to you to bring you under his spell. Making the entire party extremely weary and tired, the demon will ultimately transport you to The Fade, a place you've been before (depending on what you've done so far... you've been there at least once if you're following this walkthrough, and twice, if your main character is a mage). The Fade is a dangerous place fraught with difficulty. There's no way out of this bind; nothing you say to the demon (who looks a lot like Jaquio from the old NES Ninja Gaiden games) will change his mind, force a battle, or let you otherwise go about your business. Before you know it, you're in The Fade.



Forced To Sleep | The Fade (Escape, I)



A: When you arrive at the Raw Fade, you'll find a man named Niall at position A on the map. You'll enter automatically into a conversation with him. You may recognize this mage (or, at the very least his name), since the Tranquil you met earlier had mentioned him. Nonetheless, Niall is in a bind. He, too, is caught in The Fade. Speak with him, and you can learn more about your whereabouts, the possible whereabouts of your party, and much more. Once you've exhausted the various limbs of the conversation tree, you can then use the nearby portal to continue on your quest.



B: The portal you use will bring you to the island at location B. Here, you'll run into another unusual conversation, this time with a talking mouse. Niall would have warned you earlier about the mouse, and the fact that there are conduits around The Fade that only small, rodent-like creatures can fit through. This mouse, realizing your strength and potential, will give his own life up so that you can turn into a mouse at will. This will help you in escaping The Fade. Once he hands over that power to you, seek out the nearby mouse hole, turn into a mouse (following the on-screen prompts to do so), and then scurry on through.



C: Heading through the hole will bring you to location C. Immediately turn back into your human (or elven, or dwarven) form, as you'll be catapulted into a fight with a lone lesser demon here. Once the battle is over, explore your surroundings. You won't find much, though you can acquire a codex entry by examining the gigantic, towering statue nearby. Once you've done that, you can then go ahead and use the purple-colored teleporter nearby to continue onward, this time to location D.



D: Lesser Rage Demons galore will confront you at the angular-shaped continent at location D. You'll only have to fight one at a time, and thankfully, these creatures are incapable of doing great damage to you in The Fade. However, if you are having any issues, remember that you don't have to run forward to confront the next beast immediately. Instead, you can languish behind and let your character heal automatically before moving on to the next enemy. Once the three or four enemies you encounter here are slain, you can use the portal they were guarding to head back to location E, which is on the small continent at the southwestern end of the map that you originally started on.



E: Back at location E (which is near location A on the map), you can again speak with Niall. He'll ask you what happened, commenting that you look quite different from when he last saw you not too long ago. You can act mysterious, or tell him that the mouse Niall earlier mentioned helped you out. Niall is happy for you that you are so strong, and can possibly escape The Fade, though he doesn't hold himself in high esteem, and throws himself a bit of a pity party. You can speak with him as much as you'd like here, but you'll no doubt notice that the pedestal nearby has been activated. By examining it, you can head off to the next segment of The Fade. You have choices here, but we went rightward, in clockwise order, towards the Burning Tower.



Forced To Sleep | The Fade (Escape, II)



A: The Burning Tower is a strange area, where a fiery death awaits you around just about every corner. Before moving down the room and heading rightward through the door (thus headed towards location B on the map), first transform into your mouse form, and use the mouse hole on your left to breach a secret room at the far left end of the map. Here, you can get a boost to your Cunning statistic (a permanent boost!), which you shouldn't overlook. For the record, you can get quite a few more permanent statistical boosts here, though they will require various skills you don't yet have. We won't cover that in the guide, but we'll remind you later when you can return to get whatever you missed, if you want to pursue getting those statistical boosts.



B: The southern end of the map we've provided (where locations A, B and C are located) is basically a series of rooms over a semi-circular corridor. The fiery room you encounter at location B will pit you into a battle with two Burning Templars. These foes are actually rather strong, with the ability to withstand a great deal of damage before finally falling. They can also dodge attacks easily, and stun you, getting in a few shots on you before you come-to. As a result, be ready to heal yourself if you get into trouble here. Otherwise, you're going to want to unleash melee attacks (or whatever your character's bread-and-butter is) on these foes, concentrating wholly on one target before moving on to the other. Once one Templar has fallen, the battle becomes far more manageable, so don't waste your time splitting damage between the two targets. It won't benefit you in the slightest.



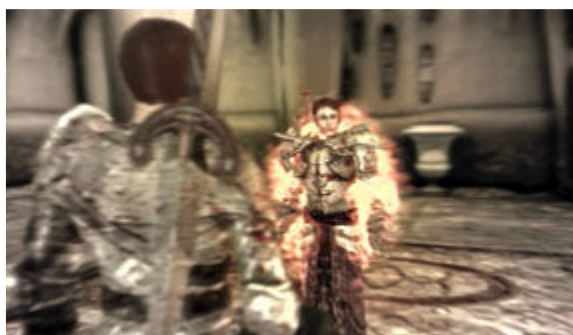
C: At location C, you'll find a short staircase leading up to a door that will ultimately bring you to location D on the map. But first, deal with another series of Burning Templars here. These guys can be fought in an identical fashion to the first enemies you encountered here. Focus on one target, then the other, and keep an eye on your health, using a Health Poultrice (or whatever else you'd like) to heal yourself. Be especially certain here that you don't walk out of the door on your left and walk into the fire. If you walk into any of the myriad fires you encounter here, your character will die automatically, which will be a complete bummer for you. So dodge fires entirely. And again, the large doors you encounter here, and rooms you can't yet access, can be overcome later, when you've acquired new skills in The Fade.



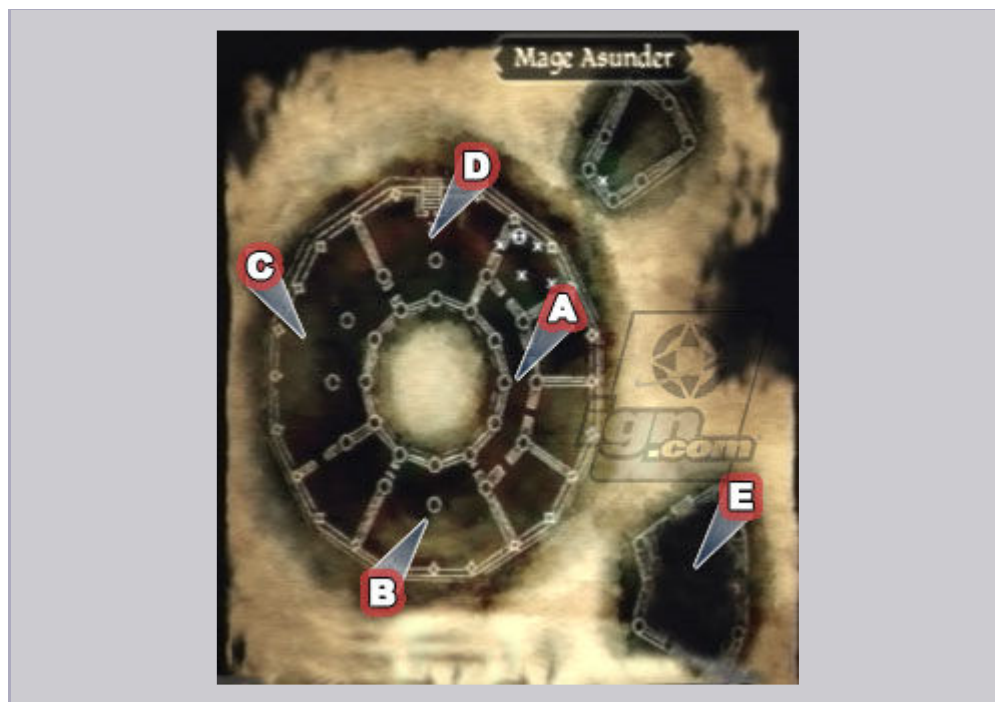
D: The square-shaped area at location D is a lot easier to overcome than it may initially seem. Indeed, there are fires blocking you from exploring most pathways here, but there's a route you can take through the fires and around various walls and other obstacles towards a mouse hole. Once you've reached the mouse hole, you can take on your mouse form to head on through to the end of this particular Fade-based dungeon. Of course, getting to this mouse hole is more difficult than it seems. You'll run into parties of Burning Templars, as well as Burning Hounds, and sometimes a combination of the two. There's no need to rush around here, especially if you're taking a lot of damage. After each fight, stand still and let your character heal, and then move on to the next, and so on and so forth. This will help you save precious healing items, or better yet, from dying and having to do this entire mini-dungeon over again.



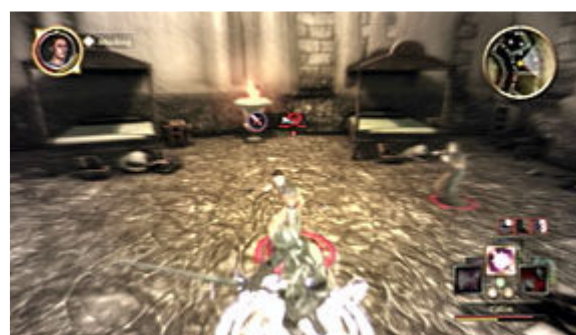
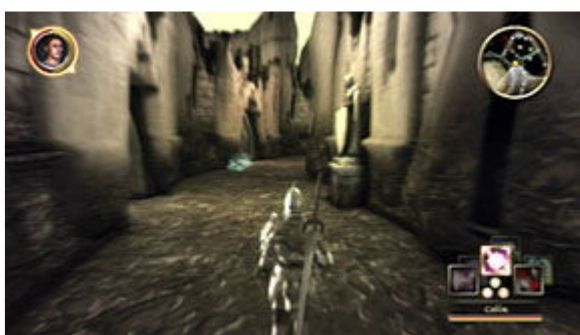
E: Finally, at location E, you'll run into an interesting scene. A knight-like character called the Templar Dreamer will attack you, as will a fire-based demon that's controlling him. Though the demon that accompanies the Templar is actually far weaker than the Templar, and thus easier to kill, you should ignore him all together. That's because once the Templar Dreamer is slain, the demon will disappear automatically. So, there's no need to really worry about it. However, the Templar Dreamer is a powerful enemy, who can withstand quite a bit of damage while dealing it back in turn. Don't hesitate to heal yourself as needed here. Once the Templar Dreamer has taken his fair share of damage, you can speak with him. Broken of his demonic spell, the Templar Dreamer will give you a new skill, this one called Burning Man. It will allow you to take a fiery form, granting you access to areas that are blocked off by fire. You can head back through the dungeon to find anything you may have missed here (including statistical boosts), but it's not necessary (and isn't covered in this guide).



Forced To Sleep | The Fade (Escape, III)



A: When you gain control in the Mage Asunder area of The Fade, there's something you should do first. Transform into a mouse and go into the nearest mouse hole, which will bring you to an isolated room with a rack of weapons. Examining the rack will give you a slight, permanent boost to your strength. So, you won't want to overlook how useful this little aside is. Then, head to location A proper on the map, which is a curved corridor with four rooms leading off of it. In each of these rooms, you'll find groupings of powerful mages that you'll have to kill. Your best bet here is to go into your Burning Man form, and do them in with the Burning Man's powerful attacks. Of course, while those attacks are recharging, you can gain a plethora of supplemental damage by utilizing your basic skills. Each of these rooms provides a bit of a different challenge, so saving in between isn't necessarily a bad idea here, though we'll leave that entirely up to you.



B: The far end of the corridor with the rooms leading off of it will eventually lead to a far larger, more wide-open room. Here, you can expect to do battle with a series of servants. These three servants have rogue-like abilities, so don't expect to see them all at once. Rather, when they finally expose themselves after attempting to stealthily attack you, you can target them and do them in once and for all. If you haven't been using the Burning Man skill, make sure to activate it before leaving this room, since on the other end of the door at the far side of the servant-filled room, you'll run into a wall of fire. Burning Man is necessary to get through. In this room, you'll have to deal with a couple of waves of Lesser Rage Demons. These guys are extremely easy to kill, especially if you stay in your Burning Man form, which will negate all of their powerful fire-based attacks. If you don't stay in your Burning Man form (which would be stupid), expect this battle to be considerably more difficult for you.



C: Save before leaving the last room at location B, where you fought the Lesser Rage Demons (and any servants you may have mistakenly left behind, as well). This even-larger room contains quite a few mages, of varying strengths. These mages can be extremely annoying, because they are spread out, and have seemingly-endless amounts of mana at their disposal, rendering their spells powerful and everlasting. See if you can use the Burning Man's techniques to damage multiple targets at a time, and before they are able to heal themselves, run around and lay the killing blow with your blade (or other weapon at your disposal, whatever that may be). Once all four mages here are slain, you can take a deep breath before moving on.



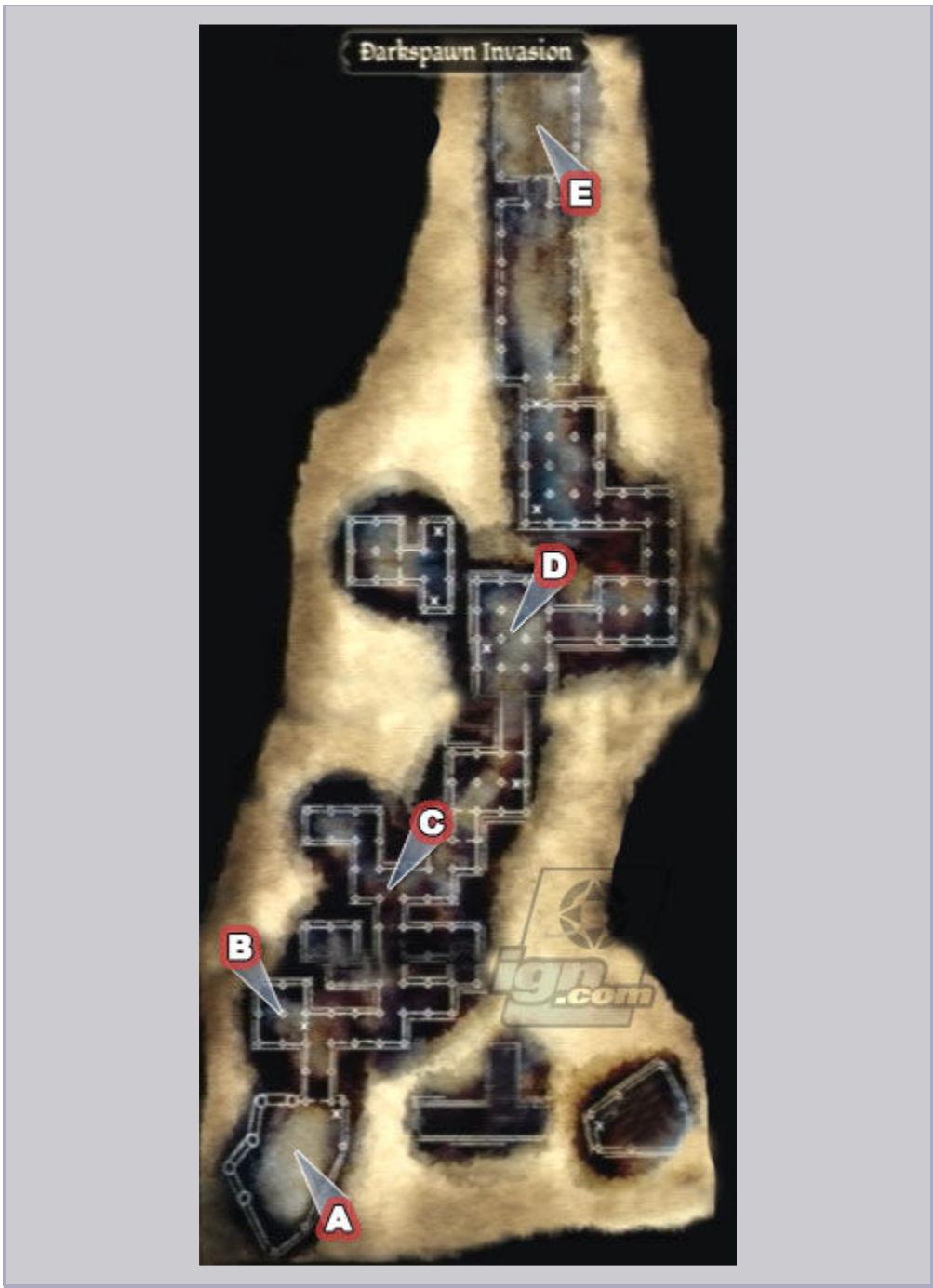
D: Things get decidedly more complicated here, as you walk into a small room full of both fledgling Mage Pupils, as well as more powerful Mage Instructors. Deal with these enemies as best you can, targeting the instructors before the pupils', in terms of power anyway. When all is clear in this room, you can run up the stairs into the next room, but expect to find more of the same up there, as more mages of varying strengths ruthlessly attack you. Use whatever skills and techniques that have been working for you up to this point, as they will certainly assist you here. If you've survived up to this point, nothing should be especially challenging for you from here on out (not to mention, we're just about done in this part of The Fade).



E: Moving on to point E on the map will bring you to the final area of the Mage Asunder location of The Fade. Though there is far more to explore here, you don't have to, and we won't be covering anything further here in the walkthrough. You'll find Stone Golems doing battle with a group of hostile mages, along with what appears to be a friendly mage caught up in the mix. Since the Golems and Mages are fighting each other, choose one side or the other, and assist in their end. Once you've defeated either the Golems or the Mages (it doesn't really matter what group dies first), finish off the other group, and the remaining mage will talk to you, thanking you for breaking his dream-like curse. To help you in your quest, he gives you another shape-shifting ability, this time allowing you to take the form of one of the Golems you just killed. Those pesky doors that you couldn't earlier break down can now be destroyed, allowing you not only to explore the rest of this dungeon, but previous areas we've been, as well. We'll let you do that at your leisure. When you're ready, use the nearby activated pedestal to continue on your journey.



Forced To Sleep | The Fade (Escape, IV)



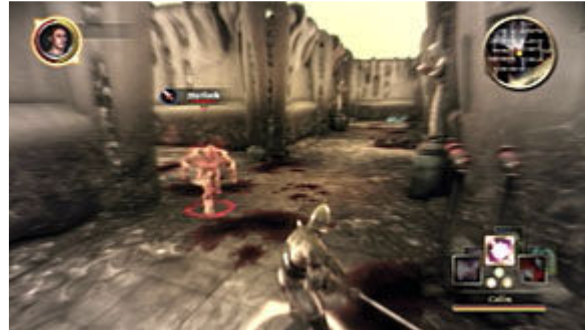
A: For starters, you're going to want to explore the room at location A, where you're likely to find some codex entries and the like. Before busting northward through the door ahead, though, you should first seek out the mouse hole near the door. By going into your mouse form, you can access an isolated corridor directly to your east (on the map provided, anyway). Head to the far end of the horizontal corridor, and you can find another mouse hole, bringing you to another isolated room. A permanent statistical boost can be found here. You can then backtrack to location A, keeping in mind that the mouse hole on the vertical, perpendicular passageway leads you to a place you don't yet want to be.



B: To reach location B, which is entirely optional, you'll need to use your rock-throwing skill as a Golem, which you should now be able to do (after surviving and successfully escaping Mage Asunder). Use that skill to smash through the door leading into location B, and then collect another permanent statistical boost from the other side of the door. After grabbing that, backtrack to the previous corridor and continue northward. You're going to start running into enemy party after enemy party at this point, so have your weapon at the ready!



C: This labyrinthine location isn't quite as confusing as it seems on the map. You can pretty much press ever-northward to get through this area in short order, though you're going to be running into plenty of enemies en route. Indeed, even if you see the path moving forward right in front of you, you should still search the various dead ends you encounter, since enemy parties are often waiting there for you. As usual, there's never enough experience to go around in *Dragon Age: Origins*, so you have to take advantage of very specific situations when they present themselves. Experience is precious, and these enemies are pushovers (especially when properly utilizing your alternate forms), so don't shy away from optional conflicts as you continue ever-northward.



D: If you thought the blood-stained corridors you just worked your way through were heated, then just wait until you start coming to walls of fire with enemies all around. Your Burning Man form is the only way through these fires (otherwise, you'll die instantaneously), so keep Burning Man equipped as you work northward towards location D, slaying any enemies you encounter. Here, the enemies are pretty standard. You've been fighting Hurlocks and Genlocks and the like, and that won't change as you find yourself in location D. The mouse hole in this room will lead back to the perpendicularly-sitting hallway we earlier instructed you to avoid, so you can ignore the mouse hole here. Instead, focus on slaying all of the enemies you encounter, and collect lost health from the crystal shards lying around, if need-be.



E: A series of conflicts will occur at this point. The first conflict will occur with a powerful party of Darkspawn enemies, and you'll find a Templar that is willing to stand with you here (this all occurs south of location E). Well, the ghost of a Templar, anyway. Use your various forms to the fullest effect here, and you'll be just fine. When the last enemy has fallen, you can then go ahead and speak to the Templar (this will happen automatically). For all of your hard work, the Templar agrees to give you his power so that the demons can be defeated. This is where you'll get your Spirit Form. You can then run northward to location E proper, where a simple battle with an enemy called Uthbiel the Crusher takes place. Your Golem form is the best tool to get this job done. Once it is, you can then use the Pedestal to return to the Fade's map.



Forced To Sleep | The Fade (Escape, V)



A: Location A is like locations B and C -- sides of a circular location on the map where you'll be spending most of your time here. For the time being, ignore the purple doors you encounter entirely -- they are useless to you. You're going to need to, instead, figure out a way to travel without those purple doors. And you're going to do this via various mouse holes that you find. The purple doors will eventually come in handy, but not quite yet. If you attempt to take the ones you encounter earliest, you'll find yourself going in circles. From your starting point near A on the map, you have two choices. The ultimate idea is to get to the southernmost room on this part of the circle. If you want to fight enemies and gain experience, then explore the rooms on this part of the circle via the attached corridor (this is recommended). If this isn't something you want to do, then you should use the mouse hole in the starting room to reach the southernmost room instantaneously. The other mouse hole in that second room will lead to the next part of the circle.



B: You're going to find a very familiar situation at location B, akin to the one you found back at location A. The same kinds of enemies can (and should) be fought here, so be prepared to fight plenty of Abominations and other demonic foes here. As usual, *ignore completely* the purple doors for the time being. But instead of using the mouse holes you find, you'll want to use the spirit door you track down in the far room. Using your Spirit Form, you can get through the spirit door you find. Keep in mind that you will not be able to progress at all without your Spirit Form, so you better backtrack and get it if you don't yet have it! Otherwise, you'll be endlessly going in circles.



C: Location C is the third segment of the much-spoken-of circle we've been traversing, and again, you're going to face much of the same here. However, our advice to avoid and ignore the purple warp doors at all costs now flies out the window *just like that*, because to progress from here, you're going to have to do just that. Use the purple warp door at the far end of this area from where you begin, and you'll be brought to location D on the map, discussed below. Obviously, you're going to have to fend off more foes here -- the same Abomination-like creatures you've already faced, for the most part -- but you shouldn't encounter anything you won't be able to easily overcome.



D: Location D is fairly straight-forward. Because of all of the fiery hazards you're bound to run into here, you'll want to use your Burning Man form to survive. Remember, if you run into fire without being in Burning Man form, you're going to die instantaneously, no matter how powerful you might be. You'll run into quite the conflict here, consisting of more Abominations (including dangerous Desire Abominations), and even some undead enemies that you've all-but-avoided for most of your time in The Fade. Thankfully, as these guys are fairly spread out along location D, you won't have to deal with them all at once.



E: At the far-southern end of location D, you'll find another purple door. Use it, and you'll be brought to the circular area marked on your map as location E. This area, which is a perfect circle, will pit you against a lone enemy known as Vereveel. Though a dangerous demonic creature, Vereveel should fall rather easily to your Golem or Burning Man forms, so choose those over going into the battle as your normal self. Once Vereveel is fallen, you can then collect the permanent statistical boost sitting in this very room, and then use the pedestal to return to the Fade map, where we can continue our journey. Thankfully, we've almost broken free from this nightmare. But speaking of nightmares...



Forced To Sleep | The Fade (Escape, VI)

Now, if you were thorough, acquired all four alternate forms (Golem, Burning Man, Spirit and Mouse), and defeated all four leader demons at other locations, then lines should have appeared on your map that all connect to outside locations. There should be three of these locations, and they're known as Nightmares. If you're not seeing these, then you weren't thorough enough in killing enemies at other locations. So, backtrack to any location that doesn't have some sort of icon appearing over it, which represents that a location has been complete. Once all are complete, you can access the Nightmares. At each of these three Nightmare locations, you'll find your three characters that were in your active party when you initially entered the Fade. And the same kind of situation happens at each location.



Basically, each character will be caught in their own nightmare, one that appears to mimic their actual wants and needs in the real world. So for us, we found Wynne amongst some mage pupils, Leliana praying at the altar of Andraste, and Alistair with his sister, the one who rebuffed him earlier in the game. Of course, all of these dream sequences are just that, and it'll be up to you to convince each character to leave the dream and come with you. Upon doing this to each character, you'll be thrust into a battle with the enemies around them that are trying to convince them to stay. Each of these fights are relatively simple, but now would be a bad time to die, so be certain you keep an eye on your health, and sustain yourself no matter what.



When you've broken your three party members out of their nightmarish dream sequences, it's time to head back to The Raw Fade, the only location that doesn't yet have a completion icon over it on the map (with the exception of the area in the direct center, one called the Inner Sanctum). Now that you have your Spirit Form, you can identify and head through a Spirit Door immediately to the right of Niall, the trapped Blood Mage. On the other side of the door, you'll find another demonic creature named Yevena. She's accompanied by two lesser enemies, but she can cause quite a bit of damage, so focus on her first and foremost, and then deal with her goons when she's dead. After she's been slain, collect the nearby permanent statistical boost (you have to be in Spirit Form to get it), and examine the weird structure at the back end of this area to acquire a codex entry. Then, backtrack to where Niall is, and again use the pedestal to access the map.



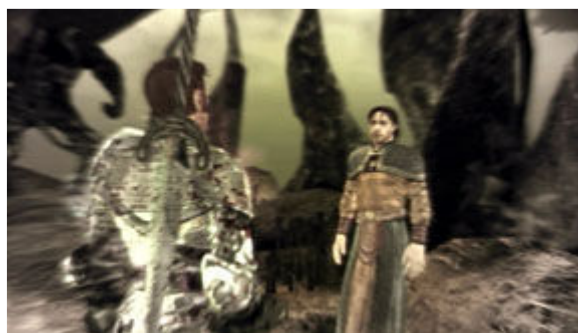
With Yevena fallen, all lines should now focus inward, towards the Inner Sanctum. It's here that the pesky Sloth Demon and your party will finally, *finally* come to blows. As you approach the Sloth Demon, nothing will happen. Speak with him, and a brief conversation will ensue before the fight begins. Soft-speaking and slow-moving, as he was back in the tower, the Sloth Demon will attempt to convince you and the party to remain in his fully-controlled dream sequence. There's no real way to accept his offer, and you shouldn't want to anyway. Your party will reappear behind you, fully equipped and ready for a battle. And you're going to need them, for as you're about to find out, there's nothing overtly easy about the battle with the Sloth Demon.



The Sloth Demon will combat the party in five -- yes, *five* -- different forms. The first four forms are easy enough to conquer, but it's the fifth form that can give you a lot of trouble. For the time being, worry about getting through the first four forms. The first form is that of an ogre-like creature, so you'll want to combat it with your Golem form (and in fact, you should stay in that powerful form for the duration of this battle). The subsequent three forms are all identical, small demon-like creatures. The fifth and final form is the Sloth Demon's true form, and the spells he can cast, which can paralyze and completely obliterate the party, should be respected and dealt with immediately. While the first four fights won't exactly challenge your party, it's integral that you go into the fifth fight with full health, and for your magic user(s), full mana as well. Wynne was in our party here, and her healing spells were absolutely, positively essential in us surviving the fight. The same may be said for you, when all is said and done.



With the Sloth Demon slain, you'll find yourself speaking automatically with Niall, back at the Raw Fade. Impressed with the power of your party, and your ability to so quickly do away with the demonic forces compelling you all to stay here, he tells you the unfortunate news that he won't be able to join you back in the real world. Having festered for far too long in the Fade as a feeding implement for the Sloth Demon itself, Niall is barely whole anymore. He implores you to use his power to get back to the real world, and encourages you to scour his dead body when you've returned to the tower, as there's an important item on him that you'll need to win. And before you know it, you'll indeed find yourself back in the real world, at the tower. But your work isn't quite done yet (though we're getting quite close, indeed).



Back in the Real World | Mage Tower (Assault, I)

From the outset, take Niall's advice, and search his nearby corpse for the item he was carrying, called the Litany of Andralla. It's an important item to have with you, especially if you want to take the side of the mages in the upcoming final battle here (yes -- you get to choose whether you side with the mages or the Templars). The only way out of this room is via a nearby door. Be sure to scour the dead body en route, and prepare for a series of manageable battles coming up hereafter, as you swing through the door and proceed leftward. There should be no worries here, whatsoever, about getting lost, as there's really only one direction you can continue towards at any given time.



The first two battles you'll encounter will be interesting ones, simply because you'll wonder how such enemies even got to the tower in the first place. First, you'll encounter a lone Drake. These middle-of-the-road dragon enemies are easy enough to fell. If you're following our walkthrough to a tee, then you would have already run into these guys en masse during your journey to get the sacred ashes, and you would have fought many more than just one at a time. So if you survived those battles, then you'll easily slay the Drake you encounter here. In the following room, you'll be assaulted by a good six or eight Dragonlings. Just like with the Drake, you encountered Dragonlings during your quest to get the sacred ashes, and they are still easy fodder for your sword, just like they were earlier on. Though you may be inundated and overwhelmed by their numbers, they are all but incapable of doing any tangible damage to you, unless you give them plenty of time to whittle down your health.



As you work your way through the next corridor, with rooms shooting off of it, you'll run into a series of dangerous Abominations. If you remain stagnant during these battles, and let the initial wave of enemies come towards you, you'll actually be able to segregate enemies from one another, since some are waiting in the nearby rooms for you. If you run around wildly during this battle, you'll combine all of the waves of enemies here, thus complicating your situation immensely. So if you're able to, stay still and let the enemies come to you, and then work out from there to clean up the scraps. Be sure to collect items in nearby treasure chests and the like, as well as off of fallen enemies. Our reminders to do these things are becoming more scarce, no doubt, but you should be well-aware that that's what you need to do at this deep, late point in the game.



Things will seem awkwardly quiet in the next room. Of course, it doesn't take much to realize that this is a trap, and when you walk across the seemingly-vacant room to access the door on the far side, you'll be assaulted by a powerful group of enemies. This battle can actually be quite taxing on you, so you're going to want to fight wisely, healing your characters whenever they need help. The Shades, Lesser Demons and Greater Demons you fight at once here are a formidable team, so try to concentrate on killing the strongest enemies first, and then work your way down from there (of course, in the heat of battle, this is far easier said than done). When all is said and done, grab any treasure in this room, and then push into the last unexplored room on this floor. We're about to wrap this story arc up.



Back in the Real World | Mage Tower (Assault, II)

In here, you'll encounter a nameless Templar who is trapped behind some sort of shield the Blood Mages have set up. At first, he doesn't believe you're real. After all, the Blood Mages can cast powerful apparitions into anyone's head, and this Templar has been the target of these mental attacks before. Take your time to convince him of who you are (or simply leave him behind). Either way, you get a good hint from him, that the Blood Mages are performing horrifying rituals just up the stairs to your left. This Templar wants you to kill off the Blood Mages completely, though that will be up to you. Are you prepared for a fight? We hope so, because the upcoming battle is anything but easy.



After climbing the stairs to the left of the trapped Templar, you can enter the Harrowing Chamber, which is at the very top of the mage's tower. Here, you'll witness a gruesome cutscene. The Blood Mages have taken over the show, and are responsible for summoning all of the horrifying, demonic creatures that have been stalking you the entire time you've been in the tower. You'll witness their true power here, as they turn innocent mages into demons. This must be put to a stop, and that's where the Litany of Andralla comes in. If you didn't take our advice and failed to grab it from Niall's body earlier, then you won't be able to use it here. It should be said that by using the item during battle (which we did), you will take the side of the mage here (the Templar downstairs was trying to convince you to kill all of the mages). If you don't use the Litany of Andralla here, then the upcoming boss battle doesn't only become far more difficult, but if you survive, you'll have the help of the Templars instead of the Mages in the final battle. In the latter case, the mages have presumably been all but wiped out.

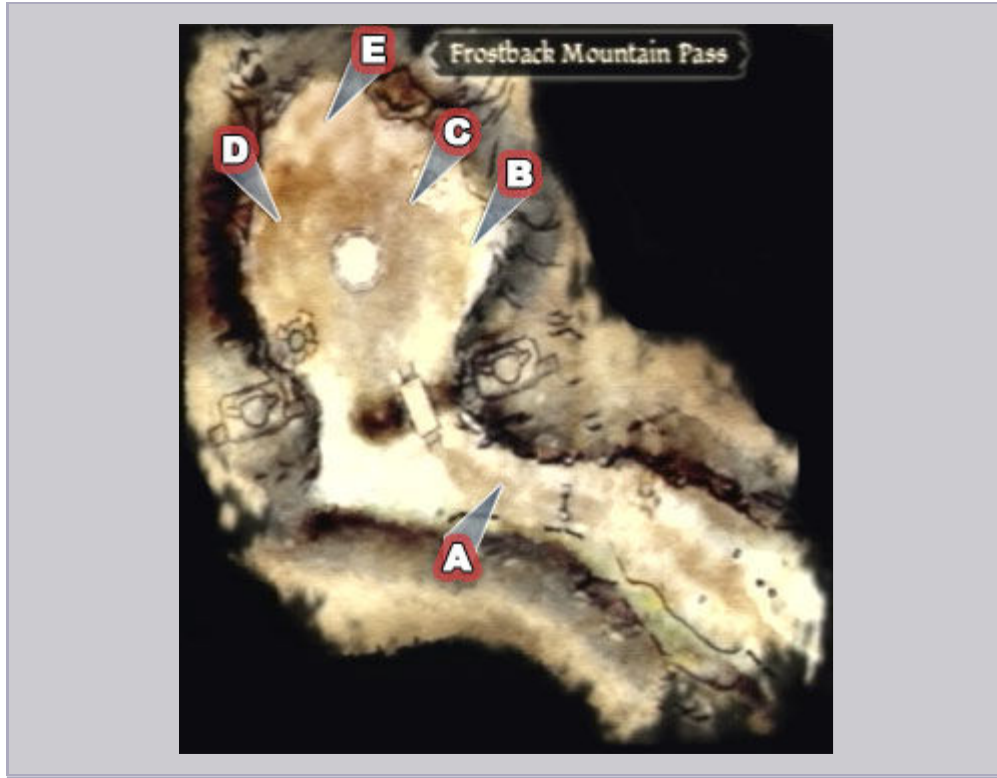


Assuming you've taken the path we have, you should use the Litany of Andralla during the battle here. The giant demon you'll be doing battle with is named Uldred, and he's a force to be reckoned with. In addition to his devastating attacks, Uldred will be able to use his skills to raise mages around him, turning them into demons that will then assist him in this battle. Each time this begins to happen, you should use the Litany of Andralla to stop him. If the demon(s) already exist on the field of battle, the Litany of Andralla will freeze them and heavily damage them, so either way, it's a good item to have. As for Uldred himself, he has an incredible amount of hit points and multiple abilities that can damage everyone in your party. Wynne is essential in this battle, as her healing spells will keep your party afloat. Be sure to feed her plenty of potions to keep her mana up, while the rest of your party slowly-but-surely obliterates the beast's health meter. Don't ever get comfortable in this battle. Keep using items, heal and attack as you were from the beginning, because Uldred is a pesky, pesky enemy, and no doubt one of the most difficult foes you've yet faced in the entire game.



When Uldred has finally been slain, scour his body for some powerful equipment and other items, and then speak with the head mage, who is sprawled on the ground (keep in mind that the end of the battle will be different for you from here on out if you didn't use the Litany during the fight). Extremely thankful for finally ridding the tower (and his order) of the demonic, evil presence, the head mage ultimately offers up his group of powerful spellcasters to be used in the final battle with the Darkspawn. As for the Templars, well, they are happy to be alive and in good shape once more. Because the tower is so vast, there are likely items, equipment, codex entries, and even side quests you left behind. So while your time here is officially over, be sure you go over the entire tower once more before you head out on your way. Now, it's finally time to visit the dwarves on their home turf.





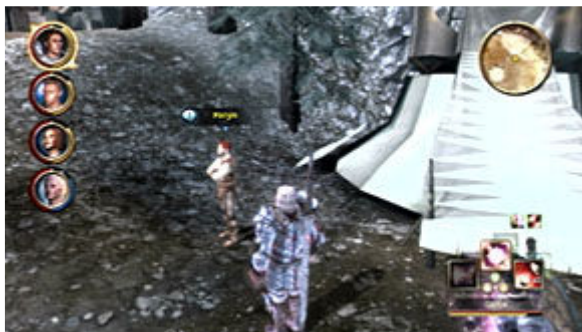
A: When you enter the linear pathway towards the Frostback Mountains (and, ultimately, towards the entrance to the dwarven homeland underneath your feet), you'll be able to move forward to location A fairly easily. You can grab a naturally-growing herb to your right en route. However, the party of five that you encounter at location A proper will be a hostile one. This group of bounty hunters are actually fairly powerful, and should be rapidly dealt with. Three of them are of the warrior class, with a rogue and a mage rounding out the party. The mage can make this battle extremely painful, so make a beeline towards her and take her out first and foremost. Then, deal with the other enemies however you'd like, keeping a close eye on your health as you move forward. Once they've all fallen, take a breather, and then scour their bodies for goods before continuing northward.



B: Location B will be an important one if you're interested in the side quest you receive from the Blackstone Irregulars, the one known as Dereliction of Duty. At location B, you'll find a man named Tornas the Deserter. As you speak with him, you'll be forced to let him know that you know who he is, and what he's done. As a result, he'll refuse to go anywhere and attack the party. Two of his "Shady Thugs" will join the fray to help even the odds. Tornas is, by far, the biggest threat here, so gang up on him first, and then deal with his two lesser friends once Tornas' corpse has hit the ground. Scour all of their bodies for dropped goods and coin before moving on. If you want more information on the Dereliction of Duty side quest, see the Side Quests section of this very guide.



C: A dwarven man named Faryn can be found at location C. Faryn is a dealer of illicit goods of the secondhand nature. He won't divulge just how he got these items, from where or from whom, but he'll be willing to sell them to you at a discount. When you take a look at his goods, you'll realize that he actually has quite a few items worth having, though you'll have to figure out for yourself just which ones you'll want, and which ones you won't. You can also sell off any unwanted goods to him. Unfortunately, none of the other dwarves on his side of this open area will have anything to say to you, so once you've satisfied yourself in speaking with Faryn and doing some trading with him, you can move on.



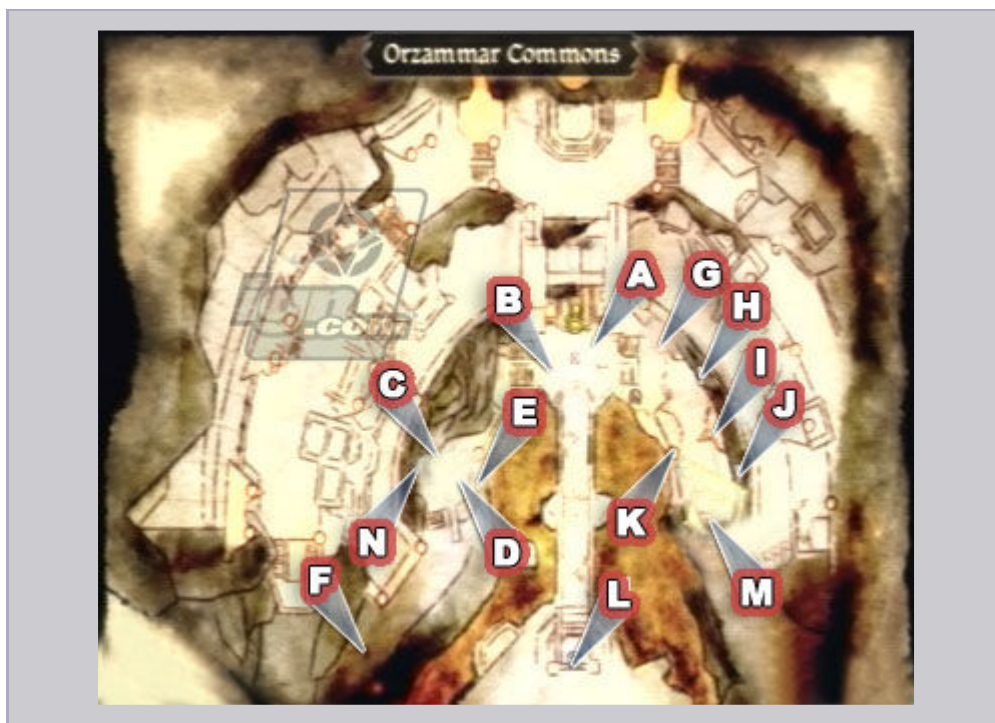
D: Two persons of interest can be found at location D on our map. The first person of interest you'll notice is a man dressed as a mage. This man's name is Starrick the Apprentice, and speaking with him is part of another side quest you may have already picked up, one called Notice of Termination (which you get from the Mages' Collective). Speak with him and let him know that his services are no longer needed, which will add to the completion of that side quest (more information on it can, of course, be found in the Side Quests section of this guide). Nearby, you'll find a dwarven merchant named Ahren. While he won't have anything to sell to you, he will have plenty to say, so pick his brain about as much as you can before moving on.



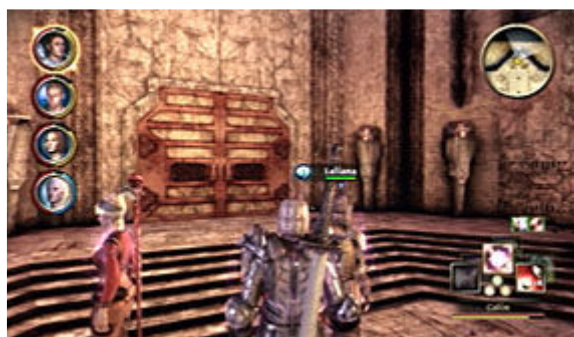
E: Gaining entrance to the dwarven stronghold known as Orzammar isn't easy for anyone, especially at a time like this. When you approach location E on the map, you'll find some dwarven guards quarreling with men who claim to be sent by none other than the treacherous Loghain. Though they aren't having much luck convincing the guards to let them in, you'll have different luck if you inform the sentries that you have a treaty with their seal on it. Deeming the seal to be authentic, the guards will let you through. This infuriates Loghain's detachment, however, and you may be thrust into a battle with them as a result. We managed to intimidate them, but if you don't manage to do something like this, you'll have to fight. Be prepared!



The Underground City | Orzammar Commons (Exploration, I)



When you finally get past the guards and Loghain's men, you'll find yourself in the entrance to the dwarven city of Orzammar. This small area is known as the Hall of Heroes, and because it's so small and fairly inconsequential, we won't include a map of it in the walkthrough. There's no one here that will talk to you at any length, but there are a few codex entries to add to your stash, so be sure to examine all of the statues around you, as well as the note on the ground at the far end of the building (this goes for Orzammar as a whole, which has plenty of codex entries to find). When you're prepared, you can then work your way through the large, ornate doors at the far end of the Hall of Heroes to reach Orzammar Commons.



As soon as you enter Orzammar Commons, you'll witness a brief cutscene. You would have gotten word about a civil war back at the Frostback Mountain Pass, but now, you'll get to witness just what it's doing to the dwarven hierarchy in Orzammar. With their previous king dead, and with no clear heir to the throne, the voting council of dwarven nobles has yet to appoint a new leader. Civil war seems extremely likely, and here, you'll see the two factions going at it. After a heated verbal argument, a dwarf takes out his axe and murders another dwarf, for speaking ill of the would-be king. Thereafter, you gain control of your party once more. As you can see, the situation here is outright dire.



A: Speak to the guard captain at location A, and you'll learn a bit more about what's been going on in Orzammar. This man is grumpy indeed, opining about how there is no order, and how the dwarven council can't come to a conclusion as to who should be a leader. This man will introduce you to the two major players in the brewing civil war. On the one hand, you have Lord Harrowmont, whose interests are represented in the council primarily by a dwarf named Dulin Forender. Prince Bhelen, the fallen king's son, is the other player. He's represented in the council primarily by a dwarf named Vartag Gavorn. Figuring out whose side you're going to take here is going to weigh heavily on you. Before we figure out whose side to take, however, we should do some exploring. There's a lot to see and do in Orzammar.



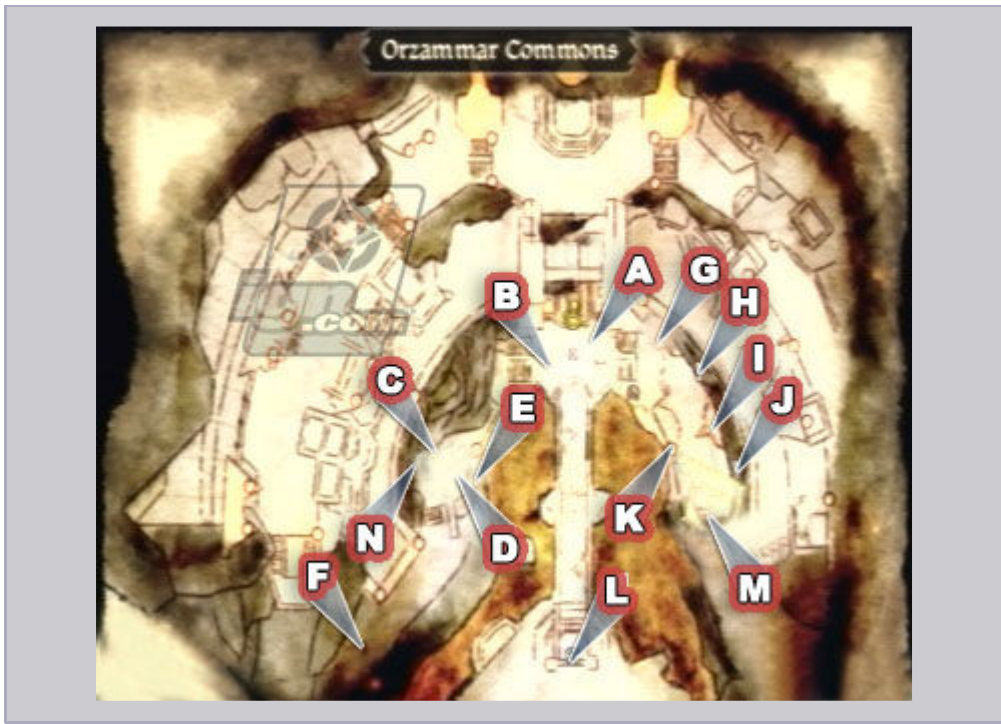
B: At location B, you'll find a dwarven woman named Nerav. Nerav is a noble of some sort (or, at least, from a noble family), and she's formed heavy opinions on what should be going on in Orzammar. She's fallen firmly on the side of Lord Harrowmont, and begins to open up the story surrounding the king's death, and what happened thereafter. She claims that the king pushed away his own son, Prince Bhelen, and declared Lord Harrowmont his successor. She also claims that Bhelen killed his brothers, leaving himself as the only blood heir to the throne. But in dwarven politics, bloodlines don't necessarily mean anything. Things are starting to come together now, as far as story is concerned, but there's still far more to uncover.



C: At location C, you'll find a man named Nug Wrangler Boermor. With an interesting name like that, Boermor must have an equally interesting job. His job is to deal with Nugs, which are small animals that some dwarves consider a delicacy. Others, however, consider them to be worthy pets, and look down on their eating. Nonetheless, Nug Wrangler Boermor's stash of Nugs has gone missing, and without them, he's going to go out of business. He'll tell you that he only needs one of them to get things on the right track, though you can find much more of them if you want. This opens up the side quest entitled A Lost Nug. For more information on it, see the Side Quests section of this guide.



The Underground City | Orzammar Commons (Exploration, II)



D: You can speak to a young female dwarf at this location named Dagna. Dagna is an eager dwarf from a noble family, with a hankering to learn magic. While it's common knowledge in Ferelden that, for whatever reason, the Circle Mages don't deal with dwarfs (perhaps because of their innate inability to cast magic), Dagna wants to go study at the tower anyway. This opens up the side quest entitled *An Unlikely Scholar*, and you can find more information on it at the Side Quests section of this guide. Naturally, whether you help her achieve her dream or not is entirely up to you.



E: You'll find an interesting dwarven merchant named Garin at this location. Garin is a bit... off. And, well, it's because he was exposed to too much lyrium when he was mining several years back. While dwarves are pretty much immune to the effects of lyrium, lyrium got into Garin's bloodstream. Nonetheless, Garin is a nice enough man, and has wares you should look at. Shop at will with him, and you'll find some items that you'll likely want to acquire. Of course, you can also unload a number of unwanted goods at his shop as well. How you deal with Garin is up to you.



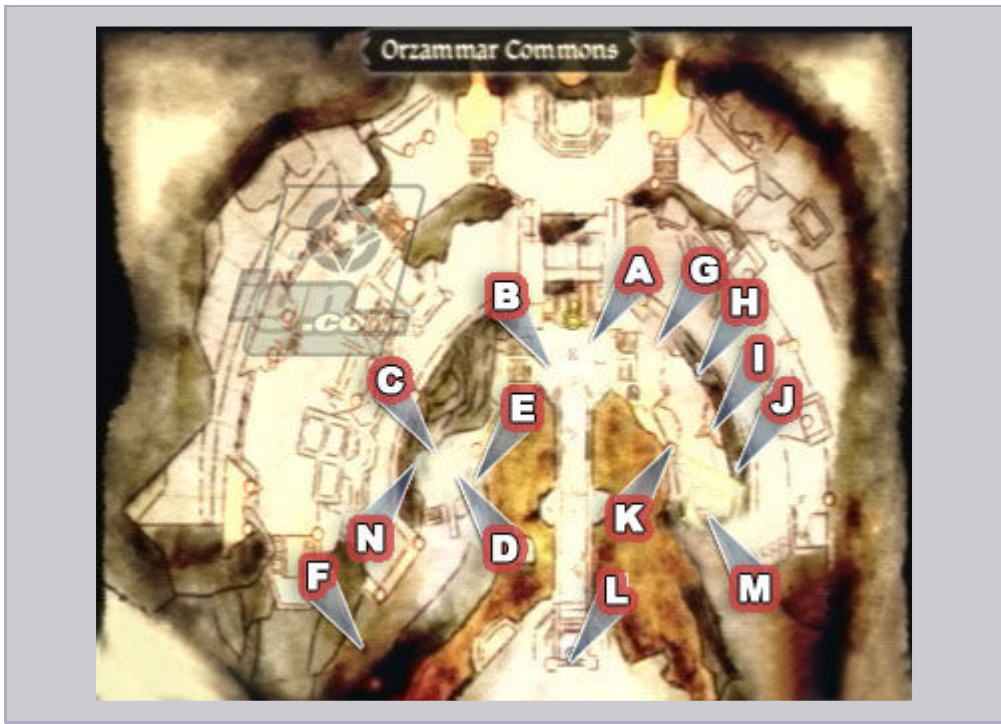
F: Here, you'll find a detachment of hardened dwarven soldiers. They're standing guard at the entrance to a mine, and no matter what you say to them, they won't let you pass. Remain friendly with them, however, and you'll be able to garner a whole slew of information from them. The mines, it appears, are swarming with Darkspawn, and other kinds of monsters as well. For your own safety, you'll need permission from the higher-ups to go down there. After you're finished speaking with the dwarves here, you can move on, but keep this location in mind for later, because you'll get to go into those caves eventually.



G: The building at location G is known as Janar Armorers. When you reach the door, simply examine it to head on inside. Within, you'll find Janar himself, a dwarven smith who is a talented creator of weapons and armor. He is also the father of the young Dagna, the female you met at location D on the map, the one who opened up the side quest known as An Unlikely Scholar (she'll be waiting outside of the store if you've already spoken to her, but for the time being, you can ignore her). Janar himself doesn't seem to get too involved in politics, and sticks to his craft and his craft only. He will be willing to speak about Dagna's dreams of becoming a mage, however, and doesn't at all approve. Regardless, take a look at the extremely powerful gear he offers up, and purchase and equip whatever it is you may need before moving on.



The Underground City | Orzammar Commons (Exploration, III)



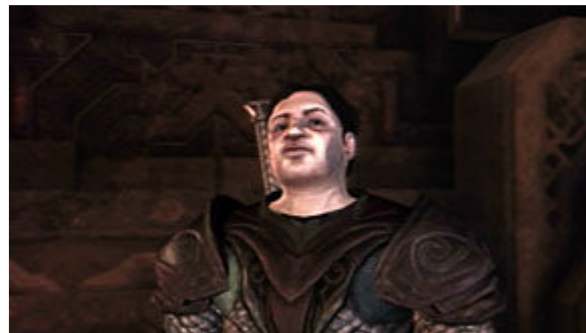
H: Head to location H to find a woman in despair named Filda. When you speak with her, you'll find her praying to the dwarven guards for her son's safe return. It appears that Filda has already lost her husband (having called herself a widow), and doesn't want to lose her son as well. Her son, it appears, has been lost in the Darkspawn-infested mines surrounding Orzammar, and the powers-that-be don't want to lose any more men looking for him. If you'd like, you can offer up your services to go and look for him, which will open up the side quest known as A Mother's Hope. For more information on that, you'll need to consult the Side Quests section of this guide.



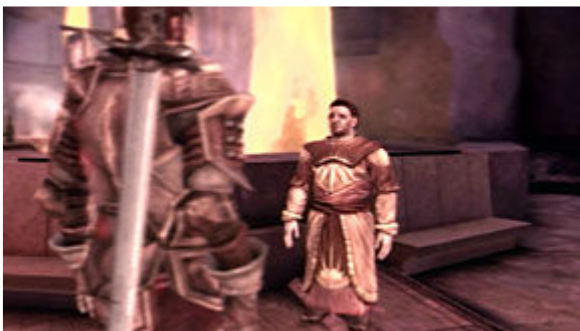
I: Tapster's Tavern is the building located at position I on the map. When you enter this building, you're going to find four primary people that you can talk to. There are plenty of drunk patrons all over the place, but none of them will have much to say to you. But as for four characters in particular, well, that's another story entirely. The two more minor characters you can speak with here are named Corra and Lord Helmi (these characters are only "minor" because they won't be long-winded with you). Corra works at the bar, and she'll happily tell you all about the establishment, and her patrons too. If you want to buy some alcohol from her, you can. You can even buy a round for the whole pub! As for Lord Helmi, well, he's a fish out of water. He sits on the noble council that governs Orzammar, but his progressive politics has him down with the not-so-fortunate more often than not. You can speak with him to learn a great deal about how he feels about the dwarves' ancient caste system, and how he wants to do away with it (amongst other topics).



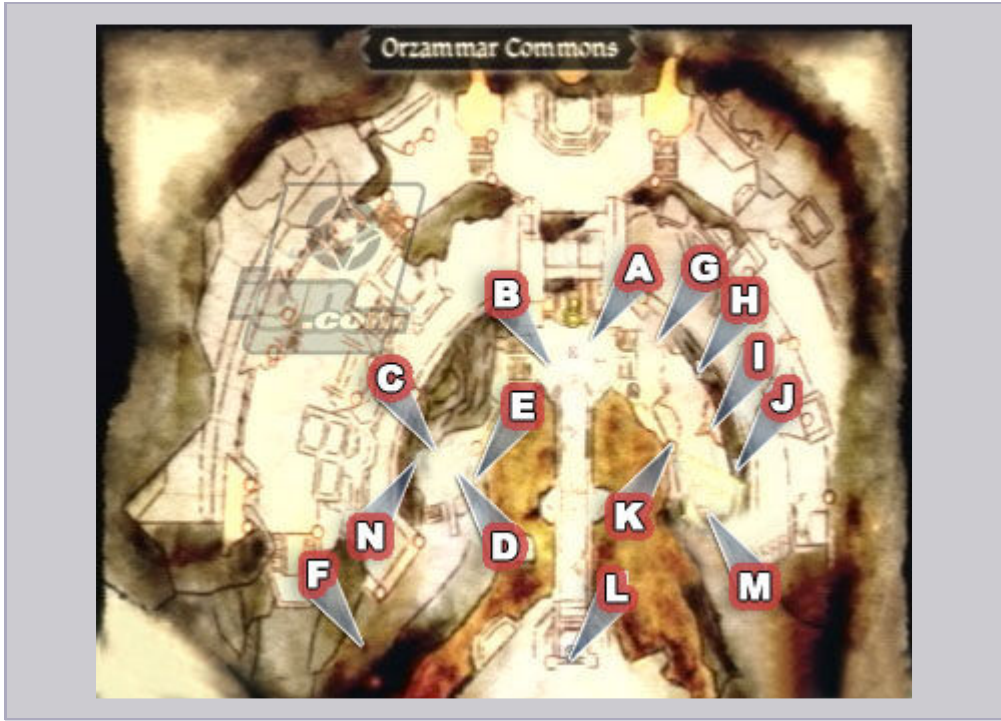
And now, for the two characters of a bit more importance. The first is named Nevin. Nevin is a dwarven warrior, and a powerful one at that. When you speak with him, you'll learn his various stances on the brewing civil war, and who he thinks should come out on top. You can pick his brain about any number of subjects, so be thorough in speaking with him. You should also be careful, however, since one wrong turn in the conversation will make him scamper away, and he'll have little else to say to you. And then, of course, there's the fourth character here. You won't know his name -- he's known simply as the Nervous Adventurer. When you speak with him, this man will act suspiciously and, before saying too much, runs off. This opens up the side quest known as Unbound, so it's important you speak with him before continuing on your way. For more information on the side quest Unbound, see the aptly-named Side Quests section of this very guide.



J: At this location, you'll find a dwarven man named Brother Burkel. Burkel is dressed as if he is from the Chantry, and if you guessed that this was the case, then you guessed correctly. Having lived up on the surface for quite some time (at Redcliffe Village, if you're curious), Burkel has returned to Orzammar to try and convert as many dwarves as possible to his new religion. He even wants to open up a Chantry in Orzammar, though he hasn't yet received the permission to do so. If you offer your help to him in opening his Chantry, then you will get the side quest called The Chant in the Deeps. More information on that can be found at the Side Quests section of this guide.



The Underground City | Orzammar Commons (Exploration, IV)



K: Legnar is the dwarven merchant you'll meet over at location K. Strongly involved in politics (and unafraid in letting you know where he stands in the possible civil war on the horizon), Legnar will cut right to the chase, letting you browse his wares or move along on your way. Naturally, you're going to want to take a look at what he has before moving on, though if you're following this walkthrough, you've already run into a couple of merchants with far more attractive inventories.



L: The area known as The Proving (or Proving Grounds) is located at position L on the map. For the time being, there's not a whole lot you can do there. You can speak with one of the dwarves here, the Proving Master, to learn a bit more about what goes on at The Proving. Basically, it's a coliseum-like location where bloody, fierce battles take place, always with money and pride on the line. You can come back here later to undertake just some fights (or speak with more people), but for now, you'll have to head out on your way, with want of anything else to do.



M: The entrance/exit at location M leads to an area known as Dust Town. Dust Town is probably the absolute worst place for anyone to live in Orzammar, but unfortunately, people still reside there, eking out a living, and barely getting by. When you arrive there for the first time, expect to get assaulted by a strangely-powerful group of thugs (worry not about being killed, since the game will save when you arrive, right before the fight itself). When you've dispatched that party, search their bodies for goods. Then, seek out a female dwarf named Zerlinda at the back end of Dust Town. She'll inform you of a sad story, indeed. Her husband has abandoned her with her son, and they barely have enough money to eat and get by on. While you can offer up money to help her, the better solution is continue to speak with her, offering to ultimately help her get back in with her family (they disowned her). This will open up the side quest entitled Zerlinda's Woe. More information on that side quest can be found in the Side Quests section of this guide.

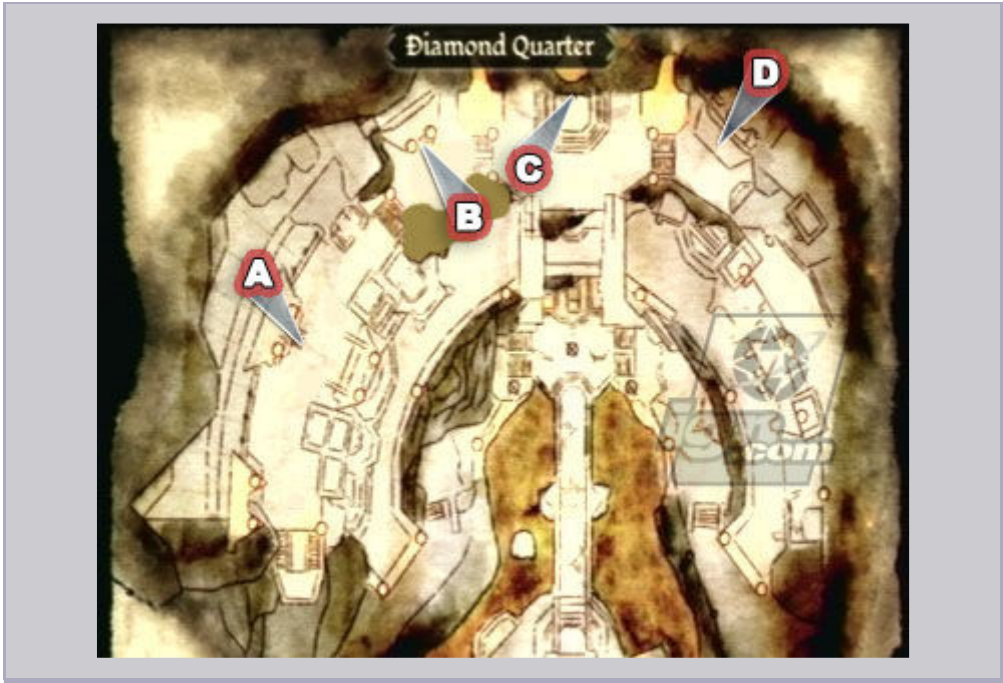


There are two other characters you'll want to visit with before leaving (you will also want to scour this area, as well as the open house at the back end of Dust Town, for codex entries and goods in treasure chests, but that goes without saying). The first and more minor dwarf you'll want to meet is known as Idle Dwarf. You can speak with this man about Nugs, those rabbit-like creatures running all over the place (you can even convince him to go catch one for you). The other, more important dwarf you'll want to be is a shady character known as Rogek. Rogek has some illicitly-obtained lyrium that he can't unload, and he wants you to do it for him. For (at least) forty gold pieces, he'll give you the lyrium and tell you that it can be unloaded at the Circle Tower back on the surface. This will open up the side quest known as Precious Metals. More information on that side quest can be found in the Side Quests section of this guide.



When all is said and done, you can head to location N on the map. There, you'll find an ornate set of doors that will lead to the Diamond Quarter, where the richest, best-off and noblest of all of the dwarves of Orzammar live. You can travel freely back and forth between sections of Orzammar, but for thoroughness' sake, why not make sure you've seen and done everything you can in the Orzammar Commons and surrounding environs before moving on? It will make your life easier later.

The Underground City | Orzammar Commons (Exploration, V)



The Diamond Quarter is the place in Orzammar where all of the rich folk live. Nobles and the well-off alike isolate themselves here. It's where the dwarves' representative body can be found, as well as the royal palace. For us, however, this location is important due to its housing the two different sides of the brewing civil war. There can be no doubt that you'll want to explore both sides of the possible conflict before deciding whose side to choose. And yes indeed, you *must* choose a side here. So, let's begin to explore, and to figure out what to see, all before making such an important decision.



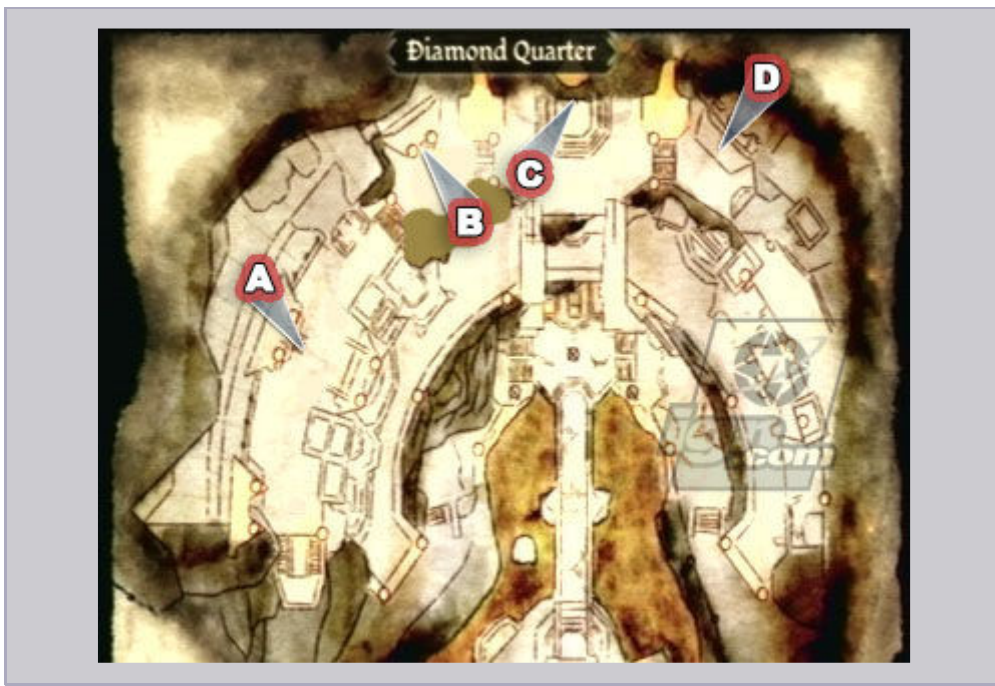
A: Location A will bring you to the estate of Lord Harrowmont. As you have learned, Harrowmont represents one side of the dwarven civil war. Though Lord Harrowmont is not related by blood to the deceased king, he was declared, on the king's deathbed, to be the man the king himself wanted to lead in his stead. The king didn't trust his own son, and Harrowmont was the man the king desired to lead the dwarves upon his death. Many claim that Harrowmont essentially framed the king's son to allow him to bask in a more favorable light, but not everyone sees things that way. While you can explore this estate, finding some items and codex entries, the person you're really going to want to seek out is none other than Dulin Forender. Dulin is all that stands between you and an audience with Harrowmont, but first, he wants you to complete a task to prove your loyalty. For the time being, turn him down and let him know you'll think about it. We have more to see before we make our choice.



B: Location B is the royal palace. Currently uninhabited by a ruling family (since there isn't one right now), all you'll find within are some guards, and other dwarves that won't have much to say to you. There are a few things of interest to see there, though. The most obvious are the crew of enemy dwarves that have broken into the palace. When you run into them, you'll be thrust into a battle with the lot of them, though they aren't exactly difficult to defeat. A nearby guard will give you thanks for helping him out when the fray has concluded. Be sure to scour their bodies for loot and coin! There's plenty of treasure, as well as some codex entries, to find within the palace, so be thorough in your search.



The Underground City | Orzammar Commons (Exploration, VI)



C: Location C is the Chamber of Assembly, where the dwarven nobles and representatives sit and cast their votes on any number of issues. However, the assembly is currently embroiled in its own mess, since it's essentially at the center of the brewing civil war. If you try and enter the chamber, you'll see all of the chamber's members quarreling, and will quickly be removed. Strangely, the other side of the civil war, represented by Prince Bhelen, is nearby. Seek out Vartag within this building, and you can hear Bhelen's side of the story. Should you choose to take his side of the civil war, you can do so here. If not, decline. If you want another chance to make this decision, make sure to remain friendly, so you can try to pursue Bhelen's assistance once more, if you decide that's what you want to do.



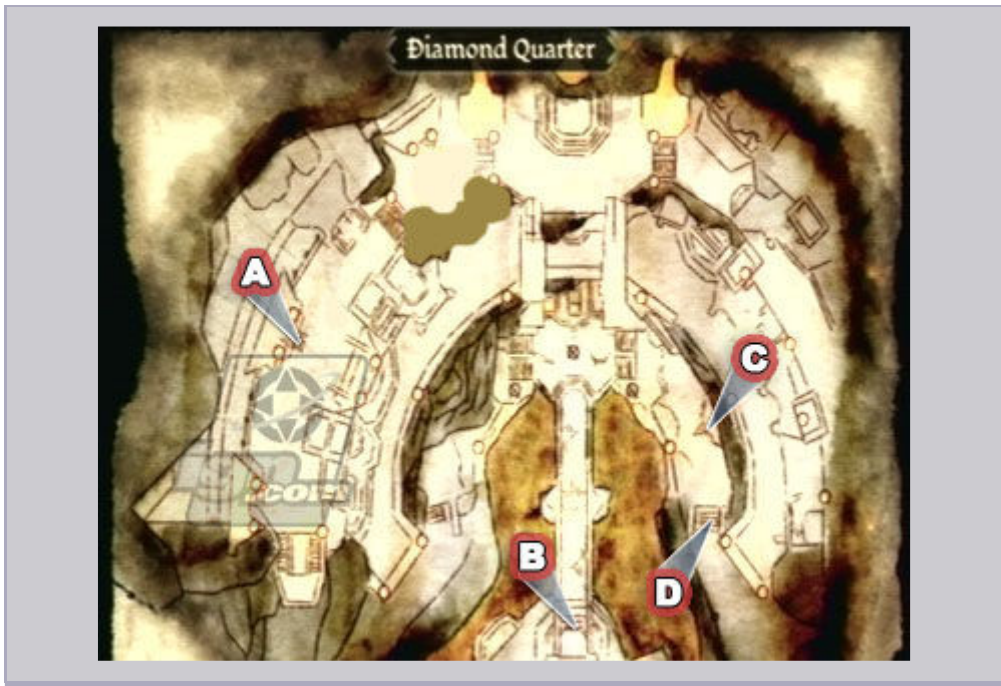
D: A building known as the Shaperate is located at position D on the map. You've no doubt heard of the Shaperate already, since others in Orzammar have spoken about it to you already. The Shaperate is essentially a library, where the dwarven scholars work to preserve the memories and histories of their struggling dwarven empire. Within, you're going to find a wealth of codex entries, and even some items in a locked treasure chest. But there are three people who are important to speak to within, starting with the Shaper himself. The Shaper is the head scholar, and he has a lot of information about dwarven history, Orzammar's decline, and many other subjects. Be sure to pick his brain thoroughly, as you'll learn a great deal about the dwarves in general by doing so.



The other two characters you'll want to speak with before moving on will both give you side quests to undertake. First, speak with the female dwarf roaming the stacks of books. Her name is Orta, and she's in the Shaperate doing a little research on her own behalf. Orta is convinced that she has noble blood coursing through her veins. Her family has lore connecting her to a great family of the past, and she's interested in tying history together with these lores, so that she can be acknowledged as a noble. If you're willing to help her in this endeavor, you'll acquire the side quest called *Lost to the Memories*. The other person you should speak with before leaving the Shaperate is a male dwarf named Shaper Assistant Milldrate. He needs you for a much more straight-forward task. It appears that a casteless dwarf entered the Shaperate and stole a book, and he wants it back. Offering to help him out will net you the side quest known as *Thief in the House of Learning*. Information on both of these newly-acquired side quests can be found in the Side Quests section of the guide.



Choosing Sides | The Proving (et al) (Exploration, I)



Now that we've done our fair share of exploration, it's time to choose a side in the would-be civil war. You can either come down on the side of Prince Bhelen, or you can come down on the side of Lord Harrowmont. You *must* choose a side here; there's simply no way to straddle the fence. We chose the side of Lord Harrowmont, but that's not a decision you have to make. However, **this walkthrough only covers siding with Lord Harrowmont and NOT with Prince Bhelen**. If you want to side with Lord Bhelen, that's totally fine, but if you make that decision, you will be without a walkthrough for a little while. Worry not, however, as the two branches collide back into the same story before very long, regardless of what side you came down on. So, for the sake of this walkthrough, head over to Lord Harrowmont's estate in the Diamond Quarter. We'll begin there. If you want to be with Prince Bhelen instead, you'll be on your own. Skip a bit ahead once the Bhelen-specific story arc is finished.



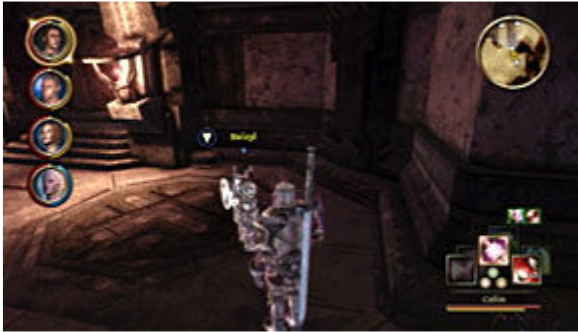
A: Once inside Lord Harrowmont's estate, you can instantly seek out the dwarven male named Dulin. This walkthrough assumes that you've already been here to explore earlier (as the walkthrough outlined), so you shouldn't have to do anything here but seek out Dulin. In fact, if you were following our walkthrough up to this point, then you would have already spoken to Dulin briefly, and gotten the gist of what he wants you to do. The way the Harrowmonts will secure the throne will be through The Proving, the coliseum-like location where combatants do their best to impress their dwarven ancestors. Dulin wants you to fight for the Harrowmonts there, against the chosen fighters on the side of Prince Bhelen. Agree to do this, and Dulin will inform you that he'll be waiting for news of your victory at Tapster's Tavern in the Orzammar Commons.



B: With all of that done, it's now time to head to The Proving. We visited this area earlier in the game, but now that your fight there is imminent, you can do a whole lot of exploring there that you wouldn't have been able to do earlier. First, seek out the Proving Master near the entrance to the Proving Ground itself, and he'll inform you that the time of your fight is nigh. You can jump right into the battle, or you can tell the Proving Master that you need more time to explore. Choose the latter, as there's actually a lot to see in The Proving right now, though doing so is entirely optional.



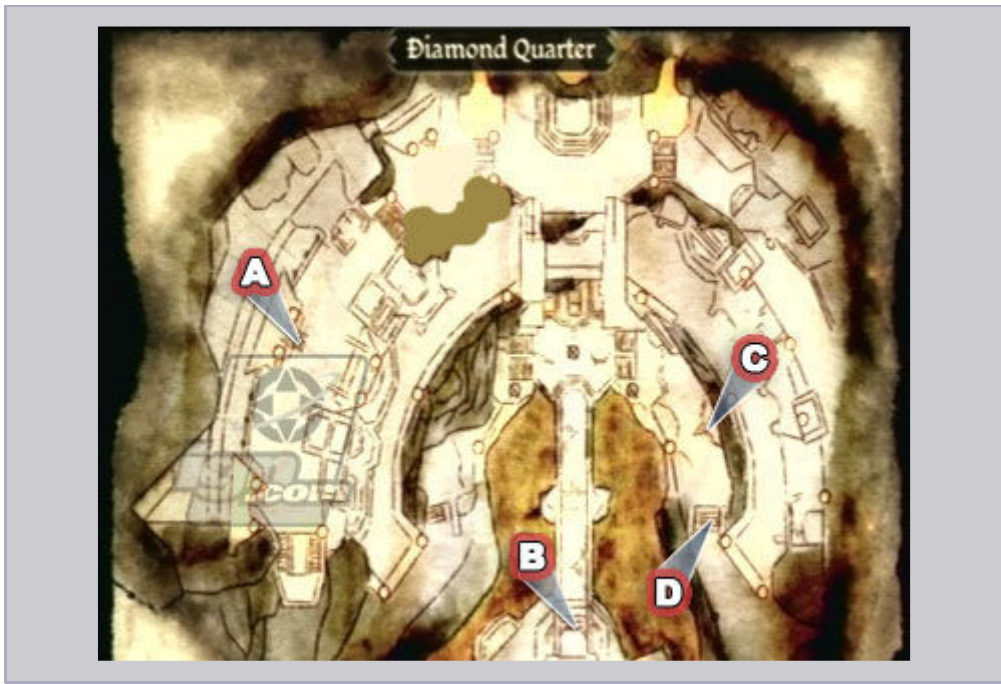
An example of an interesting scene that can take place if you choose to explore before fighting occurs between a dwarven fighter named Baizyl, and one of his rivals, a female warrior named Myaja. Baizyl is essentially being blackmailed by Myaja, unable to take place in the fight at The Proving, because Myaja has threatened Baizyl to embarrass him and ruin his name if he does. The blackmail surrounds love letters that Baizyl illicitly wrote to another woman, letters he never thought would see the light of day. If you want to help Baizyl out (thus allowing him to take place in the upcoming battle at a very specific moment), use your rogue to break into Myaja's room at The Proving, and steal the love letters from the treasure chest within. Then, return the letters to a thankful Baizyl. Again, you don't have to do this, but you can if you want Baizyl's help later. It should be said that his help is not at all needed, however, and that he's not the only character you can briefly assist, in order to earn his optional help in The Proving.



There are also a few codex entries to find, strewn around this location in various places. Be sure to collect them, not only for their value in terms of learning more about the dwarves (and making your codex evermore robust), but because experience points are extremely valuable at this point in the game, and each codex entry you collect will make you rise higher and higher in the ranks of level. One codex in particular will open up a side quest called A Key to the City, so be absolutely certain you uncover that particular codex entry before moving on! Of course, since A Key to the City requires other codex entries to be found first, unlocking the side quest at this moment in time will have required you to have followed our walkthrough through Orzammar to a tee up to this point.



Choosing Sides | The Proving (et al) (Exploration, II)



There's more to be done here yet, though again, it's entirely optional. You can talk to any number of characters. Most of them, such as Piotin, will have nothing nice to say to you. Indeed, many of the characters you speak to here will ultimately be characters you end up fighting in one of the five rounds at The Proving. Nonetheless, you can talk some trash back and otherwise uncover many characters' motives simply by speaking with them here. You may also find yourself under assault at a certain juncture as you explore, by a character named Fixer, and his crew of flunkies. That particular battle is actually associated with the side quest known as Thief in the House of Learning. You can find more information about that side quest at the aptly-named Side Quests section of this guide.



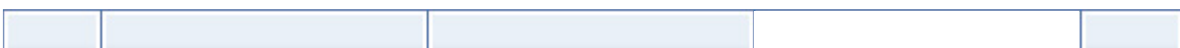
Ultimately, when all is said and done, and you've exhausted your want to explore, you're going to have to head back to the Proving Master, and participate in battle. After each round, you'll be brought back to the Proving Master, at which point you can jump right into the next battle, or step aside for a moment in order to heal, collect items, or whatever else. You'll also be able to save. The first four battles you encounter are laughably easy, but the fifth battle isn't at all a joke, so to be safe, save before the final battle, though you're likely to not find a need to save before that. When you're ready, initiate battle, sit through the introductory sequences, and then get ready for a battle. Or five.



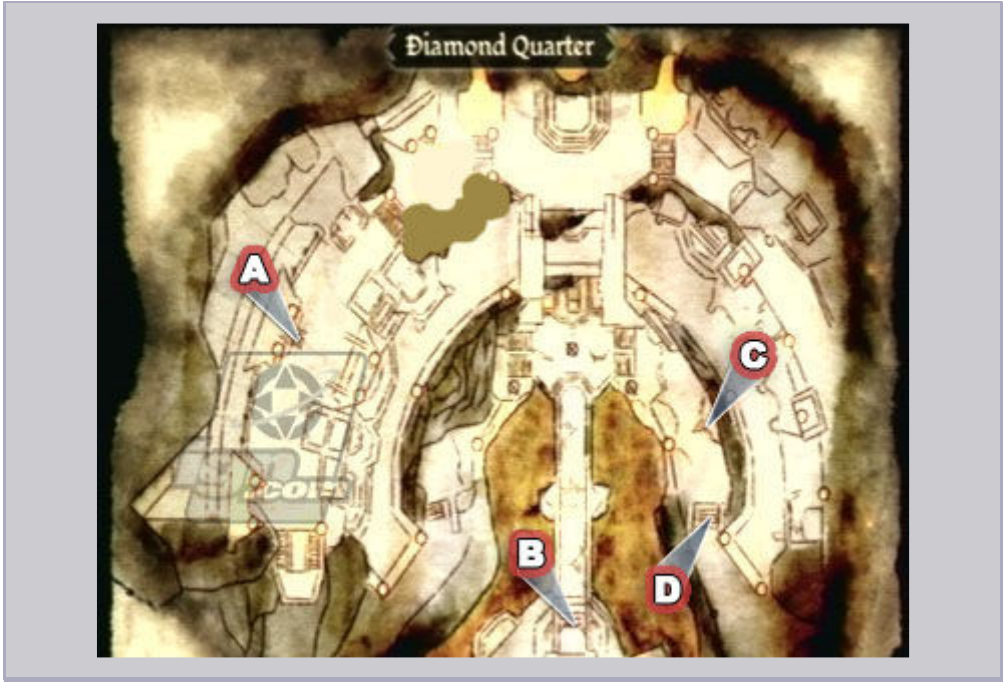
Speaking of the first four battles separately isn't really necessary, because the challenge level presented by these fights is, at best, completely laughable. You'll do battle with both one enemy and two enemies, depending on the round. You've likely spoken to all of your opponents back in The Proving, when you were exploring. In the fourth round, you'll even be able to pick a partner to fight alongside you, which can be any member of your party, or a character you freed up to fight alongside you (such as the aforementioned Baizyl). The key to all of these fights is to remain aggressive, staying on the offense, and whittling down your enemy's health as quickly as you can. That's because there's no real penalty to sustaining some damage in each fight. After each fight, your character will be healed automatically, so you have little to actually worry about in that respect. If, for some reason, you are taking a beating, then simply heal yourself, and otherwise stick to the game plan, which is to remain on all-out offense at all times.



The fifth battle, however, is another story entirely. Here, you'll be pitted up against a full party, and will in turn have your own party at your disposal. The fight is against Piotin and his thugs, and it's quite the battle, indeed. Piotin is powerful, and has a lot of energy to boot, so your best bet is to actually go after all of the ancillary enemies first. Take out his thugs and henchmen, since they fall much, much easier than he does, and in turn go after Piotin en masse, with your entire party, once the field is cleared of other foes. It's important that you stay healed here, as this party can paralyze your entire crew, whittling down your health while you can't do anything in return. When the fight has finally subsided, you can then claim absolute victory in The Proving, something that will go a long way in supporting the man you've decided to support in the civil war, the one Lord Harrowmont.



Choosing Sides | The Proving (et al) (Exploration, III)



C: Remember when you met up earlier with Dulin, back at the Harrowmont Estate? Well, he told you that following the battle, he can be found at Tapster's Tavern, which is located at location C on the map we've provided, in the depths of Orzammar Commons. Once you've tracked Dulin down successfully, you can relay the good news to him, though he's already learned of your convincing victory in the arena. With your loyalty to Harrowmont now firmly planted through your actions, you can go ahead and visit the Lord himself back at his estate, where your quest will continue in earnest.



You'll find yourself automatically back at the Harrowmont Estate following your conversation with Dulin at Tapster's Tavern. All you have to do is move forward through the door ahead (one that was previously off-limits to you) to find Lord Harrowmont in his study. With his back initially turned towards you, Harrowmont immediately begins to thank you for your hard work. In turn, you're no doubt curious where this is all leading. After all, you're only here to ensure the dwarves' help against the Blight, not to get caught up in their never-ending political games. But it's too late for that. Now that you've chosen a side in this fight, expect to be taking orders from Lord Harrowmont for the time being (indeed, you'll now be randomly assaulted by Prince Bhelen loyalists when you move around Orzammar, though such battles will occur no matter what side you choose). The two sides of the story come back together here, though, since you'll be ordered to investigate a crime syndicate down in Dust Town, at location D on the map. So even if you chose Bhelen's side in the civil war, this walkthrough will again be able to help you out, from here forward.



D: If you've been following our walkthrough, then there's no doubt that you've already thoroughly explored Dust Town, and even partook in a side quest or two out of here. So, this walkthrough assumes that you've already been here, and done much of what you need to do here apart from the main quest. As you work your way through this area, begin to speak with the people you see. Some will speak with you, and you can inquire about the Carta Hideout, and the leader of the crime syndicate operating out of it, a female by the name of Jarvia. Many will be willing to give you clues, so long as you're willing to pay, but others will ignore you completely out of fear of Jarvia's retribution. She is a powerful woman indeed, and many seem inclined to not cross her at all.



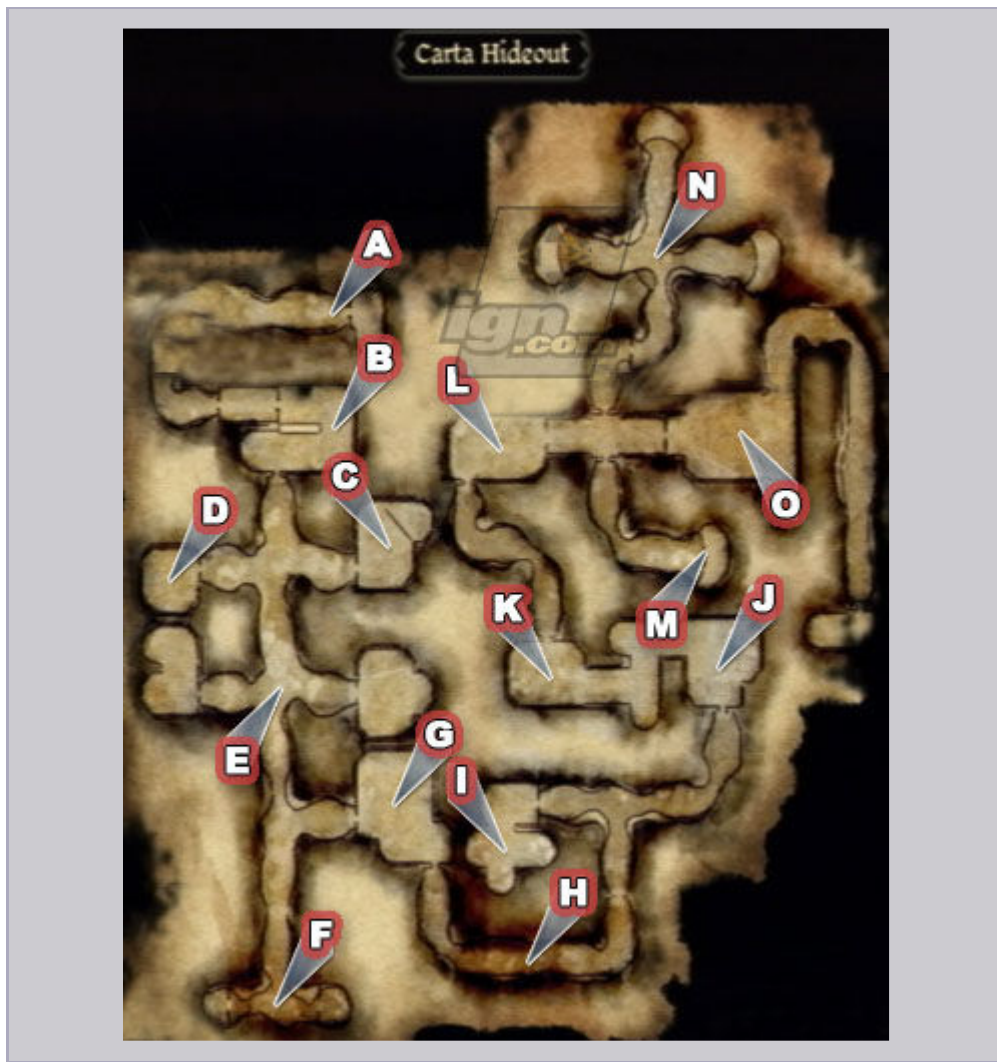
However, if you head to the open building at the back end of Dust Town, tucked in the corner, you'll find what you're looking for. As soon as you enter this building, you'll find yourself surrounded by a great many dwarven thugs. The conversation with them won't last long; they'll eventually pull out their weapons and conduct an all-out attack on you and your party. The idea here is a simple one. Focus all of your attacks solely on the enemy marked as the crew's leader. Once he's taken enough damage, the battle will end, regardless of the condition of his lackeys. Of course, if you want lots of experience, kill everyone else first, and then focus on the leader last. Regardless, when he's taken his fair share of damage, you can speak with him in conversation. If your powers of intimidation and persuasion are high enough, you can get the information you seek without having to prolong the battle. But if you don't have high persuasion and intimidation skills, this conversation will ultimately devolve into another fight. How this entire ordeal ends rests on those very statistics.



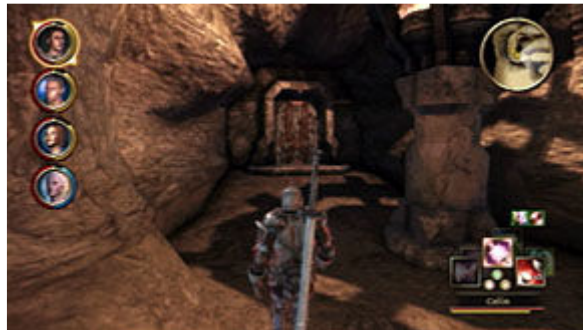
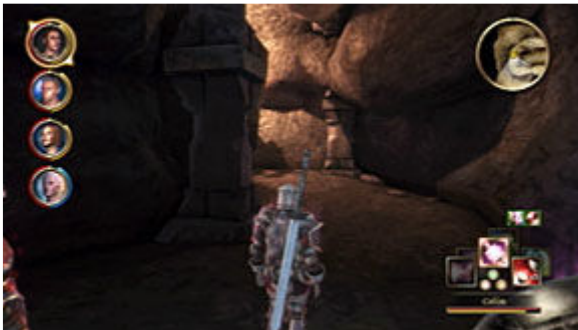
The battle in the building can end with the thugs' boss handing over the key to the secret door that leads to the Carta Hideout, or you'll have to finish the fight and pick it off of his dead, cold, lifeless body. Whatever the case, make sure you don't leave that building without the key (and if you're able to talk the key out of your enemies, you can choose to let them go or kill them right there -- as always, that choice is yours to make as well). With the key in hand, you can now use the door off of the left side of the back end of Dust Town (if your back is facing the way you enter Dust Town). Use the key you found on the door, and before you know it, you'll find yourself in the very hideout you were seeking out in the first place.



The Crime Syndicate | Carta Hideout (Assault, I)



A: When you enter the Carta Hideout from the entrance marked at location A on the map, you'll find things to be, at first, quite quiet. Enjoy it while it lasts, because the Carta Hideout is, for the most part, absolutely rife with enemies. You're going to need to be on top of your game to survive some of these encounters. As a warning, if you need healing items, head back now and purchase them before proceeding. Likewise, because of the massive amount of items and equipment you're bound to find here, you may want to backtrack to sell off any unwanted stuff, in order to make room in your ever-growing inventory for more goods. When you're sure you're prepared for what lay ahead, move on.



B: At location B on the map, you'll finally meet some foes. At first, they'll speak with you, asking you the password to enter the base. None of the answers are the right one, so it doesn't matter what you say, because this party of foes will be on you before long. Your party should be well-equipped to handle this particular threat, since all you'll really be dealing with here are weak Carta Thugs. The Carta Doorman that you initially get into a conversation with is the most difficult enemy in the bunch, so you may want to focus on him first, but either way, it won't affect the outcome of the battle too much. Compared to battles later on in the Carta Hideout, the combatants in this fight were mere pushovers.



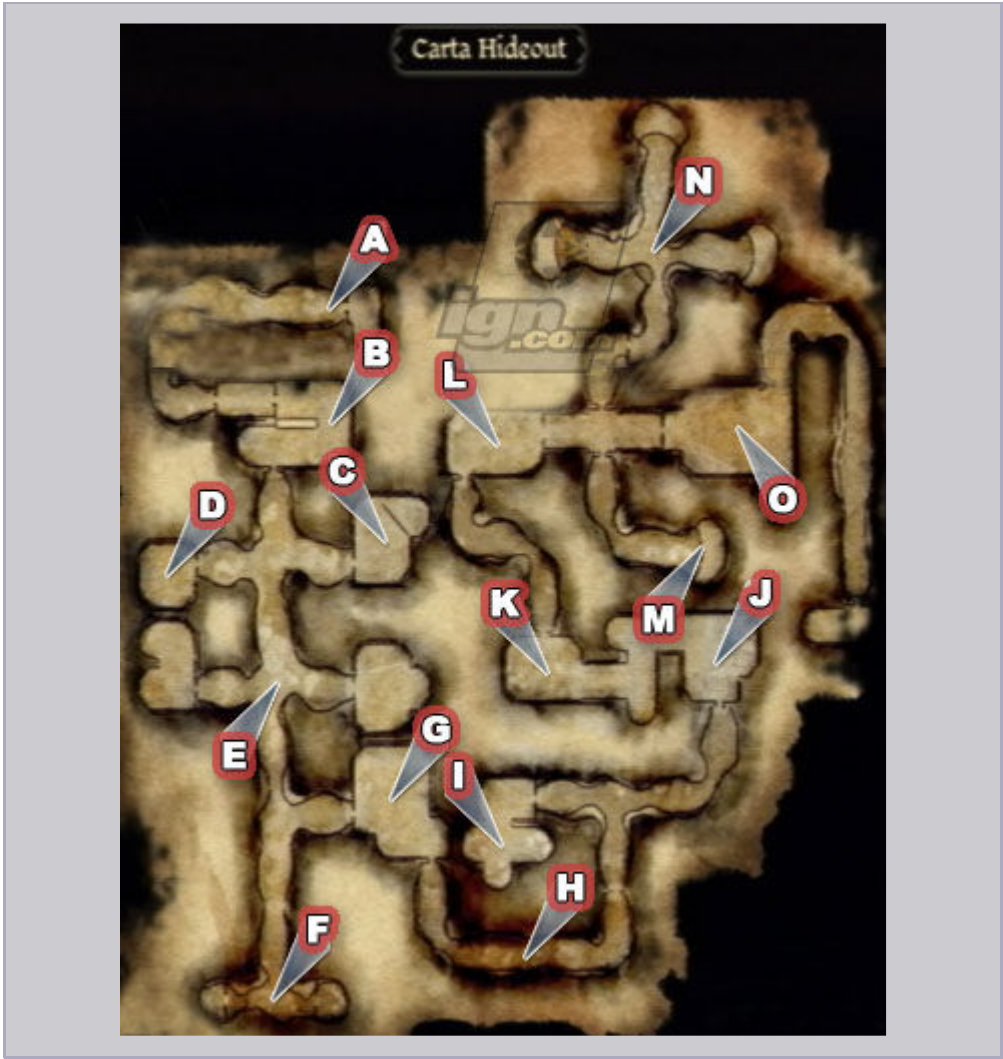
C: The room at location C is a small room, rife with enemies. Be sure that you commit to only going towards location C (or location D), without veering towards the location you're not yet going to head towards. That way, you don't draw out the enemies at both locations simultaneously. If this happens to you, you're going to have your hands full, so it's imperative that you commit to only one side or the other, and then go from there. The biggest threat in this room is the hired soldier within, known as a Qunari Mercenary. These guys are berserkers, and pack an extremely powerful punch. To take them on most effectively, gang up on them with your entire party once all other threats around you are nullified.



D: Location D is primarily loaded up with basic Carta Thugs, which you should have absolutely no problems dealing with. What makes this location a little bit more complicated than what initially meets the eye are the traps that lay before the doorway leading to location D proper. If you have a rogue in your party, you can dispatch him or her to disable the explosive traps lining the pathway towards the room, though doing so in the heat of battle (and convincing both friend or foe alike to not accidentally trip the wire in the meantime) is more complicated than it may be worth. Once all is quiet in this room, however, you can pillage it for items (along with the dead bodies within). The real item of note within, however, is a codex entry that will unlock the straight-forward side quest known as Jammer's Stash. For more information on that, consult the side quests section of this guide.



The Crime Syndicate | Carta Hideout (Assault, II)



E: Location E is designated as being in the middle of a corridor, with two rooms flanking it on either side, down independent paths spreading out to the east and to the west. The reason we've marked the corridor where we did, as opposed to the two doors independently, is simple. The hullabaloo back at locations C and D have no doubt drawn the attention of enemies sitting in both rooms, and they'll almost certainly meet you at location E proper. Holdouts can be found in both rooms branching off from this location, but the primary battle will be fought in the cave system. Carta Thugs and dangerous Carta Assassins (their rogues, basically) will take part in these battles, in addition to more hired hands in the form of mercenaries. Once all is said and done here, scour dead bodies for dropped goods and coins. You should also be able to find a plethora of worthwhile items in both rooms, in treasure chests, boxes and the like. A talented rogue will be needed to crack the locked chests you encounter.



F: If you head to the far southern end of the corridor, at the corresponding spot shown on the map, you'll encounter a dead end, with short pathways branching to the east and to the west from there. While this isn't how you will proceed with the main quest at hand, visiting this area is still important, not only to defeat the enemies that are down there for precious experience points, but to pillage the items that are at that location as well. The weapon racks you find there are full of items, as are other typical receptacles. Be thorough here, and make sure you grab everything you can before backtracking northward, and towards location G.



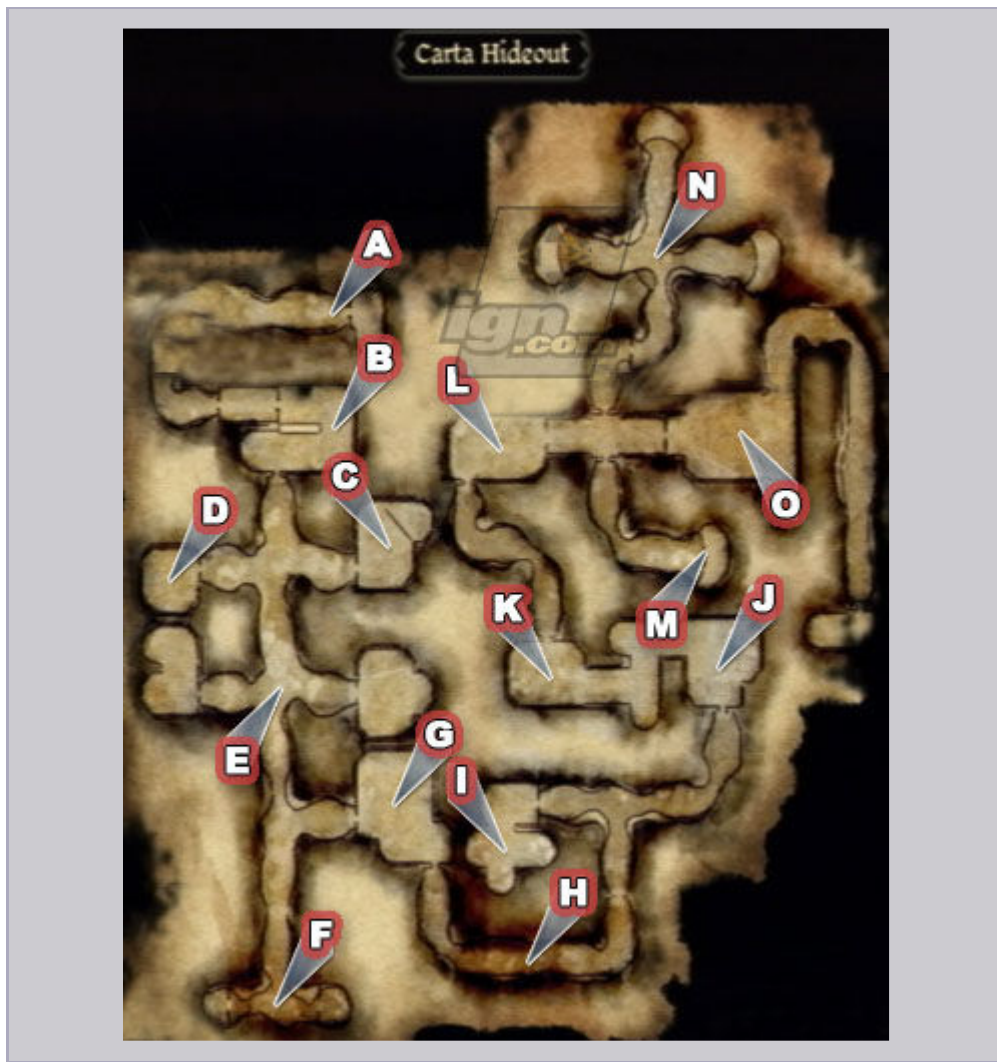
G: When you've finally reached location G on the map, you may be confused as to how to proceed. After all, this room, which is rife with enemies, doesn't seem to have any continuity with the yet-unexplored segments of the map. Let's deal with the enemies here first, though. The enemy contingent here is made up primarily of your typical, weak Carta Thugs, though some stronger foes might be intermixed with them. When all is said and done, carefully scour the room for dropped goods and stashed equipment. Then, seek out the door at the upper right corner of the room, which will grant you access to a cave-like corridor. Using this corridor is the way we'll proceed with the other half of the map. Things only get more difficult from here!



H: You won't necessarily find enemies at location H, but you will find other hazards. The major hazards here are the explosive traps. These can prove to be extremely challenging to disable, simply because the tripwires for both traps are below your line-of-sight as you approach them. It's easy to run into the tripwires without ever having previously known they were there. Thus, switch to your rogue, who should be capable of easily disabling such traps, and move towards the barrels on either side of the corridor. Since the tripwires are attached to the barrels, those barrels will be the key to giving the trap locations away. Once they are disarmed, you should be good to go. Neither of these traps will kill your party (and you'll have plenty of time to sit around and recover from any sustained damage), but why pass up the opportunity to score some free experience points?



The Crime Syndicate | Carta Hideout (Assault, III)



I: There are a few cells at location I, and you'll want to visit them. The Carta's jailer, along with a bunch of his henchmen, will attack you when you arrive here, but you should be able to take them fairly easily. What complicates this encounter the most is the relatively tight space you'll be forced to engage your enemies in, but the general weakness of most of the combatants shouldn't make things much harder than they otherwise would be. When all is said and done, comb dead bodies for goods and coin. The jailor's corpse should hold a key that will allow you to open the locked jail cell nearby. Let the captive dwarf go, and search both cells before continuing onward.



J: This area is chock full of Carta Assassins. These pesky rogue-like characters can appear, disappear, and then suddenly reappear with regularity, and when they do this, you can expect a dagger in the back for massive damage. Team up on each Carta Assassin with your entire party, trying to fell one at a time, before they are able to unleash any of their trickery. As you whittle down their numbers, things will become more and more manageable for you. Before moving on towards location K, be sure to scour the barrels and crates around you for plenty of goods, if you choose to add them to your inventory.



K: Overall, the enemy force at location K is far easier to defeat than the previous wave of enemies you dealt with at location J. There's a caveat to this, though, and that caveat is represented by a single enemy you'll encounter. The Qunari Mercenary you will run into here packs an extremely powerful punch. What the mercenary lacks in agility he makes up for in sheer power and aggression. Have your entire party team up on this target before you deal with the lesser enemies around you, and make quick work of him. If you don't, this berserker-style enemy will go completely insane on your party, doing massive amounts of damage in the process. Once he's fallen, you can then focus on the Carta Thugs around you, making mincemeat out of them before searching the area surrounding you for even more items and more coin. You're just raking it in at this point!



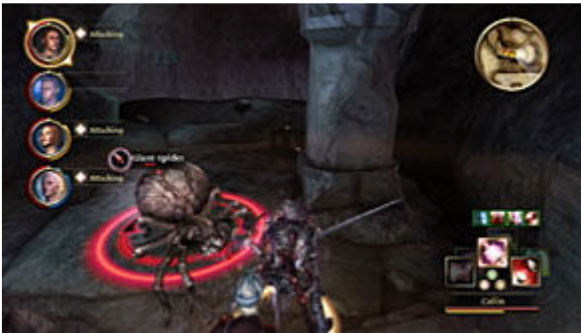
L: This well-lit room contains numerous types of enemies that will assault your party at once, so definitely be defensive here. In addition to plenty of weakling Carta Thugs, you'll also have to deal with Carta Assassins and, even more dangerous yet, hired help as well. The hired help here doesn't come in the form of Qunari Mercenaries, however, but rather Elven Mercenaries. While the Qunari Mercenaries specialize most, it seems, in brute force and punishment, the Elven Mercenaries are a little more strategic and subtle in their attacks. Expect these foes to act like stronger Carta Assassins. When all of the enemies here have fallen, you can go ahead and search their corpses, as well as your surrounding environs, for collectibles and coin before moving on to the next location.



The Crime Syndicate | Carta Hideout (Assault, IV)



M: Exploring this ancillary little corridor is completely optional, but because of the simplistic nature of the enemies you'll encounter there, in addition to the treasure you'll find, there's absolutely no reason whatsoever to avoid going here. Instead of dwarven foes (or hired mercenaries), you'll encounter more cave-like creatures here in the form of Giant Spiders. These guys have the power to paralyze you, but offensively, they aren't capable of doing much damage. When they've fallen, search their bodies for anything they may have dropped (why a spider is carrying around coins is beyond us, but nonetheless), and have your party's rogue pick open the lone treasure chest down there, looting it before you head on back towards the previous corridor.



N: Location N is a collection of dead ends that should certainly be explored thoroughly before moving on towards location O and, ultimately, the conclusion of the quest in this dungeon. Multiple pathways mean lots of enemies, and they'll all likely see you (and thus collect) around location N proper on the map. You won't be dealing with any extraordinarily powerful foes here -- likely just Carta Thugs -- but you should still be prepared for a lengthy battle. When all is quiet, you're then free to explore your surroundings, as there are plenty of items to find, including a box associated with the side quest called Jammer's Stash (more information on that can be found in the Side Quests section of the guide). You'll also no doubt notice some Deep Stalkers and other beastly enemies here. They didn't attack us, nor were we able to interact with them, but this could very well be a glitch. You may or may not have the same experience with them that we did.



O: Finally, at location O, you'll run into the leader of this dangerous crime syndicate, a mouthy female dwarf named Jarvia. After some smack talk is exchanged, you'll be thrust into a battle with her and her considerable number of thugs. This battle is difficult not due to Jarvia's strength and hit points (of which she has plenty of both), but because of the sheer number of enemies you need to deal with while concurrently fighting Jarvia. These foes come in waves, and are of varying strengths. Your best bet is to remain stagnant at first, dealing with the enemies around you before pushing forward towards the middle of the room. Then, deal with the next wave of enemies, and so on and so forth. Needlessly running around this area will only result in drawing out multiple enemy waves at once. Doing so will also cause you to run into the traps all over the place, which your rogue can disable during battle. Once you've felled all of Jarvia's help, you can focus your entire party's efforts on her, felling her quickly. After you've scoured all of their bodies for goods, you can head out of the exit to your right, using the key you find on Jarvia to open the door.



Using the key you found on Jarvia will allow you to breach the door nearby, where you can walk out of this cave in one piece. You'll end up back in Orzammar Commons, at a shop. You'll be able to briefly speak with the shopkeeper here before moving on, though he'll be quite livid with you for busting through one of the walls in his shop. He claims ignorance on the system of illicit caves behind his shop, though whether or not he's feigning knowledge doesn't really matter. Take this opportunity to sell to him any goods you don't want (you should have plenty of them after venturing through that cave), and then we can move on.



All that's left to do now is to head back to the Diamond Quarter, where you can return to the Harrowmont Estate to speak with Lord Harrowmont (this will naturally differ for you if you chose to take Prince Bhelen's side in the conflict, but again, this walkthrough doesn't cover that particular arc). When you return to Lord Harrowmont, report your victory to him. In return, he'll thank you for your service. But, of course, there's more work to be done before Harrowmont takes the throne, and in turn promises troops for your service on the surface. Listen to his instructions, and then read on. It's time to go to the Deep Roads, a place few dwarves (or others) dare ever venture.



Delving Further | Aeducan Thaig (Exploration, I)



You could make way directly for the Deep Roads, but what fun is that? If you head westward off of the main road strewn before you, you'll instead find a path into a location known as the Aeducan Thaig. While this is a completely optional location for you to explore, you should still go ahead and do so. This will allow you to farm for some items, defeat some enemies, and of course, earn some experience. And naturally, that's never a bad thing.



A: To the southeast of location A on the map, you'll be able to breach this series of tunnels to the west of the road. As you begin to traverse the entry area of the corridors, you'll run into the first enemy contingent of this area at location A. Expect to do battle with some Genlocks and Genlock Emissaries -- nothing you haven't faced before. They should fall rather easily, so scour their bodies for dropped items and coin when you are done. A nearby dead end alcove should also have a few more items stashed away for you to grab.



B: At location B, the crap will truly hit the fan. You're going to run headlong into a rather meaty group of Hurlocks and Genlocks here, and these guys are going to come at you with steely resolve. Their impressive numbers will overwhelm you if you run directly into the room, so try to bait a few of them away from the larger group, and then retreat backwards, towards the way you came, so that you can deal with them under more reasonable circumstances. Try to turn some corners all the while, so that the archers in the enemy group won't have clear shots at anyone. Any magicians in their crew should also be quickly eliminated, though you aren't necessarily guaranteed to run into any magic-users during this particular fight.



Delving Further | Aeducan Thaig (Exploration, II)



As always, the strongest enemies should be eliminated first when at all possible, so that includes the Hurlocks in this crew, as well as the Genlock Alphas that will be leading your adversaries' charge. When the stronger enemies are killed (as well as the foes you may have dragged away from the main force of enemies), you can then return to the large chamber to extinguish threats posed by any residuals and stragglers. Once the coast is clear, be sure you scour the room for a plethora of dropped coin and items, as well as a couple of treasure chests that can be cracked open if you have a talented rogue in your midst.



C: Huddled around a campfire at location C will be another crew of Genlocks and, more dangerously, Hurlocks. Magic users, archers, and all sorts of other "specialists" will be within this crew, and this is going to be a pretty violent battle due to the fact that there's very little room in which to maneuver. Try to use this to your advantage by forcing your enemies to stream towards you within limited confines. By using other enemies as a barrier, only a few of them will be able to attack the party at once, as opposed to most or all of them (so unlike other times, the idea here *isn't* to dash off and let the enemies follow you). When all is quiet, be sure to search the area around the fire for not only plenty of dropped goods, but a broken crate and some other receptacles chock full of items as well.



D: There's nothing to worry about here *per se*, but you're still going to have to deal with some pesky enemies at this location. Expect to be assailed by a group of Deep Stalkers at or around the point shown on the map, the little dinosaur-like creatures that have attempted to cut you to pieces in locations past. You can filet these guys rather easily, no matter the numbers they come in, but be ready to fight nonetheless. It should go without saying that you're going to run into more of these guys at random times when traversing the thin corridors of this cave system.



E: At this location, you should be able to explore your surroundings without having to deal with *too many* enemies. However, at both the specific location outlined on the map and the dead end chamber to the south of that, you'll be assailed by two more crews of Deep Stalkers. Slay those little dinosaur juniors, and then begin to explore. There are three dead ends surrounding location E specifically -- one to the north, one to the east, and another to the south. The chamber at the south end, with its locked treasure chests and wide open space, might be the most alluring one to explore. And while you should certainly do that, don't neglect to explore the other two aforementioned dead ends as well, gathering as many goods and as much money as you can possibly hold.



Delving Further | Aeducan Thaig (Exploration, III)



F: Guess what you're going to find at this point designated on the map? You guessed it -- more of those friggin' Deep Stalkers. You know what to do by now -- lay the ruthless slaughter down on these guys. Unfortunately, as they aren't even remotely humanoid or intelligent, these guys *never* drop anything useful, but they are still worth ever-valuable experience points. You may even be lucky enough to run into one of their "leaders," an alpha version of the Deep Stalker that's more powerful than his lesser friends. They are worth a lot more experience, so rejoice as your blade greets their necks. Unfortunately, the surrounding area isn't exactly rife with items, though that will be rectified soon enough.



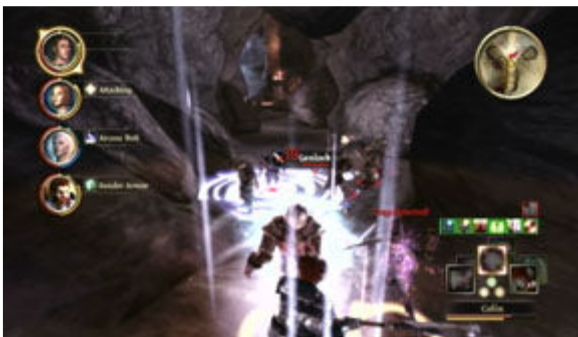
G: As you approach the western edge of the map, you'll inevitably run headlong into location G, whether you're going through from the east (as we did), or whether you're descending onto the area from the north, through locations H and I discussed below. You'll run into more Deep Stalkers here, but count your blessings that you did. While you may be tired of fighting these miniscule cretins, you'll run into far stancher resistance at future locations. Also, search your surroundings for odds and ends as far as items are concerned. You won't find much, but a thorough examination will still net you some stuff worth grabbing (including out of a locked chest, if you look closely enough).



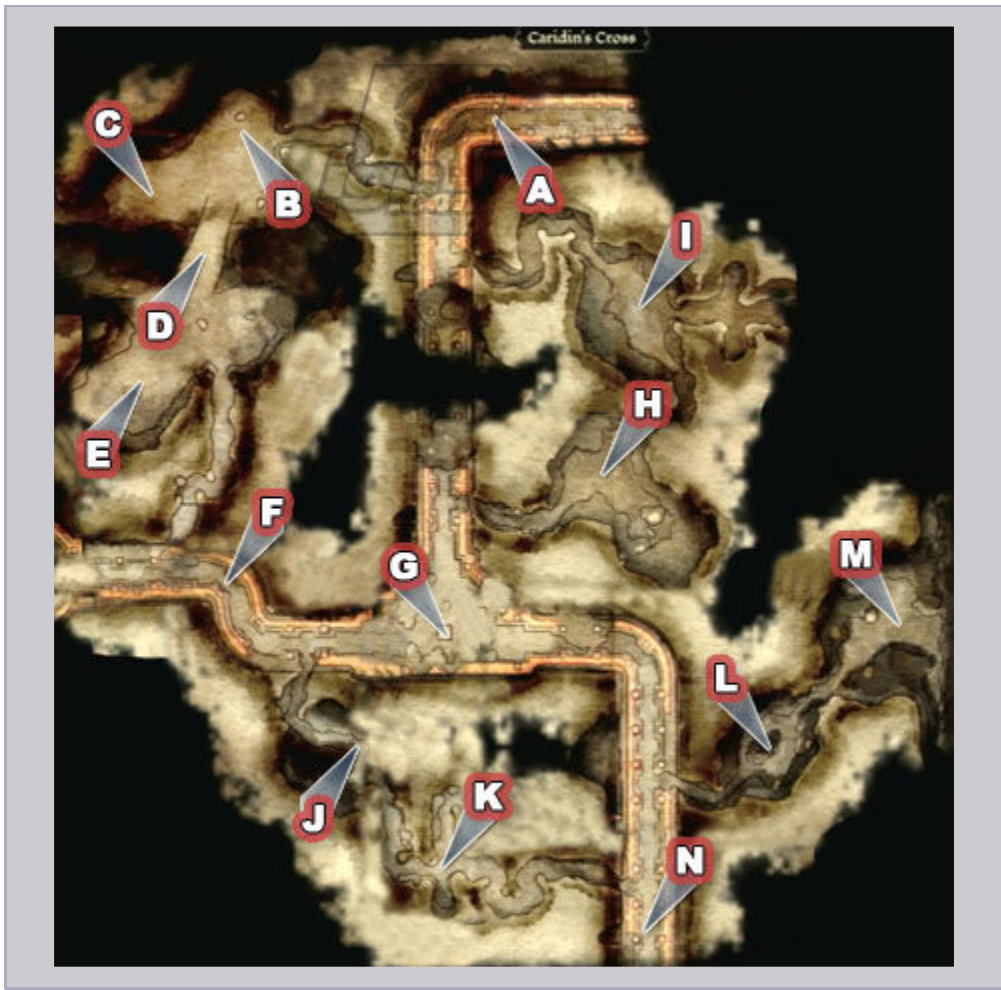
H: The area surrounding location H on the map we've provided you seems to have, at one time or another, housed some (or perhaps many) dwarves. But now, this location is all but abandoned... at least by the persons who built the various buildings around you. Instead, this area has been seized by a plethora of Deep Stalkers, Genlocks and Hurlocks. For as big as this area is, the enemy presence isn't exactly huge, but nonetheless, you're going to want to remain on-guard here. The good news is that once all of the enemies around you have been slain, you're free to explore this abandoned settlement. There are a lot of locked treasure chests and other item-holding boxes around you, so a talented rogue in your party will go a long way here in further buffing-out your ever-growing inventory.



I: Depending on how you decided to go through this location in the first place, you may have traversed location I a lot earlier than we did. Either way, you're going to find the same enemy contingent there. Genlocks galore will greet you in the tight corridor at location I, as well as the little bulbs on either side of it, stretching off to the east and to the west. You should know how to deal with these guys by now -- retreating won't do you any good, so simply use your constrained surroundings to your advantage, forcing the Genlocks into a tight area, and deal with them one by one. When all is quiet, scour dead bodies for any dropped items and coin, and search your surroundings for items as well. Some are sitting around in the wild, waiting to be acquired.



Seeking the Anvil | Cairdin's Cross (Exploration, I)



At the far end of the area we just traversed, you'll find the Deep Roads once more, which will lead to a map of the larger area around you. A new location should now be available on that map; Cairdin's Cross. Unlike the previous location, this area is a place you *must* get through in one piece to continue. And unfortunately, doing so is certainly no easy feat. When you arrive, you'll see an enemy party directly ahead of you. A brief cutscene will take place with Oghren, and then you'll regain control. Get ready for a fight! Cairdin's Cross is no joke.



A: As soon as you gain control following the brief cutscene with Oghren, you'll be able to explore the corridor before you. As you approach location A designated on the map, you'll find some map posts flanking your location, and little else. At location A proper, you'll run into a party of "Hired Goons." After some brief crap-talk back and forth, you'll be able to take it to this small party of foes, felling them rapidly. Scour their bodies for goods when all is said and done, and do keep in mind that out of the many, many enemy parties you'll meet here at Cairdin's Cross, that was certainly the easiest to eliminate.



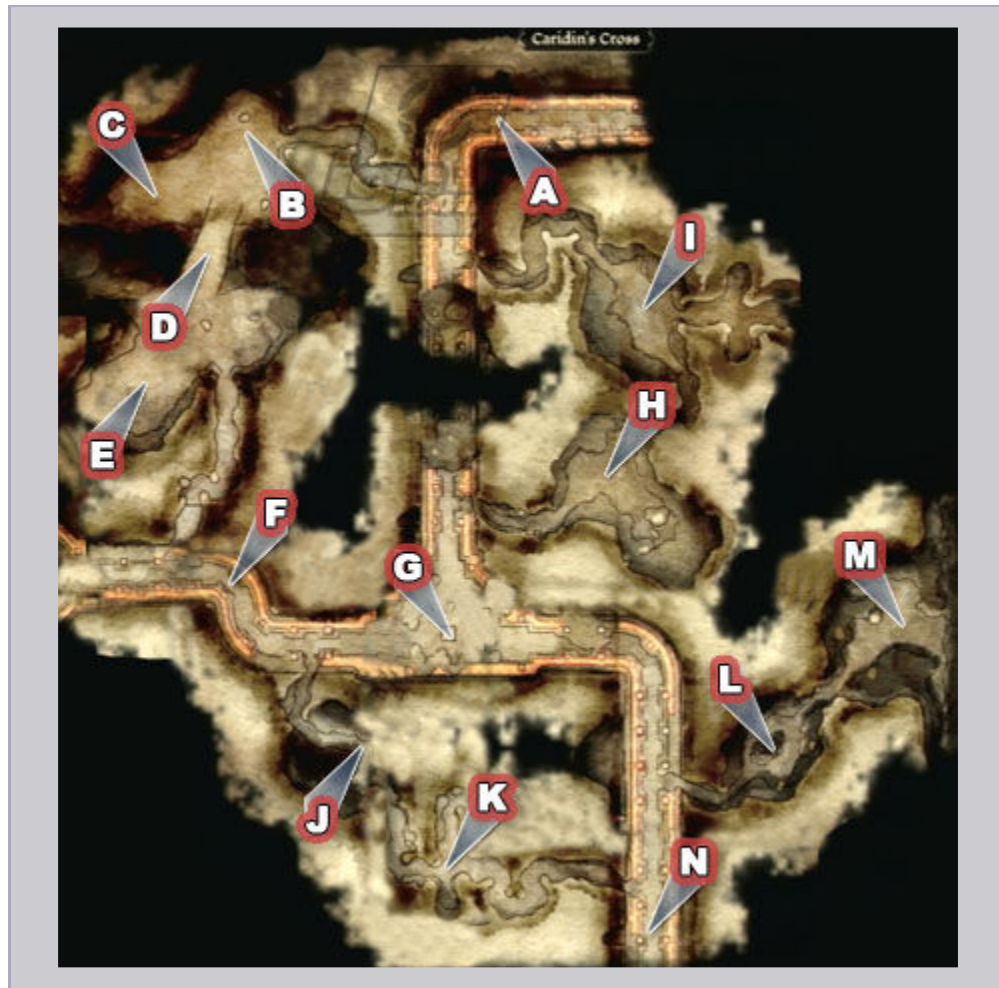
B: As this tunnel pours into a wide open cavern at and around location B on the map, you're going to be in for a rather unpleasant surprise. For what begins as a single enemy encounter here slowly-but-surely opens up into far, far more. You're going to have to take things as they come here, and be extremely reserved. Otherwise, you're going to quickly be ripped to shreds, and in extremely short order too. At first, things will remain pretty restrained. You'll be dealing with only Hurlocks and Genlocks to start. But eventually, things are going to start getting a little more ridiculous. You don't want to draw out more enemies than you can deal with at one time here, however, so above all else, don't breach the room too far. Stay near the tunnel entrance and let these first enemies come to you, which will effectively thin their ranks and prepare you better for what lay ahead.



C: Pressing further into this cavern, towards the center of it, will draw out even more enemies. This huge influx of foes can be overwhelming for unprepared gamers, so it's in your best interest to certainly save before entering this cavern, or you may be jettisoned back to the beginning of Cairdin's Cross upon an untimely death. Hurlocks and Genlocks continue to rule this area, so you'll be fighting them almost exclusively. However, expect that some other enemies, including archers and even some Emissaries, will enter this fight to make things a little more complicated. You've fought these guys endlessly at this point in the game, so as far as tactics are concerned, it's in your best interest to keep using what's worked best for you up to this point. When all is *finally* quiet, be sure to explore the location for goods, not only on dead foes, but in broken rocks, fire pits, et cetera as well.



Seeking the Anvil | Caridin's Cross (Exploration, II)



D: The stone bridge leading to the southern area of this cavern is your next objective. Hopefully, when heading through locations B and C, you didn't stray too close to the stone bridge. Doing so would have caused an influx of enemies to approach you from that location, exponentially complicating your condition. Unfortunately, either way, when you cross the bridge, expect to run headlong into a powerful Hurlock Alpha. Fighting him will also draw out more, weaker Darkspawn on the far end of the bridge. Don't run wantonly towards them after the Hurlock Alpha has been dealt with, however. Instead, kill the Alpha, and then switch to your party's rogue. Have him or her disable the myriad traps on the bridge all around you. *Then*, when it is safe, run towards the reinforcements and do them in.



E: There are more enemies to deal with once you've crossed the bridge, disabled the traps all around it, and dealt with some of the enemies spawned following your confrontation with the Hurlock Alpha. Most notably, there will be two types of enemies you have to kill on the far side of the bridge to continue that *don't* fall within the Hurlock/Genlock realm. Those two enemies are a lone Ogre, and new enemies you've yet to encounter called Shrieks. You've fought Ogres many times in the game up to this point, so you should know how to solidly defeat the foe -- gang up on him with all members of your party for a quick victory. Shrieks, on the other hand, are a different story, for they are both fast-moving and powerful. Their agility allows them to strike often, so remain on guard as best you can, and lay the killing blows as the opportunities present themselves.



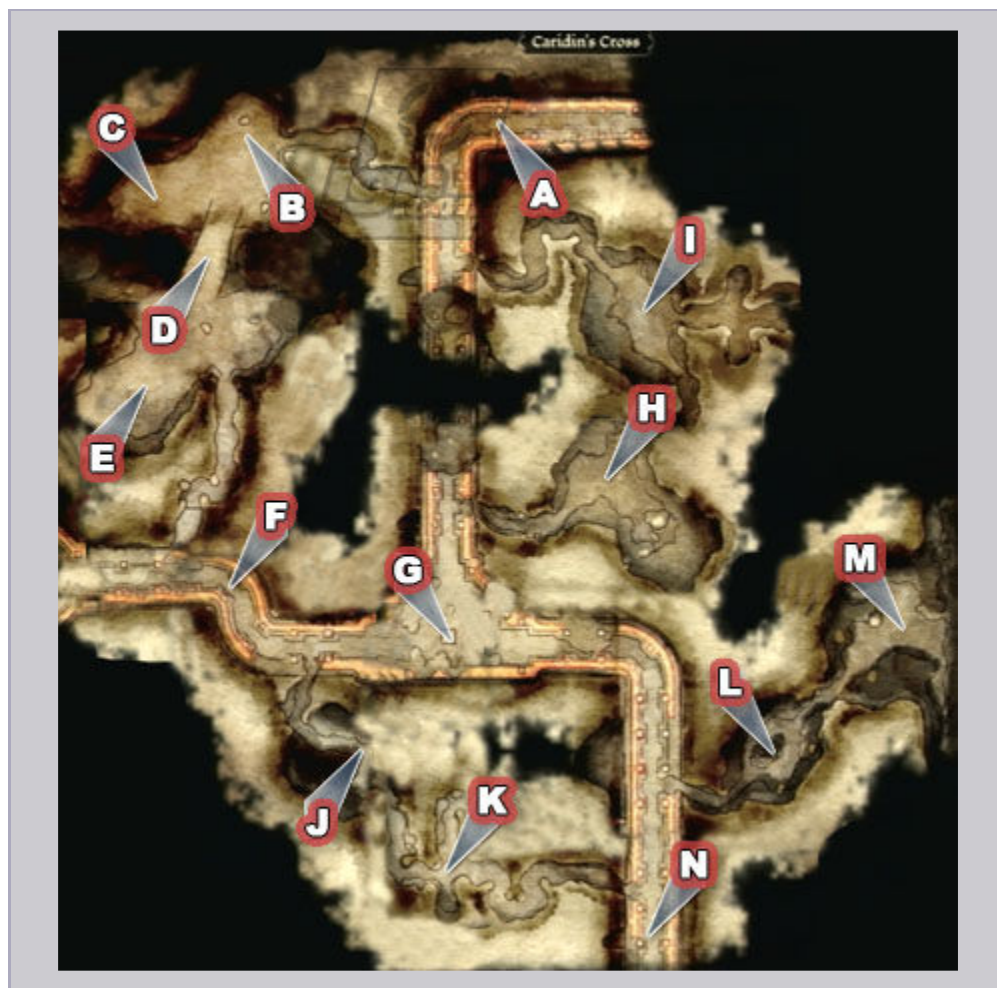
F: As you emerge into the more standard tunnels shown at and around location F on the map, you'll be greeted by more Genlocks and Hurlocks, as well as one of their mounts, a monstrous enemy known as a Bronto. These guys pack quite the wallop, so if you're able to, you should certainly kill these guys first and foremost, having your entire team gang up on the foe until he falls. You'll run into enemies known as Genlock Runners here as well; these agile enemies can strike multiple times per turn with their mace weapons... you've been warned! Otherwise, as you progress towards location G, be sure to stay on the lookout not only for items and gear to grab, but for codex entries as well.



G: The dirt mount near location G is where a whole new battle will erupt. Thankfully, you'll be running into a pretty standard array of enemies, including more (you guessed it) Hurlocks, Genlocks, and even Brontos and the like. In addition, there are traps all over the place here, including a tripwire and plenty of beartrap-like devices. If you have a rogue in your party, it's a good idea to stray from the battle with him or her, walking around the area to disable all of the traps around you. Not only will this ensure that your party stays alive during the fight, but it will also be the source of a healthy dose of experience points.



Seeking the Anvil | Caridin's Cross (Exploration, III)



H: When you begin working your way towards locations H and I on the map, in order to explore those corridors, understand that doing so will begin to wrap you around back towards the entrance to this area. Indeed, you could have actually initially breached this linear, looping corridor from location I much earlier on your quest, but not necessarily. If you're following our walkthrough and map to a tee, you'll have to explore this location as sort of an ancillary task, deviating you away from the direction you should be heading towards to complete the task at hand. Within here, you'll run into your old miniature dinosaur friends, the Deep Stalkers. You should know full-well how to deal with these foes, and while these dead enemies won't drop any goods, you'll find plenty of other items and pieces of equipment to gather if you explore your surroundings thoroughly.



I: At location I, you'll find more of the same that you did at location H -- many, many Deep Stalkers. Thankfully, there will also be more items for you to find and plunder, if you're thorough enough in your investigation of the area. Keep in mind that if you loop northward and to the west from this location, you'll end up back near where you started to traverse this area (if you're following our walkthrough, that is). So if you check your map, you can theoretically stop heading in that direction and backtrack to the south once you've made the loops connect on your map. And even then, you don't have to do that, but of course, making sure you've killed all enemies here (for experience) and gathered all available loot (for the betterment of your inventory) only works in your favor, so take the time to do so.



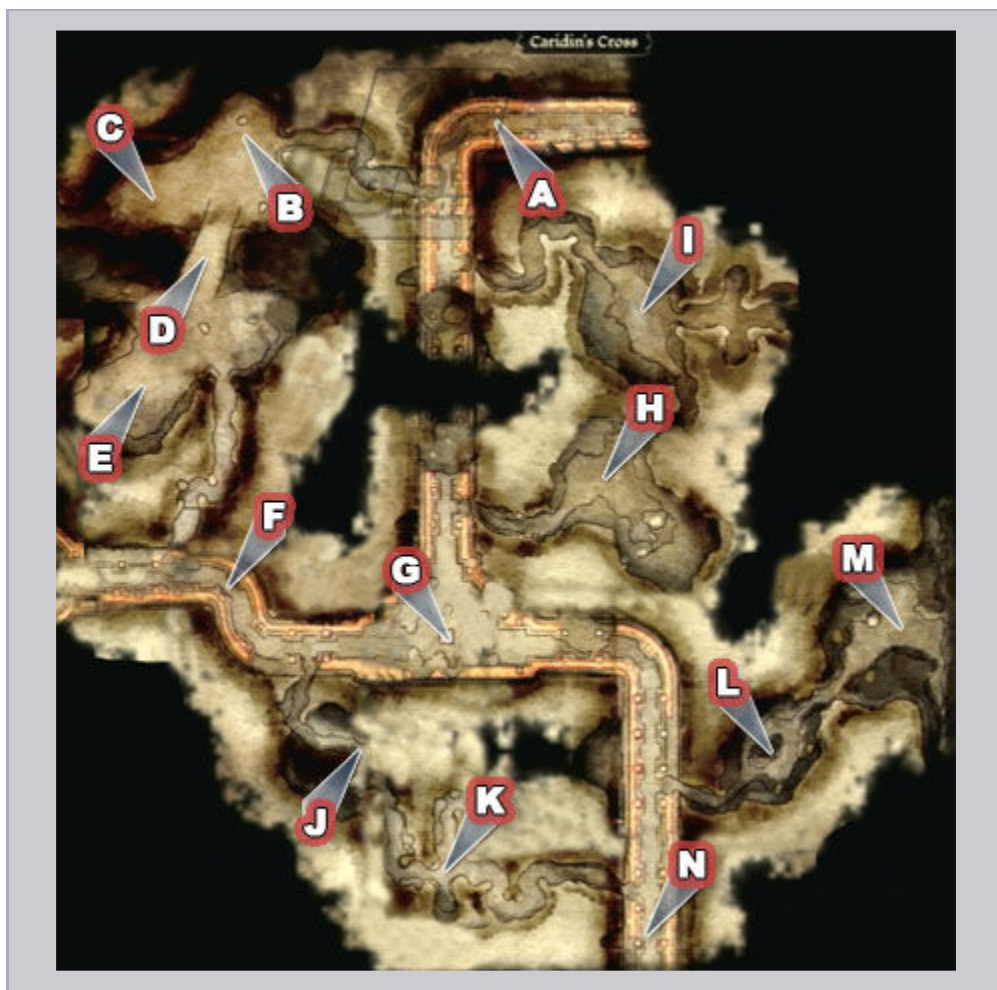
J: Guess what you'll find at location J? More of the same, of course! Expect to fight more Hurlocks and Genlocks here, including Runners, Emissaries, and everything in between. Is it getting monotonous reading over and over again about Hurlocks and Genlocks? I'm sure it is. Just imagine what it's like having to write about them every paragraph!



K: More interesting enemies await you at location K, as you get deeper into this particular string of corridors. Naturally, as you look at the map, you'll be heading in a pretty clear east-west direction, but there are times where you can explore dead end offshoots heading out to the north and south, and this is one of those times. In addition to being assailed by more Shrieks here (in addition to more of the standard enemies you've been slaughtering mercilessly up to this point), you'll face off with an even more powerful enemy -- an Ogre Alpha. You've fought Ogres plenty of times before, this is true, but the Ogre Alpha is another story entirely. This guy is a powerhouse, so be sure *everything* else around you is killed-off before starting to deal with him, since you'll need your entire party to gang-up on him in order to survive. Be prepared to spam curative items as needed, and if this guy grabs you, well, let's just say that you might not survive to tell about it. Here's hoping you've saved recently!



Seeking the Anvil | Caridin's Cross (Exploration, IV)



L: This final offshoot, where locations L and M have been marked off on the map, are entirely extraneous to your general mission. Nonetheless, exploring this location will allow you to kill off more enemies of a fairly simplistic nature, which is great for your experience point count. And of course, there are items and equipment to be found here as well. This first, smaller chamber contains the miniature dinosaur enemies known as Deep Stalkers. There will likely be Hurlocks and Genlocks mixed in with them as well, but nonetheless, these guys should be nothing but fodder for your sword at this extremely deep point in the game. Explore your surroundings for dropped items and equipment when you get the chance.



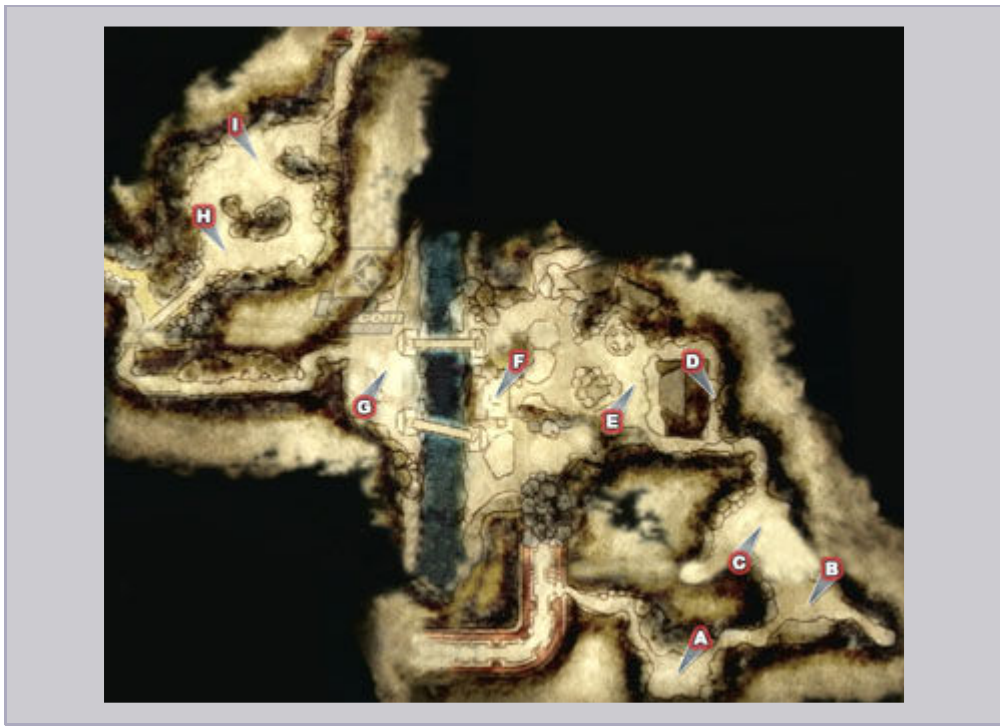
M: Further down towards location M, you'll find an isolated chamber with more Deep Stalkers. Indeed, this seems to be this location's Deep Stalker den, as it were, so you'll be fighting those guys almost exclusively. Though they will appear in seemingly-endless numbers, the fact remains that these guys shouldn't be powerful enough, even in force, to overwhelm your party. You will fight a more powerful Deep Stalker known as a Matriarch, but even she is comparably weak to what you should be packing at this point in the game. The good news, of course, is that once all is quiet, you can explore this egg-laden den to find a plethora of items and coin for your burgeoning inventory.



N: When you're satisfied that you've seen and done everything here that, well, needs to be seen and done, you can make haste towards location N on the map. This will allow you to reach the Ortan Thaig, our next primary destination. Worry not if you didn't explore this location as thoroughly as you would have liked, however, since you could always return at your leisure via the Deep Roads map, if you so choose.



On Her Trail | Ortan Thaig (Exploration, I)



Upon leaving Caridin's Cross, you'll come to Ortan Thaig via the Deep Roads map (though this will happen somewhat automatically for you upon your maiden voyage to this particular location). As the dwarven member of your party, Oghren, comments, you're getting closer and closer to finding the missing Paragon (remember -- that's why we're going through all of this trouble to begin with). We just gotta keep pressing forward, but we're certainly close on the Paragon's heels at this point.



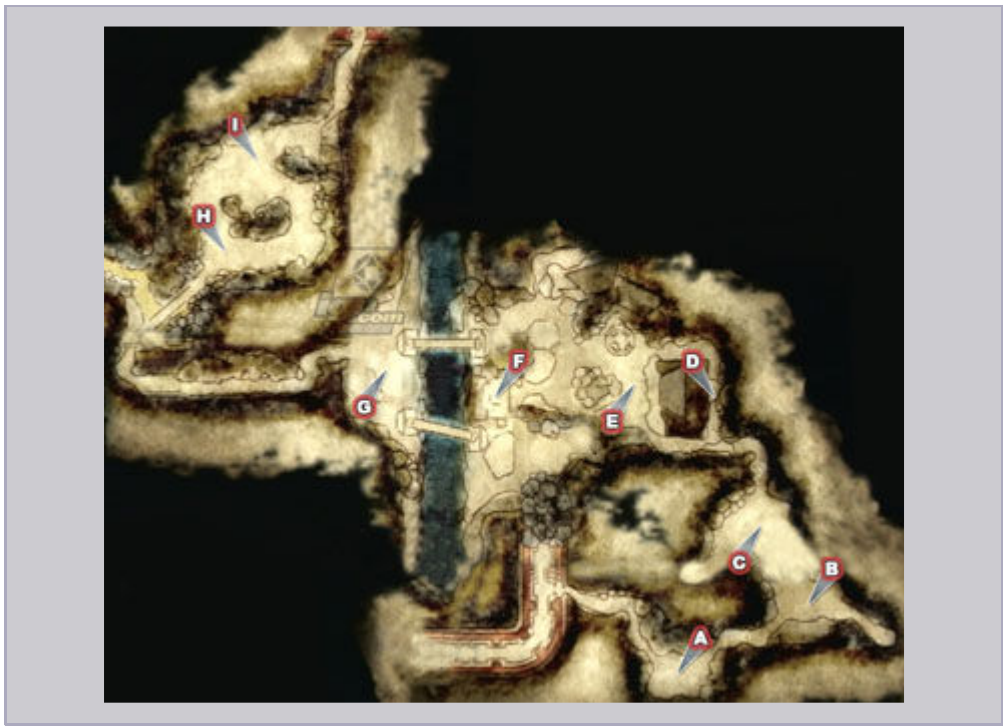
A: From the entrance to the Ortan Thaig, you'll be forced to work your way around a linear corridor. However, as the map clearly shows, you'll then run into a block in the road, which will coerce you to take a conduit into some caves to your right. This leads directly to the chamber marked at location A, where you're bound to run into a plethora of arachnids. You'll be fending off both Giant Spiders and more powerful Thaig Crawlers here, so keep your wits about you. Don't venture too much further to the east during this battle, as you'll risk drawing out more enemies there, further complicating the battle.



B: Venturing eastward down a linear passageway to the east, you'll eventually wind northeastward into another, far larger chamber. Almost immediately, expect to be assailed by another crew of bad guys, the strongest amongst them in the form of an Ogre. Accompanying the Ogre will be plenty of lesser thugs, including more varied arachnids. If you were thorough in clearing the area at (or near) location A, remember that you can backtrack back towards spot A on the map, if you need a place to fall back to. After all, it's not incredibly hard to get overwhelmed here. Ogres can be tough!



On Her Trail | Ortan Thaig (Exploration, II)



C: The large chamber marked by location B will open up into an even more expansive area at and near location C. It's important that when you're fending off enemies when you enter the chamber from the south that you don't venture too far to the north, or you'll end up combining the robust enemy parties at both spots, making matters far more obnoxious than they have to be. Unlike when you fought the Ogre at location C on the map, you won't run into any baddies here that will overwhelm you too much. Expect to fight more spiders here, as well as various kinds of Hurlocks and Genlocks. You know -- the usual.



D: The square-shaped corridor at location D is easy enough to traverse, and in fact, you can avoid roving over most of it if you so desire. But as usual, we have to implore you not to skip over this small location, because you should never, ever, ever skip over an opportunity to earn some experience points. This is especially important in a game like Dragon Age: Origins, where there isn't an infinite amount of experience points to be grinded out at a whim. You'll only face off with lesser arachnid enemies here, but be sure to take 'em all out, grabbing anything they happen to drop (as usual, how or why a spider would have anything on it is beyond us).



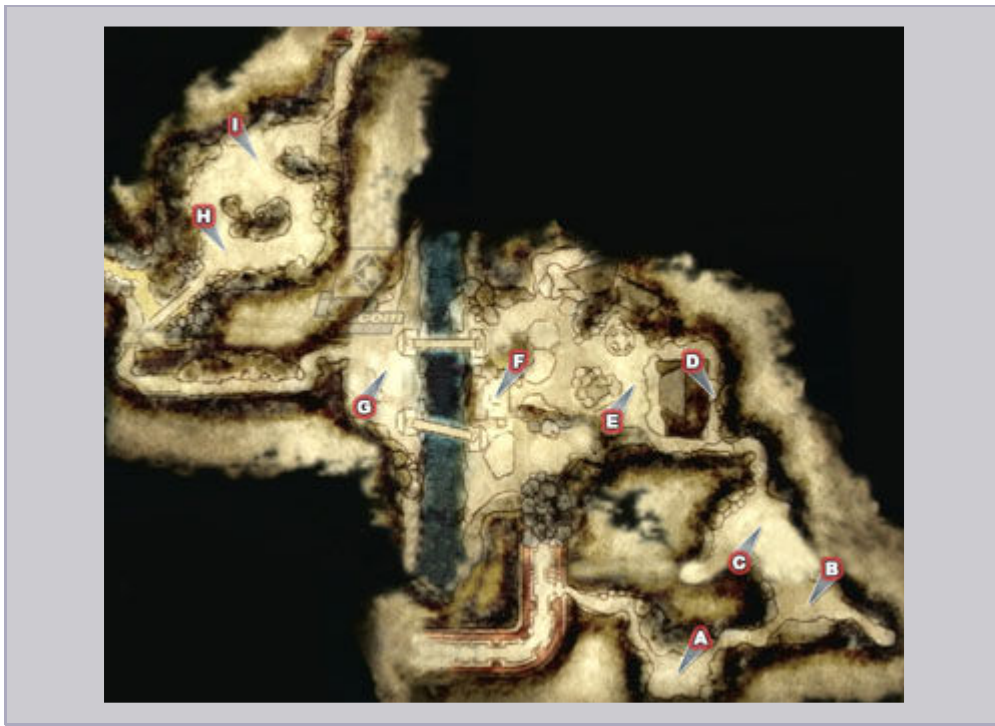
E: You're going to do battle with a pretty interesting brand of enemy here (amongst other foes of a more questionable nature). These ghastly enemies are known as Indignant Spirits, and they can be a bit obnoxious in battle. In addition to fighting those foes off, expect to fend off more conventional enemies, as well as gigantic, strong Stone Ogres, who can present a bit of a problem for you if you're already overwhelmed with other enemies. As usual, feel free to fall back if you're getting pounded. As long as you were thorough in clearing all of those areas prior to fighting here, you should be able to fall back into an enemyless void. If you weren't thorough, however, well... you might actually make matters worse for yourself.



F: As you approach the bridges on the far side of this location, which will eventually let you cross an otherwise-inaccessible chasm, you'll be assailed by all sorts of critters and cretins. As usual, spidery enemies will be amongst the greatest threat, but you'll have to deal with other familiar enemies as well. Even though you're going to be fighting thick numbers of enemies here, none of them are too strong. Just don't approach the two bridges that lead over the chasm, or you may draw our enemies that will complicate things for you. And as usual, be sure to thoroughly explore this location for dropped goods and other items that have been stashed around. You should even catalyze a random cutscene around here, so be ready for it.



On Her Trail | Ortan Thaig (Exploration, III)



G: Location G is past the chasm that you'll be forced over, via one of two bridges. You can theoretically take either bridge, as it doesn't really matter in the end which one you end up utilizing. On both bridges, you're bound to find fairly powerful Stone Golems, so be ready for harsh battles with them. More Indignant Spirits are also going to be found, especially around the little settlement across the bridges and to the right (with your back facing the direction from which you came). As usual, attempt to collect all you can as far as dropped items are concerned, as there should be a wealth of items left behind by slain enemies, especially of stronger varieties, which is exactly what you're facing here.



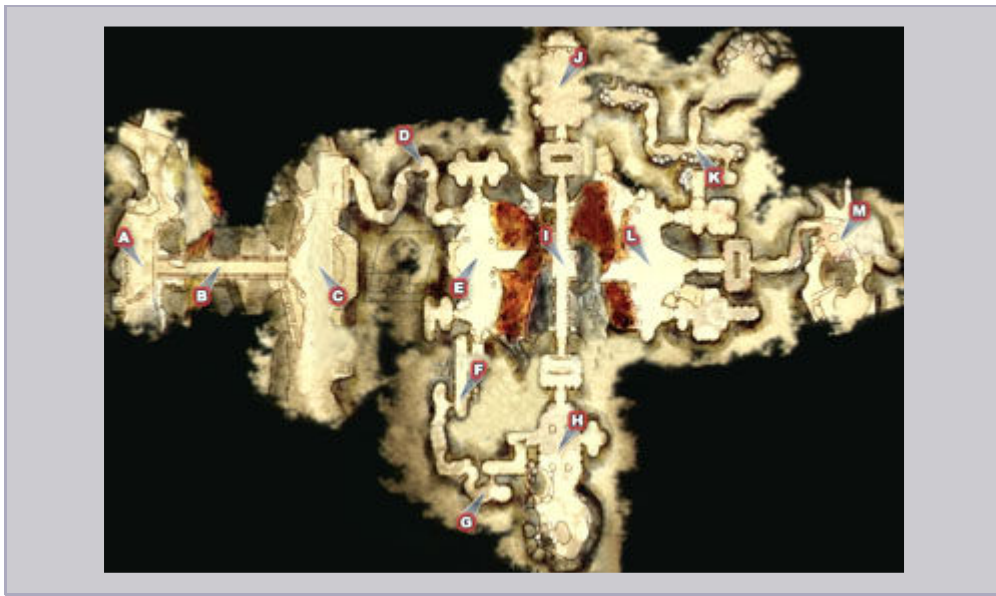
H: We're almost out of Ortan Thaig, but not quite yet. First, we have to resolve to defeat the final enemies located here, and you're going to run into a thick amount of them as you approach the far end of this dungeon. Indeed, the thin, linear pathway that leads towards locations H and I may be full of some arachnid enemies, so if you encounter them, you'll have to go ahead and fend them off as well. As the chamber opens up into a much wider space, you'll be dealing almost exclusively with Corrupted Spiders and other extraneous Darkspawn enemies. So in other words, nothing you haven't faced up to this point in the dungeon. Of course, that all changes when you finally reach location I.



I: Location I is going to draw out the Corrupted Spider Queen, the mother of all of the devious, powerful Corrupted Spiders you've faced-off with thus far. But you won't be fighting her alone in a vacuum, because more Corrupted Spiders will attack you throughout the fray, and making matters even more difficult are the Darkspawn that will also be taking potshots at you all the while. The Corrupted Spider Queen is a force to be reckoned with, there's no doubt about it, so be prepared to defend yourself at all cost. And be ready to take on all of the help she'll have around her, as well. Indeed, the more damage you do to her, the more reinforcements will come out of the woodwork to help her, from arachnids to Darkspawn and everything in between. When you've finally fended off all of the threats here, seek out the Paragon's journal, which will illuminate her next move. Naturally, you're going to follow her. Next up -- the Deep Trenches.



Heightened Danger | The Dead Trenches (Assault, I)



A: The Dead Trenches actually constitutes a fairly complex, labyrinthine location that we'll need to get through. Once we do, however, we'll be en route to finding the Paragon directly. And of course, that's great news. But first, we need to get through this huge dungeon. Start at location A. You'll find some friendly dwarves there that will be ready to assist you in fending off the Hurlocks and Genlocks that are at the foot of the bridge spanning eastward. Keep in mind that these guys will follow you across the bridge and continue to help you thereafter, but not beyond that point. So utilize their assistance while you still can, because it won't be permanently available to you.



B: As you begin to cross the bridge with Kardol and his crew of powerful Dwarven warriors in tow, you'll encounter more Darkspawn, primarily of the Hurlock and Genlock variety. You'll even have to fend off some Alpha-type enemies, which may give you pause and cause you a great deal of pain throughout. Nonetheless, the help you're provided here on the bridge will give you the strength you need to get through, but remember, once you get across, Kardol and company will bid you adieu. You're on your own from here on out, with an exception discussed below.



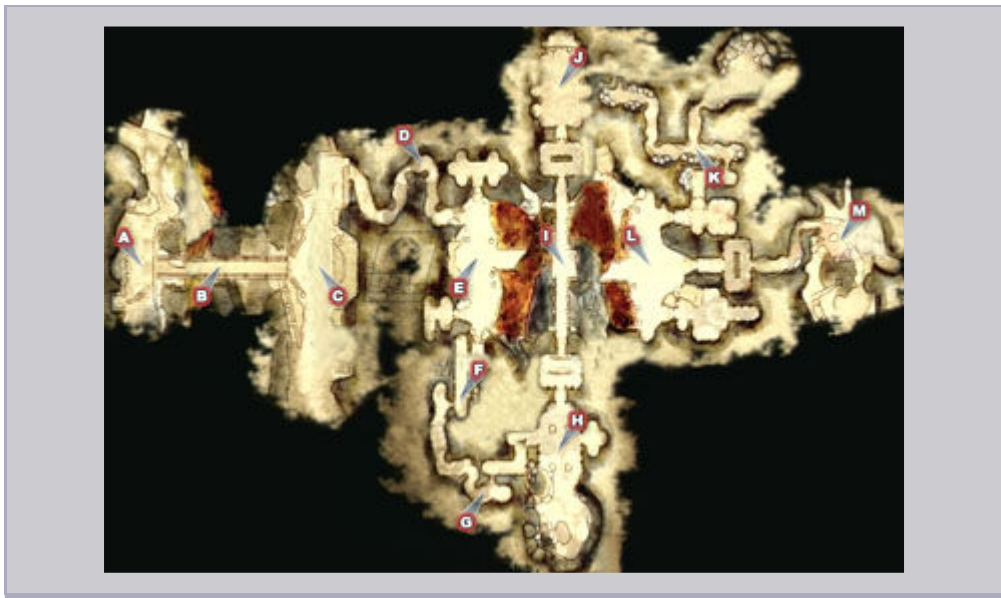
C: After crossing the bridge to the east, Kardol and his crew will be stagnant, but they should still be able to help you with the massive threat waiting for you on the other side of the gap. In addition to a couple of powerful Ogres, you'll have to survive a series of potshots from enemies around a huge door dominating the eastern side of this area. These Genlock/Hurlock Darkspawn archers can be awfully frustrating, because their ability to do chip damage from afar nicely supplements the more overt actions of the Ogres you'll be presently dealing with. You may want to go ahead and let your temporary party take the brunt of the Ogres' wrath while you run up to the two sets of archers (four enemies in each set) to do away with them posthaste. Either way, once the enemy threat is nullified, you'll be free to continue northward towards the cave-like pathway that allows you to continue to the east, but you may want to veer to the south first. You'll reach a dead end, but there are a few items you can grab there before proceeding.



D: The corridor at location D meanders in a linear fashion towards the east. It will eventually deposit you near a severed bridge, and you may be confused as to how to continue (headed towards location E). Don't even fret about that for the time being. The pathway will generally be clear of enemies and items, but you'll find some of both near the tail-end of the corridor. As the pathway opens up into a much more wide-open area, immediately head to the left. This will lead you to a small burial chamber. Genlocks, Hurlocks, and even some Shrieks will attack you in this tight location, but the moderately difficult fight will have been worth it, as there are plenty of items to pillage here (in addition to items dropped by slain enemies). Expect to find, amongst other goods, weapons and gear stuffed into various sarcophagi.



Heightened Danger | The Dead Trenches (Assault, II)



E: You're going to encounter what seems to be a bit of a crisis for you around location E, but you'll quickly realize that there's nothing too serious to worry about here. The bridge that spans another lava-strewn gap to the east has been severed beyond repair, and you won't be able to continue onward from here via that particular conduit. Just as you're absorbing this information, you'll come under attack from the never-ending Darkspawn hordes that occupy this epic space dug into the Earth. Emissaries join their midst and will cast magic on you and your party from afar, so you may want to prioritize their deaths above all else. Then, continue to the south. With the bridge destroyed, we'll have to work our way around the lava the long way -- just be sure to veer into the small chamber on the west en route. Just like the last sarcophagi-littered location, expect to be attacked by a great many enemy in an extremely tight space. Then, pillage the room of all of its valuable, thus making this optional trek completely worth it.



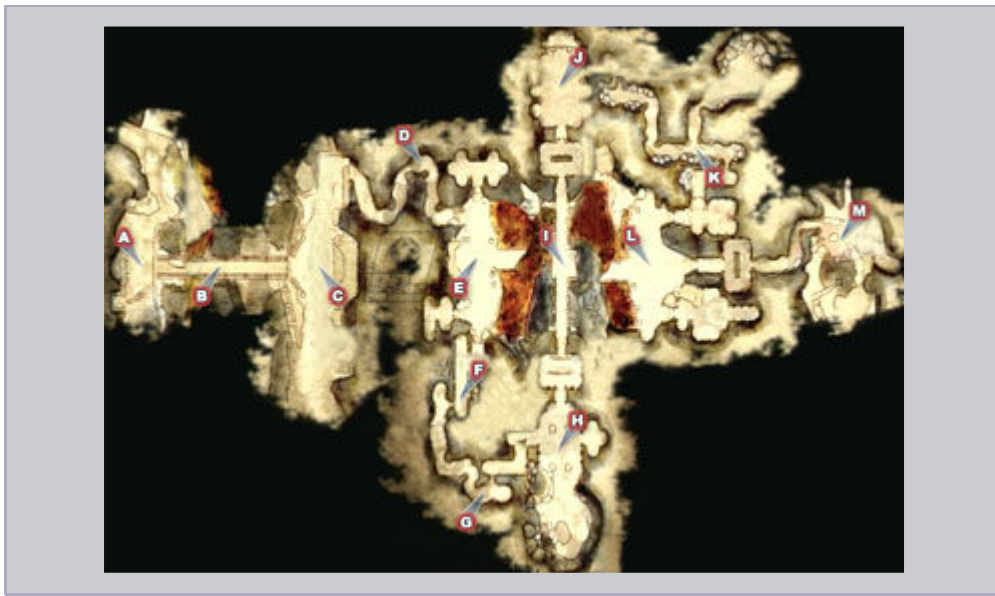
F: Location F's particular placement is in between two north/south-leading corridors. The northernmost one is properly built, while the one below it is a more hastily-dug cavern. However, the latter one leads to the other side of the chasm that we couldn't cross because of the broken bridge. Both tunnels are outright ridden with enemies, though the northernmost one has far more to deal with. In addition, the northern chamber has traps that can be easily set-off if you're not being attentive. Make sure to have a capable Rogue in your party disable them as you move forward, dealing with all manner of Deadspawn, including obnoxious magic-using foes. Be sure to scour both locations for items, equipment and coin, dropped both by enemies and left behind at an earlier time. There are a lot of goods to be found in the Deep Trenches if you're attentive to your surroundings; codex entries, too!



G: There's not much to say about this set of linear corridors, other than to say that you're going to find a whole lot here that you've already dealt with ad infinitum up to this point in both this quest, and in your overarching adventure. Hurlocks, Genlocks and Shrieks will be met here, and little else. As usual, don't press too far forward when dealing with an already-evident group of enemies, or you're going to likely find yourself inundated with even more foes, complicating things immensely. And yes, you should continue to keep an ever-vigilant eye out for goods all around you, whether dropped by unsuspecting bad guys, or left there organically for you to find.



Heightened Danger | The Dead Trenches (Assault, III)



H: Location H presents to the gamer a gigantic, ornate and properly-built chamber, though the southern end of it has been taken over outright by the evil Darkspawn forces populating the underworld. Indeed, as you emerge into this area into an empty part of the chamber, you're going to first need to head to the south to encounter the brunt of the enemy forces here. And there are *plenty* of Hurlocks and Genlocks to do battle with, in addition to magic users, and even a special enemy known as the Forge Master. He has some interesting items on him, so be sure to scour his body for goods and coin when all is said and done (that goes for everyone else you killed, too). Indeed, there are plenty of items left out all around the fires of the makeshift forge that should be acquired before you head towards the northern door, as well.



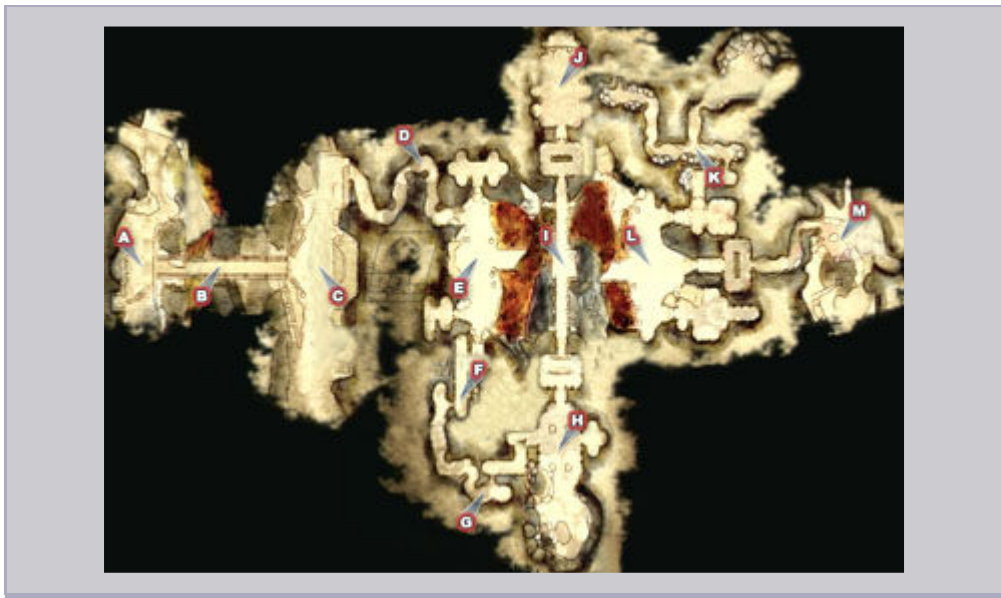
I: The northern door will lead directly to a small square-shaped location. This area is chock-full of Darkspawn to kill, but resist the temptation to run forward to the bridge to the north, because you may unintentionally draw out more enemies that will make things more complicated for you. Stay put in these tight confines, and slay every last foe. Then, when all is quiet, you can run forward up the ridiculously large bridge ahead. Not surprisingly, a conduit that would have led to the east is broken here, meaning that, yet again, we're going to have to take the long route to get to where we need to go. About halfway up the bridge, a party of dreaded Shrieks will attack the party in earnest. Take these dudes out, and then continue to the north, to another square-shaped room. Not only is this room identical in nature to the one to the south, but it's also chock full of even more Darkspawn. You know what to do.



J: North of the broken bridge is a fairly ornate room full of enemies unique to this location -- Devouring Skeletons. You've encountered these foes plenty of times in the past, however, so you should know full-well what to expect from them. Try to gang-up on them and take them on one at a time. Emissaries will also be hurling magic at you from the northern end of the room, so you may want to deviate from fighting the Devouring Skeletons to take on the mages first and foremost. Naturally, that's entirely up to you. After defeating all of the foes here and scouring the area for goods, delve into the passage on your right, and begin to follow it as it winds linearly, keeping an eye out for goods on the path as you go.



Heightened Danger | The Dead Trenches (Assault, IV)



K: Now, the path you're on will carry along with little consequence. However, you will encounter a single fork in the road, and you'll want to explore both passages leading off from the fork. If your back is facing the way you came (according to this walkthrough), then the fork will strike you with a path leading leftward. You can also proceed down the passageway ahead of you. Explore the path leading to the left to be led to a dead end chamber, where some enemies and items can be found. Then, rejoin the path and follow it until you cease walking through a rocky tunnel and come back across a properly-built locale. A "Fleshy Sack" full of items should be nearby, letting you know that you're on the right path. Make sure to thoroughly examine the well-lit area nearby to be sure you haven't missed anything. You're no doubt *swimming* in valuables and cold-hard cash at this point, right?



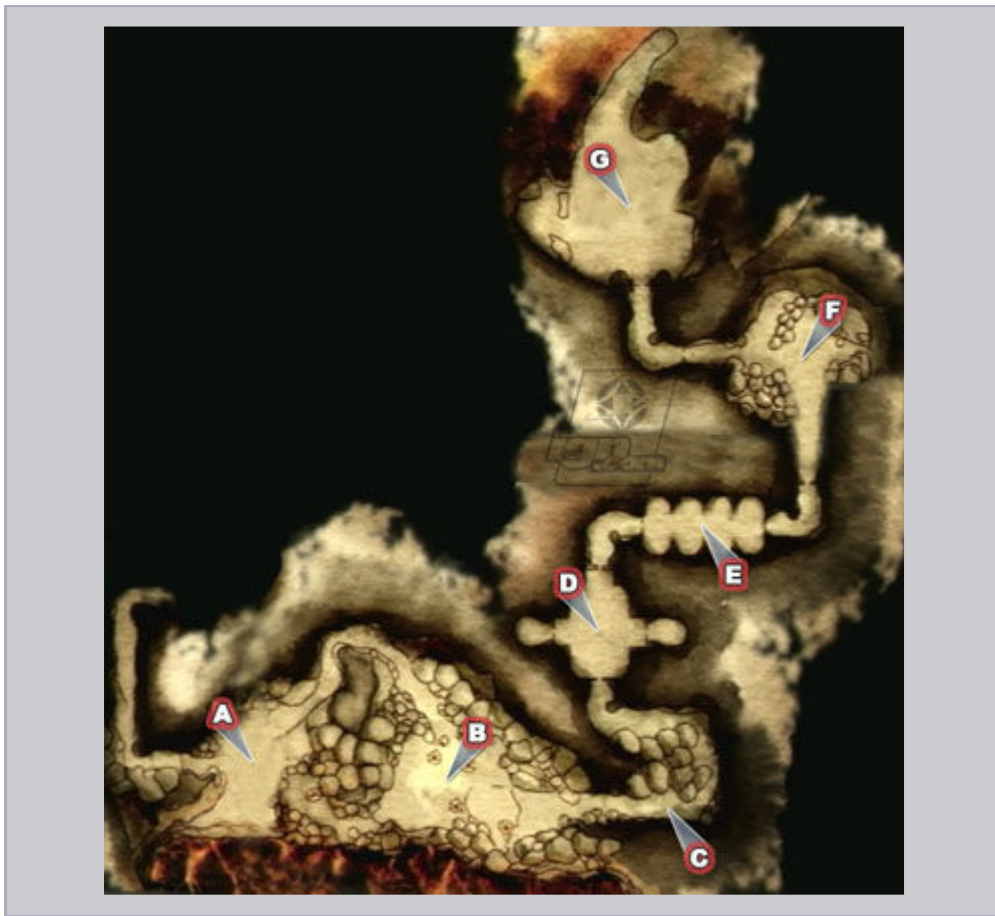
L: As you come around the corner from the previous area, you'll find yourself at location L on our enclosed map. Good news, too, since we're getting awfully close to finding our missing Paragon. But first, you'll need to do battle with two Ogres that are waiting for you here. Once you've obliterated them and wiped them out, you'll realize that the door they were so adamantly guarding is locked, and you'll require a key to get through. No rogue can help you out here, no matter how skilled he or she might be. The key sits in an adjacent room. When you enter, you'll find static spirits looking at you from all angles, but none will attack... at least, they will hold off on attacking until you claim the key from the far altar, at which point these guys will all attack at once and en masse. They are fairly easy to deal with, so defeat the lot of them, and then backtrack to the locked door that was earlier guarded by a pair of Ogres. Use the key you just found to head on through.



M: Finally! At location M, you'll just about find yourself at the end of this rather epic dungeon. But it won't be without consequence. After walking through some linear passages full of strange, bloody matter on the walls and ceilings, you'll encounter the boss' chamber. This is Broodmother, and believe it or not, this static boss can give you a hell of a time. While the Broodmother himself can't move, he can still send out tentacles through the ground to attack you (which can in turn be attacked and destroyed). But what makes this battle even more complicated are that various Darkspawn that will assail you from areas behind the Broodmother. Between those foes, the tentacles, and Broodmother himself, you're going to have your hands full. Keep yourself and your party well-healed, and concentrate on doing as much damage to Broodmother himself as you can, since he has an incredibly large health meter. When all is said and done, you can then loot Broodmother's body, along with any Darkspawn corpses that happen to give up items and coin. Then, you can head out into the next area, the Anvil of the Void.



Reaching A Conclusion | Anvil of the Void (Assault, I)



When you enter the Anvil of the Void, you'll be free to head down a linear path, which will eventually lead into a wide-open chamber. At this point, a cutscene ensues. Debris will fall behind you, hindering you from backtracking. This means that you're trapped. Then, the female Paragon named Branka finally appears, and you'll get to speak with her in the flesh. She seems a little agitated that she's being bothered, but she's familiar with Oghren, and is willing to help you guys out. But first, you must claim the Anvil of the Void, and to do so, we're going to need to partake in some fearsome battles with some worthy foes. And we have no choice but to move forward towards our goal. Heading back simply isn't an option.



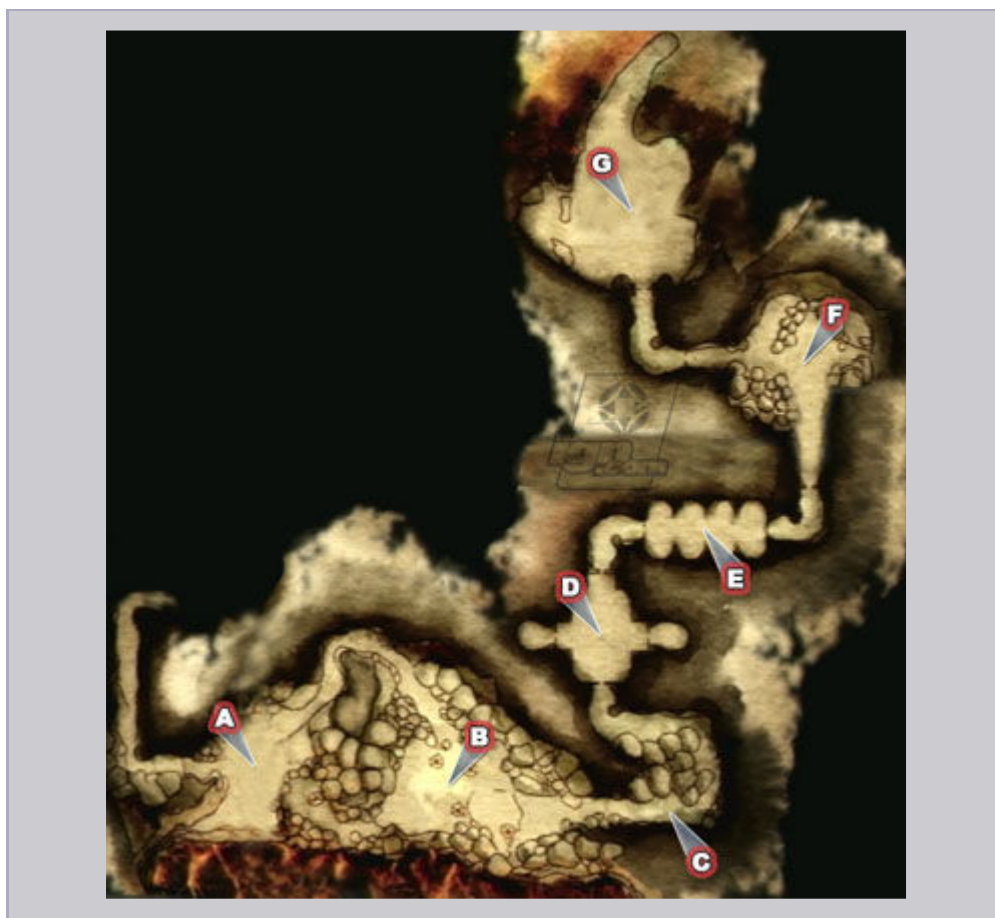
A: Things will be decidedly quiet -- suspiciously so -- when you first enter this dungeon at and around location A. You'll find some random corpses strewn around, both of the Darkspawn and Dwarven varieties, but little else. Be sure to pick these bodies clean. Of course, as you get closer and closer to location B on the map, the quietness and serenity you at one time enjoyed will turn into pure havoc. So enjoy your peace while you still can, and then get ready for a battle!



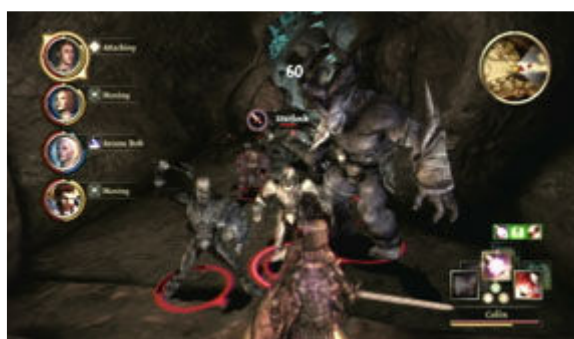
B: Location B holds the first of many enemy encounters you will have here in this smaller dungeon. Darkspawn galore will come out of the woodwork to fight you. Don't run towards location C in an attempt to evade your enemies or better your position -- there are more enemies waiting for you down that corridor, and you'll simply combine their ranks and make your situation that much more precarious if you do. Instead, stand your ground and take out the Hurlocks and Genlocks that you encounter. When they're all dead, be sure to pick their corpses clean of goods and coin before proceeding.



Reaching A Conclusion | Anvil of the Void (Assault, II)



C: At location B, we mentioned that the thin corridor at location C is going to draw out even more enemies than you dealt with earlier. And we weren't kidding. You're going to be assailed by a plethora of Darkspawn here, so many that you're going to find it hard to even move. The good news is that the bottleneck here will also cause your enemies to suffer, so if you can, don't retreat into the previous chamber. Doing so will allow your enemies to split up, which only benefits them, not you. Instead, retain the bottleneck, focusing first on the biggest threats, like the Ogres, and then everyone else. When we say there are dozens of foes here to deal with, we aren't kidding. The good news? These guys are bound to drop an insane amount of items for you to scoop up, including plenty of money to pad your ever-growing wallet.



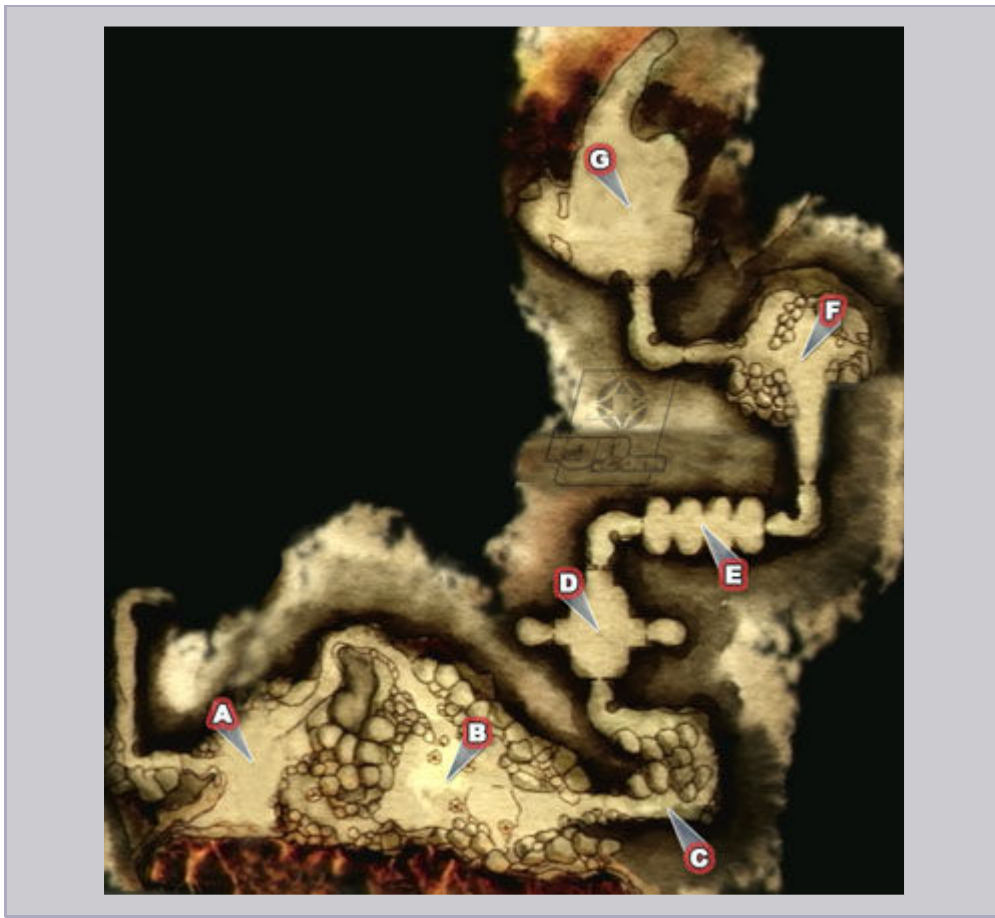
D: Stone Golems. That's what you're going to find here. A great many Stone Golem. In addition, this room is permanently thick with a green plume of poisonous smoke, meaning that as long as you're in here doing battle, you're going to be taking little bits of damage every few seconds. Don't worry -- at this point in the game, you should have more than enough health to overcome the poison, and though the Stone Golems seem like daunting enemies, you should know better. If you gang up on a single target, you can make one fall in no time at all. And thankfully, with rare exception, the Stone Golems here will indeed fight you one at a time. How nice of them! When the battle is finished, pick up the dropped goods from the ground and move on. And if for some reason you absolutely must turn the gas off, use the four switches near the two doors in the room to shut it off. It's a waste of time, and you can't breach those doors unfortunately, but what you do is up to you, as always.



E: More Golems will be found here, but the good news is that you won't have to deal with the completely random poisonous gas that you had to deal with in the last location. Unfortunately, there are still a couple of dangers here that weren't present in the other area to contend with. First and foremost are the well-placed traps on the ground; use a well-trained Rogue to take care of those. And then there are the Golems themselves. While they are identical in nature to the foes at the previous location, they will attack you two at a time instead of just one. So, be ready for a bit of a battle!



Reaching A Conclusion | Anvil of the Void (Assault, III)



F: At location F, the first of two bosses here can be found. The boss here is some sort of strange stone-headed device that constantly turns, spawning enemies. You may be confused as to how to deal with this enemy, but there is a key to this battle that will make it far, far easier, and plenty-expedited, too. The stone enemy will spew out Forgotten Spirits like it's going out of style. Dealing with these enemies quickly is the key to winning this fight, since when you kill a certain number, small anvils will appear in one of four locations around the stone faces. By examining the anvils when they appear, you will send a powerful burst of energy towards the stone faces, damaging them. This is the only way to do damage to the central foe. So, methodically kill the Forgotten Spirits, utilize the anvils as soon as they appear, and before long, your enemy will fall.



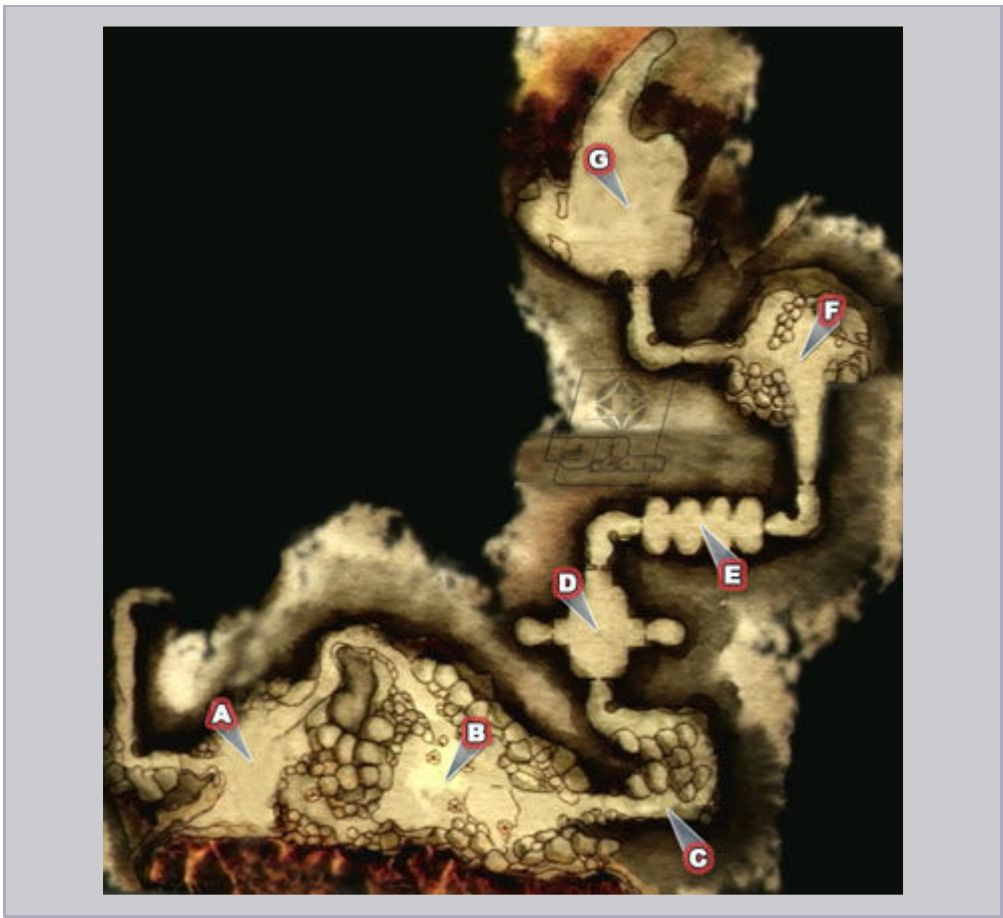
G: What happens at location G is going to depend entirely upon the decisions you make. As has usually been the case in these Grey Warden-specific quest, you'll be able to take one side or the other. As always, the side that you help will be present when you need them to fight the Blight, while the other side will have to be fought and slain in order to move on. Here, the decision you have to make is pretty clear cut. The Anvil of the Void is a device that allows Golems to be made, and it's with these Golems that Dwarves have traditionally ruled over the underworld. Now that the Dwarves can no longer create and command Golems, the Darkspawn have taken over most of their territory. A Golem will appear and plead with you to destroy the Anvil of the Void, so that no more Golem slaves can be created with it. But Branka insists that the Anvil of the Void must be returned to the Dwarves of Orzammar, so that they can create Golems and recapture the glory they've all but completely lost.



So, what decision will you make? The decision we made was the seemingly "good" decision, which was to resist Branka's pleas, side with the Golems, and destroy the Anvil of the Void. You may make the opposite decision, in which the rest of this particular paragraph won't apply to you whatsoever. Because we opted to destroy the Anvil, Branka takes control of the Golems in the area and attacks your party. Destroy the Golems first, as they are easy enough to fell. Then, concentrate wholly on the much more formidable Branka, who will take quite a beating before finally falling. You can go after Branka right away, but the Golems will surely frustrate you all the while, so definitely be sure to take them out first and foremost. For killing Branka, the Golem will craft a crown for you, and you'll be able to return to Orzammar to finish off this story thread. Indeed, even if you went in the opposite direction and took the side of Branka instead, a crown will still be crafted, and you'll still be able to finish things off once and for all.



Reaching A Conclusion | Anvil of the Void (Assault, IV)



You should be given the option soon after receiving the forged crown to head back to Orzammar. You can do so at that time automatically, or you can opt to explore some more, and go back manually. Either way, when you get back to the great Dwarven city, you'll automatically find yourself in the presence of both kings-to-be. After some conversation and some back and forth, it will ultimately come time to choose your man. Will it be Harrowmont, or will it be Bhelen? Well, we found Harrowmont to be far less obnoxious, so we chose him. You can make a different choice if you'd like; the outcome will be the same, nonetheless.



Whether you chose Harrowmont or Bhelen, you'll find yourself in a fight following your selection. If you chose Harrowmont, you'll find yourself fighting Bhelen and his loyalists, while the exact opposite will happen if you made the other choice. This battle is no sweat at all, especially after what you went through just to get this far. Concentrate on all of the lesser enemies surrounding your primary target, which will make fighting Harrowmont or Bhelen that much easier, since you'll be able to gang up on either one of them when all of their friends are dead.



Following your victory in the previous battle, either Harrowmont or Bhelen, whoever you chose, will thank you for your hard work. After all, he has you to thank for his appointment. If you made the choice we did earlier and destroyed the Anvil of the Void, the new Dwarven king will also promise you something rather important -- the Dwarves' help in fending off the Blight back on the surface. Indeed, you haven't seen the last of these guys yet. And just like that, you're free to leave Orzammar, and head back to the planet surface. If you're following our walkthrough, you're getting precariously close to the end of the game. Read on.



Nearing the End | Denerim (Exploration, I)

Well, here we are. Now that you've visited everyone -- the humans, the mages, the Dwarves and the Elves -- you are fully and completely ready to go about catalyzing the endgame of Dragon Age: Origins. Before you do this, be absolutely sure you've seen and done everything else you may have wanted to do, because you won't necessarily be able to go back once the wheels are in motion. To begin, head to the castle at Redcliffe. Inside, on the first floor, you'll find Arl Eamon and Bann Teagan. Speak to them, and you'll find yourself in a serious conversation with the Arl. Proud of you and your party for finally getting things together, he thinks it's time to call for a Landsmeet. After all, we've rallied all sorts of parties to our cause, and are stronger than ever. Eamon will ask you if you're ready to go to Denerim to get things going. It's at this point that you'll have a chance to get out for now, if you have other things to see and places to explore. Otherwise, agree to accompany the Arl to Denerim, which will happen automatically for you via cutscene.



Just like that, following the cutscene, you'll be in the presence of none other than the treacherous Loghain, and the equally-treacherous Arl Howe. This conversation is happening in earnest in order to find some sort of shared ground on the incoming Blight. Loghain seems anxious to avoid a civil war, but he doesn't exactly seem willing to offer up any concessions. And naturally, that's a huge problem. You can conduct yourself in this conversation how you'd like, but there's really no reason to hold back. Be hostile if you want, even if you're trying to play through as a good character. It'll make you feel good! After Loghain and Howe beat a hasty retreat, you'll regain control of your party. Eamon will implore you to travel around Denerim to make sure everything is in order, and to ensure that our side has eyes and ears everywhere they need to have them. So, let's get going.



The ball is in motion, but we have to continue to kick it down the field. To do so, venture behind the throne, and search the different rooms (still on the first floor) that you encounter. Eventually, you'll run into Arl Eamon one more time, and this time, he's accompanied by a woman who is unknown to you for the time being. It appears that the rightful queen has been taken prisoner -- you know, the woman that Loghain is supposed to be representing on the field of battle. This woman is one of her servants, and has a way for you to get inside the estate where she is being held captive. And thus, the intrigue continues to grow and grow. The queen must be freed from her chains so that the truth can be set free along with her. Well, let's get to work.



Leave your current location, and you'll be brought back to Denerim proper. Once there, simply go to the exit out of Denerim, as if you wanted to head back to the world map. When you do so, you'll be presented with a map of the world, and a map of Denerim, which can be easily toggled between. This time, you want the map of Denerim, and with it, you'll want to delve to the southern end of it, towards the Arl of Denerim's stately mansion. En route, you're going to be intercepted by the Crows, the group of assassins from which Zevran was poached out of (or outright killed, depending on the route you decided to take through that particular part of the game). Indeed, how this entire conversation goes between your party, the Crow leader, and Zevran (if he's still alive) will vary greatly depending on those aforementioned choices. So, be ready for just about anything here.



Nearing the End | Denerim (Exploration, II)

Regardless of what occurs between the Crows and yourself, as well as Zevran (if, again, he's still alive), you'll still be thrust into a battle with them. After all, these highly-trained assassins are out for one thing, and that's blood. More specifically, *your* blood. Since you are their new mark, they intend on chasing you until the task is done. Naturally, you won't have anything to do with that. After assembling your party (which must include Zevran, if he's still walking the planet), be prepared to fight. These guys will actually fall rather easily. Even their leader shouldn't prove to be too much of a problem. Of course, these assassin's often rely on ranged attacks and wily disappearing tricks, so remain patient and persistent, and the fight should end before very long.



From here, you'll be able to leave, and will continue your journey to the Arl of Denerim's mansion. When you arrive at the outskirts of the building, you're going to find a crowd of people causing some sort of scene in front of the entrance, and the queen's female servant that you met earlier will be nearby. Speak with her, and she'll give you some advice on how to get through here. She'll also give you disguises that you can optionally use. She'll then tell you to wrap around to the back end of the mansion, which you can do via the linear pathway on the left. En route, you're bound to be spotted by a crew of soldiers that will draw near you from behind, so turn around and greet them. Once they've felled, you can then continue your journey to the back end of the mansion.



When you reach the gardens near the back end of the mansion (dominated by gigantic pumpkins, as you will find out), you'll be near your destination. Be sure to explore this locale for plenty of naturally-growing herbs that you can use in item and poison creation. Then, head to the back end of the mansion itself. As you get near to the back end, the queen's servant will stop you and tell you that she'll distract the guards standing sentry at the back door. You can take her up on this offer, or run at them and slay them both rapidly. You can even opt to put on your disguises. We recommend highly that you do the latter, because it will allow you to get through the estate rather easily, with very little difficulty. Then again, doing so will also force you to skip over a great many experience-earning possibility, which could be a problem if you're in desperate need of some levels. Either way, once you're inside, we can begin the next leg of our journey in earnest.



Rescuing Royalty | Denerim Estate (Assault, I)



A: This first notable location you're going to encounter inside is the dining area, off of a small kitchen and near the back entrance to the estate itself. As long as you're donned in your disguises, you should be as right as rain in getting through this location with no issue. Don't engage the enemies, and try to keep your hands to yourself for the most part (though you can easily pillage goods and codex entries lying around). Be thorough in searching the isolated storage rooms off of the kitchen and dining area as well, since there are some items to collect within that you may otherwise miss completely.



B: This corridor is full of doors leading off of it, so there are plenty of smaller rooms to explore. Some of these rooms must be picked open by a talented rogue (and indeed, there are treasure chests you'll encounter here that must also be cracked open by those same rogues), but you may encounter a door or two around here that won't open no matter what. Simply ignore 'em for now. Instead, pillage as you move through, and ignore the various soldiers you encounter, and their dangerous war hounds. As long as you're disguised and don't do anything too suspicious, they won't be any the wiser as to your true motives here. Of course, if you're working through this particular corridor undisguised, prepare yourself for a hell of a battle.



C: At location C, you're going to find something rather important. With the captured queen's servant in tow, you'll encounter a door here that's sealed by some sort of mystical, mysterious power. Making matters even more complicated is the fact that the queen can be heard on the other side of the door! This door is sealed shut for the time being, but we can return in good time. After all, the queen is talking to you from the far side of the door, and she's giving you some sound advice on how you might continue. Howe and his minions can be found in the mansion's basement dungeon, and it's there that you can perhaps find the answer on how to open this stubbornly-sealed door.



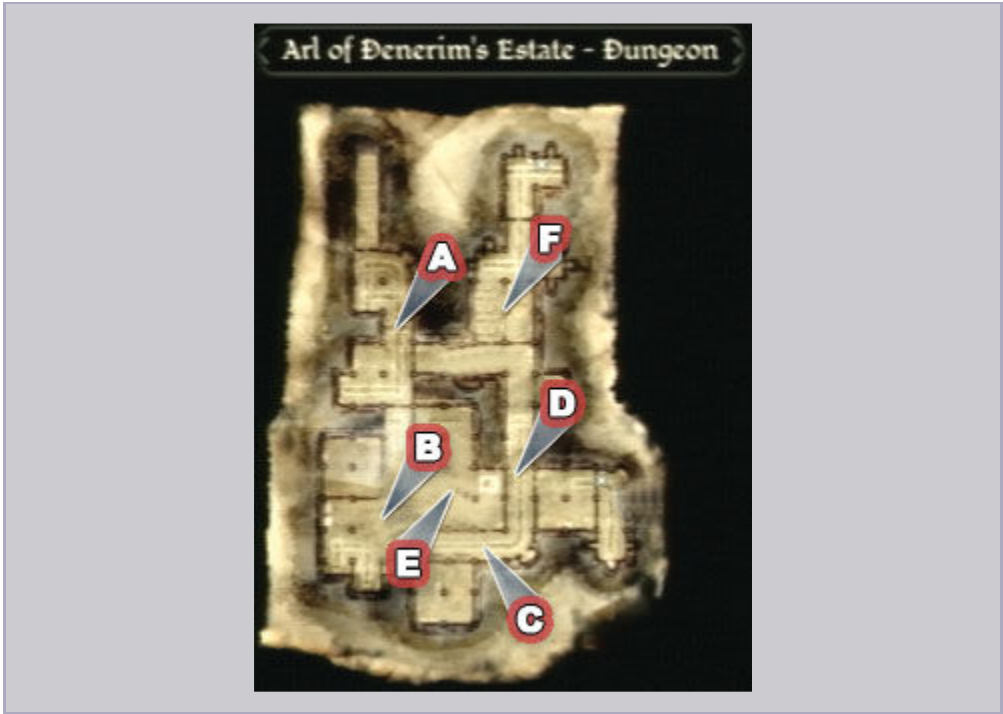
D: There are a few things at and around location D worth seeing. You may have a random encounter with a nefarious soldier and his mistress, which will compel you into a battle with him and his personal guards, regardless of whether you're currently disguised as one of them or not (this shouldn't give you up to everyone else in the mansion, however, so you're still free to openly backtrack if need be). You should also find a locked door nearby that, once picked open, will reveal a ridiculous amount of treasure in a very small space (as pictured). You don't want to miss this room, because there really are insane amounts of valuables within. Otherwise, you can explore other extraneous areas in this locale for random items and codex entries, but otherwise, you're going to want to keep on keeping on. We're getting close to the dungeon's entrance, now.



E: When you begin to descend the stairs leading towards the dungeon basement's entrance, you're going to have a rather strange encounter. Down here, you would have run into a guard who would have alerted the entire mansion as to your presence. Because of this, you wouldn't have ever gotten into the dungeon in one piece. But a random event is going to solve this problem for you -- quite random, actually. The guard will turn to see you entering the dungeon entrance, at which point arms will come out of the nearby cell, strangling him and snapping his neck. You can then let him out of his cell. He'll reveal himself as a fellow Grey Warden from another section of the planet, and will escape from the estate, but not before bidding you adieu. As you can clearly see, Grey Wardens continue to watch out for one another, even if their numbers are dwindling quite significantly.



Rescuing Royalty | Denerim Estate (Assault, II)



A: Almost immediately upon breaching the dungeon, you're going to be met by a stiff contingent of powerful soldiers. This multi-pronged fight will pour into the chambers both to the north and to the south of the actual location A marker on the map. These soldiers won't exactly pose too great a challenge for you, but their numbers are great, so keep an eye on your health, because the unexpected can happen here. When all is quiet and the present threat is nullified, you can comb the area for dropped items and coin before continuing onward. The cell door leading off and to the left is locked, and no rogue can open it. We'll get back to it later.



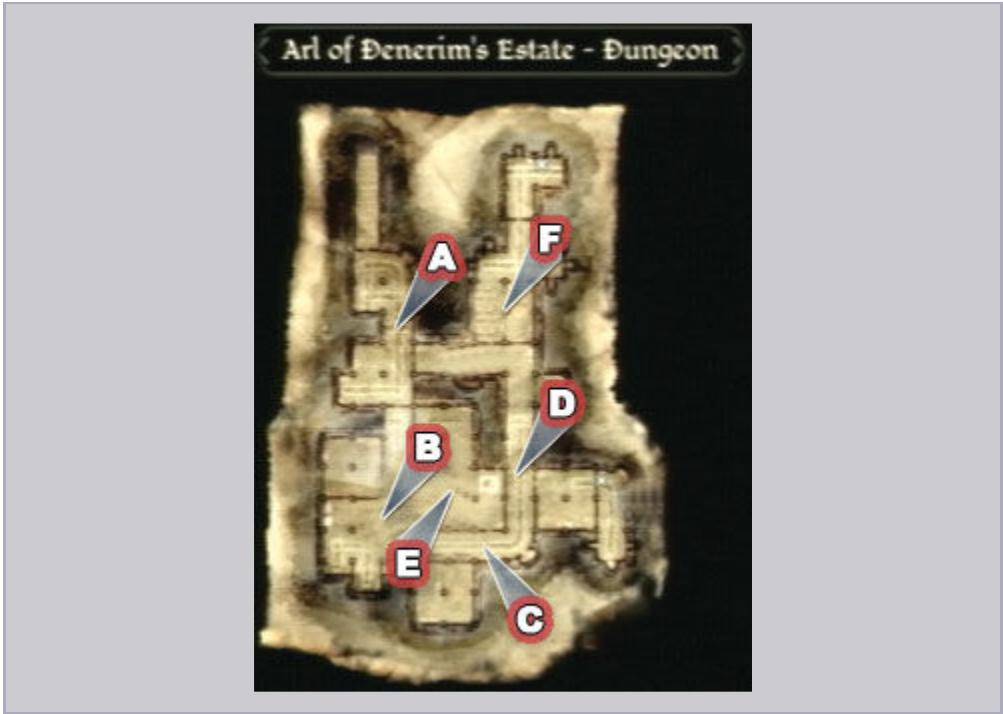
B: You'll find more of the same at and around location B on the map, as more and more soldiers descend upon your location to make your life a living hell. Adding to the confusion and carnage will be more war hounds. As you know by now, no doubt, these dogs are actually more powerful and tougher to kill than most of the human enemies you'll encounter down here. Be absolutely, positively certain that as you do battle here that you don't wander eastward down the southernmost corridor. If you do, not only will you trigger a devastating trap, but you'll draw even more enemies out to fight. You'll want to separate that subsequent party of enemies from this one at all costs, or you're going to be in trouble. Be sure to thoroughly explore the area for goods (as well as downed enemies) before heading eastward, where you should prepare for another fight.



C: We hope you took our advice back at location B, and didn't proceed down the eastward-heading corridor towards the area at or around location C. How come? Well, the answer is simple. You'll draw out even more enemies there, and if you combine them with the powerful forces at location B, you'll do nothing but make your life more complicated. At location C, enemies will pour into the area mostly from the southernmost room on the map. There's a fiery trap nearby that you should actually intentionally trip. Doing so will scorch your party, but you should be plenty-powerful enough at this point in the game to survive it. Your enemies, on the other hand, will not be so fortunate. The flames should do a tangible amount of damage to any foe stupid enough to walk through the flames, which will make your life far, far easier. Also, since there are magic users in the midst of the enemies there, you may want to isolate those pesky foes and take them out first and foremost.



Rescuing Royalty | Denerim Estate (Assault, III)



D: As you turn the corner and begin to run northward, chances are you're going to be assailed by another contingent of enemies, this time from the room at the southeastern corner of the map. If you don't encounter them, you could always run into the room there to draw them out. These guys are the jail keepers and guards that hold the Arl's prisoners in nearby cells. Do battle with these foes, and once they're taken out, scour their bodies for dropped goods. Be absolutely certain that you grab the key from the Jailor, as you'll need it later. Before heading onward, you could always free the prisoners from their cells at the back end of the room. You'll have some rather interesting conversations with the imprisoned if you choose to do so.



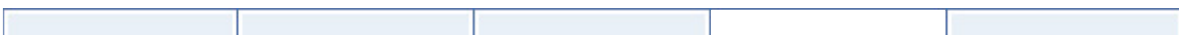
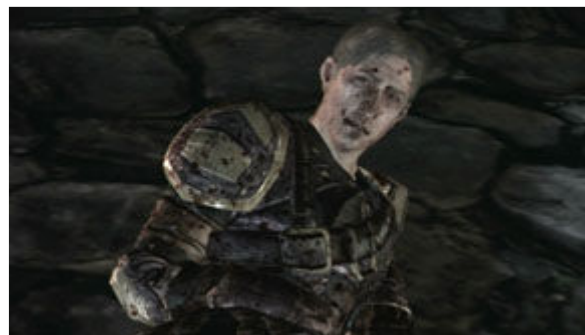
E: Amongst all of the action you've been attempting to survive through, it may be easy to miss what's going on at location E. But you're not going to want to miss this area, especially if you're a fan of side quests (and there's a good chance that you are). Within, you're going to do battle with a series of enemies aptly known as Torturers. Apt, because these guys' indeed make a living off of torturing other human beings. After surviving the fight, pick their bodies clean of goods (as well as the surrounding area), and then go to the northern end of the torture chamber. You'll find a man strapped to the table. Speak with him to free him from his bondage, and if you'd like, you can speak with him at length about the Landsmeet, and getting his father to agree to help the cause against the Blight. This will catalyze the aforementioned side quest, if you go about things properly here.



F: Finally, it's the event you've been waiting for (well, one of them anyway). At location F, you're going to run into none other than Arl Howe himself. This is going to be an especially poignant moment for you if you, like us, are playing with a noble human character. If you are, then your history with Arl Howe goes back to the very beginning of the game. If not, you still know that this is a bad dude, one of Loghain's trusted men, and someone that needs to be felled rapidly. The conversation with him can go in any number of directions, but ultimately, you're going to be thrust into a battle with him. There's simply no escaping the inevitable... not that you wanted to, or anything.



Howe will be joined by a couple of soldiers, as well as a mage. Ignore Howe for the time being, and try to get everyone to gang up on the mage. This magic-user seems hell-bent on keeping Howe healed, so any damage you do to him while the mage is still amongst the living will likely be nullified anyway. But once you manage to down the mage once and for all, all bets are off, and Howe and the melee-based soldiers should fall with the greatest of ease. Howe has a substantial life meter, but don't let that get you down. With all four of your party characters attacking him simultaneously, he won't last very long, especially when no one is constantly healing him. He'll talk some smack to you when he's on the ground, dying. Then, he'll be no more (thankfully). With the key in hand, feel free to let the prisoners near Howe's location go. Otherwise, use the door nearby to reach the first floor of the mansion again, using the key you copped from the dead jailor to get through the locked doors easily.



Rescuing Royalty | Denerim Estate (Assault, IV)

Now that we're back on the first floor, it's time to free the queen from her jail cell. With Howe and his mage dead, the door should no longer be sealed by magic. Walk towards the door (if you're lost, use the map several sections back to find the location of the queen), and talk to the queen's servant. It's at this point that the queen herself will walk out of the now-unlocked door (which is another reason why we needed the key from the jailor). She's disguised as a soldier, so that no one is the wiser as to who she is. And just like that, you're free to continue onward. Of course, you won't get very far.



With your back facing the room that the queen was being held prisoner in, walk away from the room and head to the right. This will bring you towards the previously-sealed main entrance to the mansion. However, when you arrive, you're going to be met by a fierce contingent of Loghain's guards, along with their female leader, who will call for you to surrender. Now, here's where things get interesting, as you'll find that you have quite a few options as far as how you should proceed. You could outright surrender, claiming that you're in the right, and that everything will be cleared once you're in custody. You could also claim to have freed the queen. If you make this choice, expect the queen to betray you, which will likely thrust you into battle (she'll claim you kidnapped her). And then there's the third option, which is to outright attack. We went for the second option, and then attacked. What you do is, as always, entirely up to you.



The fight with Ser Cauthrien and her men is no joke. It's extremely, extremely hard to survive, especially because you're not really meant to survive it per se. There's an entire sequence of the game that you can skip over should you win this battle, so we implore you to do so. Dying or outright surrendering will put you and your party in jail. That's not covered in this guide, because we managed to survive. We implore you to do the same, but worry not if you get captured. While you'll be on your own getting out of prison, everything else, once you get back to the Arl of Redcliffe's Denerim estate after the fight or after breaking out of prison, will be identical. The fight itself, as mentioned earlier, is difficult. Spam healing items, attack single targets at a time, and if you can, go after the pesky mage in their midst first and foremost. Following the fight, be sure to scour all dead enemies for items and coin (especially that of Ser Cauthrien, who has plenty of valuables on her) before heading out to the Denerim-specific map.



Part One	Part Two	Part Three	Part Four	Part Five
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Rescuing Royalty | Denerim Estate (Assault, V)

Return to the Arl of Redcliffe's Estate. When you return, you can again find him in an identical location to where you earlier encountered him. Speak with him, and you'll find him with none other than the Queen, Anora. As you'll quickly realize, there's a bit of a problem to deal with here. The Landsmeet is basically going to be competition for power, a struggle to see who is going to lead during the Blight battle, and who will lead over Ferelden following the battle (assuming everybody survives, that is). As is usually the case in Dragon Age: Origins, you have a plethora of choices to make here. How you go about things may be different for you, but for us, this is how we went about things. It all starts with your conversation with Arl Eamon. Eamon seems to support keeping Anora on the throne, and we agree. But there's something that can be done to make our case at the Landsmeet even stronger, and even more convincing.



How are we going to make things even better for our cause at the Landsmeet? Well, it's simple. We'll support Anora's claim for the throne, there's no question about that. After all, she's the widow of the rightful king, who Loghain took over for following his untimely death. However, there's someone in your midst with verified regal blood who will make your case even stronger -- Alistair. As you no doubt remember, Alistair is royal, though he was raised in a sort of awkward and unusual circumstance (by the Chantry) that took him away from his true roots. Now that his real identity is out in the open, Alistair has a claim of his own to the throne. Speak with him and convince him of this, and tell him that his best bet to help our side out is to agree to marry Anora. He'll be hesitant, but it's not the biggest stretch to convince him that it's the right course.



Once you've spoken to Alistair, head on over and speak to Anora, who is in another room. You can pick her brain about what her thoughts are. One thing should be clear to you -- Anora wants to keep the throne, and she's pretty insistent on it. But she also acknowledges the obvious, that Loghain has gone off the deep end, and that the Landsmeet is going to be tough, because we have to convince the landed gentry of our cause. Run by her the idea of her marrying Alistair. Alistair is the brother of her previous husband, but believe it or not, she doesn't seem adverse to the idea... at least, not as adverse to it as Alistair seemed to be. She'll agree, as long as Alistair understands that she will be actively ruling over the realm. We know Alistair well enough to know that he shouldn't have an issue with that.



So where to go from here? Well, the first thing you're going to want to do is to head back to Alistair, to let him know Anora's conditions. Alistair doesn't want to lead anyway, so he should have no problem with Anora's preconditions. He'll eventually agree to marry her, which is good news. He still seems nervous and apprehensive about it, but he knows that he's doing the right thing. With that information garnered, return to Anora and let her know that everything is set up. She'll admit that she didn't expect it to actually happen, but that she's still fine with the deal. And just like that, the marriage is set up. Believe us when we tell you that this will give you incredible power during the Landsmeet, and basically guarantees that things will go your way. You can run this information by Arl Eamon if you want, but otherwise, it's time to head to the Elven Alienage. Seems that Loghain is riling people up there. But just what is he up to?



The Alienage | Elven Alienage (Exploration, I)



A: Once you arrive at the Alienage (which can be accessed from Denerim proper), it's time to start exploring. What you're going to notice almost immediately is that there are sick people all over the place. At location A, you'll find a house you can head into (as well as a man sitting outside that you can speak to, if you freed him from his cell back in the mansion). Speak to the elf named Sorin inside to learn a bit about the "plague" that's currently working its way through the alienage. Just what's going on here? Well, we'll get to the bottom of this soon enough. Sorin implores you to find his cousin, since she apparently knows a thing or two about what's going on here. We'll speak to her shortly.



B: As you're heading away from location A towards location B, you may run into a beggar, who you can give some cash to if you so desire (that's entirely up to you). At location B itself, you'll find the locked entrance into a home marked as Valendrian's House. Here's hoping you have a talented rogue in your party, because if you do, you'll be able to pick open this lock easily. Following that, you can explore this vacated home, robbing it of all of its valuables. Nice! If you don't have a rogue in your party, or are otherwise unable to open the door, you can simply ignore it. It's not a mandatory stop. Valendrian is a name you should keep in mind, however, since you'll encounter this character soon enough.



C: At location C, you can find an optional task to undertake, should you choose to do so. There, you'll find an armored man named Ser Otto. When you speak with him, you'll find that he's a Templar from the Circle Tower, and that he was blinded in a previous battle with evil. But he's still working, grinding away due to his lifelong pledge given to the mages. He's here to explore for rumored evil mages at this location. Something tells me you know where this is going, but the task itself is an optional one, so you don't have to undertake it if you don't want to. If you want to help Ser Otto, however, agree to look for evidence to show him just what's going on here.



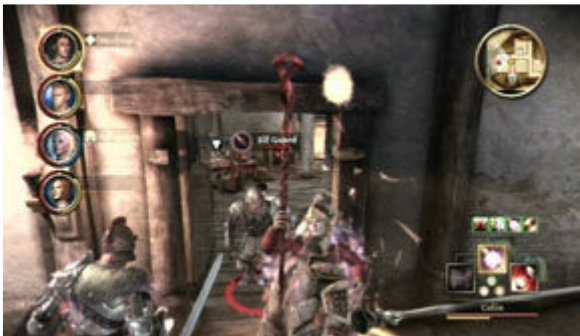
D: At location D, you're going to find some interesting happenings going on. These apartments are pretty much completely devoid of any living elves, but you'll find out soon enough when you begin your search here. It appears that the only living elf survivor here saw what went down, and he's none too happy about talking about it. After all, everyone around him has been taken away, and he doesn't want to be next. You can threaten him or otherwise convince him to speak with you, or you can go about things the old-fashioned way, and speak to him normally without coercion. Either way, he won't be very forthcoming with information, but you'll find out soon enough why things are so eerily quiet here.



The Alienage | Elven Alienage (Exploration, II)



As you continue to explore the empty apartments, you'll find plenty of evidence of the residents' lives being suddenly impacted. There's blood on the ground, there are toys strewn around, a table left set, and other evidence of the fact that the elves here were suddenly and ruthlessly removed from their lives. When you get to the back end of the apartments, you'll run into elves and human soldiers who are hostile to you. Take these guys out -- they shouldn't be too difficult to slay, and then pick their bodies clean of goods and coin. Indeed, you can also find evidence to take with you of what's going on here, including a note that asks for a certain amount of males and females in the next shipment. Just what's going on here!?



E: Here, near the big commotion in town that we'll explore soon enough, you'll find Alarith's Store. When you head on inside, you'll find the proprietor, Alarith, standing behind the counter. When you speak with him, he'll inform you that the store is currently closed for business, but does have quite a bit of information about what's going on here. You just fought Tevinters in the apartment building, and you can ask why they are here, what kind of magic they claim to be using to heal the sick in the alienage, and why they care in the first place. The overarching theme of this conversation? Nothing about this situation adds up. Nothing at all.



F: You'll first encounter location F on the map fairly early-on in your journey through the alienage, and when you draw near, a series of automatic cutscenes will take place. So while we left this location for last, you'll still witness the catalyzed cutscenes discussed here earlier than this. As you approach the crowd of people huddled near and around location F, you'll find a group of elves arguing with each other, and with the Tevinter mages and guards standing near the hospice entrance in front of you. One of the elven females (the cousin of the person you spoke with earlier) is claiming that these guys are up to no good, but both the mages and some of the alienage-bound elves claim otherwise. Clearly, someone's not telling the truth. And why do these people care about a plague far away from their homelands afflicting persons in an alienage, anyway? When you speak with Shianni, you'll learn that there's a back entrance into the building. But do you need to use it? Let's find out.



Speak to the guards and healers in front of the building, and you'll be greeted with the same passive-aggressive answers. They don't want to share their magical secrets with you, they aren't going to let you inside the building, and they are sick of dealing with you. If you threaten them, you can fight them, so do so. They carry some valuables on them and are otherwise pretty easy to kill, so there's no reason you should avoid hostilities here. But you still can't get through the front door, as it's locked. What to do? Why, it's simple. Work your way to the back end of the building and speak to the elven guard there. You can either attack him and kill him, taking a key off of him that can be used to breach the building, or you can buy him off. We did the latter, but you can do whatever you desire in this respect. The only thing that's important is that you get inside.



The Alienage | Elven Alienage (Exploration, III)

Once inside the building, you'll need to fend off the remainder of the enemies waiting for you within (if you didn't fight the enemies back outside, they may join the fray as well). Worry not -- this fight isn't even remotely difficult, and making matters better, you can pick their bodies clean of anything they drop once the fray has ended. Seek out a door leading to a small back room in this building, and you'll find precisely what the mages were hiding -- completely healthy elves. These guys are being kept in cages like animals. Free them, and they'll tell you where Valendrian is located. It's Valendrian we're looking for, and it appears that you can find him back in the apartments we explored, back at location D. So head back there now.



Location D should have been explored earlier, and cleared of enemies, at least if you're finding our walkthrough. What you're looking for here is a door that leads back out to the Alienage, but to an area of the Alienage that could otherwise not be accessed -- an alleyway, if you will. You'll know you found the right door because it's the only other door that leads outside that isn't the one you used to initially breach the building. As soon as you head outside, you'll run into a crew of hostile guards. There's little you can say to these guys to make them back off, so get ready for a fight. Thankfully, it's an easy one. When the battle is over, grab all of the goods around you, and then seek out the entrance into another building, the Warehouse, ahead and to your right.



As soon as you enter, you'll be greeted by a female elf. This is where you'll finally get to the bottom of what's going on here, and better yet, your instincts will come to have been true. These guys aren't here to heal anyone -- they're here to ferry helpless and innocent elves out of their bad lives in their alienage, and into even worse lives as slaves in a foreign land. You can question why this female elf is working for them, but at the end of the day, you should be able to scare her off without a fight. Explore the room to your right thereafter, disabling the traps there and grabbing whatever items are nearby. Then, continue forward, exploring new parts of the linear warehouse. The room behind the entrance is where you'll begin running into hostile enemies. Take them out before continuing, which you should be able to do fairly easily.



Beyond these opening rooms, you're bound to run into even more and more enemies to slay. The thin corridor you come across is especially precarious, because it's lined with cleverly-placed traps, and setting them off is basically guaranteed if you don't take things slowly. Meanwhile, archers from the far end of the corridor will be shooting arrows your way. No worries -- bust through the trap or disarm it, and quickly lay into the archers. Then, head into the room they were guarding, where the last remnants of weak resistance can be found here. Before proceeding into the next room from there, which is the backmost room of the warehouse, be sure you scour this area and previous areas for any goods you may have dropped, so that you don't have to backtrack later.



The Alienage | Elven Alienage (Exploration, IV)



Finally, you'll run into a human mage named Caladrius. This is the dastardly character behind all of the slaving going on around these parts. Naturally, this is a bad dude, and while you can speak with him at length and even convince him to stand down somehow, you'll probably want to throw caution to the wind and fight him. That's what we did. Of course, if you want to go about things differently, feel free to do so. As always, experience points are at a premium in the game, and the only way you'll earn meaningful experience here is to get into a fight. So we recommend doing battle, but you don't have to if you don't want to.



Caladrius is an extremely powerful mage, and there's no doubt that he's a force to be reckoned with. Making matters more complicated is that he's accompanied by plenty of soldiers and grunts that will help him out. Usually, in difficult battles such as these, we recommend that you go after magic users first. But because Caladrius is the prime foe here, and because his health meter is so darn high, it's actually in your best interest to take out all extraneous melee enemies first. After all, they can be felled easily, and Caladrius cannot. But once no one is helping Caladrius, all four of your party members can gang-up on him en masse and take him out quickly and easily. Just keep an eye on your health, focus on one target at a time, and you should be just fine. For such a late-game battle, this fight isn't as hard as you might think it would be.



Following the destruction of Caladrius and his foes, Caladrius will beg for mercy. You can let him go if you want, and even make some deals with him, but it's likely that neither of those outcomes will satisfy you. For someone as evil and self-serving as this, your blade is the only answer. We opted to kill him outright, and we recommend you do the same. But of course, you can take a different course through if you so desire. Once Caladrius is killed or scared away permanently, you'll then get to free the elf slaves being kept in cages all around the room. Speaking for them is an elderly elf named Valendrian. Thankful for your help, he quickly escapes from dodge, with all of his elf friends in tow.



Now all that's left to do is to visit with Valendrian at his house in the alienage. If you are following our walkthrough to a tee, then you would have already broken into his locked house and looted it for its valuable contents. But then again, he won't care about that (nor will he be privy to that information, so worry not). Head on inside and speak with him briefly, and he'll inform you that he once knew your Grey Warden mentor, the deceased Duncan. Let him know what happened to him, and he'll share in your grief. The good news is that he'll hand over an old memento that Duncan gave him long ago. Now, it's yours. Nice!



The Landsmeet | Royal Palace (Meeting, I)

It's almost time for the Landsmeet proper, but first, we have to get everything else in order. Your trip through the alienage seemed random, but it was important, because you were able to gather important evidence as to Loghain's rather questionable dealings with foreign slavers. That was the entire idea of that endeavor, but depending on what you were and were not able to do up to this point in the game as far as helping others and making others see your side of things, it may or may not help you out at the Landsmeet itself. For now, all that's left to do is to head back to the Arl of Redcliffe's estate. Speak with Arl Eamon there, and after a brief conversation, he'll head over to the Royal Palace, which should now be unlocked on the main Denerim map. So when you're ready, you should follow suit, and head to the Royal Palace yourself, with your party in tow. Now is the moment of truth.



When you arrive at the Landsmeet, you'll find all of the landed gentry and royalty of Ferelden within the large palace. Everyone has come to solve, once and for all, the question of who is going to rule Ferelden, and likewise, who is going to lead Ferelden into battle with the Darkspawn, victorious. You're going to see some faces you recognize here, but you'll also find a lot of people that you don't know, and faces you've never seen. Worry not -- it doesn't matter who you know and who you don't. You can basically make things go exactly how you want to here, but your means to whatever end you're aiming for may differ depending almost entirely upon not only the decisions you make here at the Landsmeet, but indeed also dependent on some of the choices you've made leading up to this singular event.



The gist of things here is pretty simple to ascertain. Anora, widow of the previous king, and Loghain, the devious man who is responsible for the king's death back at the beginning of the game (as well as current claimant over Ferelden) are the two main stars of the show. You'll get to traverse a conversation with Loghain, making decisions that are entirely up to you. At times, you'll be able to threaten or persuade, and at other times, you'll be forced to take a backseat to more important overarching matters. People will come to your support, or to Loghain's, depending entirely upon how you've conducted your affairs up to this point in the game. We don't discuss specifics here, because there are so many little things that help or hinder, that it's going to be different for many gamers. One thing is clear, though. Not only can you ultimately make the decision you want, regardless of how the rest of the game went, but you might find several routes to reach your ends.



Our undying support for Anora and Alistair throughout our own playthrough ultimately plunged us into heated battle with Loghain, his soldiers, and his supporters. Naturally, the outcome of these events might differ for you, and you may never have this fight to begin with. But chances are, Loghain isn't going to see things your way, so you should buckle down and prepare for battle. Thankfully, this fight isn't even remotely difficult, and if you want to be extra lazy, you could sit back and watch most of the fight pass you by, until you absolutely have to join in to end the fray. Of course, you could make things much quicker by joining in immediately (plus, this will allow you to earn the maximum amount of experience points), but ultimately, this battle is going to thrust you into making some serious decisions, ones that aren't easy to come to, and indeed, ones that have huge consequences for all of Ferelden, and for everyone's capacity to deal with the Darkspawn.



The Landsmeet | Royal Palace (Meeting, II)

Once Loghain has taken a prerequisite amount of damage in the battle, an elderly woman (who appears to be from the Chantry) will beg for an end to hostilities. Thankfully, most people around you agree. But there's still an important question to answer, and that question is, who will rule? Bloodshed is seemingly endless in this civil war, and everyone thinks that it's finally time to come to a conclusion. After deciding who you want to rule, your main character will be able to act as a "second" in a duel with Loghain himself (you could also choose another character to fight in your stead, as long as he or she is in your active party). This is the old-school way of deciding such claims to the throne, and now, things won't be any different. So, prepare yourself for a one-on-one battle with Loghain himself. And remember -- choose your strongest character for this fight, since Loghain is no pushover. That character will likely be your main character, but of course, you can choose whoever you think will do the job best for you.



The one-on-one battle with Loghain can be frustrating, but his inability to use curative items or spells (or his simple lack of will to do so) means that when you do damage to him, that damage is fairly permanent. Meanwhile, you are able to use whatever items, skills, spells, or whatever else is in your inventory to affect the course of battle as you see fit. So when you're taking a lot of damage, be sure to heal yourself, and so on and so forth. Otherwise, your time should almost exclusively be spent defending yourself and, most importantly, dealing as much damage to your enemy as is humanly possible. Eventually, you'll deal enough damage to Loghain that the end of the Landsmeet is finally catalyzed.



At this point, a series of important decisions are to be made. You'll need to decide who will rule (we went with Alistair and Anora together, which is the easiest solution). You'll also need to decide the ultimate fate of Loghain. Loghain is evil, and though you can let him live and even let him become a Grey Warden, that choice made absolutely no sense to us. We insisted on killing him right in front of Anora, and we did just that. A man who committed the crimes he did has no place in the Grey Wardens, nonetheless amongst the living. But this benefitted Anora, who is now queen of Ferelden, unopposed, with Alistair at her side as king (in our playthrough, anyway). Remember -- things may go differently for you here! Either way, one thing is clear. At the end of these events, with the civil war seemingly solved for the time being, there's nothing left to do but defeat the Darkspawn once and for all. Are you ready?



Destroying the Archdemon | Denerim (Endgame, I)

Catalyzing Dragon Age: Origins' endgame will require you to first head back to Redcliffe Village, which, as you know, can be accessed off of the main map of Ferelden. Head there only after you're positive you've seen and done everything else, because there are no guarantees that you can step out of dodge once the endgame ball has been rolled (for lack of a better term). When you arrive at Redcliffe Village, step across the bridge in front of you, and you should run across a nameless man. This guy is a resident of the village, and the only still-living person that hasn't yet arrived at Redcliffe Castle, where everyone is holed up, trying to at least temporarily protect themselves from the Darkspawn that have ruthlessly sacked their hometown. Pick his brain as much as you can about the events going on around here, and eventually, he'll scurry off.



Nearby, you'll see some Hurlocks and Genlocks running around, so you should go ahead and attack them in earnest. For whatever reason, most of the Hurlocks and Genlocks you'll fight in Redcliffe Village don't seem to be even remotely as strong as their counterparts that you have been fighting throughout the rest of the game. It doesn't only have to do with your relative strength compared to where you were at game's beginning, but it probably also has a thing or two to do with the fact that you're going to be fighting massive amounts of these lesser Darkspawn for the duration of your time through to the end of the game. Thus, you don't have an incredible amount to worry about here. But fight, fight, fight, because these last battles represent your last opportunity in the main game to earn precious experience. And you'll need all of the experience you can muster for your epic battle with the Archdemon, which is right around the corner.



Indeed, you could skip almost the entirety of the battles in Redcliffe Village if you want to make way for Redcliffe Castle, which is behind a now-broken gate that was pointed out to you earlier by the townsman. But skipping the battle will prove to be fruitless from an experience point perspective, when you should be trying to grind out as much experience as possible to help your characters overcome any unexpected obstacles they may encounter later. In fact, you can go deep into Redcliffe Village, all the way to the very bottom of the pathway, where the Chantry is located (amongst other buildings). There, you should be able to draw out the last of the Darkspawn in the area, thus earning all possible experience here. When you're done, you can then head back to the gate, and enter the outskirts of the castle yard.



The courtyard of the castle is, not surprisingly, going to be entirely covered with more Darkspawn to do battle with. As was the case earlier, many of the Darkspawn here will be nothing more than simplistic, weak fodder for your blade, but there are going to be some exceptions, so remain on guard. The exceptions include a few Emissaries, who are magic users, so you may want to prioritize their deaths above all else. And when most of the other enemies are cleared out, an Ogre Alpha will bust onto the scene. This creature is certainly a lot more difficult than the lesser foes all around him, so be sure to have your entire party gang up on him to defeat him quickly. Then, when all is said and done, climb the stairs towards the castle door, where you'll be intercepted by some Redcliffe guards. Lord only knows why these guys were standing around when you were fighting, but nonetheless, they'll whisk you inside in short order.



«	Part One	Part Two	Part Three	Part Four	»
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Destroying the Archdemon | Denerim (Endgame, II)

Once inside, expect to find yourself in yet another cutscene in no time at all. Here, you'll be speaking primarily with Arl Eamon, and a few other royals, including the Grey Warden you rescued earlier from his cell in Denerim (who is quite important to the endgame). Traverse this conversation however you'd like, as always. The primary rub of this conversation is going to be pretty clear -- the Darkspawn attack on Redcliffe has been, at best, extremely minor. Indeed, the frontline of the Darkspawn forces are so well-spread, that it remained to be seen what their true target was. But now, it seems that the brunt of their forces are a mere two days' march from Denerim. It's time to change course and head back to Denerim, but first, there's some talking to be done.



More specifically, you're going to need to find Riordan, who is on the second floor of the castle. Riordan, if you didn't know, is the Grey Warden you freed earlier in Denerim, and the same guy who was just accompanying Arl Eamon in your previous conversation. When you find him in a room on the second floor, you can speak with him about something that will prove to be rather important. The Grey Wardens exist for a reason, and that's to protect the masses in Ferelden (and beyond) from the Darkspawn. But they serve a more important purpose, because as Riordan will inform you, a Grey Warden has to perish in defeating the Darkspawn, in order to forever seal away their demonic power. Just killing the Archdemon of the Darkspawn forces will transfer its spirit to another being. But if the killing blow is struck by a Grey Warden, the Archdemon's spirit dies along with the Grey Warden in question.



Riordan will inform you that, in Duncan's stead, he plans on striking the killing blow, and thus dying himself. This relieves both your character and Alistair from the responsibility of having to do so, though as you'll find out, there's a way to avoid any deaths, albeit in a rather nefarious fashion. Next to Riordan's room is none other than Morrigan, one of the first recruits to your party long, long ago. Speak with her, and she'll offer her alternative, which will save Riordan's life, along with your own and Alistair's (as you can make an alternate choice when the time comes, sacrificing anyone you choose, including yourself). It's a complicated endeavor, so pay close attention to what she says. Ultimately, she'll offer to sleep with your character (or another Grey Warden, if your character is female), in order to conceive a baby. That baby will then call forth the Archdemon's spirit once he's slain, saving everyone else involved. This is a form of blood magic, as she makes perfectly clear, but it's an option for you. We opted to take it. Whether or not you do is entirely up to you.



Either way, following your conversation with Morrigan, or your exit from the castle (either-or), you'll witness a series of cutscenes. These scenes show the forces of Ferelden assembling, and subsequently pouring into the Denerim region for the ultimate battle with the Darkspawn. You'll witness the various forces of Ferelden, depending on which sects and sides you got to accept the treaties they signed with the Grey Wardens. Then, you'll see a scene with your character and Alistair rallying the troops, readying them for battle. And finally, you'll see the frontline clash of the good forces of Ferelden and the Darkspawn, and the ridiculous amounts of carnage that results from the ensuing melee. And then, just like that, you'll finally be given control of your party once more. This really is the endgame now. Are you ready?



This part of the fight is easy -- almost deceptively so, in fact. You won't have your party with you per se, but rather, everyone you've thus far recruited will be all around you to help in the fight, along with anonymous members of the greater military force that's come to fight the Darkspawn. So, keep an eye on your HUD, gravitating towards all of those red dots, which (as always) represent the bad guys. Most of these foes are "Grunts" and are extremely weak, but be prepared for "Alpha" enemies to be interspersed within, which take much more effort to kill. Either way, this fight should be easily won, but don't be lulled into a false sense of security. Going forward, things won't be quite as simple.



Destroying the Archdemon | Denerim (Endgame, III)

Reassemble with your crew once the battle here is finished, and no more Darkspawn make themselves seen for the time being. Here's where you're going to have to make some difficult, but important decisions. The main decision is to get together the party you intend on taking with you to Fort Drakon, where we intend on fighting the airborne Archdemon. We chose to take with us Alistair, Leliana and Wynne, but you can make whatever decision best suits you. Anyone left behind will assemble themselves into another crew, led by whomever you chose (we chose Oghren as our secondary leader). Keep in mind that you'll need to use this party a little later, albeit in a limited fashion. Then, you'll get to speak to your party members, one after another in sequence, saying your goodbyes or rallying them to the greater cause you're about to enter into. Hereafter, you'll regain control of your finalized party, and will be able to work your way forward to renew your battle with the Darkspawn.



Your next destination is Denerim's Market District (although you can go to other locations, attempt to follow our order, as it's the best plan). The idea is to clear this area (as well as others) of enemies, and then move on to the next area, and so on and so forth as you draw nearer and nearer to Fort Drakon, where the final battle with the Archdemon will inevitably go down. When you arrive at the Market District, the game will inform you that you can now call in reinforcements to help you in any area you delve into. So, depending on whom you helped and recruited earlier in the game, you should be able to call in any number of forces, one per location, to help you out. For the record, we asked the Redcliffe soldiers to help us in the Market District, but you might feel differently, and want another crew to help you out. That's entirely up to you.



Here, you're going to be fighting Ogres almost exclusively, though some high-ranking Darkspawn of other varieties will no doubt come here to help out as needed. As was the case earlier, the droves of enemies will be seemingly endless, but there's actually a finite amount of foes you have to kill here before you can head to the next location freely (this is true from here on out, in every location you come across en route to the Archdemon). So stick with it, keep an eye on your health, and attempt to gang-up on these gigantic foes to fell them quickly. Spreading damage out to multiple targets, in this case, isn't advantageous, so avoid doing so if possible. As the Ogres' numbers start to dwindle, you'll be near the end of the fight. Try to end things quickly if you can, to preserve the number of reinforcements here who have to die to defeat the enemy. Doing so will allow you to call upon them later, if they are needed in another heated fight.



The next place you should visit is the Elven Alienage, which again can be accessed from the main map of Denerim, once you're finished back at the Market District. When you arrive at the alienage, things will be strangely quiet. Work your way towards the center of this location, and you'll run into a familiar face, the female elf you met earlier, when the slavers were stealing people from the alienage to sell abroad. She'll inform you that Darkspawn are at the gates at the far end of the alienage, and that they won't hold for much longer. No sooner does she get the words out of her mouth than an Ogre appears at the gate, with plenty of weakling grunts all around him. Soon thereafter, they will bust through the gate, and we'll have a fight on our hands. Be sure to call forth some reinforcements as soon as you can to help you out here! We opted to call for the dwarves; who you call for is entirely up to you.



Destroying the Archdemon | Denerim (Endgame, IV)

This force is actually fairly simple to contain, especially when you compare the Darkspawn party you had to repel back in the Market District. There, you were fighting almost exclusively Ogres and magic-users, but here, you'll be fighting a great many grunts, along with scattered Ogres, magic users, and Darkspawn officers. The latter, like Alphas and Generals of the Hurlock and Genlock variety, are actually fairly formidable enemies, so be sure to gang up on them when they arrive on the scene, to quickly eradicate them before they can cause too much damage. Indeed, you'll want to finish fights quickly here if for any other reason than to ensure that your helpers, whomever they may be, survive to help you again later on.



When all is quiet at the alienage, you can head back to the map, and this time head to the Palace District. En route, however, you're going to have what appears to be a random encounter, but what is in fact a predetermined event. When you split your party into two parts, the secondary party will actually see some action, so hopefully you kept that in mind (as we earlier warned). You'll find yourself automatically whisked back to the City Gates, in control of the party you decided to leave behind. Because the game somewhat anticipates the fact that you took your strongest characters with you in your primary party, the challenges you'll face in this brief battle are nothing like your other party will have to deal with. There will be some Ogres and Darkspawn officers to contend with, but for the most part, you'll be fending off nothing but grunts, which even the weakest characters should be able to kill off with a single hit.



Indeed, if you want to make the battle even easier for yourself, attempt to create a makeshift bottleneck at the point-of-entry being used by the Darkspawn. This will cause them to bunch up and be unable to break through their own ranks. You can then hack and slash away at them easily from there, without ever having to risk being overwhelmed. This will cause a couple of your frontline characters to take a beating however, so it's certainly a tradeoff. Either way, when the battle is over, speak with the messenger at the center of this locale, and he'll go let the other party know that the gates are now cleared, at least for the time being. You'll then witness a rather ominous cutscene, with your new Grey Warden friend fighting the powerful Archdemon. But it appears the worst may have befallen him. We'll have to wait and see.



The next stop for you will be the Palace District. After this, you'll find yourself at Fort Drakon, and soon thereafter, in the presence of the ridiculously evil Archdemon. But first, let's deal with the considerable threat found in the Palace District. Here, you're going to fight enemies in two main waves. All of the enemies can be found at or around staircases leading upward. As you'll find out, you can actually split the enemy parties down even more than just two waves. You should be able to split the enemies into at least three waves if you don't push forward past each wave. In other words, if you can isolate specific fights, you should be able to stay away from other enemies long enough to naturally replenish your health and magic without having to use curative items, which should be saved for the battle with the Archdemon.



As far as varieties of enemies that you'll encounter as you head towards Fort Drakon's entrance, you're going to meet plenty. Unlike the other fights you've faced so far, this fight isn't quite as easy. Yes, there are plenty of grunts that will fall with a single slash of your weapon, but you'll also be dealing with plenty of Darkspawn officers, pesky Emissary magic users, a lot of Ogres, and even Shrieks, who are extremely obnoxious, as you no doubt remember. It's important to take things slowly, and of course, call for help here. We called for the dwarves once more, but you may want to call for a different crew to help you out. It's important to call for some help, no matter what it is. You're going to find yourself so inundated with enemies here, that it's important to have fodder for your enemies apart from your party of four. Even if they aren't doing much offensively, they're drawing the attention of most of your enemies, which is what's really important here. Otherwise, you're going to take a beating.



Destroying the Archdemon | Denerim (Endgame, V)

The outer part of Fort Drakon is small, but it's going to be chock-full of enemies. The most notable enemy you'll fight here will appear almost immediately, in the form of a Dragon Thrall. Immediately call for help from your friends (we called on the Dwarves yet again), and then gang up on the Dragon Thrall, defeating him immediately. Once he's felled, you can fight a more manageable battle out here. There are plenty of Grunts to deal with, but you may want to make way straight for the Emissaries casting pesky magic from the back of the area, near the entrance to Fort Drakon itself. When the enemy numbers start to dwindle, expect reinforcements to come through, mostly of the Shriek variety. Once all is won out here, save your game, heal-up as needed, and then head into Fort Drakon itself. Now, we're *really* close to our imminent battle with the Archdemon.



On the first floor of Fort Drakon, you're bound to run into two primary waves of enemies, one near the entrance to the building, and the other at the far end of the floor, near the staircase leading upstairs. So, let's deal with the first party before we do anything else. As soon as you head inside, things will be quiet. You'll see dead bodies strewn all over the ground, but otherwise, things are eerily still. That is until you reach the chamber ahead from the entrance, where evil Shades will attack your position, along with a dastardly Genlock Conjurer. The Shades can be felled easily enough, but the Conjurer might give you some headaches, so you may want to go after him as soon as he arrives. Then, continue to press further through the first floor, where things will again strike you as strangely quiet.



Of course, this unusual silence won't last for very long. As you begin to travel through the corridors at the far end of the first floor map, you'll again be attacked by the Darkspawn. This time around, Corpses of all kinds will come at you from the many rooms off of this T-shaped corridor. If your back is facing the way you came, you'll want to go rightward only to kill the Emissary (and other enemies) there. Otherwise, you'll be greeted with a dead end, no matter what your map might say. Instead, you must head leftward, where you'll eventually reach a staircase leading up to the second floor. En route, you may have to fight more enemies. Either way, you won't want to leave the first floor before you comb the many now-empty rooms for any goods you might want. And of course, you'll reach an old friend near the second floor staircase that will sell you some goods. It's an extremely good idea to stock up on curative items. There's no reason to save your money anymore -- we're getting quite near the end of the game now.



The second floor of Fort Drakon is a little more labyrinthine and contained than the first floor was. Indeed, as you begin to traverse the second floor, you'll realize that while you're going to do battle with quite a few enemies, you're going to fight them in many more, far smaller parties, and overall, the enemies you'll face-off with here aren't quite as hard as they were on the first floor, or even back outside. What you have to be sure to do here is use your map, and make sure you see all of the corners of the second floor. There are a lot of random enemy parties and items stashed away in easy-to-miss nooks and crannies, so if you want to see everything that's up here, and if you want to fight all of the enemies, use your map and be as thorough as you can be in exploring every inch of it.



Destroying the Archdemon | Denerim (Endgame, VI)

As far as specific enemies, you'll face quite a few. Assassins, Emissaries, Ogres and even more. The good news is that because this area is so contained, with so many corridors and so few wide-open areas, you'll fight enemies in small groups, and you should be able to bottleneck certain enemies in certain locations, nullifying any threats they may pose. The good news is that there should be no surprises; you should have already fought everything you'll face-off with here. When you finally reach the far room on the map, which has an exit onto the roof of the fort, you're very, very close to fighting the Archdemon and beating Dragon Age: Origins once and for all. You'll need to defeat an underwhelming party of Ogres and Emissaries first, but once you do, don't make haste for the exit to the roof just yet. Instead, explore the areas down both staircases flanking the room. You should find quite a few curative items of many varieties when you do. And trust us when we tell you, you're going to need them.



Let's just get this out of the way -- the battle with the Archdemon is absolutely, positively no joke. Once you're sure you've saved and subsequently find yourself on the roof, you're going to be in for a hell of a battle. The Archdemon, as a few cutscenes have no doubt spoiled for you at this point in the game, is in fact a gigantic, demonic-looking dragon. And he means business. When you arrive, you'll witness him killing a few brave soldiers, and then you'll be thrust into battle with him. The Archdemon, strangely, isn't an overly-aggressive beast. In fact, he's surprisingly unaggressive, and you're going to use that to your advantage. You'll also use the vast amount of space all around you to your advantage, because if you're able to keep moving, it will go a long way to keeping you alive.



For the most part, trying to fight the Archdemon up-close and personal is going to be a futile exercise, and one that's bound to get you killed rather quickly. The key to this fight are the ballistae all around you. You can utilize these machines, which are strewn around the roof, to do fairly decent damage to the Archdemon. There are plenty to use, and you'll want to use ones closest to him at any given time to maximize damage (and ensure you're doing damage in the first place). Unfortunately, you can't use any of the ballistae endlessly. You'll need a character in your party -- a rogue -- to do repairs on broken ballistae, and even then, no ballistae is going to be good forever. When a ballistae finally breaks, you're going to need to move on to the next one. Meanwhile, as the Archdemon finds himself more and more seriously injured, he'll call forth lesser Darkspawn to help him out. These guys will swarm your location on the roof, but strangely, when you're dealing with these guys, the Archdemon will largely remain in the background. If you were smart and summoned help here (we summoned the elves; you can summon who you want), the lesser Darkspawn and Archdemon alike should have plenty of distractions that will, hopefully, keep him away from you for most of the fight.



The Archdemon has plenty of attacks, but most of them involve the blue-colored fire he shoots out of his mouth, in any number of ways. His attacks all do quite a bit of damage, some of it sustained, so absolutely, positively don't neglect to use healing items and curative items you've collected to this point in the game. You'll have no use for them after this battle, so use everything you have. And when the ballistae break for good, and you have no other recourse, you're going to need to take it directly to the Archdemon with other, more conventional and straight-forward methods. The key to this battle is mobility, smart passiveness, and a great deal of patience. Feeling this battle out is a lot easier than reading a whole lot about it, so be prepared to go through it a few times to get a feel for things. Then, let loose on the Archdemon with the ballistae, and his minions with your blade and other weapons. Persistence is the key, for when the health-heavy Archdemon has taken enough damage, he will be no more, and you will be victorious. Congratulations! You've beaten Dragon Age: Origins.



Dragon Age: Origins Side Quests

Welcome to our ever-expanding side quests section for Dragon Age: Origins. First off, a note: **this section of the guide is no way, shape or form complete**. Please don't e-mail us about where something is or when it's coming. This side quests section will eventually be complete for all to use, but in the meantime, we're going to be updating what we have pretty much every day, as the guide gets more and more complete. The game is huge, there's a lot to be done, and e-mailing us about where something is isn't going to make it appear in the guide any quicker.

With that out of the way, enjoy our side quests below. Simply click on whatever link you want more information on. Instead of a flowing, paragraph-by-paragraph approach, we've made the side quests appendix much easier to use. Each section of the walkthrough has at least one map. On that map will be letters at certain locations. The letters appear alphabetically (so A, then B, then C), and each letter will correspond to a particular part of the side quest walkthrough. A on the map will correspond with A in the walkthrough, and so on and so forth.

Got it? Good! Then let's get to it.

A Fallen Templar	
01	Location: Lothing
A Gift of Silence	
02	Location: Denerim Market District/Redcliffe Village
A Key to the City	
03	Location: Orzammar Commons/Quarter District/Dust Town/The Proving
A Last Keepsake	
04	Location: Lothing
A Lost Nug	
05	Location: Orzammar Commons
A Missing Child	
06	Location: Redcliffe
A Pinch of Ashes	
07	Location: Korcari Wilds
A Poisonous Proposition	
08	Location: Lothing
An Unlikely Scholar	
09	Location: Orzammar Commons/Circle Tower
Back Alley Justice	
10	Location: Denerim Market District/Back Alleys (Various)
Bandits, Bandits Everywhere	
11	Location: Lothing
Blood of Warning	

12	Location: Denerim Market District/Dirty Back Alley/Dark Alley
Brothers and Sons	
13	Location: Redcliffe Castle/Battlefield
Cammen's Lament	
14	Location: Dalish Camp
Caravan Down	
15	Location: Redcliffe Castle/Caravan
Careless Accusations	
16	Location: Lake Calenhad Docks/Random Encounter
Dereliction of Duty	
17	Location: Lake Calenhad/Denerim/Frostback Mountain Pass
Desperate Haven	
18	Location: Denerim Market District/Refugees
Drake Scale Armor	
19	Location: Caverns/Denerim Market District
Elora's Halla	
20	Location: Dalish Camp
Five Pages, Four Mages	
21	Location: Circle Tower/Random Encounter
Forgotten Verses	
22	Location: Caverns/Denerim Market District
Friends of Red Jenny	
23	Location: Zevran Assassination Attempt/Circle Tower/Denerim Market District
Have You Seen Me?	
24	Location: Denerim Market District/Random Encounter
Herbal Magic	
25	Location: Lake Calenhad Docks
Jammer's Stash	
26	Location: Carta Hideout
Last Will and Testament	
27	Location: Korcari Wilds/Redcliffe

28	Location: Denerim Market District/Civil War
Lost in the Castle	
29	Location: Redcliffe/Redcliffe Castle
Lost to the Curse	
30	Location: Dalish Camp/East Brecilian Forest
More Than Just Plants	
31	Location: Lothing
Negotiation Tactics	
32	Location: Denerim Market District/Dalish Camp
Notice of Termination	
33	Location: Frostback Mountain Pass/Denerim
Notices of Death	
34	Location: Denerim/Lake Calenhad/Redcliffe Village
Pearls Before Swine	
35	Location: Denerim Market District/The Pearl
Precious Metals	
36	Location: Dust Town/Circle Tower
Rare Ironbark	
37	Location: Dalish Camp/West Brecilian Forest
Restocking the Guild	
38	Location: Denerim
Signs of the Chasind (Chasind Trail Signs)	
39	Location: Korcari Wilds
Skin Deep	
40	Location: Denerim Market District
Solving Problems	
41	Location: Denerim Market District/The Pearl
Summoning Sciences	
42	Location: Circle Tower
The Chant of the Deep	

	Location: Orzammar Commons/Diamond Quarter
The Crimson Oars	
44	Location: Denerim Market District
The Elven Ritual	
45	Location: Lower Ruins
The Hungry Deserter	
46	Location: Ostagar
The Mabari Hound	
47	Location: Ostagar
The Missionary	
48	Location: Korcari Wilds
The Qunari Prisoner	
49	Location: Lothering
The Scrolls of Banastor	
50	Location: Lair of the Werewolves/Circle Tower/Ruined Temple/Caverns
Thief in the House of Learning	
51	Location: Quarter District/The Proving
Thy Brother's Killer	
52	Location: Lake Calenhad Docks/Brecilian Forest
Untraceable	
53	Location: Denerim
Watchguard of the Reaching	
54	Location: Circle Tower
When Bears Attack	
55	Location: Lothering
Wounded in the Forest	
56	Location: Dalish Camp/West Brecilian Forest
Zerlinda's Woe	
57	Location: Dust Town/Orzammar Commons



At location A on the map provided, you'll come across a hell of a fight, one that's outlined in the main walkthrough for the game. You'll be assailed by Genlocks and Hurlocks of all varieties here, and even your robust party of four will have a difficult time surviving the fray with your usual button-mashing tactics. When all is quiet and the enemies are felled, begin to scour the hostiles' bodies. You'll find a body mixed in the bunch that's actually a friendly human soldier. When you search his body, you'll find, amongst other goods, a sack of ashes of another soldier. With these in hand, this brief side quest will begin in earnest.



Work your way up to location B on the map once you've retrieved the ashes from the body at location A. You'll find a pile of rocks with ashes already strewn over them. The game will give you the option to spread the ashes you just found on the rocks; do this. This will summon forth a beast known as Gazarath. Gazarath is a powerful enemy, with the ability to shoot fire attacks that damage the entire party, and with an even peskier ability to siphon your health and make it his own. Nonetheless, the four-on-one odds of this battle put things firmly in your favor, so unleash your best attacks and take this foe down. Then, scour its paltry remains to find some items worth adding to your inventory.





You can (and should) undertake this side quest as soon as you arrive in Ostagar. Unfortunately, you won't be able to finish the side quest off until you fulfill Duncan's two requests, which will send you out into the Korcari Wilds. At location A on the map provided, you'll find a nameless prisoner. When you speak with him, you'll learn that he's been imprisoned for desertion, though he claims he wasn't deserting at the time. Regardless of if he's telling the truth or not, he's clear on one point -- he's extremely hungry. He asks you to find him some food. Agree to do this (if you want), and speak to the guard nearby. Convince the nearby guard to give up his food (or pay him for it), and then hand it over to the prisoner.



In return for your kindness, the prisoner hands over a key to a treasure chest that he claims contains magical items he was attempting to steal when he was caught. If you don't want to feed him, it appears that you can also kill him for his key, and take it outright without ever feeding him. Either way, with the key in hand, head over to location B on the map provided. This is where things get tricky. You'll see the treasure chest in question, but if you haven't fulfilled Duncan's two requests in the Korcari Wilds yet, a nearby Tranquil will stop you from opening the chest. You must return to the treasure chest at nighttime, once you've returned triumphant from the Wilds. At that point, you can crack open the treasure chest and loot it to your heart's content.

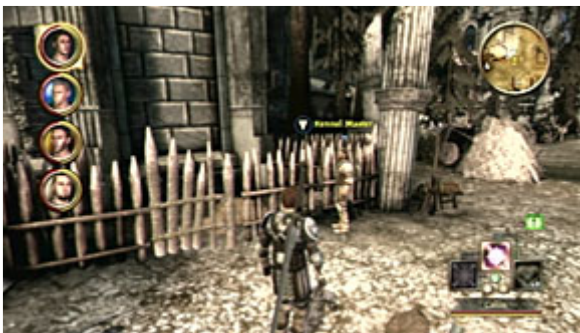




Depending on who you're playing as, this quest will happen in any number of ways. It appears, on the periphery, that this quest is for everyone *except* the human noble, but that's not actually the case. It appears that way because the end result of this side quest is receiving a Mabari Hound of your own, but human nobles start with one already. So, while this quest is much more important for non-human noble characters to undertake, anyone can and should go through the motions. And while the quest can be catalyzed back in Ostagar, you will in fact be able to catalyze the event at location A on the map above, in the Korcari Wilds. It's there that you'll find a plant known as the Wilds Flower. Grab it, and bring it back to Ostagar.



A man known as the Kennel Master can be found near the barking dogs caged up by the entrance to/exit from the Korcari Wilds. When you speak with him, he'll ask you if you've seen a white flower. Tell him you have one, and he'll tell you he wants it. The flower can be used to help some ailing dogs under the Kennel Master's care. In return, he'll offer dogless characters a hound of their own. For human nobles, you should get an offer of 20 silver pieces. In either case, you can keep the flower, make the trade, or give away the flower free of charge. How you proceed is up to you.





At point A on the map provided, you'll find a deceased human body in a shallow pool of water. When you examine the body (called Missionary Jogby), you'll find an item called Letter to Jogby. It's from this letter that you'll be assigned this side quest. The letter's contents are extremely important, because there will be clues on how to find a stash of items Jogby's father left him in case he got in trouble while attempting to cross the Korcari Wilds. Jogby's father gives him six clues on finding the store of items, and they appear in order as shown below, as soon as you leave Ostagar and begin heading southward.

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



These clues are pretty succinct, and finding the location of the item-laden treasure chest isn't as hard as it seems. Of course, since you're consulting our strategy guide on this side quest, you'll probably want to know the exact location of the goods, and that location is marked as B on our provided map. En route, expect to find a weak party of wolves guarding the treasure chest. Lay waste to them quickly, and then climb the hill towards the glowing treasure chest flanked by two ancient statues. Raid the treasure chest for its loot, and this brief, simplistic side quest will come to an end.





At location A on the map, you'll find a substantial encampment of evil Darkspawn forces. Making matters worse, you'll need to deal with the entirety of the enemy force here before you can safely navigate the vicinity of the encampment, which is important, since there's a special item hidden nearby that you'll want to find. Of course, if you've visited this area already and cleared it of foes, then you won't have much to worry about here. But if that's not the case, prepare for a fight. Once the battle has run its course, explore the watery section of the encampment, where you'll find an item known as Rigby's Journal. If you read the journal, you'll find that Rigby was in pursuit of a mystery surrounding an unknown group of beings known as Chasinds. These guys left behind clues to a secret storage area full of items by using discretely-stacked piles of stones. There's one near the camp, so examine it. To find the stash of items, you'll first need to find the other markers.



The other markers are... marked... on the map provided, and they are found as groups of rocks, just like the original sign. These are marked on our map as points B, C, D, E, F and G. You'll want to find them in the order they are presented on the map (alphabetically), so that you can *actually* find them. Finding one or two will allow one or two more to show up on the map, and so on and so forth, so if you attempt to go out of order, you might not find anything at all. When you reach point F on the map and examine the sign there, the game will turn this ordeal into an actual side quest it calls Chasind Trail Signs (before this, nothing will appear in your quests list, and will only be casually referred to as Signs of the Chasind in your documents list).



Now all that's left to do is find the hidden Chasind store of items. All you'll have to do is head southward, to point H on the map we've provided. Here, you'll find a fire raging. It appears to have been a campsite. If you're arriving here for the first time, expect to get into a fight with Genlock Rogues. If you've already cleared the area, however, then the campsite will be totally vacated of enemy forces. The log at the far end of the campsite contains the store of weapons and items, so raid it and add all of those valuables to your inventory. In turn, this lucrative side quest will conclude.





When you first arrive at Lothing, you'll encounter a group of bandits. These highwaymen want ten silver pieces to cross the bridge they're guarding, so that you can enter the village. How you handle this situation doesn't really matter, and has to do more with the game's main quest than this side quest. What's important about this encounter is that, once you regain control of your party after all is said and done (whether you fight them, pay them off, or force them away), you'll find a corpse at your feet. This is the body of a Templar, and when you search his body, you'll find an item called A Note from Sir Henric. This will catalyze this side quest, and all occurs at point A on the map.



This is a rather easy side quest to resolve. With that note in hand (plus another little trinket you'll find on his body), all you have to do is head to Lothing's Chantry, which is located at point B on the map we've provided. Once inside, you'll find various characters you can speak with, but you'll want to find a man named Ser Donall as soon as you can. He and Alistair are actually old friends, so this conversation can be a lengthy, informative one. However, when he brings up a Templar friend of his, inform him that the Templar is dead, and hand over what you found on his body. Though distraught over his friend's untimely and unfortunate demise, he still thanks you for informing him of his fate. That should wrap up this quest neatly and quickly for you.



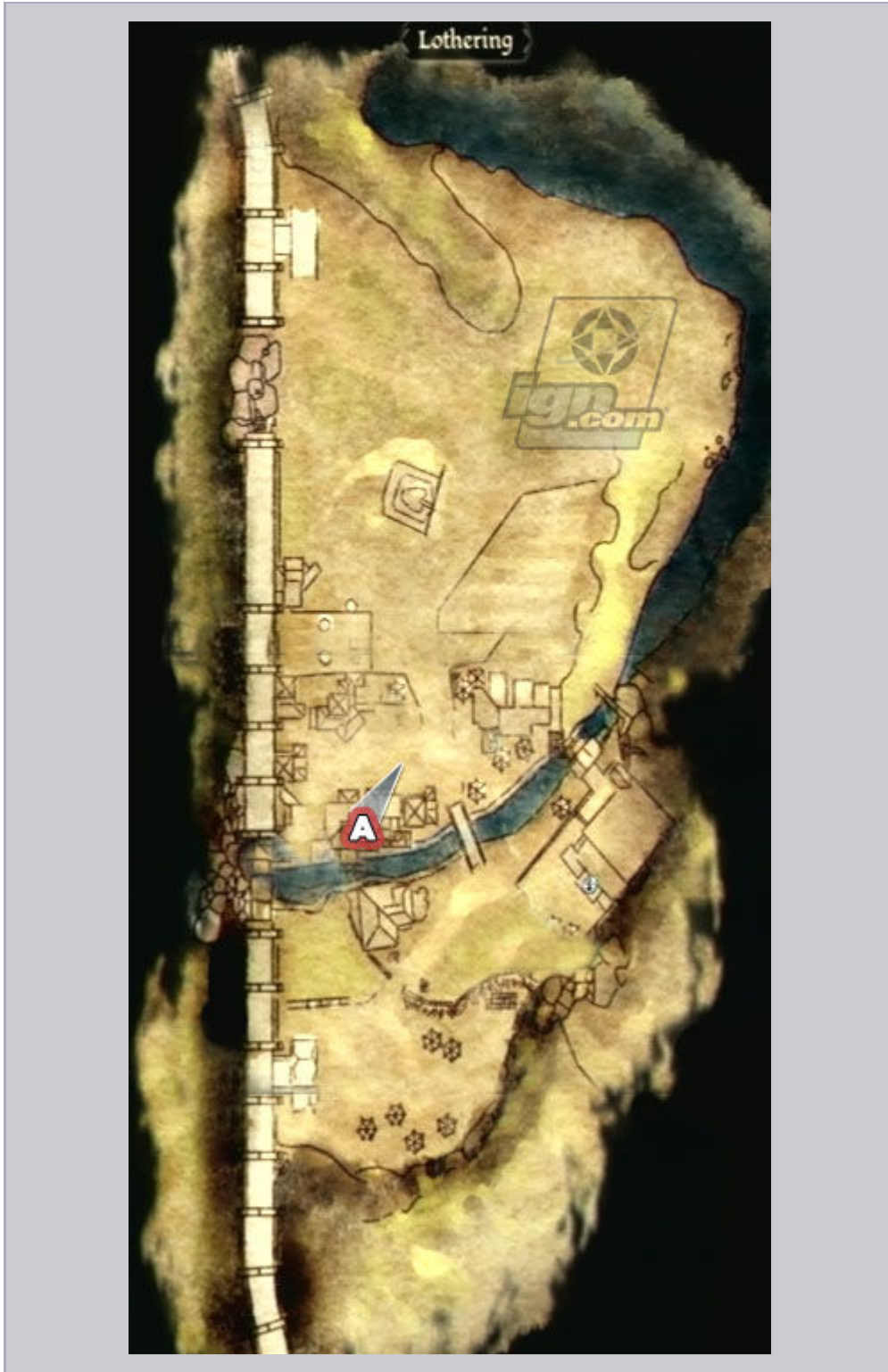


The very first side quest you'll receive from the Chanter's Board is called Bandits, Bandits Everywhere. The Chanter's Board in question is located at point A on the map. After examining the board, you can more closely examine the task at hand. There are three parties of mercenaries and bandits roaming around the northern end of Lothering, and you have to do away with all of them. These conflicts can actually be fairly difficult, but you can undertake one at a time, and heal/save/whatever as necessary in between. These three conflicts are located at points B, C and D on the map.



Now, if you didn't visit the Chanter's Board before heading to the northern end of Lothering, then you'll still meet up with these three parties of foes and be forced to battle for your lives. As a result, this is actually covered more in-depth in Lothering's walkthrough, located in the Walkthrough section of the guide. Expect to find archers, as well as some sort of mercenary leader in each party. These aren't easy fights, even with your party well-equipped and ready for action, so take things slow and methodically. When all three fights at the three locations provided have been successfully undertaken (again -- points B, C and D on the map), you can head back to the Chanter's Board. Speak with the Chanter next to the board to receive your three gold coin prize; quite the reward, indeed.

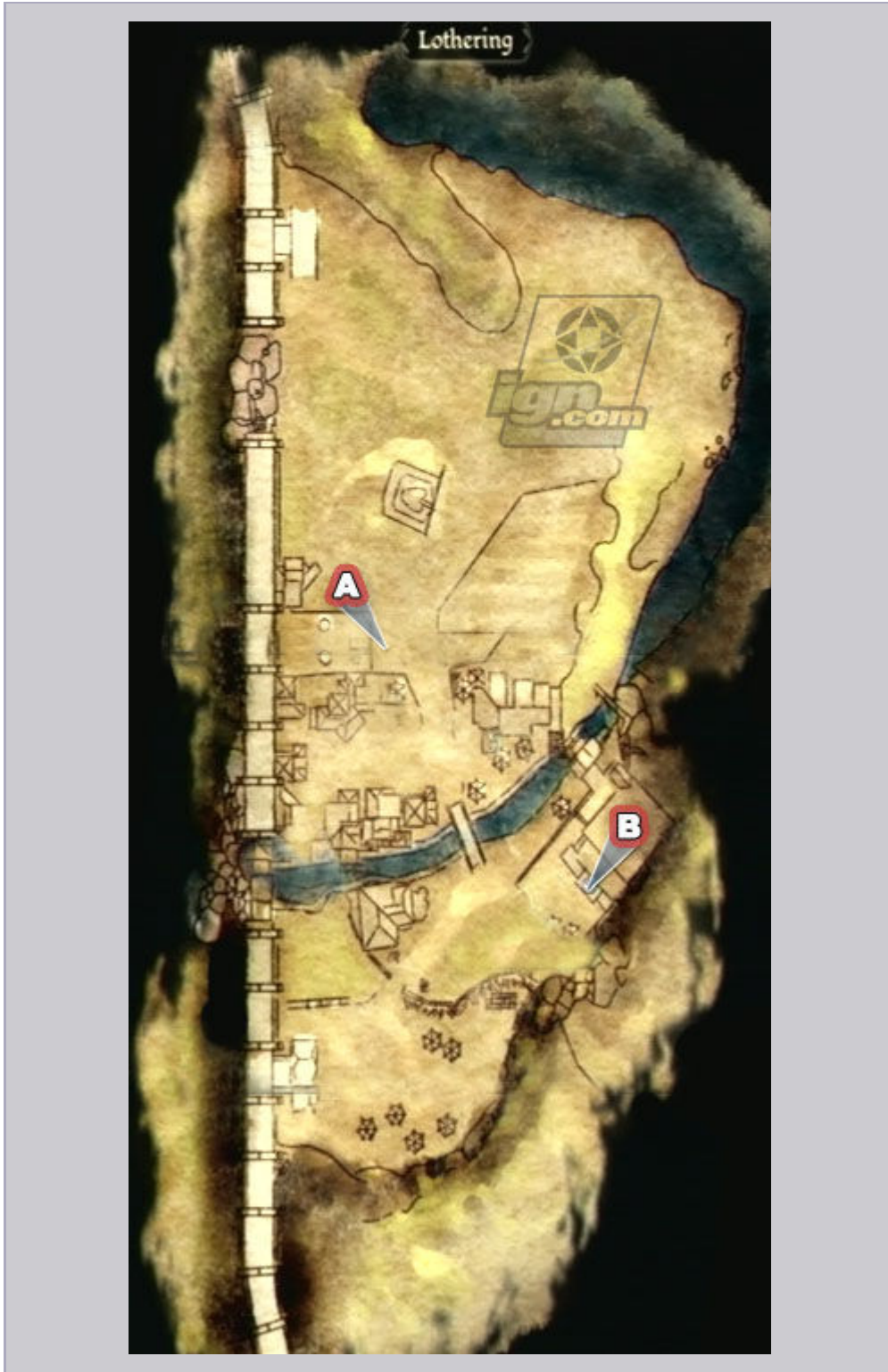




If you head to point A on the map we've provided, you'll run into a woman named Elder Miriam. Unlike just about everyone else in Lothering at the present time, Miriam is actually native to this village, and is doing her best in tending to the sick, ill and down-and-out that have arrived en masse. Due to the rising Blight catalyzed by the Darkspawn, these people have nowhere to turn for help, and many of them are quite sick. If you speak with her, she'll eventually ask you for help in crafting some medicinal items for her. If someone in your active party has the necessary skills to do this, then you'll be offered to undertake this side quest. Naturally, you should oblige.



This is actually an easy side quest to undertake, because you probably already have all of the items you need in your inventory to end it successfully. All she needs are some Lesser Health Poultices, and you probably have more than enough. To ensure that you do, speak with her immediately after you initially get offered the side quest. She'll ask if you have the necessary items. Since you almost definitely have them already, simply hand over a few of these Lesser Health Poultices, and receive some silver coin in return. That was easy!



At location A on the map we've provided, you'll find a man in a cage. This man is a prisoner of the Chantry, and as you speak with him, you'll learn that his name is Sten. Sten won't speak much at length about just *why* he's been locked up and left to fend for himself, but it appears that the Chanters have effectively left him to die. After all, the Darkspawn are on their way towards Lothering, and it doesn't seem that anyone has any intention of letting him go free. If you're sympathetic in your conversation with him, you'll ultimately be able to tell him that you'll go talk to the Revered Mother back at the Chantry, to try to secure his release.

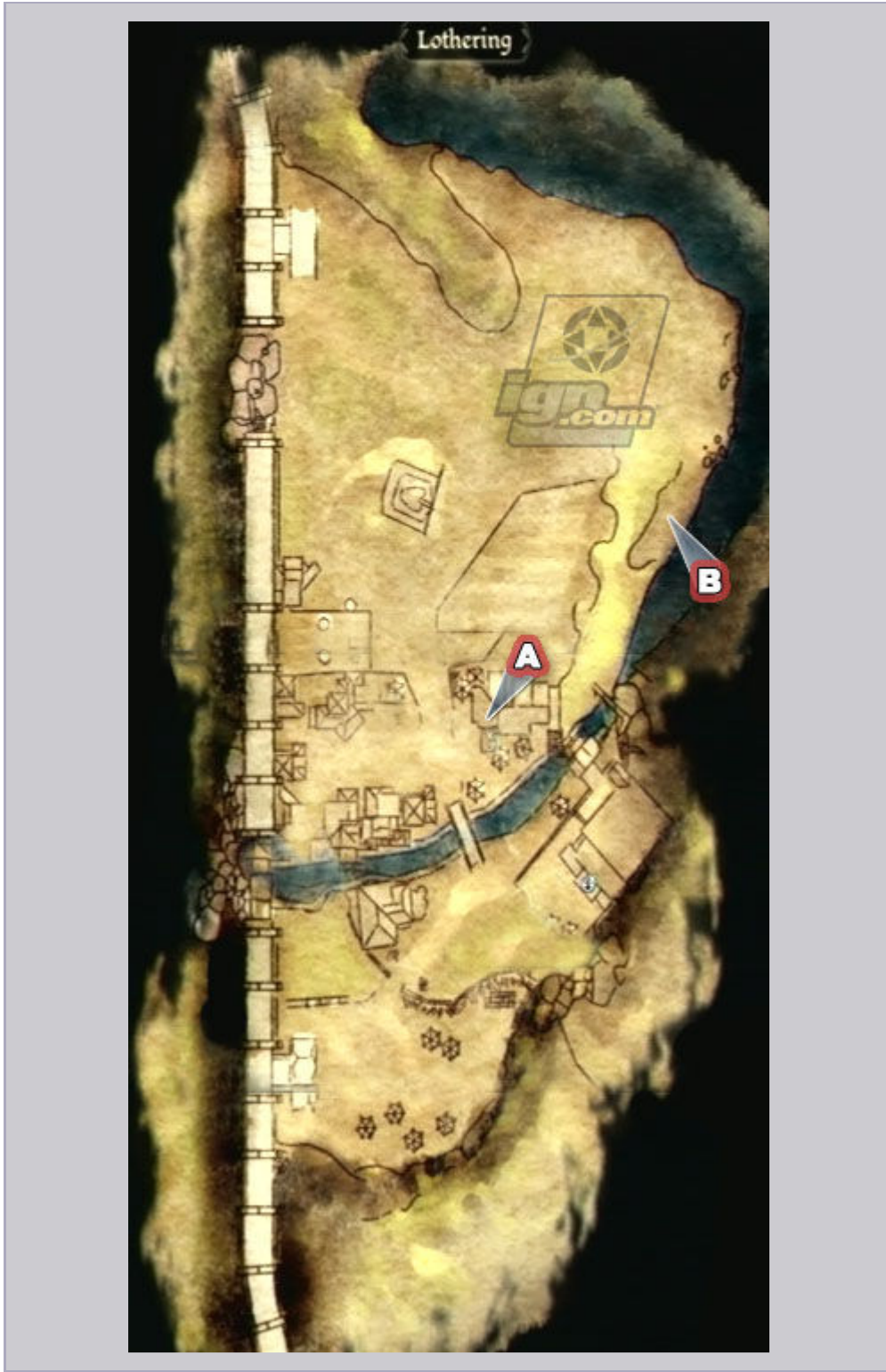


If you're curious why you want to let him go, it's because he's a powerful warrior who will join your party once you do. So there's really absolutely no reason not to undertake this brief, simplistic side quest. Travel to location B on the map after you've spoken with Sten. Enter the Chantry, head to the back end of the building, and go rightward to find the Revered Mother. If you spoke with her already, then you can get through the pleasantries quickly. Ask her what Sten did -- she'll tell you that he killed an entire family at a nearby farmstead, and even admitted to it when probed. Nonetheless, there are numerous ways to get the Revered Mother to release Sten to you, including declaring the Grey Warden's Right of Conscription, to simply threatening her.



No matter which course of persuasion you attempt to take with the Revered Mother, you'll find that you'll get the key to Sten's cage easily enough. With it in hand, you can then head back to Sten's location at point A on the map. Obviously, Sten hasn't gone anywhere. Engage him in conversation once more, and see if you can set him free. Once you do, you can let him go free, or you can let him join the party. Let him join, and you'll have another powerful warrior to add to the mix. Nice!





Speak with a man named Barlin within the building at location A on the map. This location, known as Dane's Refuge, is Lothering's only pub and inn, and it's chock full of refugees. You can seek out Barlin rather easily, however, and you'll find out that he's a merchant. You'll also find out that he's the owner of a nearby farmstead, and he's afraid not only of the Darkspawn advance, but of the refugees raiding his lands as well. He wants to set some poison traps around his lands to make an example out of any would-be thieves, and to convince anyone else with bright ideas to look for another target. If you have someone in your party who can craft poisons, you'll be able to accept this side quest from him.



Acquiring the venomous liquid necessary to make the potions is easy. To do so, head to location B on the map provided. Here, you'll fight a party of Giant Spiders. These guys are ferocious fighters, but your group should be able to slay them easily enough. Their silk attacks can paralyze you (and the rest of the party) temporarily, but you should still be able to prevail with little personal injury. Once you do, scour the bodies of each dead spider, and you should come up with six or seven of the items you need -- Toxin Extract.



With these vials of Venom in hand, it's time to craft the poison that Barlin requested. Unless you're playing as a rogue, you're going to need to almost certainly rely on the character you met, coincidentally, in the same location Barlin is at. Leliana is a rogue, and she has the ability to make poisons. Using Flasks you already have in your inventory, no doubt, you can use the Toxin Extract to make Venom. Make three of these, and then return to Barlin at Dane's Refuge. Speak with him and tell him you have the poison. Once you hand them over, he'll give you seventy-five silver coins. Not a bad deal, if we do say so ourselves!





Head to the Chanter's Board in Lothering at location A on the map. You'll find this quest offering after you've completed the very first quest you get from the Chanter's Board (that one's called Bandits, Bandits Everywhere). This side quest is extremely easy to undertake. There are a group of bears at the northern end of Lothering (at location B on the map) that are stalking people attempting to move about up there. Your charge is to head up there and take care of business by slaughtering this party of bears. Simple enough.



The bear party is made up of three enemies. These are actually pretty powerful foes, but because there are only three of them to deal with, you don't have much to worry about in terms of losing the fight. Your four-on-three advantage should be all you need to dispatch this party of bears quickly. They are powerful melee fighters, but by ganging up on a target at a time, you can easily fell them, one after the other, before they're able to do much damage in return. Once they're all dead, scour their bodies for any dropped goods, and then head back to speak with the Chanter next to the Chanter's Board, at which time you'll get your reward.





Head to the Chanter's Board in Lothering at location A on the map. You'll find this quest offering after you've completed the very first quest you get from the Chanter's Board (that one's called Bandits, Bandits Everywhere). This side quest is actually related to the young boy you met when exploring Lothering. If you don't remember (or never ran into him), this boy lost track of his mother when they were fleeing their farmstead, which was under attack. He came to Lothering, because that's where his mother said she'd meet him, but she's nowhere to be found. Presumably, she's dead.



Indeed, the boy's mother's corpse can be found at location C on our map, but first, you must kill eight (or so) wolves at location B. Killing these wolves is child's play. All you have to do is hack, slash and stab your way through these weak enemies. Scour their bodies once they've fallen in case they drop anything (like pelts), and then move to point C, where the body of the boy's mother can be found. A brief cutscene will automatically ensue here. Following that, you can then move back to the Chanter's Board. Speak with the Chanter next to the board to receive your reward.





If you head to location A on the map we've provided for you, you'll find a grizzly scene. If you've never been to this location before, then you'll need to fend off a quarreling party of lesser Deadspawn and some wolves; if you've already defeated this party of enemies, then things will be clear for you here. The aforementioned grizzly scene is in the form of some dead human corpses, most notable among them the corpse of Missionary Rigby. If you've undertaken a few other Korcari Wilds-related side quests (such as The Missionary), then you should already be familiar with this man's name. On his body, you'll find his last will and testament, which, when read, will point you in the direction of Rigby's earthly belongings, which he requests the finder bring to his wife Jetta, who can be found in a location called Redcliffe.

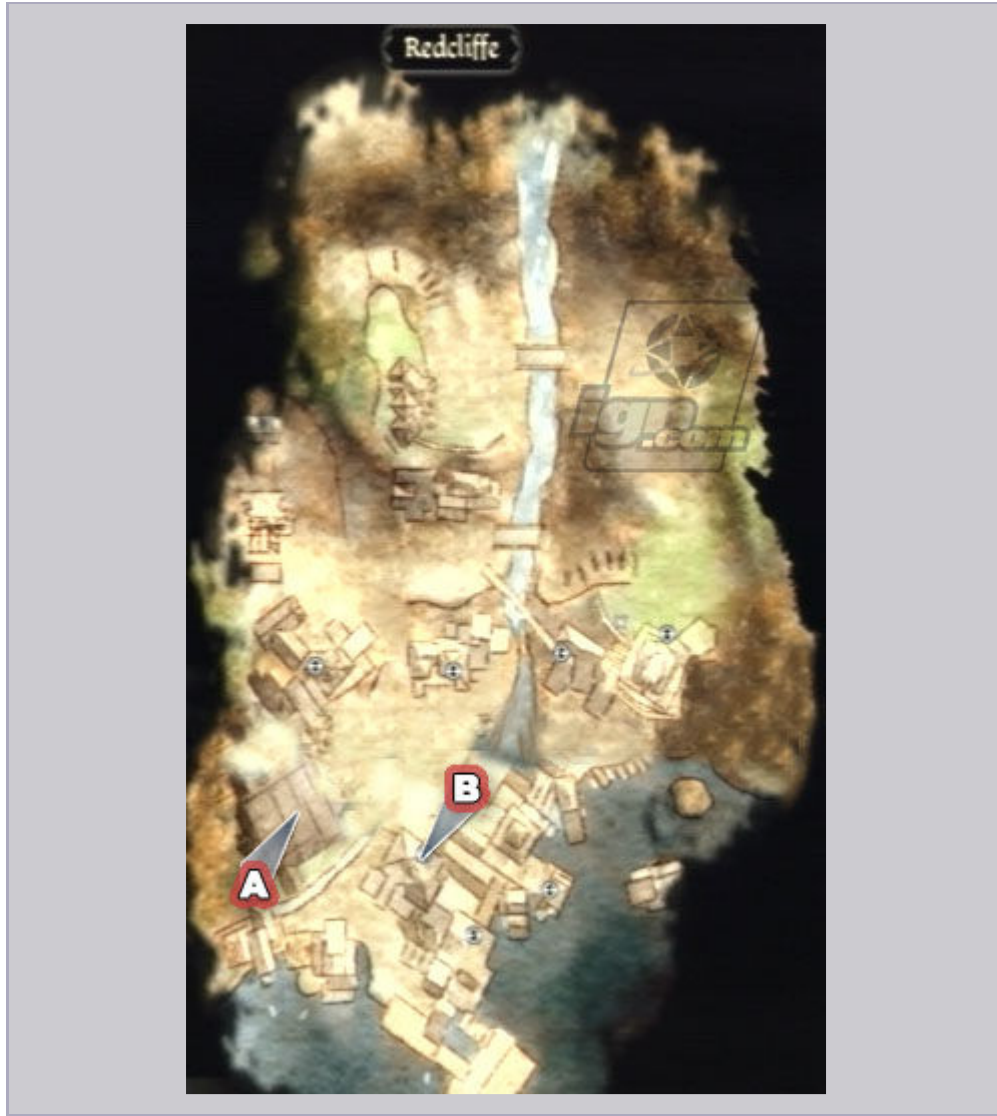


Finding the cache can be a bit annoying, because the last will and testament is a little vague. All it says is that the cache of hidden items is found at the far western end of the Wilds, and that the contents of the cache, as we've already mentioned, should be returned to the man's wife Jetta in Redcliffe. If you don't feel like looking around aimlessly for the cache, simply go to point B on the map we've provided above. There, you'll find the cache of items hidden underneath some used firewood. The game will prompt you to take the cache to ultimately return to Jetta in Redcliffe (a location we'll visit a little later in the game), or you can raid the cache and keep the contents for yourself. If you decide to do the latter, the side quest will end for you at this point, but if you want to keep the cache to give back to Jetta later on, well then, keep reading.



When you finally reach Redcliffe after fleeing Ostagar, you'll be able to wrap up this side quest (granted you didn't opt to just outright keep the discovered goods, in which case this ending won't be an option to you). Seek out the woman described in the documents (Jetta). She can be found in Redcliffe's chantry, which you will discover automatically upon first entering the village surrounding Redcliffe Castle (this is the building where you speak with Teagan). Speak with Jetta and hand over the goods, and she'll be thankful to you. And just like that, this side quest concludes.





When you first reach Redcliffe, you'll automatically be summoned to the village's chantry, where you'll begin to undertake your quests at this location. Before leaving the chantry (at location A on the map), be sure to speak with the distressed young woman near the door. Her name is Kaitlyn. Listen to her story, and you'll learn that the monsters from the castle that have been terrorizing the citizenry of the village have dragged her mother away, and she's no doubt dead. Making matters worse is the fact that her little brother ran off in search of their mom, and he could very well be dead now, too. She pleads with you to help her find her brother, and naturally, you should agree. This will catalyze the actual side quest.



To find the boy, head to location B on the map provided. This home is called Kaitlyn's House, and within, you will find the hiding boy (fear not, for he's not yet dead). He can be found in the small room on the first floor, hiding in a bureau. When you approach the bureau, the game will take over, and you can attempt to get the boy out of hiding however you want. We decided to persuade him, but you can threaten him, ignore him completely, or in some other way get him out. Once he's out, you can pick his brain about what he was doing in there, and ultimately tell him to go find his sister at the chantry. It pays to be nice to this kid, because he'll hand over a key to you that opens a treasure chest on the second floor if you are. This key will allow you to crack open a chest containing a powerful sword, one that you'll most certainly want to add to your inventory. Before leaving the house, be sure to also scour this location for more codex entries, of which there are several around.



With the boy freed and back at the chantry, why not visit him and his sister (again, the chantry is located at position A on the map). Kaitlyn will be most grateful that she and her brother have been reunited. There's actually little else to say during this conversation, though there are two asides you can take care of. You can offer to pay her for the sword (we gave her 100 silver pieces, though you can give her more, less, or nothing at all). You can also convince Kaitlyn to kiss you, which may annoy the female members of your party, but is nonetheless an option for you. Either way, with the siblings reunited, the side quest will conclude.



Lost in the Castle | Location: Redcliffe/Redcliffe Castle

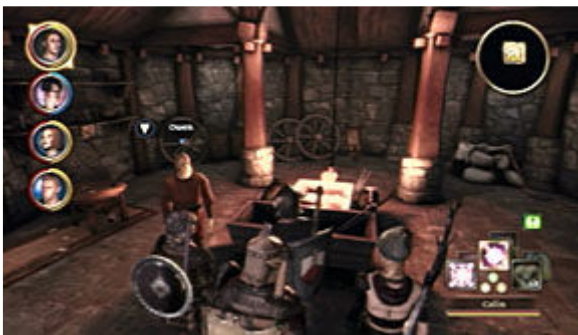
This interesting side quest isn't necessarily mandatory, but the end result is advantageous to you, so you should do your very best to undertake it if you are at all able. It's one of only two side quests available when you first reach Redcliffe (other than side quests that happen to involve a person from Redcliffe, mostly in terms of the Irregulars). Go to the home of the town's blacksmith, a portly man named Owen. During the course of the main quest, you'll have to convince him to stop drinking and to help the villagers repair their broken weapons and armor before nightfall, so that they're better prepared to deal with the violent undead hordes from the castle. If you pick his brain after convincing him to help, he'll tell you about his missing daughter, a servant in Redcliffe Castle. Agree to investigate her disappearance and bring her back, and this side quest will be added to your list.

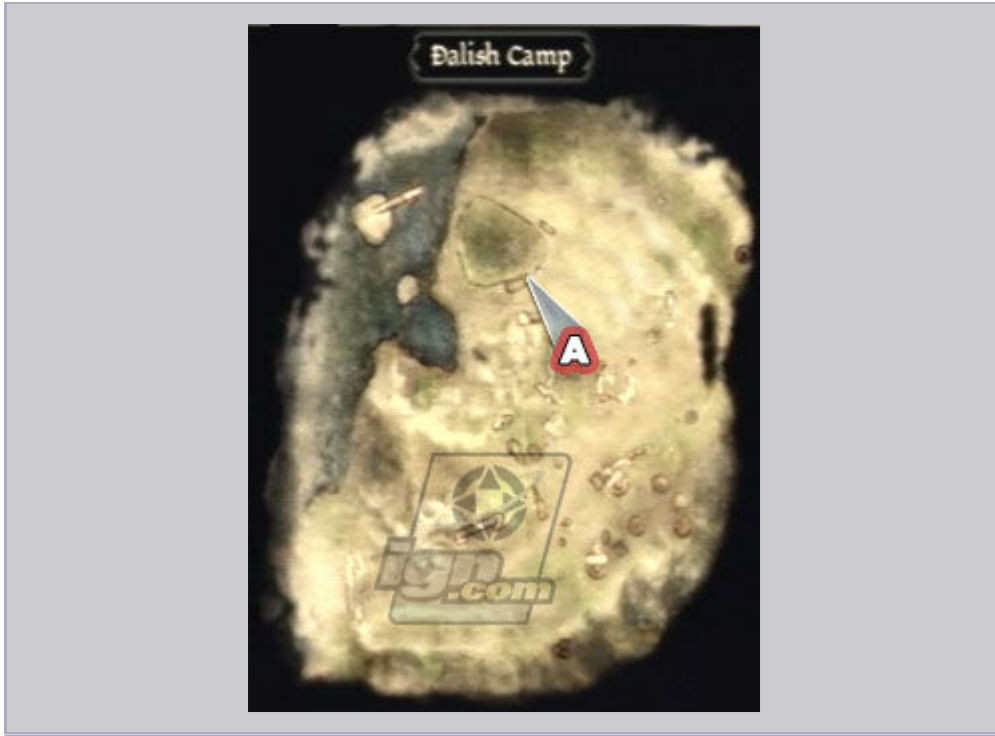


When you finally get into the castle after successfully holding off the undead horde the previous evening, you'll have to first traverse the castle's basement. You'll then find yourself on the castle's main floor, where you'll find the blacksmith's daughter, a young woman named Valena. She can be found at the far end of the main floor from where you enter, in a small pantry. She's hiding, so far successfully, from the evil cretins that have taken over the castle. Speak with her and let her know that you know Owen. She'll be happy that he's okay. You can then tell her to leave the castle, and head back towards the village. Now we only have a third of the side quest left to take care of.



After you've, one way or another, solved Castle Redcliffe's problems, you'll be free to move on with your main quest. But don't be too quick about that, yet. Instead, head back to Redcliffe Village, and visit Owen the blacksmith once more. He'll be extremely, *extremely* thankful to you for fulfilling your end of the bargain, and ensuring that his daughter made it safely out of the occupied castle and back to him. And for that, he hands over a powerful suit of armor that you'll be most thankful to have. And just like that, this side quest comes to an end.



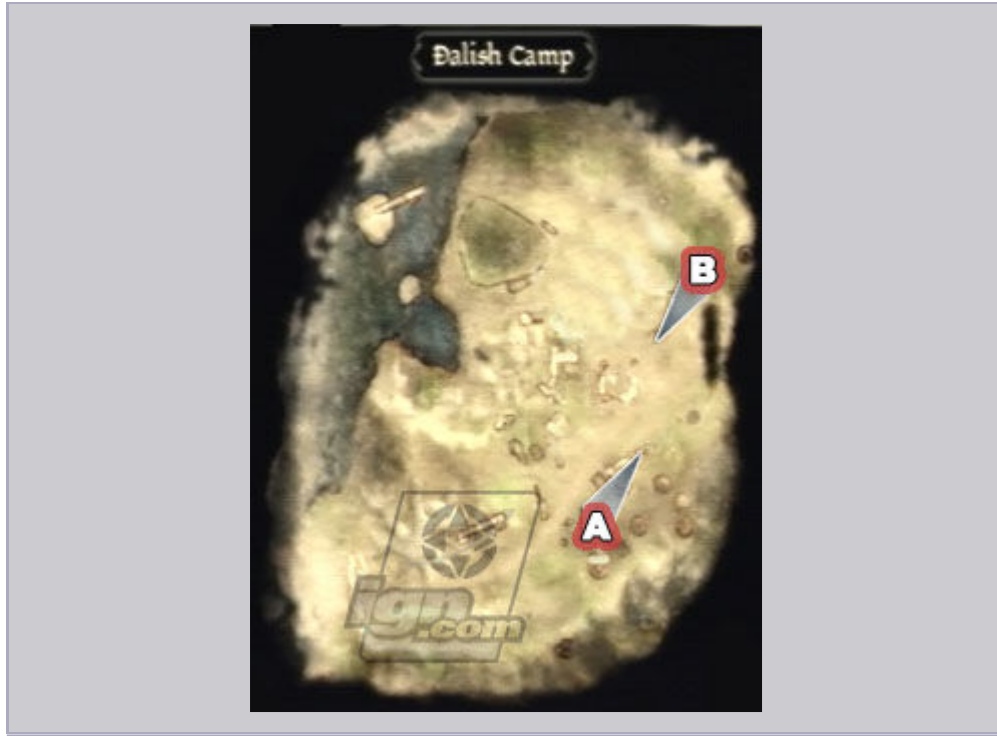


At location A on the map provided, you'll find a young elven female by the name of Elora. Everyone in a Dalish Elf community has a particular task or job that helps ensure the survival of their tribe, and Elora's job is to tend to her group's animals. The elk-like animals she protects, nurtures and cares for are known as Halla, and unlike horses, Halla are considered sacred, equal members of the Dalish Elf community. In return for moving around their goods (as well as their riders), the elves care for the beasts to the utmost degree. But, when you speak with Elora, you'll find out that there's a problem with one Halla in particular.



The Halla standing next to Elora seems healthy at first glance, but it's anything but. Elora will inform you that the beast has been acting strangely since the camp was attacked by werewolves, and it appears that the Halla could have been the victim of a direct werewolf attack. While the werewolf venom doesn't have the same effect on the Halla as it would on an elf, human or dwarf, its deadly properties remain intact. If the Halla was truly bitten, then it will ultimately die. You can attempt to use your skills of survival or persuasion to help Elora find what is wrong with the Halla, since she can't decipher the problem on her own. You can opt to do nothing, which is easy enough, or you can help her cure or kill the beast. Killing will almost certainly require you lying to Elora after persuading and examining, though if your character is of a high enough level as far as survival is concerned, you can find the beast's true problem, which Elora will subsequently heal. The choice is yours!





Speak with Cammen at location A on the map, and you'll find yourself in the presence of a young, nervous, self-doubting young man. Cammen is a hunter's apprentice, someone who is eventually supposed to turn into a hunter himself, helping the elves as they attempt to feed and clothe themselves with wild animals they slay in the woods. Cammen has yet to retrieve the pelt he needs to prove himself to the hunters, and he can't head out into the thick forest around him because of the werewolf threat. While you can actually persuade him to take a pelt you'll get for him in the forest, we actually explored a different, quicker and much more fulfilling route through this side quest. We recommend you give it a go.



Cammen's want to become a hunter isn't for his own satisfaction, but rather to win the heart of a female in the clan that won't give him the time of day. This woman, a red-headed female you may have already spoken with named Gheyne, isn't impressed with Cammen's stagnant development as a hunter, and in return, she has rebuffed any of his romantic advances. As you speak with Cammen further, you'll learn that he's extremely distressed about the situation. Thus, you should offer to speak with her. She's located at position B on the map, and when you speak with her, you can rather easily persuade her to stick by Cammen, informing her that she should stick by her man if she loves him. A few persuasions later, and you'll convince her to head to Cammen's side. This will all require a moderate amount of persuasion on your part, of course. Without that skill, this side quest will stagnate for you.



You'll ultimately find Cammen and Gheyne together, automatically. Gheyne will apologize to Cammen for not sticking with him, which surprises Cammen all together. Nonetheless, he's ecstatic that you've helped him out, and extremely thankful as well. After these two lovebirds kiss and embrace, Cammen will show his appreciation to you by handing over an item for your inventory, something you'll no doubt want to take a look at posthaste. Otherwise, you should leave these two alone. A job well done, if I do say so myself!



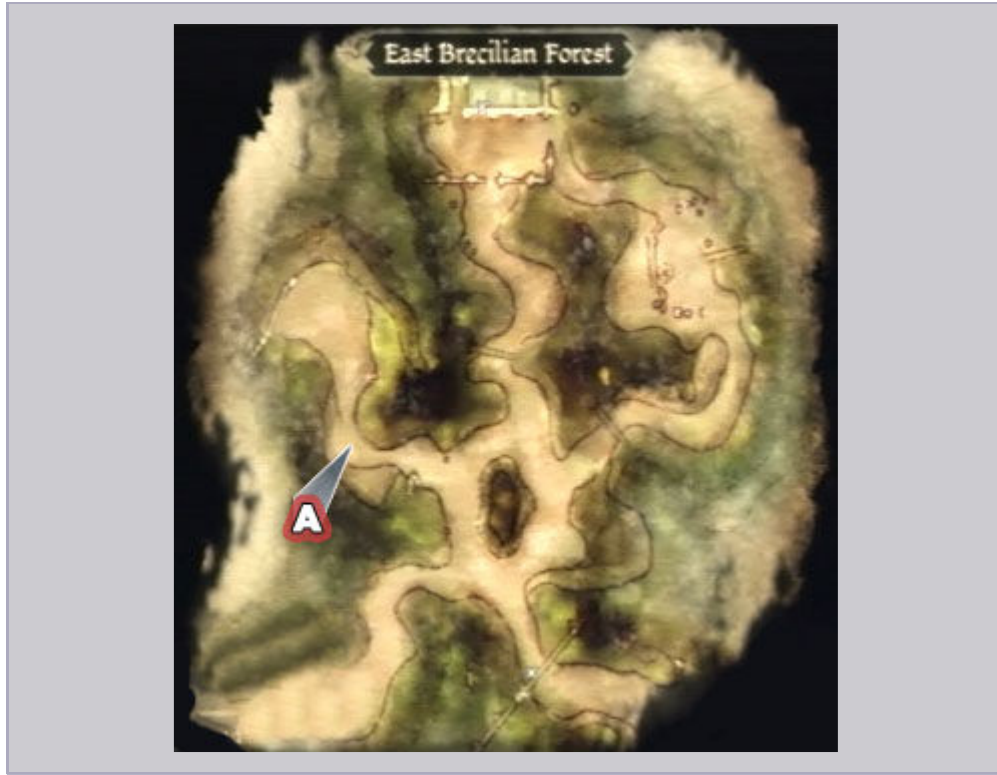


In the Dalish Camp you encounter when you are trying to get the Dalish Elves to fulfill their side of the ancient treaties they signed with the Grey Wardens, you'll encounter, amongst many other persons, an elderly elven male named Varathorn. Varathorn is this tribe of Dalish Elves' weapons and armor maker, and he's quite good at what he does, since Dalish Elven weapon/armor-creating techniques have been mostly lost to history. Your encounter with Varathorn during the main quest will primarily revolve around his goods, and what he can provide for your party. However, if you speak with him about the elven weapon-making craft, he'll tell you about a rare item called Ironbark. Ultimately, if you tell him you'll try to find him some Ironbark when you head deeper into the woods, you'll have the opportunity to undertake this side quest.



Finding the Ironbark is as easy as heading to the West Breccian Forest, which is located directly off of the Dalish Camp. Indeed, you will need to work your way through this enemy-infested section of forest to continue on with your main quest. As for the Ironbark, you will find it at location A on the map we've provided, near a battle that will take place with a Wild Sylvan. Once you've claimed the bark from the fallen Ironbark Tree, you can head back to the Dalish Camp and speak with Varathorn. Impressed that you've accumulated so much Ironbark for him, he'll offer to whip something up for you, be it a bow or a piece of armor. We went for the latter, but you'll have some choices here, including going for both items, or refusing anything at all. Regardless of which path you take, the side quest ends when you hand over the Ironbark you found.





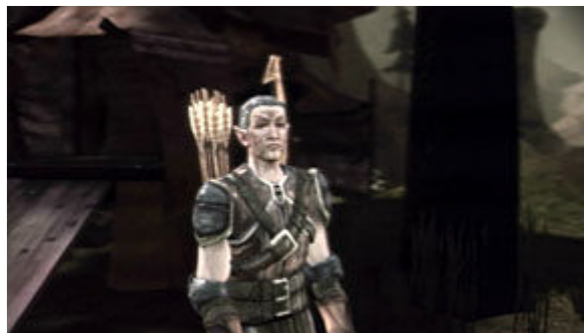
Find an elven man named Athras in the Dalish Camp. When you find him, speak with him, and you'll quickly learn about his rather sad, devastating plight. If you're willing to help him, you can do so at will. Here's the situation: Athras' wife was a hunter who went into the forest to try and find the Werewolves responsible for the assault on the Dalish Camp. In return, she was likely bitten by a Werewolf, and is now running around the forest, slowly turning into the very creature she hates. Athras wants you to find his wife in the woods and return her to him, and will reward you as best he can if you do. Agree to help him out, and this side quest will begin in earnest, though it won't be quickly resolved.

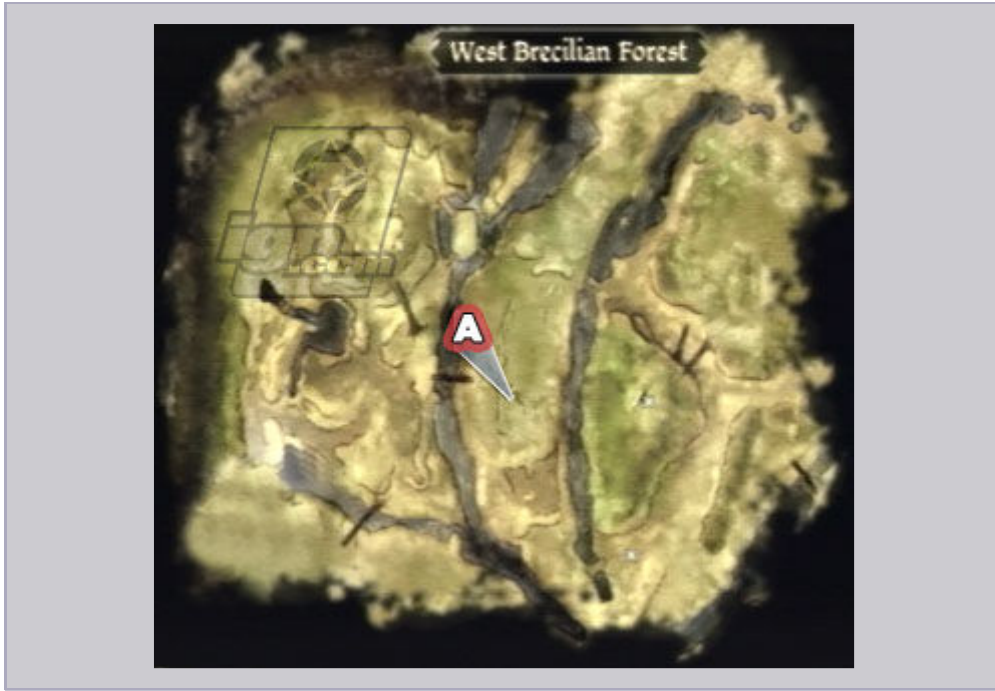


His wife, Danyla, can be found in the East Brecilian Forest, at the location given on our map above. There, you'll find Danyla in Werewolf form; Athras' instincts were indeed correct, for his wife has been bitten and already has begun to turn. As a result, Danyla can never be turned back to her human form again. When you speak with her, you'll have a hard time understanding her, so use the accompanying text that appears on-screen as needed. She's in pain, and fairly despondent, and she wants to die. She asks you to kill her, which you can do outright. If you refuse, you won't get away, because she'll attack the party, and you'll be *forced* to kill her. As a result, you may want to do it outright. Search her body for goods before you head back to the Dalish Camp to report the bad news.



You will find Athras at the same location he was at earlier, so head over there once in the Dalish Camp and begin to speak with him. Report to him the status of his now-deceased wife. You can traverse this conversation as coolly or rudely as you so desire, so make choices most in line with the way you're playing your character. For handing over Danyla's scarf, which proves to Athras that you met her, he'll hand over an item for your inventory. And with that sad news out of the way, this side quest comes to a conclusion.





This is a short and quick side quest, though there's not exactly a handsome reward waiting for you upon completion (though you can earn the respect [or disrespect] of your party members depending on what you decide to do here). At the only location given on the map provided, you'll find a wounded elven hunter named Deygan. When you speak with him, he'll talk to you briefly about a Werewolf attack that ravaged him and his party of hunters before passing out. It's at this point that you can immediately take him back to the Dalish Camp, take the goods off of his body, or even coldly kill him. You can also try to wake him up, which we did, resulting in another brief exchange before he again passed out.



While it's totally up to you what you do, we decided to bring him back to the Dalish Camp at this point. You can take the goods off of his body back in the forest, or otherwise search him. And again, you can even outright kill him in cold blood. But the most gratifying choice, for us, was to drag him back to camp, which is done for you automatically once you make your choice. Back at camp, the scouts and guards of the camp will take Deygan off of your hands, thanking you for bringing him back. Expect a boost in affection from members of your party for this paragon-like choice, if you happen to make it, that is.



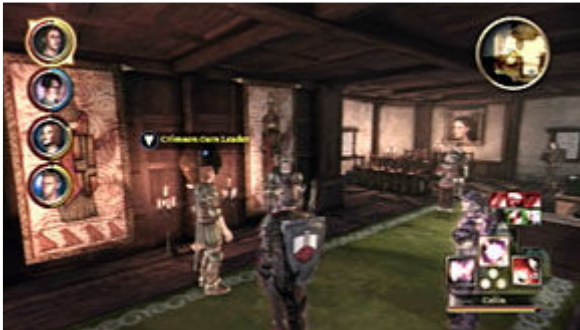


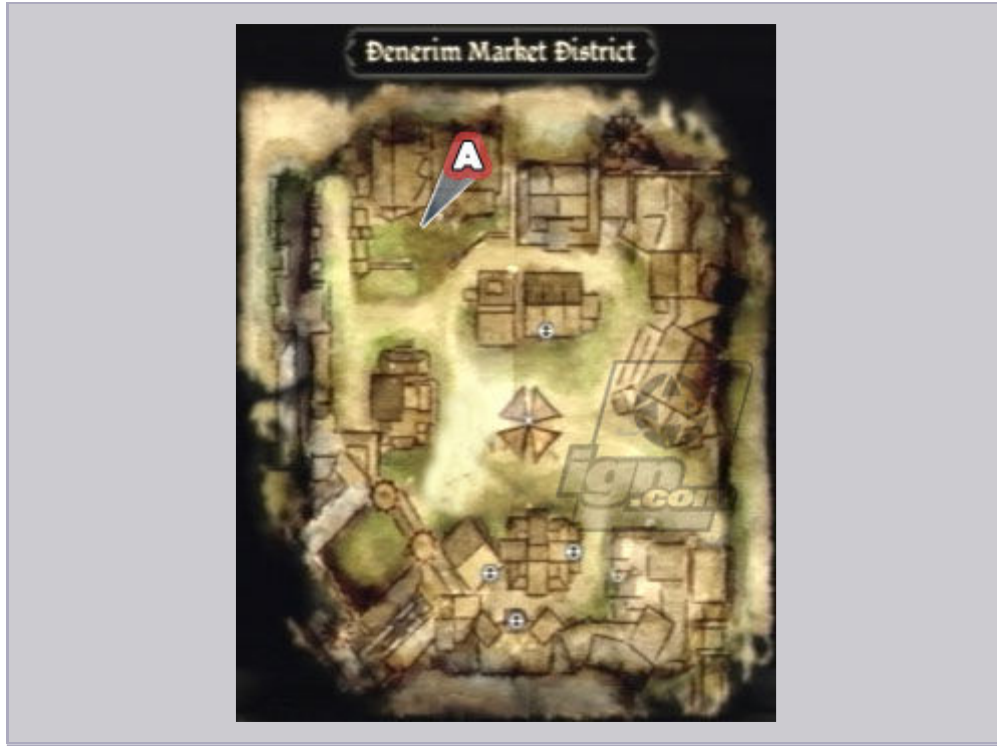


Head to location A on the map, and you'll find your new friend Sergeant Kylon. If you helped him out in the side quest called Pearls Before Swine, then he'll be grateful to you and offer up another quest for you to undertake. This time, Kylon orders you somewhere a little closer to his current location, the Gnawed Noble Tavern at location B on the map. There, you'll find some rowdy mercenaries called The Crimson Oars. Kylon asks you to do whatever is necessary to get those guys out of there, even if it means that you have to come to blows with them. How you deal with the situation is up to you, of course, but for the time being, when the conversation with Kylon concludes and this quest is offered up, head over to the Gnawed Noble Tavern.

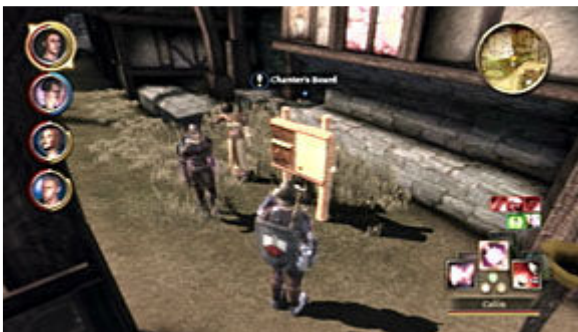


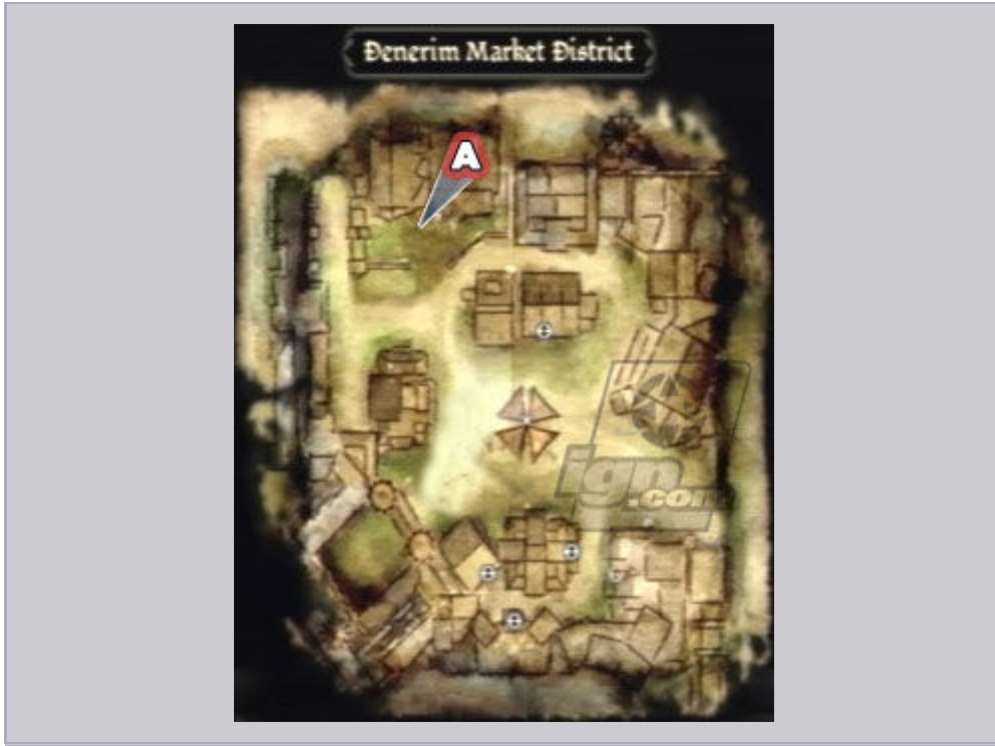
The Crimson Oars can be found in the back left room of the Gnawed Noble Tavern. Speak to their leader to engage the entire group in conversation. These guys think they're tough guys, naturally, but you shouldn't be too scared of them. They are but ill-trained mercenaries that will be lucky not to meet the edge of your blade. If you have high persuasion, you can actually convince these guys to go drink elsewhere, and they'll leave peacefully (it took the promise of better beer elsewhere, in addition to the threat of bothering the very nobles that employ them), but if you aren't able to convince them to leave, you'll have to do so by force. We managed to avoid this, but you may not, so be ready for a possible fight, especially if your persuasion is low. When all is said and done, all you have to do is head back to Sergeant Kylon at the same location you found him at earlier, and he'll hand over money for a job well done, whether blood was shed or not.



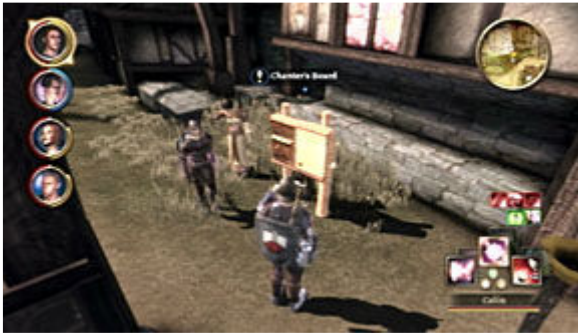


If you head to location A on the map at Denerim Market District, you'll find the town's Chantry, and next to it, the Chanter's Board. It's there that you will gain access to this rather simple side quest, and by the time you actually get it, you may have already completed it. This side quest requires that you bring an item to the Chantry called a Corpse Ball. They want nine of them, but if you can bring eighteen of them instead, your prize will be even better. Corpse Balls can be found on undead enemies in various locations; we happened to have found some back in Redcliffe Castle, when battling through the day after the big fight. You may find them in a different location. Nonetheless, when you have nine (or eighteen), bring them back to the Chanter next to the board to receive your prize. Again, your prize will be entirely dependent on if you brought nine or eighteen.



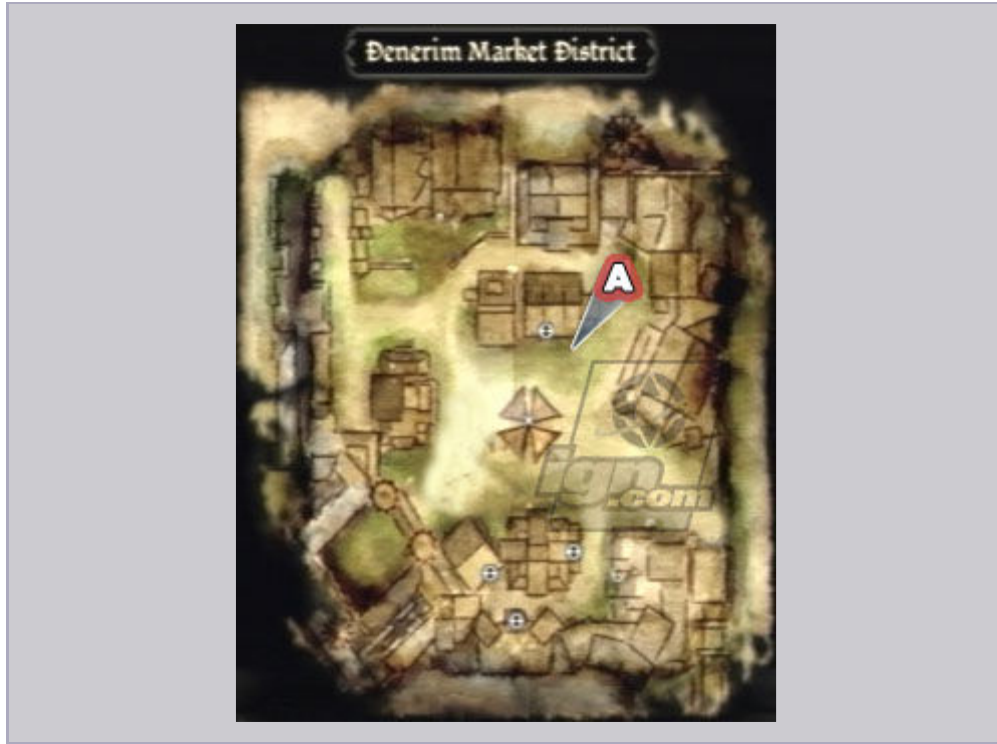


Back Alley Justice is a side quest you'll be able to acquire by reading the Chanter's Board at the Chantry in the Denerim Market District, located at position A on the map. When you arrive there, you'll find that the Chantry requires a group of brave warriors to venture into some of Denerim's more dangerous locales to clear groups of bandits that have been stealing from and killing locals left and right. In return, you will get a handsome monetary reward, and as you know, you should never, ever refuse coin. Plus, you'll gain plenty of experience points from the three battles you're about to take place in.



The three locations you need to visit are located on the Denerim City Map. The locations are called Rundown Back Street, Dark Alley and Dirty Back Alley. At each location, once you've accepted this side quest, you'll find a group of bandits to fight. Each group of bandits is essentially identical, with plenty of rogues and warriors, a strong leader character, and support archers (and perhaps even a mage or two) helping the enemy party from afar. These aren't easy fights, so be absolutely certain you save after each successful battle, to ensure that you don't have to go through the entire ordeal again. The third and final fight will be catalyzed at the last location you visit (no matter which it is), and is slightly more difficult than the previous two fights. Once all three fights are finished, and all bandits are slain, head back to the Chanter next to the Chanter's Board to receive your prize. There are two things to keep in mind here. The first is to scour all dead bodies for goods and coin once you're done, since there's plenty to find amongst the couple dozen corpses you'll leave behind. The second is to make sure you actually have fought all three enemy parties at the predetermined locations to finish the quest. Because you'll be doing a lot of travelling, it's entirely possible that you'll have a random encounter or two with other groups of rogues, bandits and the like. These fights *do not count* towards the completion of the side quest.





At location A on the map provided, you'll meet a knight named Sergeant Kylon. A kindly-yet-distraught man, Kylon has had his hands full recently. An officer in Denerim's order of guards, Kylon has recently had to deal with all sorts of ruffians moving to Denerim to serve in Howe's Denerim-based army. Yet, the nobles sending these troops don't seem to realize that they aren't sending trained soldiers, but complete riffraff, unfit for service, and causing more problems in Ferelden's capital city than solving them. Kylon asks you to head to Denerim's illicit brothel, a place called The Pearl. There, you'll find mercenaries that need taking care of. He wants you to scare them off, and stresses that no one is to be killed.

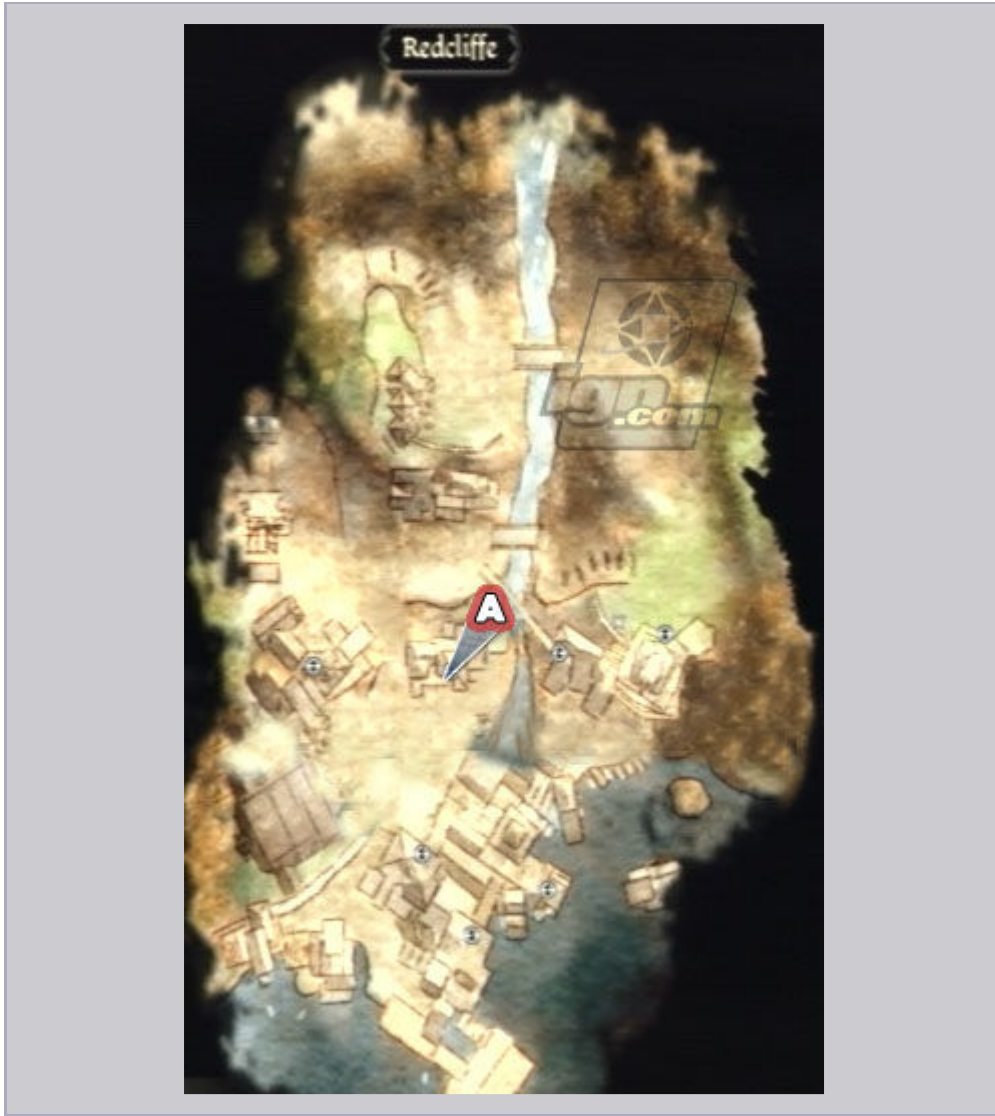


The Pearl can be accessed via Denerim's map. Thankfully, when you arrive, you'll find that The Pearl isn't exactly a large location. This house of ill repute has little to offer up to you other than the obvious, and the mercenaries you seek should be easy enough to find. They're causing a ruckus in the brothel's main bar. Confront the leader of the mercenaries, and you'll be able to easily threaten them (or persuade them, if applicable) to leave The Pearl. Surprisingly, they do so without much of an issue. After all, they recognize that they are wholly outmatched by a party led by a Grey Warden. Unfortunately, the peace doesn't last for very long.



After you leave The Pearl following the confrontation, the mercenaries you scared off will meet you in a small Denerim-based location called the Back Alley. You'll arrive here automatically no matter where you try to go from The Pearl following the confrontation. You'll run into Sergeant Kylon here, in addition to a detachment of his trusted men. However, in the background, you'll see the mercenaries you just scared off, and now, they want a piece of you. This fight would be hard, except for the fact that you have Kylon and his friends to help you out. Easily lay waste to the angry mercenaries, and Kylon will give you his thanks, and offer to give you more work if you visit him back at location A in the market section of Denerim (on the map located above). Be sure to search the bodies of the downed mercenaries before going about your business, since they no doubt have items and coin for you to acquire.



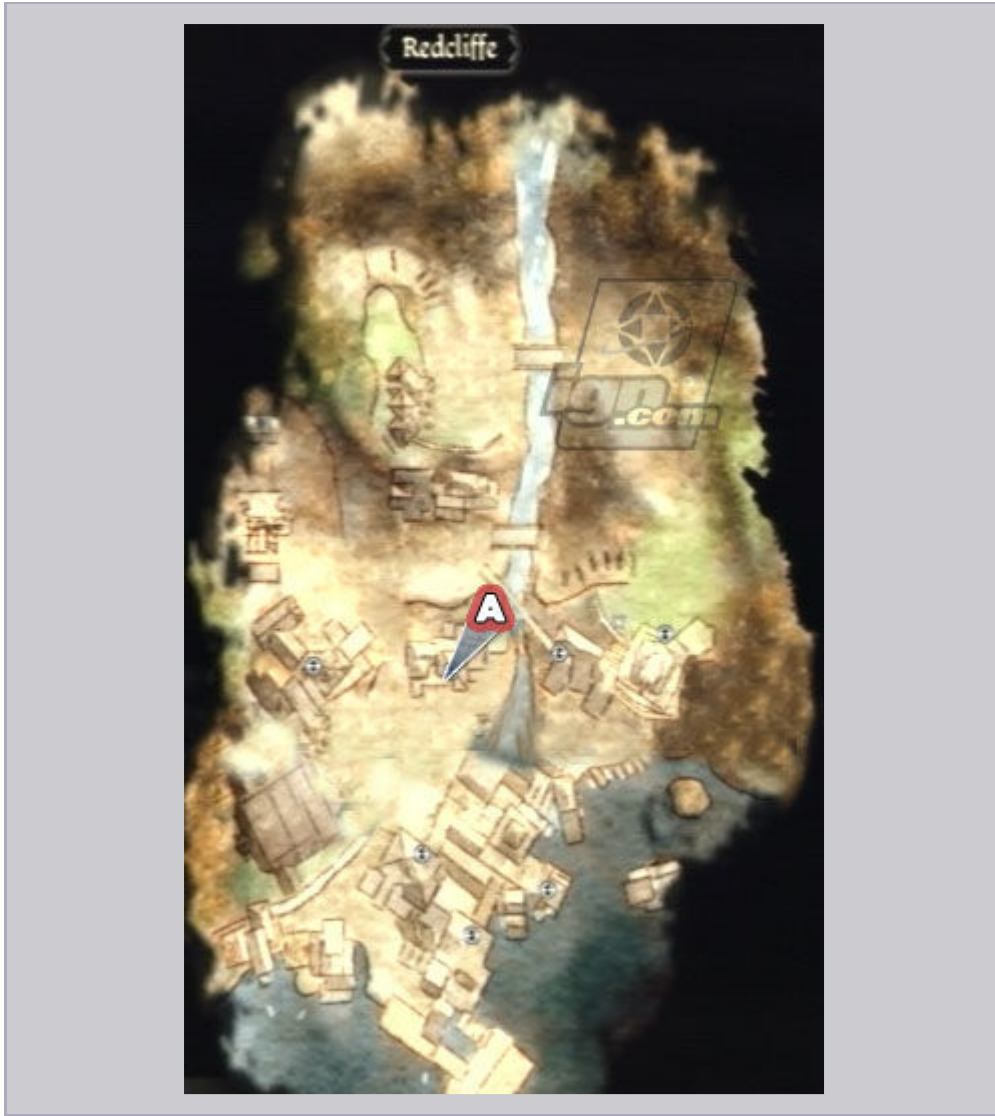


At location A on the map we've provided, you'll find Redcliffe Village's Chanter's Board, directly next to the village's Chantry. You'll be able to accept this side quest from said board. Once you've accepted it, you may be confused as to how to continue, since the instructions the Chanter's Board gives you are actually rather vague. The idea here is to head out to the world map and go to the location marked Caravan, which is located due east (and slightly north) of Redcliffe. Once you arrive there, you'll be on the right track to finishing this rather brief and simplistic side quest.



When you arrive at the Caravan, you'll find a grizzly scene. The missing caravan of traders (et al) has been completely wiped out by Darkspawn forces, just as the Chantry feared. Instead of finding the caravan alive and well, you'll instead find Genlocks picking apart the goods the caravan was traveling with. When you arrive, you'll stir the Genlocks to attention, and they'll attack the party. You'll be dealing with standard Genlocks here, as well as Genlock Emissaries and Genlock Alphas. The latter two are obviously the bigger threat, but this entire fight shouldn't be difficult, so you can kill enemies in any order. If you are having trouble, team up on the Alphas first, then the Emissaries, and then everyone else. When all is said and done, you can head back to Redcliffe Village to report your unfortunate findings, though you shouldn't flee the scene until you've scoured the entire field of battle for dropped goods and coin, of which there should be plenty.



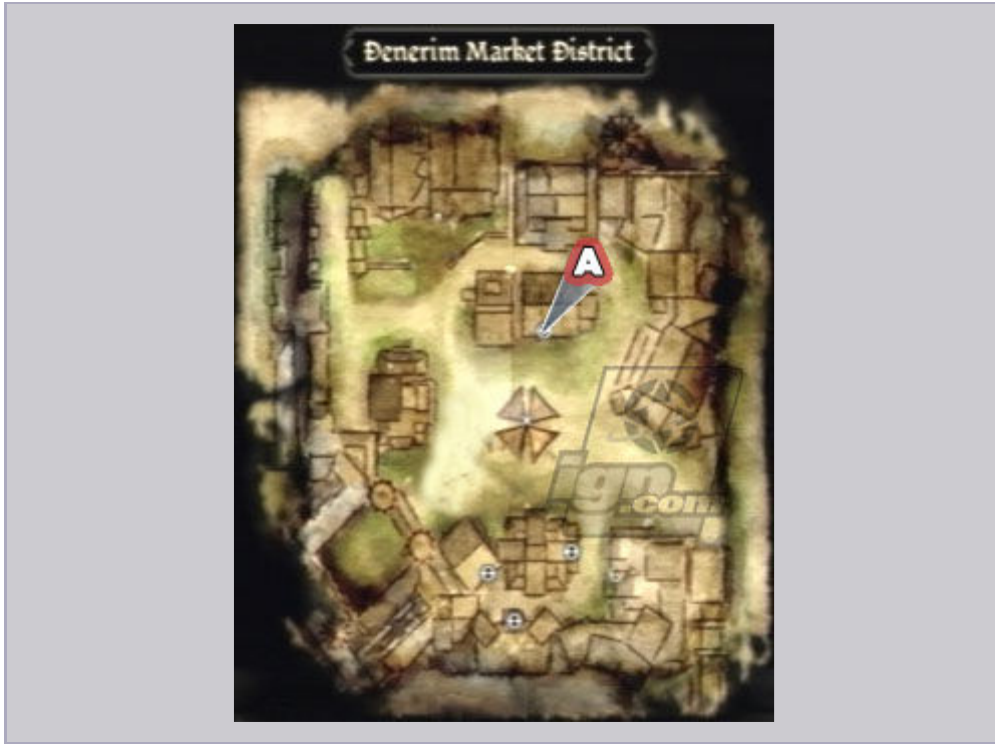


This extremely brief, extremely simple side quest can be acquired by visiting the Chantry's Chanter's Board in Redcliffe Village. Once you've accepted the quest from there, you'll learn what it's all about. A group of travelers known as the Company Easthill has gone missing, and the Chantry fears the worst. They want you to investigate the whereabouts of Company Easthill and report back to them immediately. To do so, you'll need to head out to the world map, where you'll find a location known as Battlefield near the northern end of the continent.



Once you've reached the world map and traveled to Battlefield, you'll find what you're looking for, though not quite in the state you'd have hoped. Easthill Company has been wiped out in what appears to be a fierce battle. By searching the bloodied corpse you find near the entrance of the battlefield, you'll find a diary that will give you the evidence you need, proving the group's demise. It's at this point that you can return to Redcliffe Village and report your findings to the Chantry, though we implore you to first scour the entire battlefield for items and naturally-growing herbs. Exploring the battlefield will ultimately bring out droves of Wolves, and even a powerful Bear, which is a good thing, since they are worth plenty of experience points. Once your inventory is satiated, you can then head back and report your findings to wrap this side quest up.



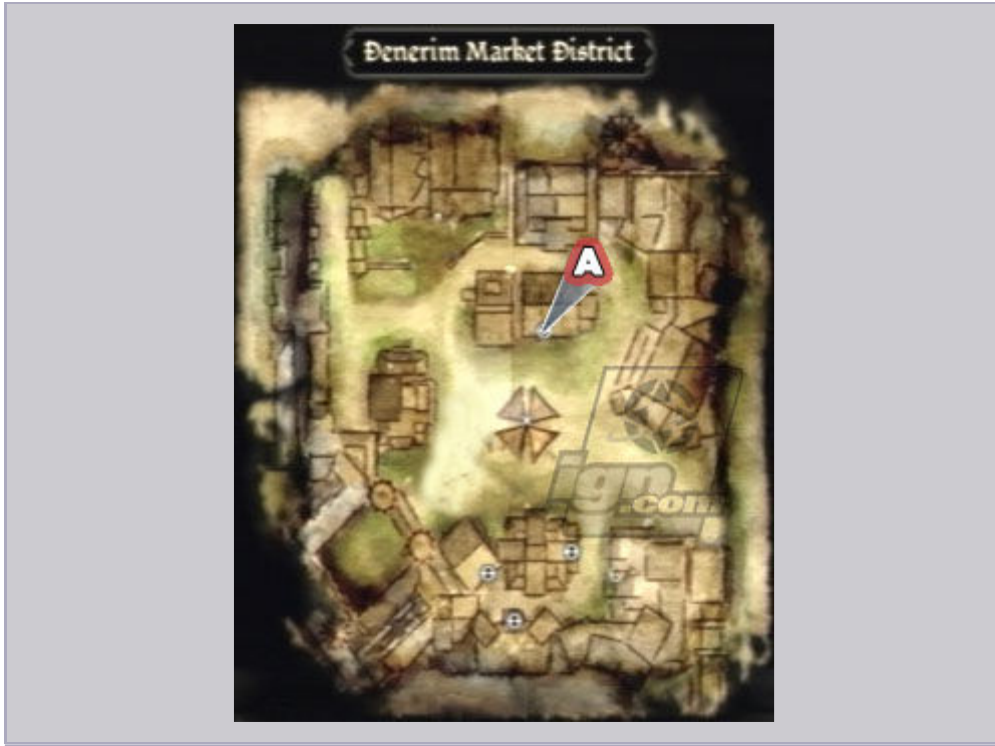


If you like powerful armor, and we know that you do, you'll want to undertake this side quest. Indeed, this side quest is really only *half* a side quest, since finding the items needed for this side quest involve you undertaking a main quest (follow all of that?). However, knowing what to do with those items is another thing entirely. Here's the rub. During your quest to find the Urn of Sacred Ashes, you'll be forced to traverse a dungeon known as the Caverns. Here, you'll run into dragon enemies that aren't yet full-grown dragons. Known as Drakes, these foes are easy enough to take down, especially if your entire party gets in on the fray and teams up on them as individual targets. Each Drake that's killed in the Caverns will drop an item called a Dragon Scale. You should fight six Drakes within the Caverns, and thus find six Drake Scales. You'll need all of them to see this side quest through.



With the Drake Scales in hand, you'll want to then head back to Denerim. There's a shop in Denerim's Market District known as Wade's Emporium. Head on in there and speak with the man at the desk, informing him that you have Drake Scales in-hand. Impressed that you found such a powerful item, the armor-maker within the shop will offer to make some Drake Scale armor for you. Hand over three Drake Scales, leave Denerim completely, come back, and claim your armor. Keep in mind that if you offer up ten gold coins while handing off the Drake Scales, you'll get even better armor when you return. You can repeat this process one more time with the other three Drake Scales, getting even better armor this time around. Pay them twenty gold coins with the last three Drake Scales, and you'll get more quality armor. Each set of armor will give you a breastplate, gloves and boots. This entire side quest is simple and, while expensive, totally worth your time. Get to it!



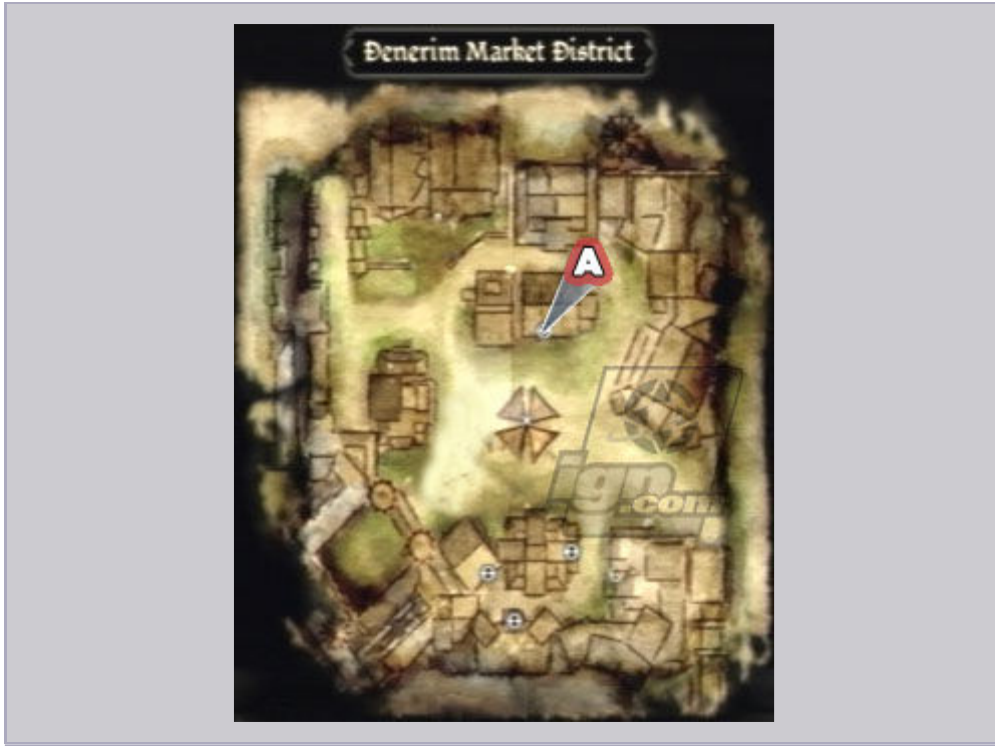


Head to the Chanter's Board in the Denerim Market at location A on the map. Once there, you can examine the board and undertake this particular side quest. As you know by now, Loghain has seized the throne as his own, and as a result, a civil war is brewing in Ferelden. Still in its early stages, the civil war hasn't blown up to massive proportions yet, so all that's going on right now are a series of skirmishes. You'll be able to find one of these skirmishes yourself, and put an end to Loghain's force there, by helping the opposing army defeat them.



After undertaking this side quest, go ahead and head to the world map. At the northern end of the world map, you should find a random location marked as Civil War. Getting there is as easy as getting to any other location on the map; just keep in mind that you may run into a random encounter en route. When you finally arrive at the Civil War location, you'll see a mixture of Loghain's men with soldiers representing the other side of the battle. Naturally, after watching a brief opening cutscene, you'll be thrust into this fight, opposing Loghain's fledgling force. This battle is extremely easy, especially considering you're going to have a lot of help. Try to go after Loghain's detachment's officer first, since he packs the most punch. Then, go ahead and take out everyone else that's silly enough to show their face. Once all is said and done, the force of soldiers you were helping will leave the battlefield automatically, leaving you to scour dead bodies for goods before heading back to Denerim. Once back in Denerim, speak to the Chanter next to the Chanter's Board to receive your reward for a job well done.



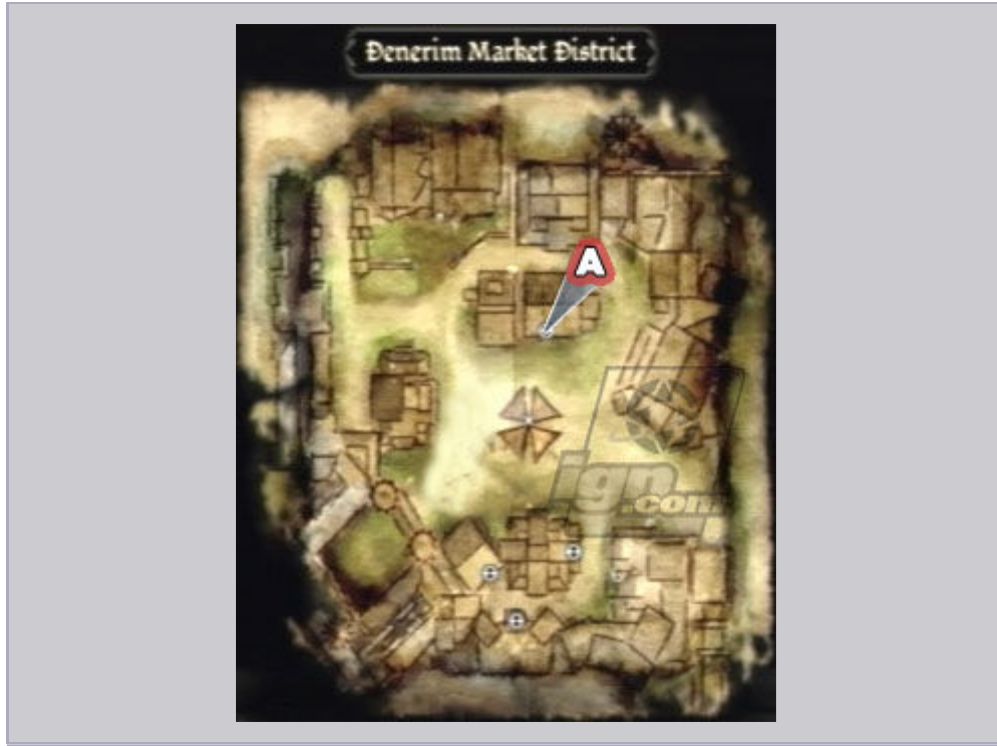


Head to the Chanter's Board in the Denerim Market at location A on the map. Once there, you can examine the board and undertake this particular side quest. Desperate Haven, as this side quest is called, is pretty vague. There isn't much in terms of instructions, so you'll likely be at a loss as to what you're expected to do here. For starters, head out of Denerim and access the world map. What you're looking for is a location called Refugees, which is located directly north of the FERELDEN text stamped on the map. As usual, traveling such a long distance may involve a random encounter, so prepare for a possible second conflict if you so desire.



The battle with the Darkspawn forces at the Refugees location will be a fairly simple one. Some of the Refugees will help you fight in the beginning of the battle, but expect them to be fodder for Darkspawn blades before very long, leaving only the Darkspawn forces and yourself left for the duration of the fray. Hurlocks galore can be found here, and even some weaker Genlocks as well. The Emissary character, with its ability to use magical spells, is the biggest threat found here, but because of the sheer number of enemies you'll have to deal with, and because of the Emissary's placement at the back end of the field-of-battle, you'll likely end up getting to him last. Be sure to scour the battlefield for items and such before heading back to Denerim to collect your reward.



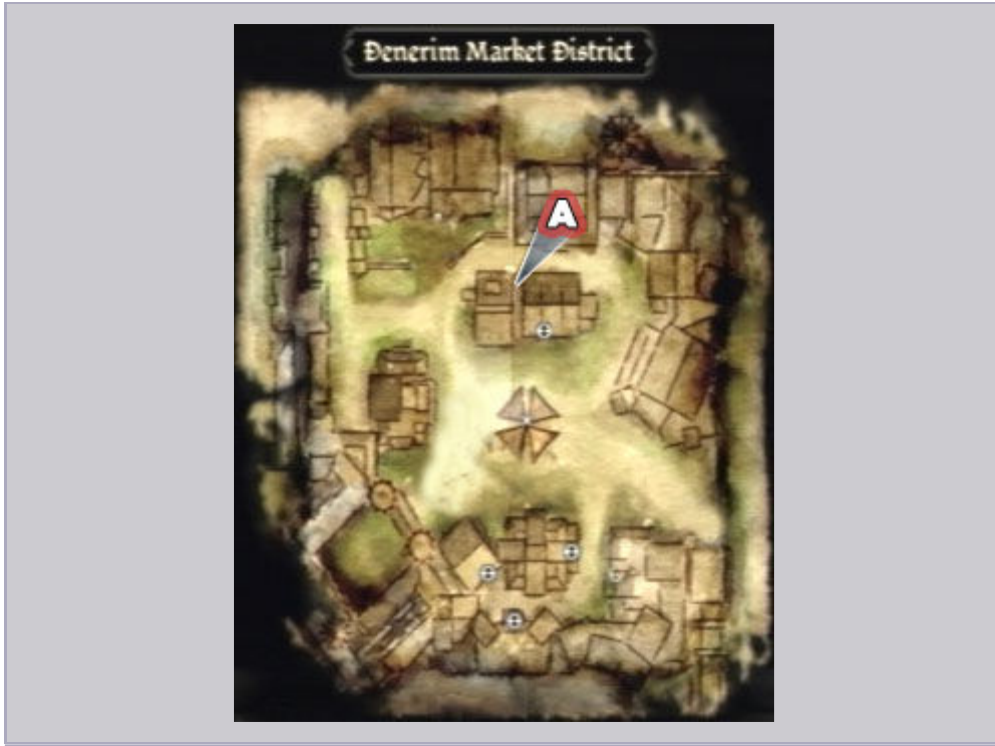


If you've already spoken with a woman named Sister Justine, located outside of the entrance to Denerim's Chantry, then you'll know that she's a purveyor of antiquities for the Chantry. You can speak with her at any length when you first meet her, but doing so will help familiarize you with her, because she plays an integral role in the endgame of this side quest (she's located at position A on the map we've provided, if you're interested). However, you won't catalyze this actual side quest until you find some special scrolls located in the Ruined Temple, which you will visit during your quest to get the ashes to heal the Arl, during the main quest known as the Urn of Sacred Ashes. You will find these scrolls amongst many other scrolls and books, in the Ruined Temple's library at the southeastern end of the map (if you visit our main quest walkthrough for this area, you'll find it at location C on that map).



Once you have the scrolls in hand, you can go ahead and visit Denerim at any time you'd like. When you find yourself back in the market sector of Denerim, visit the Chantry at location A on the map we've provided. At location A, you'll find Sister Justine, in the same position you found her in earlier. Speak with her and let her know you've found some old documents you want her to take a look at. If you're kind to her and ultimately let her take the documents to examine them and decipher them, she'll hand over a considerable sum of money -- over seven gold coins. This side quest is a scattered one, but ultimately easy to complete, especially for the considerable sum of money you're paid.





This side quest can be acquired from the Mages' Collective. The Mages' Collective works with the Ferelden Mages, mostly to track down criminal and rogue mages from their order. You can find their representative at location A on the map we've provided. Examine the sack next to the representative to find this side quest, and then mark it as the active side quest in your quests menu. This will make the side quest laughably easy. The idea here is simple. You have to find four doors leading into four buildings around Denerim, ones that are completely pre-determined. If you have this side quest marked as active, then the locations of the doors will appear on your map. Why are these doors important? Well, they are doors leading into the homes of the much-maligned blood mages. Each door should be examined by your party, so as to mark them for the Collective.



The four doors in total are strewn around three specific parts of the city. The first two doors are easy enough to find, since they are located in the Denerim Market District. However, to find the third and fourth doors, you'll need to head to the Denerim map. The third door can be found in the Dirty Back Alley section of Denerim, while the fourth door can be found in the ominous-sounding Dark Alley. You may encounter enemies at either alley location, but there's no guarantee of that happening, especially if you're already explored these locales prior to undertaking this side quest. When all four doors in all three locations have been adequately examined, you can then head back to the representative to collect your paltry reward.





This is a rather interesting Mages' Collective side quest you can undertake, since there are two completely contrary paths through to the end of it. Indeed, the choice you make here will permanently affect the later outcome of a side quest you've yet to undertake, so think carefully here (though neither choice is necessarily right or wrong, so don't stress it too much). For starters, head to location A on your map. Here, you can find the Mages' Collective representative. Search the sack next to him to undertake this mission. The idea here is to deliver ten Lyrium Potions to a man in Redcliffe. And you can certainly do that. But we decided to make a completely different choice here, one that the game isn't too forthcoming with.



At location B in the Denerim Market District, the same place where the Mages' Collective is located, you can find a man named Knight-Commander Tavish. This guy isn't a friend of the rogue mages you've been working for through side quests like this, and if you offer up the side quest authorization, along with the lyrium potions you are to hand over, he'll thank you for your work and hand over a small reward for your trouble. And you'll be certain to see him again later. If you decide not to make this choice, then head to Redcliffe and seek out the man you're looking for there, named Knight-Commander Harrieth. By speaking with him instead of Tavish, you'll stay in the permanent good graces of the Collective, but don't worry if you made the contrary choice, since you'll still be able to work for them regardless.





At location A on the map, you'll find the Mages' Collective representative in the Denerim Market District. Next to him is a bag that, once examined, will allow you to take on this (and other) Mages' Collective-based side quests. This particular side quest is a little vague, since all it lets you know is that a man the Mages' Collective is looking for was last seen heading towards the Brecilian Forest. The Collective is interested in learning more about this man's fate, and you're the person who's going to find out for them. However, you may be confused as to how to find the man you're looking for, and that, of course, is where we come in to help.



The man you're looking for is named Renold, and unfortunately for him, he's already been killed. The best technique to find where he's been killed is to travel between Denerim and the Brecilian Forest. You may need to do this one, two or three times, but as long as this quest is marked as active in your quest menu, you'll eventually run into what appears at first to be a random encounter. However, this is no random encounter. Your party will be pitted against a single powerful enemy called an Abomination. This magic-using monster would be difficult, except for the fact that he's alone, so your entire party can mercilessly beat up on him, taking him out before very long. Nearby, you should find a shanty-looking tent, with a corpse next to it. Examine the corpse -- it's Renold's -- and retrieve his journal. With that in hand, you have everything you need to head back the Denerim Market District and report to the Collective's agent to receive your reward.



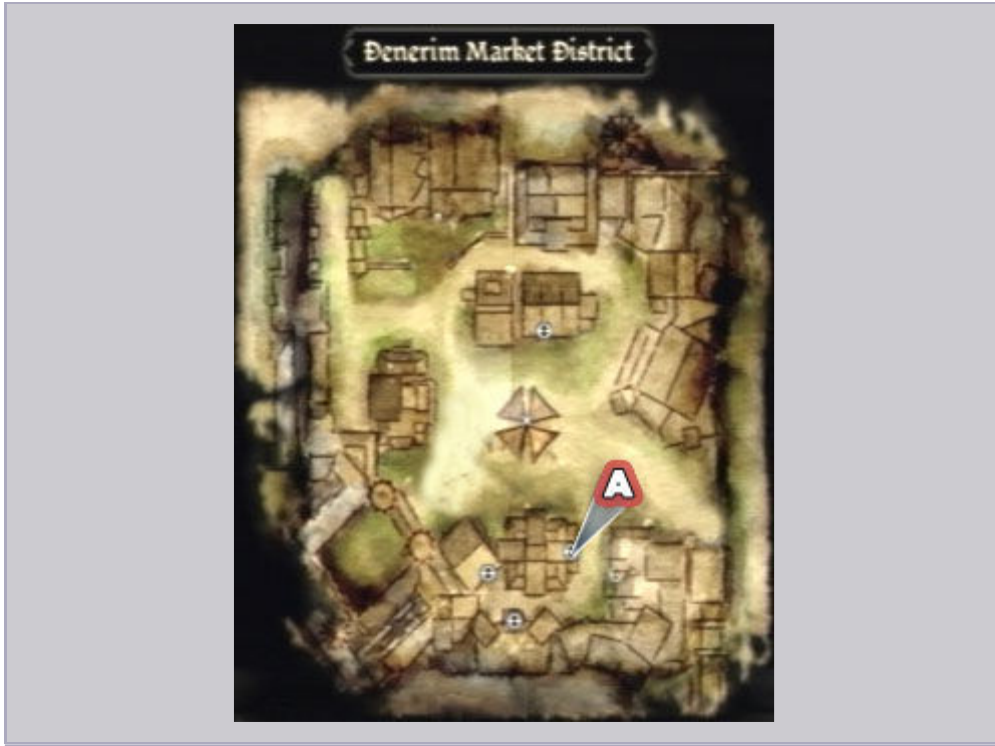


To acquire this rather dark and morbid side quest, you'll want to head over to position A located on the map provided. There, you'll be able to enter the Gnawed Noble Tavern. Once inside, speak with the barkeep. This man is willing to give you some illegal side quests, if you're willing to talk to him in a rather roundabout fashion. One of those side quests is this one, Solving Problems. This side quest is morbid and dark in that you're going to help some people around Denerim dispose of dead bodies. Three, in particular. Locations B and C on the map are the locations of two of the three corpses, which can be found in the Denerim Market District.



The first body, at location B, is in the back room of the warehouse there. Examine the corpse and it'll magically disappear, assumedly now in your possession. The second body, at location C, can be found in an alleyway, adjacent to Denerim's Chantry, and directly across the street from the Mages' Collective representative (he can give you some unrelated side quests, if you're interested). The third body is a little more difficult to find, however. He's located in The Pearl, Denerim's illicit house of ill repute. Head there via Denerim's map, and grab the body in the southeastern room of the small establishment. Once all three bodies are found and acquired, head to location D on the map we've provided, back in the Denerim Market District. Adjacent to the Chantry is a well, and this is where you'll do away with those three bodies. Examine the well, and the game will take care of business for you automatically. All that's left to do now is to head to the Gnawed Noble Tavern once more, where your reward will be given to you rather casually. After all, you don't want to attract unwanted attention!



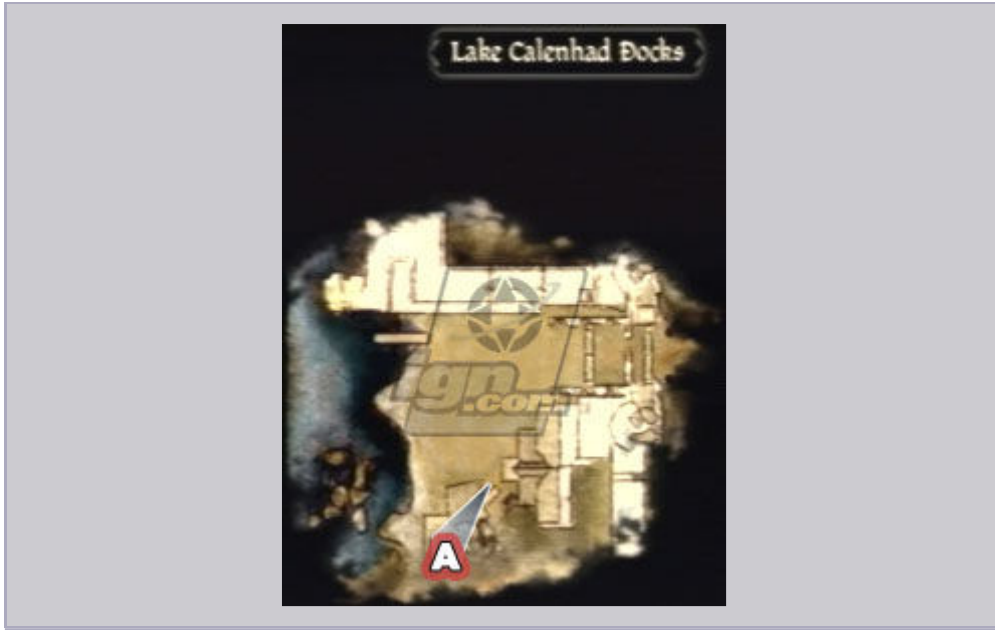


This side quest can be acquired by visiting the ultra-shady bartender at the Gnawed Noble Tavern in the Market District of Denerim. The exact location of the pub can be found at location A on the map we've provided. As you likely know by now, if you've already undertaken and completed side quests for the bartender, the entire operation he's running is illicit. Ask him about some illegal work he may have on the side, and in return, he'll offer up this job, amongst others. It appears that someone needs some "help" in the coercion of someone, and poisonous items will do the trick. Just what poisonous items do you need, and how many? Well, read on.



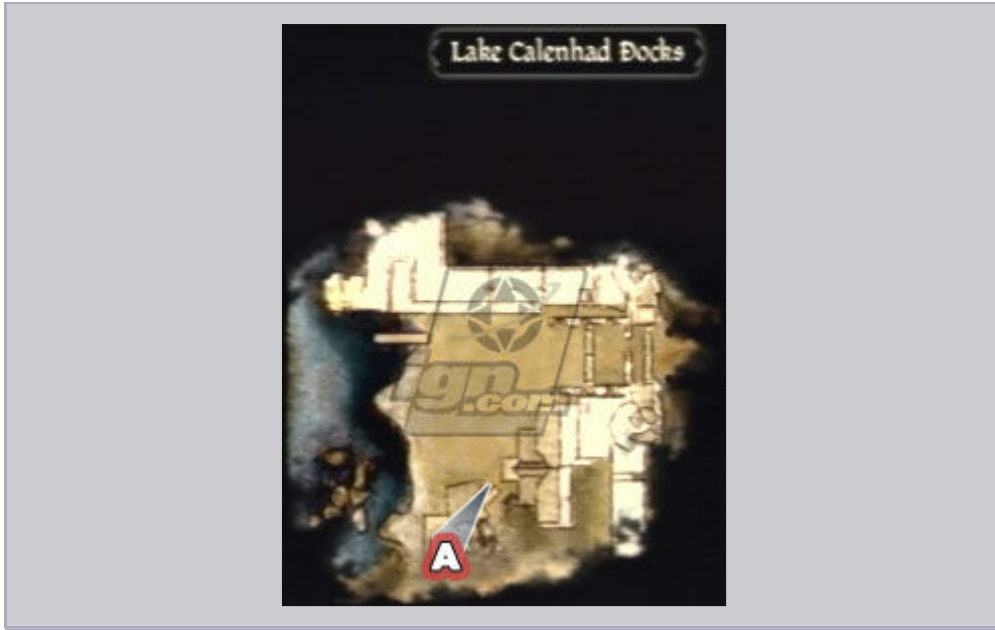
The exact item you'll need is an item called Toxin Extract. You may have some in your inventory -- they should be under the Crafting Items section of your inventory. However, you'll need fifteen of these items, and chances are you don't have nearly that many. You can try to go to various shops around Ferelden to cobble together fifteen Toxin Extracts, or you can do something even easier. Far easier, in fact. Head to the Dalish Camp, and speak with the clerk there. There's only one shop at the camp, so you shouldn't have any trouble finding who you're looking for. This guy sells Toxin Extracts -- seemingly infinite amounts of them -- and you can buy the fifteen you need here. With those in hand, return to Denerim's Market District and talk to the barkeep back at location A. He'll pay you off for a job well done.





This is an extremely simple, extremely easy-to-finish side quest. To receive it, consult with the Mages' Collective representative at the location shown on the map above, at the Lake Calenhad Docks. The idea of this side quest is simple -- the Mages' Collective is in need of ten Deep Mushrooms for potion concoction, and they want you to find them. These goods are items you usually find in the wild, or in treasure chests, or on fallen enemies, and chances are, you already have ten of them in your inventory. To check, consult the Crafting Items segment of your inventory. If you have enough, all you have to do is speak with the representative again to receive your reward for a job well done. If, for some reason, you don't have ten Deep Mushrooms, then you can visit stores around Ferelden to cobble together what you need, or simply wait patiently until you find enough of them on your journey. Either way, this side quest is about as easy as they get.



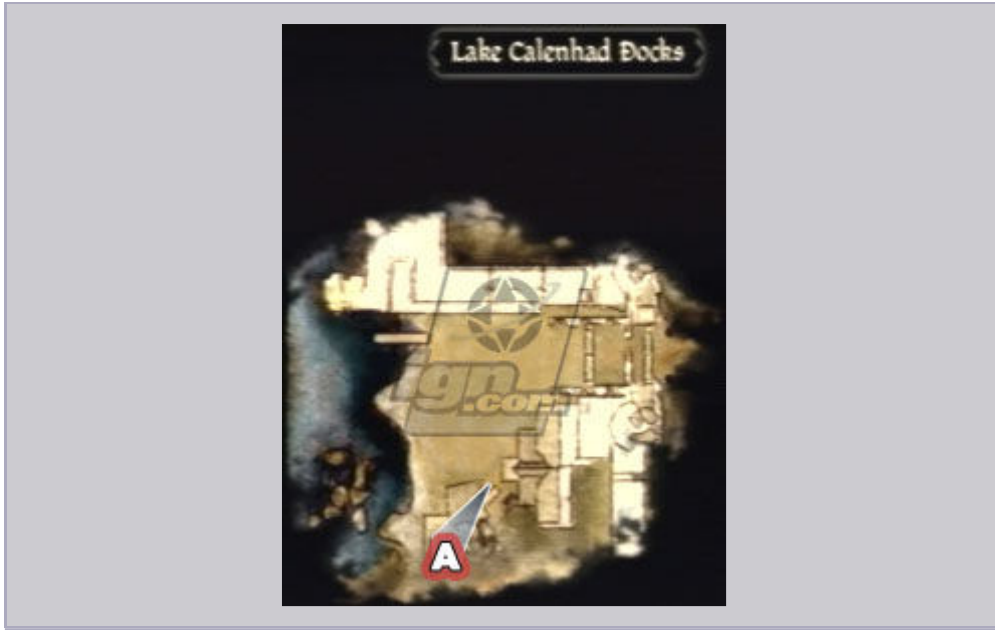


The side quest known as Careless Accusations is one that can be undertaken by speaking with and cooperating with the Mages' Collective. More specifically, this side quest can be found via the representative of the Mages' Collective located at the Lake Calenhad Docks, at position A on the map shown above. Once you've agreed to undertake this side quest, you'll learn what it's all about. It appears that a blood mage of the Mages' Collective order has been discovered, and a group of adventurers are currently working their way towards the Mage Tower to report their findings. After all, the proper mages don't take too kindly to illegal mages, which a blood mage most certainly is. It's up to you to stop them before they arrive at their destination.



As soon as you've accepted the side quest at the aforementioned location, you'll run into the party of adventurers almost immediately. Simply head out to the world map and travel to any location you desire. Chances are, en route to your random destination, you'll run into the adventurers. If you're sure you've accepted this side quest and didn't run into them on the world map, keep traveling until you do. You'll find the "Adventurer Leader" in a field, and you should speak with him. How things turn out here is up to you, but you can use your powers of persuasion or intimidation to squash their plan *really* quickly. If all else fails (and it shouldn't -- these guys are cowards), you'll likely be thrust into a fight with them. Finish them off, or convince them to turn around and not report their blood mage-related findings, and things will end for you in success. Visit the representative back at Lake Calenhad for your modest reward thereafter.





It appears an innocent man has been killed, and the Mages' Collective is none too happy about it. Indeed, one of their very own mages has been slain by other rogue mages, and the Collective wants you to do something about it. Thus, you'll be contracted for this side quest at location A on the map, at the Lake Calenhad Docks. Once you've accepted this side quest, you're free to undertake it at any time. A word of warning before we proceed, however. If you've yet to visit the Dalish Elves during the four-way main quest following your time in Lothering, it's best to put this side quest on the shelf until you do. You'll have to head far, far into their territory to undertake this side quest, so if you've yet to visit them and attempt to do so now, you'll have to do all sorts of main quest stuff just to reach that area. So it's best to wait until the Dalish Elves have been dealt with.



The idea is to head to the Dalish Camp on the world map, traveling from the docks. When you arrive, you can breach the Brecilian Forest from the far end of the Dalish Camp. If you've taken our advice and have dealt with these guys already, then the Brecilian Forest should be completely clear of any enemy inhabitants whatsoever. So, traveling should be smooth enough. Voyage through the first part of the forest, and enter the second part of the forest, near the ruins you go through during the main quest. At the north end of the map are some mostly-destroyed ruins; you fought some powerful enemies here earlier. Now, you'll find four rogue mages performing some sort of ritual. Upon speaking with one of them and letting them know that you come on behalf of the Collective, they'll attack the party. Thankfully, this fight is fairly simple to survive, even if the enemy mages are capable of using powerful magic. Focus on a single target at a time, felling one, then the next, and so on and so forth. Nullifying their numbers in such a way can only benefit you, making the battle at hand progressively easier. Once they are all dead, scour their bodies for goods, and then report back to the Collective representative at Lake Calenhad Docks to receive your reward money.



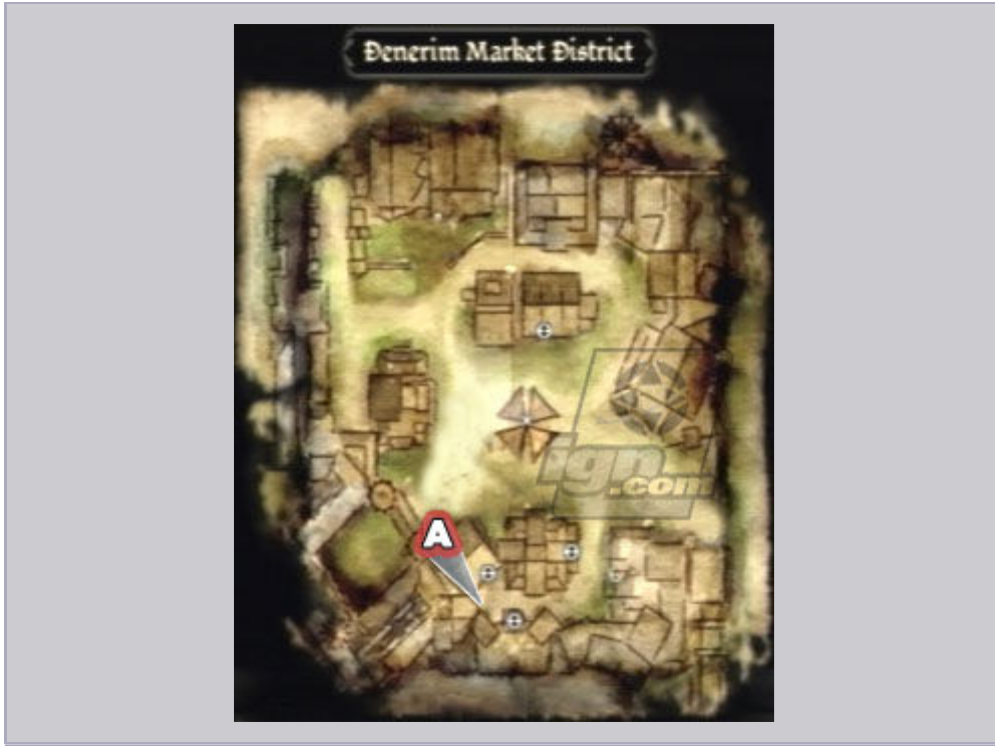
Five Pages, Four Mages | Location: Circle Tower/Random Encounter

This is a rather random side quest that's easy enough to complete, so long as you're extremely thorough when going through the Circle Tower during the main quest known as Broken Circle. By thoroughly exploring the entire tower, you'll no doubt find five separate pages, strewn about, that are actually of the same tome. A forged tome, apparently. What should you do about finding these five identical, forged pages from the same forged book? Well, we're going to track down the forger, of course. Once you leave the Circle Tower following the Broken Circle quest, simply travel around the world map, and you'll eventually have a random encounter with a group led by the forger himself, a man named Beyha Joam. There's no way not to fight him, unfortunately, so when you speak with him, get ready for a battle in short order.



Beyha Joam and his party are actually quite powerful, so be absolutely certain you save before taking on him and his party, because there's a fairly good chance that this conflict will end up killing you. Their mage, who is annoyingly positioned atop a nearby cliff, can paralyze the entire party, so you'll want to go after the mage first. Once the mage has fallen, Beyha and his sword-wielding goons, while powerful in their own right, will still fall fairly easily. Keep an eye on your health throughout the battle! When all is said and done, search Beyha's body for some random goods, which will wrap up this side quest for you.



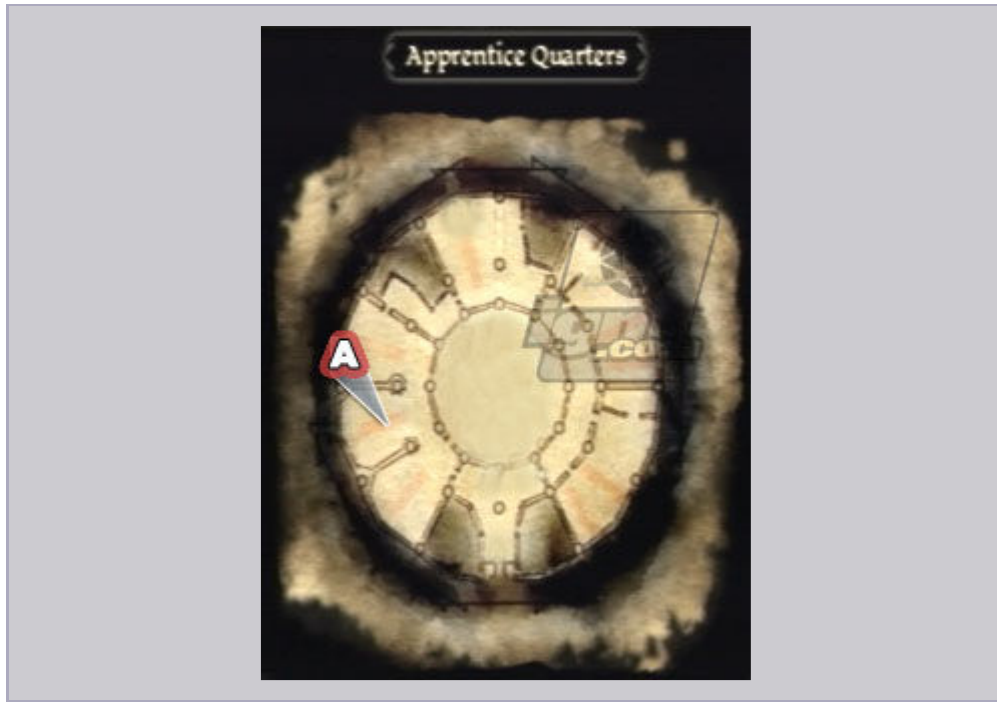


This is a rather strange, long-winded side quest. Thankfully, it's also rather simplistic and easy to complete; you'll just have to be patient in doing so. At some point in your game, you'll run into Zevran, who you may or may not have in your party. Zevran is the elven assassin who attempts to kill you. You battle he and his party of assassin's automatically at a certain junction in the game, and following that battle, you can take him with you, leave him behind, or outright kill him. Regardless of your choice, *don't* leave the field of battle without searching *all* of the bodies here (there will be plenty of them). When you do, you'll find the piece of parchment in question that will catalyze this side quest. Now all you have to do is sit tight until you head to the Circle Tower to help the mages free their building from demonic possession (the quest itself is called Broken Circle).

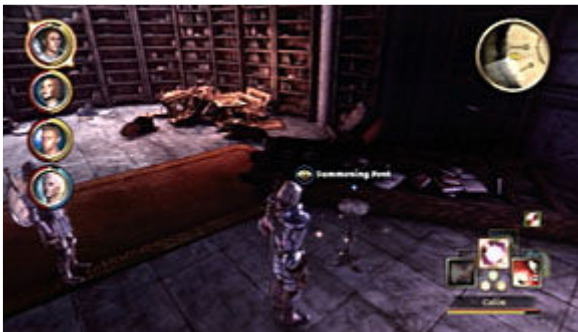


When you arrive at the tower, you'll be able to extensively search the location. On the tower's second floor, you'll find the head mage's office (your characters should make note of where you are when you arrive). Within, you'll find some sort of small, ornate box. This is the box that the previously-found parchment was referring to. Now, to complete this rather mysterious and bizarre side quest, you'll need to travel to Denerim. The map we've enclosed above shows the precise location in Denerim's Market District that you need to go. Upon reaching said building on the map, you can examine the door, hand over the ornate box to an unknown person, and receive three gold coins in return. Nice! Now forget that this side quest ever happened, because there's no making sense of it.





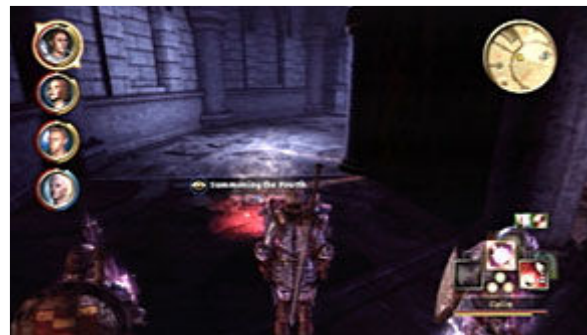
This is a side quest best left for after you've completed your main tasks at the Circle Tower (Broken Circle is the primary quest we're referring to here). Upon thorough exploration of the tower while initially going through, you will no doubt find at least one note that will make this particular side quest show up in your quests menu. The entire ordeal takes place in the Apprentice Quarters' library. There, you'll no doubt notice a bunch of items that appear, at first glance, to be codex entries. But when you examine each of these items, you'll quickly realize that they are something else entirely. The idea is to use the notes you find to figure out the order in which the items are supposed to be activated. But what fun is that? We'll tell you the order in which to activate the items in all four possible cycles.

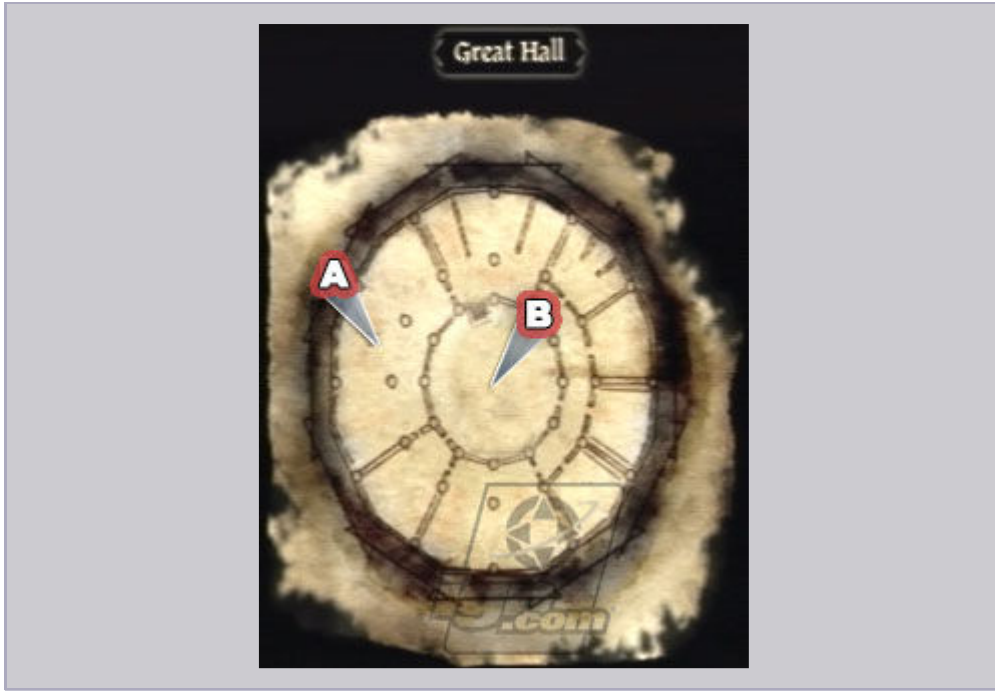


Each cycle begins by touching the Summoning Font. So, do that, and then hit the Tome of Spirit Personages and, finally, Summoning The First. By doing this, a deceased Spirit Hog will appear. You can comb his body for goods if you so desire. Then, hit the Summoning Font, and hit the items in the following sequence: Rodercoms Uncommon Calling, Magus Gorvish, and finally, Summoning the Second. This will make a ghost appear, though it will shortly thereafter disappear. Nonetheless, we are on the right track!



Hit the Summoning Font to begin the third cycle. Then, hit the following six objects in the order written here, exactly: Elvorn's Grande Bestiary, Common Table Carving Spot, Spiritorum Etherialis, Magus Gorvish, and Novice Phylactery. Then, hit Summoning the Second. This will make a Fade Rifter appear, a moderately powerful beast you'll be forced into battle with. Down him and search his body for goods. Then, get ready for the final cycle. Hit the Summoning Font, and then hit the next eight items in exact sequence: Tome of Spirit Personages, Rodercoms Uncommon Calling, Magus Gorvish, Elvorn's Grande Bestiary, Common Table Carving Spot, Spiritorum Etherialis, Magus Gorvish, and Novice Phylactery. Then, head into the adjacent room and find Summoning The Fourth hiding behind the shelf on the left. This will summon forth a man named Arl Foreshadow, though he'll quickly disappear thereafter. And like that, this rather ridiculous and obscure side quest concludes!





This side quest is dependent on you finding various documents strewn around the Circle Tower. So, your best bet is to be as thorough as humanly possible in exploring the Circle Tower during the main quest called Broken Circle. Once all is said and done, you should have all of the necessary documents in hand, thus unlocking the actionable part of this side quest. For starters, you're going to want to head to the third floor of the tower, towards location A on the map we've provided. There, you'll find three statues along the far wall, and you're going to have to activate them (by examining them) to set the ball in motion. Examine the statue on the left first, the one with the bowl. Then, head to the one on the right, with the sword held facing upward in front of the statue, and examine that one. Then, examine the center statue.



When all of that's been done, head to location B on the map we've provided, which is (obviously) on the same floor as location A. There, you'll find a lone statue holding a gigantic shield. Examine that statue. If you've done all of this in the proper order, you're good to go. Head back down to the first floor of the tower, and seek out the previously-locked door leading to the basement. While the door will still be locked, examining it and trying to break through it will result in a boss enemy appearing. This demonic creature, known as Shah Wyrd, will be easy enough to fell, simply because your party won't be the only combatants here. Nearby mages will join the fray and assist you in attacking and killing this creature. Be certain that once Shah Wyrd falls, you scour its body for goods, since it drops a number of useful items and equipment you'll want to obtain.



When you speak with the Blackstone Irregulars, you'll get all sorts of interesting side quests that you will have to complete on their behalf. One such quest is to go after three ex-Irregulars who absconded with items belonging not to them, but to the greater Blackstone Irregulars organization. You're charged with finding the missing men, killing them (or otherwise gaining the items they stole), and returning with the items to the Blackstone Irregulars. Doing this is, of course, a lot easier said than done. First, you have to track them down, so let's start there.



In tracking these three missing men down, the game is rather forgiving. Once you've accepted the quest, the game will tell you where all three men can be found. Sammael the Deserter can be found at Lake Calenhad, which is the lake surrounding the Circle Tower, and a location you'll be forced to visit during the Broken Circle quest. Layson the Deserter can be found in the wide-open city known as Denerim, another place you'll spend plenty of time at. Specifically, you can find Layson in the lone building you'll be able to enter at the Rundown Back Street location of Denerim. And finally, Tornas the Deserter can be found at the Frostback Mountain Pass, a tiny area you'll be forced to navigate when attempting to breach Orzammar, to gain audience with the dwarves. Speak to each of these men when you find them, and you'll almost certainly be thrust into a battle with each. Nearby thugs will take place in each battle as well, which will even-out the fight a little bit. Nonetheless, once all three men have been killed, and you've grabbed the missing items from each of their corpses, you can return to the Blackstone Irregulars to hand over the stolen items, and in turn collect your prize.



Restocking the Guild | Location: Denerim

This is an easy side quest, one that takes very little explanation. The Blackstone Irregulars, from whom you will be able to get this side quest, require some curative items to help support their random exploits around Ferelden (and beyond). Thus, all you need to do is bring any Blackstone Irregular twenty Health Poulitices (regular Health Poulitices will do, but aren't necessarily the only items you can use -- you can actually use ones of more or less strength as well) to complete this side quest. A few notes for you before you head on your way, however. The first thing to note is that you must actually accept this side quest before handing over the healing items, meaning that you can't just hand over the items. This does mean, however, that you can accept the side quest and then right around and sell the items back, granted you have the items in your inventory upon accepting the side quest. Also, if you're in want of Health Poulitices, you can find them all over the place, buy them in various marts, or better yet, craft them yourself. Easy!



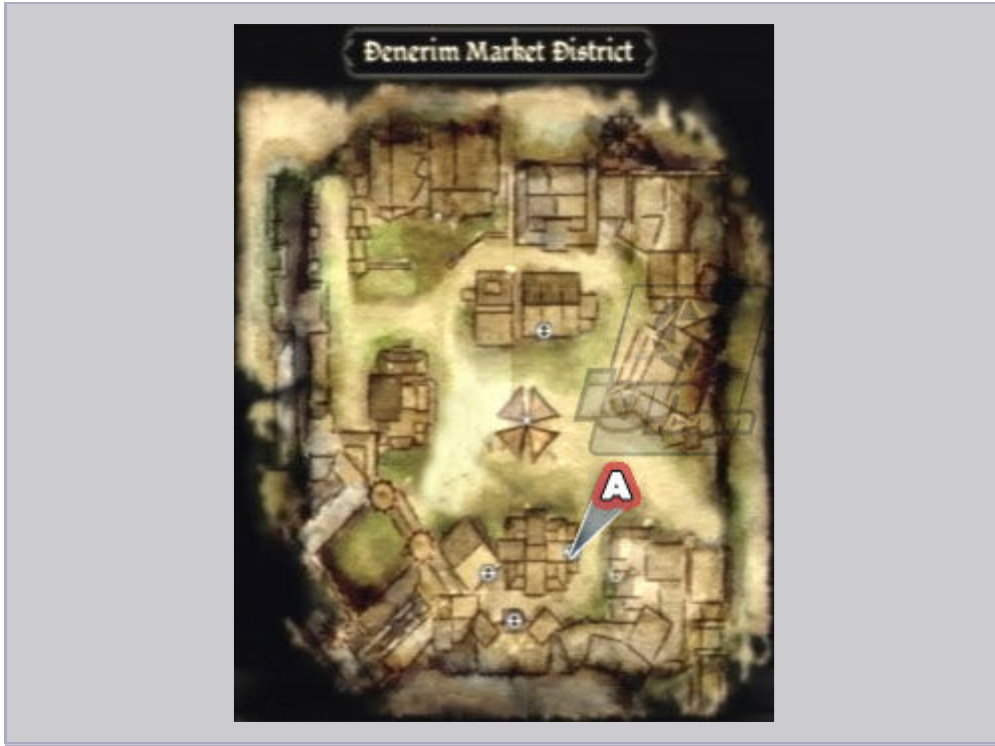
Notices of Death | Location: Circle Tower

When you accept this side quest from the Blackstone Irregulars, you'll quickly realize that it's not exactly a pleasant undertaking (unless you're playing as an evil character, that is). Notices of Death is a side quest that forces you to do exactly what you'd likely think upon reading the name of the quest -- deliver notices of death to Blackstone Irregular members' loved ones. There are four notices to deliver total, and you'll need to visit three different locations in order to do so. Thankfully, once you're in Denerim and accept this side quest from the Gnawed Noble Tavern, you're already in the vicinity of half of the people you need to speak with (and should, at this point in the game, also have access to the other two locations rather readily). Are you ready to be the Postmaster of Death? Okay then, let's get to it.

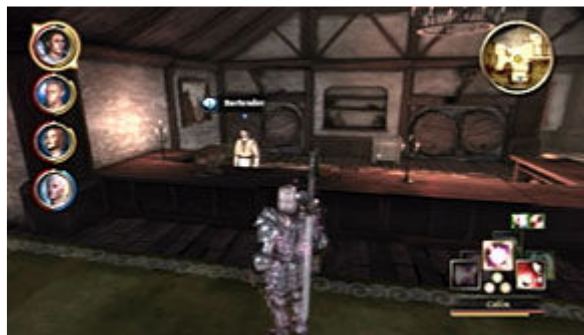


First, seek out Sara. She's located in the Denerim Market District, near the entrance to the Market District. Hand over her letter. Then, head to the Denerim map and search the various alleyways you encounter. One of them will hold a woman named Tania. Hand over another letter to her, watch her cry, and move on. As for the other two women, first, visit Lake Calenhad. Lake Calenhad is a location you have to visit to reach the Circle Tower for the Broken Circle quest. A woman named Larana can be found within the pub alongside Lake Calenhad. The fourth and final letter should be delivered to a woman named Irenia, who is located in the Chantry at Redcliffe Village. Once all four letters have been delivered, you can then visit with any Blackstone Irregular representative to retrieve your prize.





Untraceable is a simple side quest in premise, though one would hope that you know you're going to run into this side quest long before you do. Why? Because it requires that you accumulate ten pieces of Garnet. And while Garnet isn't necessarily rare, it's also a completely useless item that you'll find throughout your adventure. If you didn't know beforehand about this side quest, then you'll likely sell off the Garnet you find as you acquire it, to gain some money and free up some space in your inventory. But when you finally reach Denerim's Market District and head to the Gnawed Noble Tavern, you'll be able to undertake this illicit side quest from the shady bartender there (this is one of the side quests under the Favors For Certain Interested Parties moniker). If you already have ten Garnet in your inventory, then speak with him again once you've agreed to the side quest to quickly end it. If not, you have your work cut out for you. As you travel around Ferelden, seek Garnet in treasure chests and other receptacles, on dead bodies, and even in various stores. Once you accumulate the ten Garnet pieces needed, hand 'em over for a modest reward.

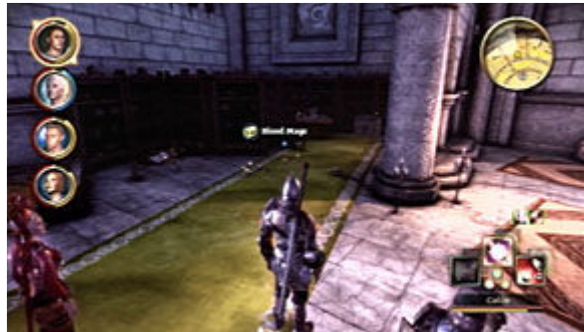


The Scrolls of Banastor | Location: Lair of the Werewolves/Ruined Temple/Caverns/Circle Tower

The Scrolls of Banastor is an interesting little side quest that you will end up undertaking for the Mages' Collective. The side quest is "interesting" for two reasons. The first reason it's interesting is that it will take you a little while to complete the side quest. The second reason it's interesting is because you might find one, some or all of the necessary scrolls to complete the side quest before you ever undertake it. If this happens to you, be sure you speak with a Mages' Collective representative as soon as you can, so you can unload these documents (which will happen only after you undertake the side quest, even if all five scrolls in question are already in your possession).



The scrolls themselves aren't too difficult to find, if you're thorough in exploring each location you visit. All five documents are located in places you must visit during main quest storylines. Three quests, in particular, are of great importance here. The first is the Dalish Elf quest line known as Nature of the Beast. While completing that quest, you'll find one of the five scrolls you need. Search the Lair of the Werewolves, where you finally confront the werewolf threat hanging over the Dalish Elves (no matter which side you choose). One of the scrolls is there. Two more scrolls can be found when pursuing the sacred ashes in the aptly-named quest Urn of the Sacred Ashes quest. Search both the Ruined Temple and the Caverns to find them. The other quest of importance is Broken Circle, when you visit the Circle Tower to rid it of its demonic occupiers. The final two documents can be found in the Circle Tower as you climb higher and higher up. Once all five of these scrolls are in-hand, from the three aforementioned locations during the two aforementioned quests, you can hand them over to any Mages' Collective representative to receive your reward.



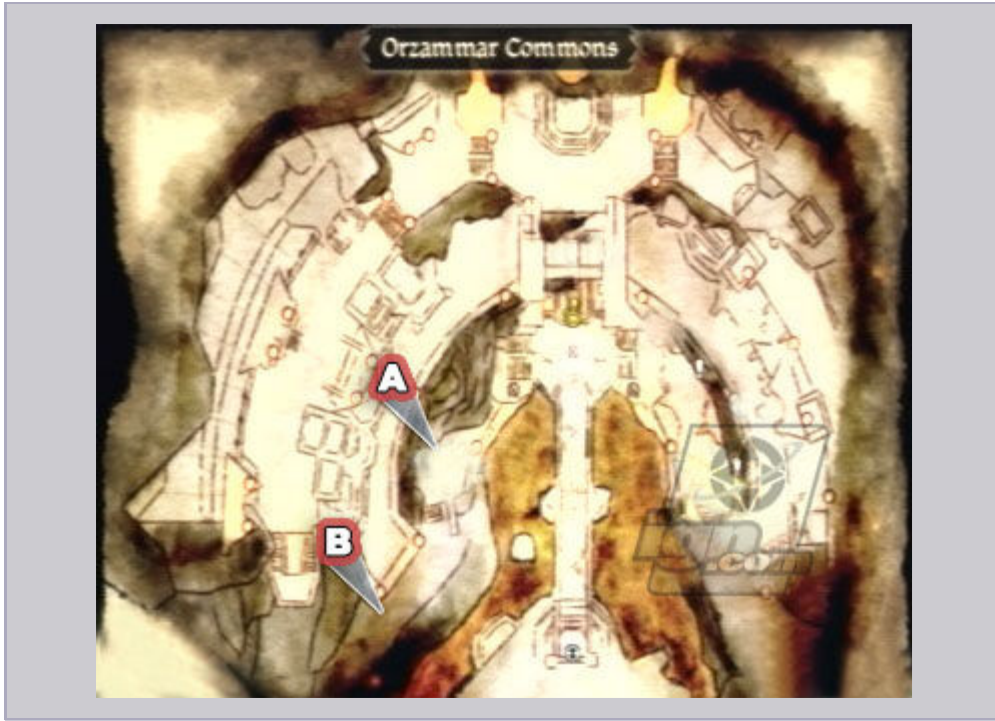
Notice of Termination | Location: Frostback Mountain Pass/Denerim

This side quest is earned from the Mages' Collective. When you accept the side quest, you'll automatically acquire three notes that are to be delivered to three different people throughout Ferelden. Thankfully, two of them are located pretty near one another, necessitating that you only go to two different locations. You won't be able to glance at the notes' contents, but the name of the quest, and the information you get when you accept it, will let you know that the notes will basically fire the recipients, severing their ties to the Mages' Collective forevermore.



The most annoying of the three recipients to reach is located at the Frostback Mountain Pass. When you're undertaking the main story quest known as Paragon of Her Kind, you'll have to use the Frostback Mountain Pass to reach Orzammar, where the dwarves are located. En route towards the entrance to Orzammar, on the pass, you'll find a man named Starrick the Apprentice. Hand over his letter, and send him on his way. The other two recipients of notes can be found back in Denerim, both in the city's Market District. The first is found near the center of the Market District itself (Fayd), while the other mage is found within the Wonders of Thedas Shop, located off of the Market District (Sheth). You can find him browsing the store's wares within the building. Once all three men have been served, you can then visit any Mages' Collective representative to collect your reward.



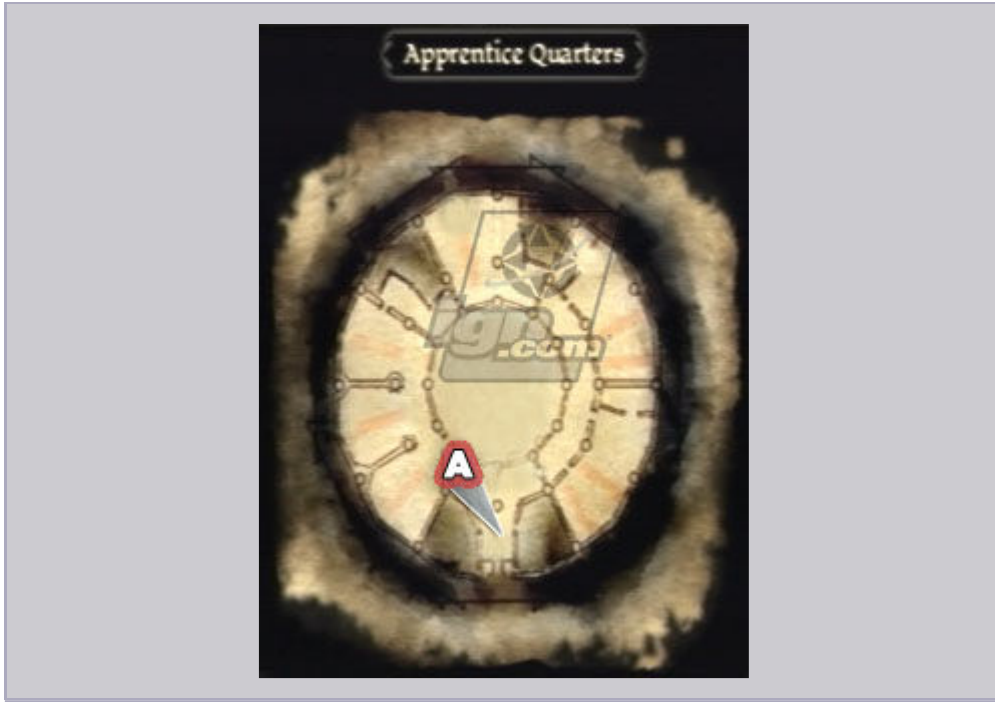


When you visit Orzammar in an attempt to get the dwarves to live up to their end of the ancient treaties they signed with the Grey Wardens, you'll run into an interesting man at location A on the map we've provided, a merchant by the name of Nug Wrangler Boermor. Boermor has a bit of a problem, however, and he's going to need your help to solve it. It appears that Boermor's main trade, as his name indicates, is to sell Nugs. Nugs are little rabbit-like creatures that some dwarves consider a delicacy (others yet consider Nugs best kept as pets). Nonetheless, all of Boermor's Nugs have gone missing, and without them, he has nothing to sell. He enlists you to help him out, and naturally, you should oblige.



Nearby, at location B, you'll find a lone Nug. Simply examine it, and your party will automatically trap the creature and box it up for transport back to Boermor. So, with the Nug in hand, head back to Boermor and let him know that you have a lone Nug (after all, when you first speak with him, he'll tell you that all he really needs is one). Unfortunately, Boermor's financial reward for your work is very paltry, but he lets you know that if you find more and keep bringing them to him, he'll have more and more coin to hand over to you. That's entirely optional, however, as bringing back a lone Nug is all it takes to officially wrap this side quest up. If you want to find more Nugs to hand over to him, then you better get searching! Orzammar is full of the little creatures!





As you traverse the Orzammar Commons when attempting to get the dwarves to recognize their treaty with the Grey Wardens, you're likely to run into a young woman named Dagna. Dagna is the daughter of one of the respected smiths of Orzammar, a man named Janar (you can visit his store off of the Commons, though that's completely unrelated to this side quest). Dagna is very kind, and when she speaks with you, she lets you know of her dream to join the mages at the Circle Tower. It's common knowledge around Ferelden that dwarves are incapable of using magic, but nonetheless, Dagna has her mind set on this goal. She's even begun reading the quintessential mage tomes in anticipation of joining the mage order, though none of her correspondence with the tower has ever been answered.



If you're willing to help her, you'll be able to undertake this side quest. And helping her out is rather easy, though it requires a little bit of legwork. All you have to do is head to the Circle Tower via the primary world map. When you arrive, go to location A on the map, on the tower's first floor, directly in front of the entrance. Who you meet here will depend entirely on who you helped out in the Broken Circle quest (for us, we spoke to the First Enchanter, but that might change for you). Speak with whomever and convince him to let Dagna join the order. Though she will be incapable of using magic with any skill, the First Enchanter found that she will still be useful to the order, and let's her come back. Now all that's left to do is let Dagna know of the good news. You'll have to return to Orzammar Commons to tell her (she's found in front of her father's shop), though a glitch happened for us where we spoke to her on the first floor of the tower directly after her acceptance. This will likely differ for you.



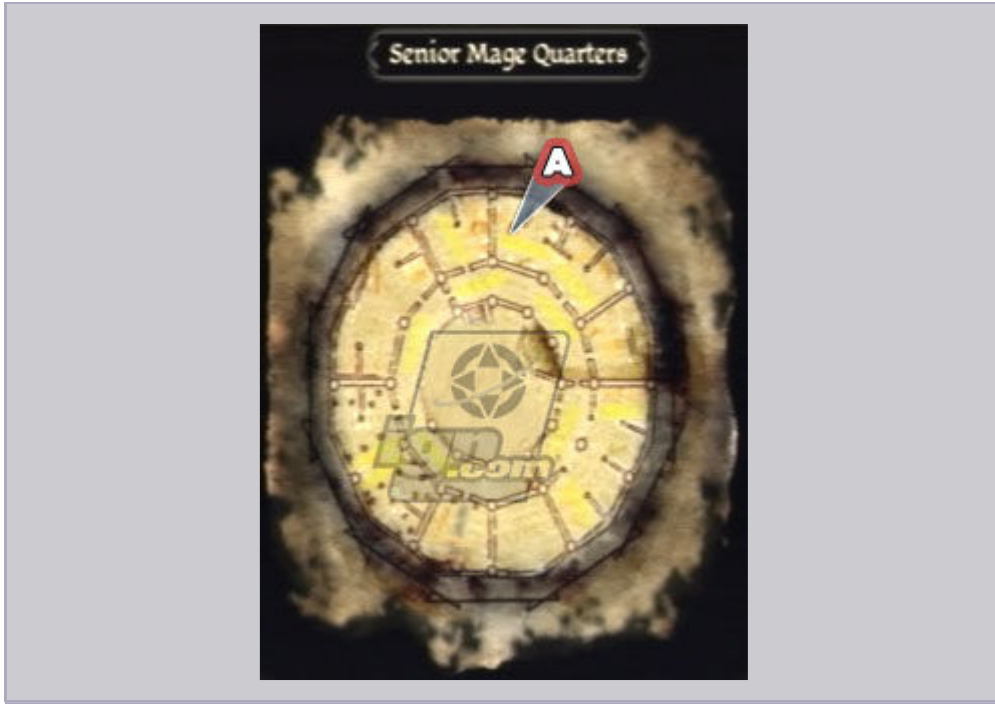


Zerlinda is in a bit of a bind. See, she left her family to be with a man of a higher caste. When she had a baby her husband didn't like, he up and left her and the kid to rot in Dust Town, while he went on with his life. Meanwhile, Zerlinda's family has disowned her for pulling the stunt she did to be with the man in the first place, and now, she has absolutely no one. You'll find Zerlinda in Dust Town, at location A on our map. Once you track her down, you can speak with her to learn of her plight. She'll explain everything to you, and you can offer to help her out (you can also offer her money, but it's more important that you offer to help her out). More specifically, she'll ask you to speak with her father, to convince him to take her and her child back.



Upon agreeing to help, Zerlinda will inform the party that her father can almost always be found at Tapster's Tavern, which is located in the Orzammar Commons at the location given (spot B). When you're ready, you can go off to the pub to speak with her father. Her father's name is Ordel. Speak with him and let him know that you met with his daughter. Through your delicate conversational skills and (more likely) your powers of persuasion, you should be able to convince Ordel to take not only his daughter back (which he claims was never a problem), but her child as well. Now, all that's left to do is deliver the good news back to Zerlinda at Dust Town. Once you've delivered the news, the side quest will conclude.





This side quest can be undertaken when you arrive in Orzammar to convince the dwarves to live up to the treaty they signed long ago with the Grey Wardens. Orzammar is an impressively-large location, with lots of little mini-areas to see, in addition to the grander locations, like the Commons and the Diamond District. One of these smaller locales is Dust Town. Dust Town is the lowliest of places in Orzammar, where the poor, down-and-out and casteless live their lives (barely). Most people at Dust Town are simply not interested in talking to you, and if they are, it's to beg for spare coins. But there's a man who seems like he can take care of himself here, and his name is Rogek. When you speak with Rogek, he'll have an interesting offer for you. Buy his stash of illicitly-acquired lyrium from him for a heavy sum (forty or fifty gold coins), and deliver them to the Circle Tower back on the surface, where you should easily be able to make your money back, and then some. Return an item from the Circle Tower back to him, and earn even more cash.



Whether your character is good, evil, or a little bit of both, one thing is for certain -- this offer is too good to pass up. While it requires a considerable amount of money to partake, so be it. You'll be able to earn it all back, plus a lot more, if you play your cards right. Take the lyrium back up to the surface, and head to the Circle Tower as instructed. There, you'll be able to find the man you're looking for on the second floor of the tower, at the location shown on the map provided. The man you're looking for is named Godwin. Speak with him and ultimately sell the lyrium you're carrying to him (you can get a lot more money out of him than originally guaranteed, if you're persuasive enough). With that transaction done, head back to Dust Town in Orzammar and speak with Rogek once more. Hand over the item Godwin gave you, and you'll get even more money, which you can again raise, depending on your persuasion. And just like that, this extremely lucrative side quest will come to a conclusion.



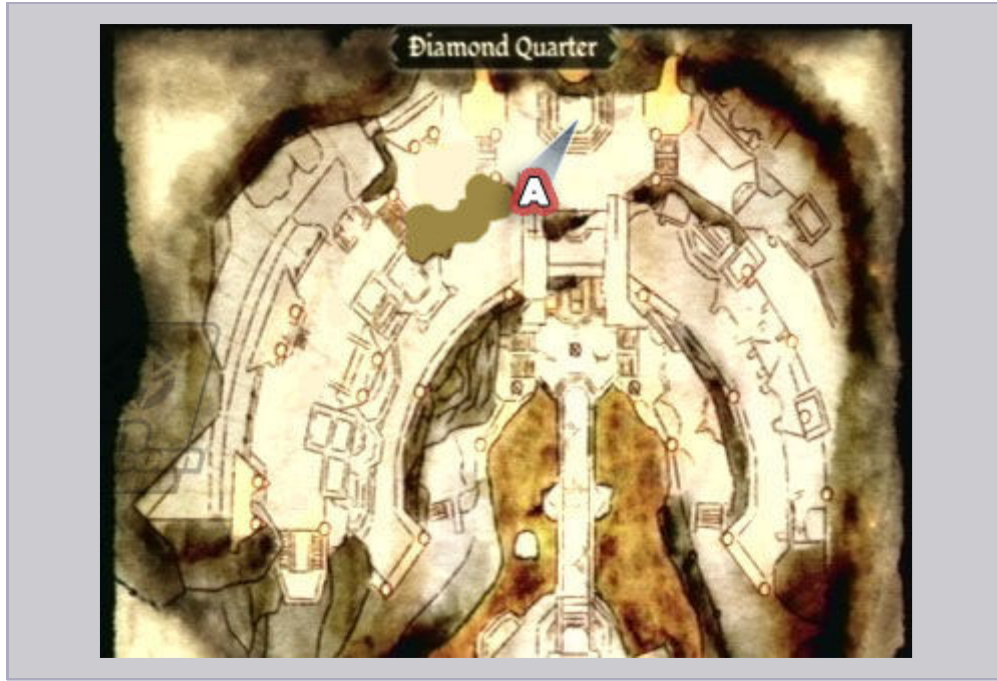


At location A on the map, you'll find a friendly dwarven male named Brother Burkel. Brother Burkel is a dwarf from Orzammar, who fled to the surface to live a new life up there. He ended up finding himself in Redcliffe Village, and took to the human religion. And before he knew it, he was fully converted by the Chantry, and working for the Chantry in Redcliffe. Burkel returned to Orzammar in an attempt to convert as many dwarves as he can to his new religion, but is having difficulty in securing the right to open a Chantry in Orzammar, which will let him properly preach the word. He enlists you to help him, and if you agree to do so, you'll have to speak with the Shaper, Orzammar's head scholar, who works in the Shaperate in the Diamond Quarter.



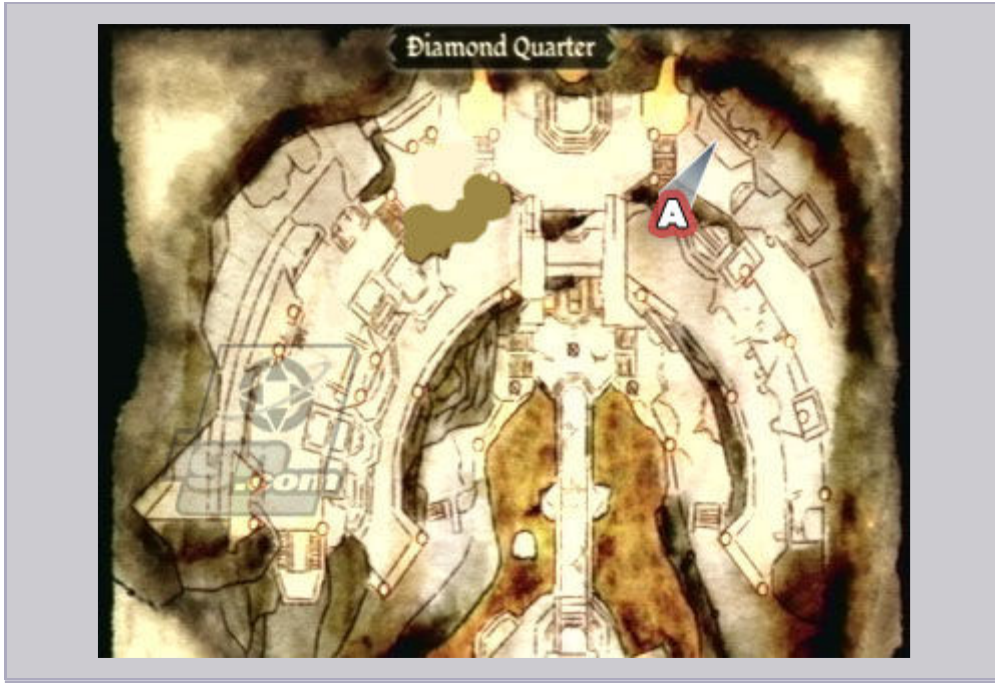
Head to the northern end of the Diamond Quarter to find the Shaperate building. Once there, you will find the Shaper, and you can speak with him about any number of things. However, if you've already spoken with Brother Burkel back in the Orzammar Commons, then you should also have the option to speak on Burkel's behalf with the Shaper. You can use any number of techniques here (we were given the option to use Cunning, Persuasion and Intimidate here, though this will vary for you depending on your character's skillset), but the idea is to ultimately convince the Shaper to let Burkel preach his religion. Once you've done so, all that's left to do is to return to the Orzammar Commons, find Brother Burkel at position A on the map once more, and inform him of the good news. He'll invite you to a service hereafter, although attending isn't mandatory, since this side quest successfully concludes upon delivering the news.





This side quest is a rather random one, since you won't actually learn of it until you've read all of the necessary codex entries around Orzammar. The idea to getting this side quest is easy -- be completely thorough in your exploration of Orzammar's various regions. The codex entries you find in Orzammar Commons, The Proving, Dust Town and the Diamond Quarter will all contribute to eventually getting contracted to complete this side quest. Once you've thoroughly searched and found all of the necessary codex entries, the game will prompt you with this side quest (if you're even one codex entry short, however, you won't be able to see the side quest at all). All that's left to do, once you've learned of the side quest, is to head to location A on the map provided, which will lead you to the Orzammar Chamber Assembly. As soon as you walk in, move forward slightly, and look leftward. A stone treasure chest that wasn't earlier there now stands. Search it to find an incredibly powerful accessory, aptly-named Key to the City. You'll want to have this item equipped on a member of your party at all times hereafter. Trust us on that one. It's a very, very powerful item, indeed.



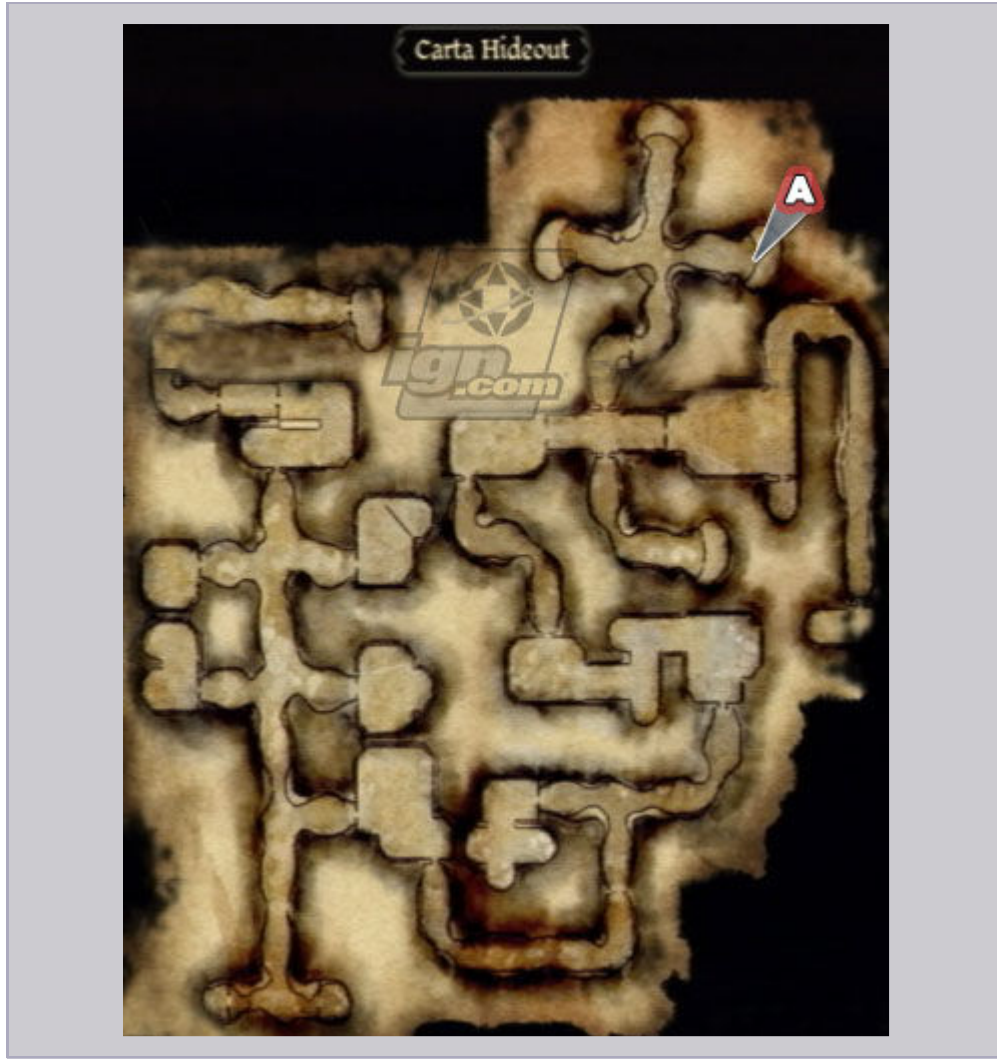


When you visit the Shaperate for the first time, at location A on the map, you'll find the dwarven equivalent of a grand library. The dwarves aren't a crew bent on gaining knowledge and reading books, but they respect their history and their family lineages, and the Shaperate exists to record all of this for future generations. When you walk inside, you'll meet a number of characters, including a character named Shaper Assistant Milldrate. When you speak with him, you'll learn that a lowlife thief came into the Shaperate and walked away with one of the Shaperate's precious tomes. And naturally, he wants it back. He gives you some hints on where the thief might be located, and then goes about his business. It's time to get that book back.



When you finally gain access to The Proving (*all* of it, not just the entrance area), you'll ultimately be assaulted by a crew of thugs when you're exploring. This group of weaklings is led by the thief himself, a dwarven male named Fixer. Fight him and his group of cronies -- they should be easy enough for your party to slaughter with little trouble -- and be sure to scour all of their bodies once the fight has concluded, since one of them will have the stolen tome on his person. While you can illicitly sell of the book to a nearby dwarf, we opted not to. Instead, we returned to the Diamond Quarter, went to the Shaperate, and returned the book to Shaper Assistant Milldrate. While there's no reward in doing the latter, and while Milldrate won't even talk to you at any length when you return the book, it still made us feel good to return the book to its rightful owner. Naturally, you can make whatever choice you deem fit.





This side quest is pretty simplistic. When you reach the Carta Hideout in Orzammar, you should begin to thoroughly explore the labyrinthine corridors all around you. You'll eventually find, mixed in with items and coin, a note, one that will unlock this side quest. The idea is to find a character named Jammer's stash of goods, which are located in several crates strewn throughout the Carta Hideout. There's a catch, though. Out of each box, you are only to take very specific items. We implore you to outright ignore this plea, and take everything you find in all of the boxes. You'll sustain injuries by taking everything (which can be taken care of with Injury Kits), but it won't change the end result of the overall side quest, *and* you'll end up walking away with more items for the trouble. When you finally get to location A on the map, you can then pillage the final (and most significant) of Jammer's treasure chest, thus finishing this easy side quest.

