

EXPANSION PACK

DRAGON AGE™

ORIGINS
AWAKENING

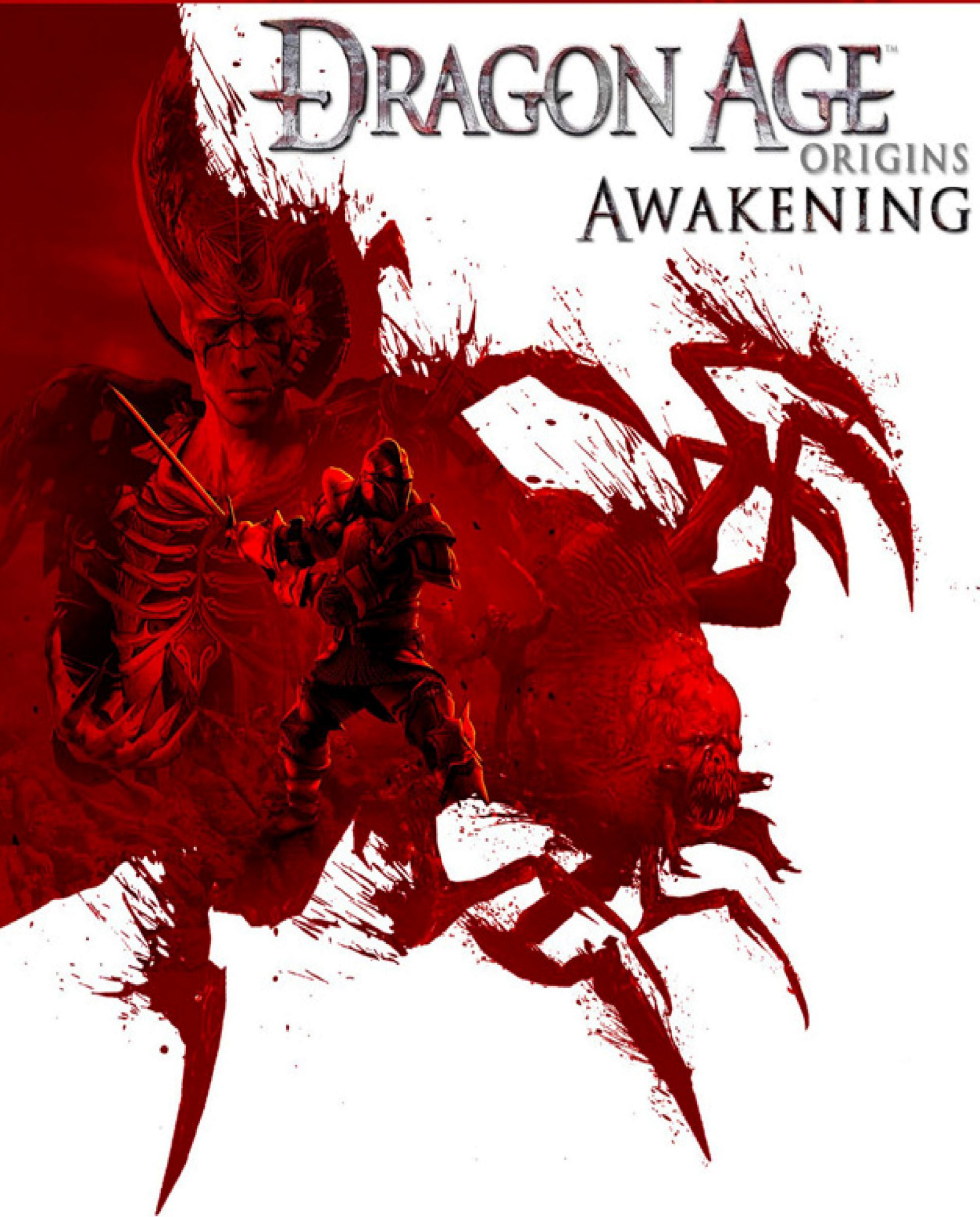


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AUTHOR'S NOTE

Few things I thought I should mention before going to the walkthrough and FAQ part, please go through the tabbed section if this is the first time you are playing DAO – Awakening:

- The game is ½ size of the Origins, it'll take around 20:00 to beat the entire game in the first try, make sure you carry over your game saving habit, you are going to need it again.
- If you are planning to go through the game 2-3 times, then try importing your old character from the Origins and the new Warden from Orel, the difference is made very nicely. If you are playing with your old character then you'll be respected throughout the country as the savior of Ferelden, who single-handily killed the Archdemon. Whereas, playing as the new Warden from Orel only means disrespect and feeling of outsider, thanks to the rivalry that has been carried over from the decades.
- Don't burden yourself carrying over all the items from the Origins, most of the DLC items will be gone and as for some of the best equipments we picked in the Origins will be left to rust thanks to the new gadgets available in Awakening. Just equip your main character with a good armor and weapon, for example: Wade's Superior Dragon Scale Armor and Ageless sword should be enough. One more thing, make sure you pick up those grandmaster rune stones from the Origins, you need them to complete 2-3 side quests.

- The main difference I noticed between the imported character and the new Warden is their levels, if you have your previous character above level 20 then imported them because the new Warden will start from level 18.
- Unlike Origins, side quests in Awakening affects the outcome of the game so try to complete all the side quests before going to the final battle.
- None of your decision in the Origins will affect the game play in Awakening, yeah I know, it's a complete bummer. So don't worry about things like whom you sided with, who becomes the King, who dies, who lives, who gives the deathblow, blah, blah, blah. None of them matters in the expansion; you will never travel to the other parts of Ferelden or encounter any situation regarding Origins.
- The gameplay, story, characters and all are fine but they are not as good as the Origins, you'll start feeling something's missing after few hours of game play. I don't know what but something surely is missing, the story is fine and there are lot of main quests and side quests to keep us busy but they are not as interesting as they were in the previous installment.

On the other hand, it's just an expansion pack released between the first part and second part to weave the story; it's just like another chapter in the Origins, which'll lead to the second part. It's definitely not as bad as the others say in the reviews, the battle system is still the same and with new companions, specialization, talents and spells, it's more fun. But there are lots and lots bugs, which'll ruin the game, sometimes the game gets corrupted. Oh well, let's just hope the second part will be good and comes out soon.

STORY

The game will pick up after six months from the Origins. The Warden either imported from the Origins or new Warden from Orel will be appointed as the Wardens – Commander and sent to Vigil's Keep in Amaranthine, only to find it overrun by darkspawn. After killing several darkspawn dwelling in the fortress, you'll be able to reclaim the Keep by the time King Alistair arrives in the area. During your meeting with the King, it becomes apparent that the darkspawn have not returned to the deep roads but instead they have evolved into a more intelligent and powerful version, capable of thinking and understanding human behavior. As the Warden - Commander, you need to rebuild the fortress, replenish the Grey Wardens number, protect the arling and uncover the mystery behind the darkspawn's evolution and destroy them.

CONTROLS

PC	
PARTY SELECTION	
SELECT FULL PARTY	=
SELECT PARTY MEMBER 1	F1
SELECT PARTY MEMBER 2	F2
SELECT PARTY MEMBER 3	F3
SELECT PARTY MEMBER 4	F4
ADD PARTY MEMBER 1 TO GROUP	Shift + F1
ADD PARTY MEMBER 2 TO GROUP	Shift + F2
ADD PARTY MEMBER 3 TO GROUP	Shift + F3
ADD PARTY MEMBER 4 TO GROUP	Shift + F4
QUI CKBAR	
QUI CKBAR 1	1
QUI CKBAR 2	2
QUI CKBAR 3	3
QUI CKBAR 4	4
QUI CKBAR 5	5
QUI CKBAR 6	6
QUI CKBAR 7	7
QUI CKBAR 8	8
QUI CKBAR 9	9
QUI CKBAR 10	0
CAMERA CONTROLS	
FI X CAMERA UP	Up
FI X CAMERA DOWN	Down
FI X CAMERA LEFT	Left

FIX CAMERA RIGHT	Right
MOVE CAMERA LEFT	A
MOVE CAMERA RIGHT	D
FIX CAMERA	Middle-Click
ZOOM IN	Scroll Forward
ZOOM OUT	Scroll Backward
PLAYER CONTROLS	
MOVE FORWARD	W
MOVE BACKWARD	S
MOVE LEFT	A
MOVE RIGHT	D
TOGGLE RUN/WALK	NUMPAD /
SWAP WEAPON SETS	/
MENUS	
CHARACTER RECORD	C
JOURNAL	J
INVENTORY	I
SKILLS	K
SPELLS & TALENTS	P
MAP	M
WORLD	N
MAIN MENU	Esc
TACTICS	\
MISCELLANEOUS	
PAUSE	Space
HOLD POSITION/ MOVE FREELY	H
HIGHLIGHT USABLE OBJECTS	Tab
QUICK SAVE	F5
QUICK LOAD	F9
SCREENSHOT	Print Screen
HIDE MAIN INTERFACE	V

FAQ

ACHIEVEMENTS	GAME SCORE
THE ENDURING VIGIL Acquire all upgrades for Vigil's Keep	30 G
AWAKENING Complete Dragon Age: Origins – Awakening	50 G
COMMANDER OF THE GREY Reach level 30	30 G
SAVIOR OF KAL'HIROL Destroy the Broodmothers in Kal'Hirol	30 G
BLIND VENGEANCE Escape from the silverite mines	30 G
PRIDE BEFORE THE FALL Defeat the Baroness in Blackmarsh	30 G
AMARANTHINE'S LAST HOPE Defend the city in the final battle	25 G
KEEPER OF THE VIGIL Defend the Keep in the final battle	25 G

NOTE: I'VE LISTED ONLY THE NEW CODEX INTRODUCED IN AWAKENING. FOR UNKNOWN REASON THEY [BIOWARE] HAS GIVEN OLD CODEX LIST BUT I'M GOING TO PUT THEM HERE, IF YOU WANT THEM THEN REFER TO MY DAO WALKTHROUGH, THERE YOU'LL FIND THE OLD CODEX LIST ALONG WITH DLC CODEX.

#	CODEX	CATEGORY	LOCATION
4.	ARMORED OGRE	Creates	Encounter an armored ogre in 'The Siege of Vigil's Keep'

			or 'The Assault on Amaranthine'
7.	BLIGHTED WEREWOLF	Creatures	Encounter a blighted werewolf in Blackmarsh
10.	CHARRED SYLVAN	Creatures	Encounter a charred sylvan in Wending Woods
11.	THE CHILDREN	Creatures	Encounter a children grub, children hatchling and adult children
15.	THE DISCIPLES	Creatures	Encounter a darkspawn disciple
17.	INFERNO GOLEM	Creatures	Defeat the inferno golem in Kal'Hirol
37.	TEARS IN THE VEIL	Creatures	Approach the torn veils in Blackmarsh
59.	PILGRIMS AND AMARANTHINE	Magic and Religious	Examine the book inside the chantry in the City of Amaranthine
101.	THE CROWN AND LION	Culture and History	Examine the book inside the inn in Amaranthine
102.	THE PORT OF AMARANTHINE	Culture and History	Travel to the City of Amaranthine
108.	THE HOWES OF AMARANTHINE	Culture and History	Examine the book inside the basement in Vigil's Keep
166.	THE BLACKMARSH	Culture and History	Travel to Blackmarsh or examine the records inside the village in Blackmarsh
167.	DRAKE'S FALL	Culture and History	Examine the note near the dragon skull in Dragonbone Wastes
168.	THE FORTRESS OF KAL'HIROL	Culture and History	Examine the wall carving in the main halls of Kal'Hirol
169.	THE PARAGON HIROL	Culture and History	Examine the wall carving inside the shrine in Kal'Hirol main halls
172.	SURFACER DWARVES	Culture and History	Talk to Voldrik and Dwarokin in Vigil's Keep
173.	THE GREAT STRIFE	Culture and History	Book inside the basement in Vigil's Keep
174.	THE FIRST WARDEN	Culture and History	Bookpile inside the Vigil's Keep
175.	VASSALS AND THEIR LIEGE	Culture and History	
176.	THE VIGIL	Culture and History	Reclaim the Keep and talk to Varel, Gaveral and Woolsey
178.	ANDERS	Characters	Meet Anders in the assault of Vigil's Keep
197.	JUSTICE	Characters	Meet Justice inside the fade in Blackmarsh Undying
200.	MHAIRI	Characters	Talk to Mhairi at the beginning of the game
202.	NATHANIEL	Characters	Meet Nathaniel inside the dungeons in Vigil's Keep
203.	OGHREN	Characters	Meet Oghren in the assault of Vigil's Keep
205.	SIGRUN	Characters	Meet Sigrun in Knotwood Hills
210	SENESCHAL VAREL	Characters	Meet Varel after the assault on Vigil's Keep
211.	VELANNA	Characters	Meet Velanna in Wending Woods

229.	DAILAN'S JOURNAL	Books and Songs	
235.	RECORDS OF THE BLACKMARSH	Books and Songs	Examine the bookcase inside the village in Blackmarsh
243.	KRISTOFF'S JOURNAL	Books and Songs	Examine the book inside Kristoff's room in the City of Amaranthine
247.	THE CANTICAL OF MAFERATH	Books and Songs	Examine the statues in Wending Woods
251.	THE BARONESS'S SECRET	Books and Songs	Examine the ripped paper on the summoning circle in Blackmarsh
255.	ANCIENT VOWS	Books and Songs	Examine the wall plaque inside the deep roads in Vigil's Keep
256.	A LETTER FROM THE ARCHITECT	Notes	Examine the letter inside the Architect's room in silverite mine
257.	THE ARCHITECT'S JOURNAL	Notes	Examine the book inside the Architect's room in silverite mine
258.	A LETTER FROM AURA	Notes	Examine the letter inside the chest in Kristoff's room in the City of Amaranthine
260.	A MINER'S LETTER	Notes	Examine the scroll on the entrance stairs of Silverite mine
262.	THE ARCHITECT'S NOTES	Notes	Examine the book inside the Architect's lab in silverite mine
266.	ORDERS TO THE MILITIA	Notes	Examine the scroll on the crate near the caravans in Wending Woods
268.	LETTER TO RENDON HOWE	Notes	Examine the letter inside the basement in Vigil's Keep
269.	RESPONSE FROM RENDON HOWE	Notes	Examine the letter inside the basement in Vigil's Keep
271.	A MINER'S LETTER	Notes	
328.	KARSTEN WILDE'S LAST TESTAMENTS	Quest-Related	Examine the ancient letter inside the village in Blackmarsh
329.	DARREN LYLE'S MISSIVE	Quest-Related	Examine the scroll beneath wooden bridge in Knotwood Hills
332.	BONNIE'S ANGRY LETTER	Quest-Related	Examine the skeleton inside village in Blackmarsh
334.	MATERIALS FOR WORKING WITH DRAGONBONE	Quest-Related	Give the dragonbone you found near the Queen of Blackmarsh to Wade in Vigil's Keep
335.	MATERIALS FOR WORKING WITH GOLEM SHELLS	Quest-Related	Present the golem shell to Wade in Vigil's Keep
336.	MATERIALS FOR WORKING WITH HEARTWOOD	Quest-Related	Collect the heartwood from the old one and give it to Wade in Vigil's Keep

GI FTS	RECEPTI ONI ST	LOCATI ON
AQUA MAGUS	Oghren	Crate inside the abandoned warehouse in the City of Amaranthine
BELL COLLAR	Anders	Toys crate near the farms and alleys

		in Amaranthine
BLANK JOURNAL	Velanna	Inside the chantry in Amaranthine
BRONZE SEXTANT	Nathaniel	Corpse near Innes in Wending Woods
CARVED GREENSTONE	Velanna	
DELILAH HOWE'S LETTER	Nathaniel	Howe's bookpile inside the basement in Vigil's Keep
DISCARDED JOURNAL	Velanna	Crate near the farms in the City of Amaranthine
DRAGON PISS	Oghren	Crate inside Hubert's Den in Amaranthine
ELVEN RUNESTONE	Velanna	Rocks inside the deep roads in Vigil's Keep
ELVEN TRINKET	Velanna	Darkspawn emissary near Velanna's camp in Wending Woods
ELVEN PRAYER FOR THE DEAD	Justice	Crate inside Velanna's camp in Wending Woods
ENGRAVED SILVER BRACERS	Anders	Pile of bones inside the trade quarters in Kal'Hiol
GOLDEN EARRING	Anders	Dead soldiers inside the basement in Vigil's Keep
GOLDEN VASE	Nathaniel	Occtam's shop in the City of Amaranthine
HIROL'S LAVA BURST	Oghren	Crate beneath the wooden bridge in Knotwood Hills
HOWE BOW	Nathaniel	Sack inside the crypt in Vigil's Keep
KITTEN	Anders	In the right side/east wing of Vigil's Keep
KNITTED SCRAF	Anders	Crate inside the chantry in the City of Amaranthine
KRISTOFF'S LOCKET	Justice	Rocks near Kristoff's camp in Blackmarsh
KIRSTOFF'S MEMENTOS	Justice	Chest inside Kristoff's room in the City of Amaranthine
LOCKSMITH'S TOOLS	Nathaniel	Crate inside the smuggler's cove in Amaranthine
LYRIUM: GIFT OF THE MAKER	Justice	Bookshelf inside the abandoned warehouse in the City of Amaranthine
LYRIUM RING	Justice	Chest inside the main halls in Kal'Hiol
MACKAY'S EPIC SINGLE MALT	Oghren	Crate inside the inn in Amaranthine
ORNATE SILVER BOWL	Velanna	Crate outside the docks in Blackmarsh
PHYLACTERIES: A HISTORY WRITTEN IN BLOOD	Anders	Inside the Architect's lab sliverite mine
POTTED PLANT	Sigrun	Near the chanter's board in Amaranthine
SHINY MALACHITE	Velanna	Stones near Keenan in Silverite mine
SNOW GLOBE	Sigrun	Glassric's weapon shop in Amaranthine
SOAP ON THE ROPE	Sigrun	Crate inside the dungeons in Vigil's Keep
SPYGLASS	Sigrun	Corpse near the second experimental subject in silverite mine
THE WARRIOR'S HEART	Sigrun	Book pile inside the Vigil's Keep
TOY HORSE	Oghren	Inside the ruined building where you'll find Blackmarsh's record in Blackmarsh
TOY CHARIOT	Sigrun	Somewhere near the chantry in Amaranthine
VERSUS OF DREAMS	Justice	Bookpile inside the Vigil's Keep
WEST HILL BRANDY	Oghren	Crate inside the basement in Vigil's Keep
WHETSTONE	Nathaniel	Crate in the entrance of Kal'Hiol

SKILLS

RUNECRAFTING	IMPROVED RUNECRAFTING	EXPERT RUNECRAFTING	MASTER RUNECRAFTING
Runecrafting Activated Range: personal Activation: 0 Cooldown: 0s	Improved Runecrafting Upgrade Requires: level 22	Expert Runecrafting Upgrade Requires: level 24	Master Runecrafting Upgrade Requires: level 26
Requires: level 20 The character has learned basic techniques of lyrium inscription, allowing the creation of simple runes.	The character has discovered more precise method for tracing ancient symbols, allowing the creation of intricate second-tier runes.	The character has delved deeply into the history of early tevinter images, allowing the creation of powerful third-tier runes.	The character has become one of Ferelden's foremost scholars of iconography, allowing the creation of exacting fourth-tier runes.

VITALITY	IMPROVED VITALITY	EXPERT VITALITY	MASTER VITALITY
Vitality Upgrade Requires: level 20	Improved Vitality Upgrade Requires: level 22	Expert Vitality Upgrade Requires: level 24	Master Vitality Upgrade Requires: level 26
The character has begun a regiment of strenuous exercise, granting a permanent bonus to health.	The character has adopted a diet of more nourishing foods, granting further bonus to health.	The character has consumed a small amount of toxic substance to exchange nature immunities, granting a further bonus to health.	The character has suffered intentional injuries in order to develop an innate robustness, granting a further bonus to health.

CLARITY	IMPROVED CLARITY	EXPERT CLARITY	MASTER CLARITY
Clarity Upgrade Requires: level 20	Improved Clarity Upgrade Requires: level 22	Expert Clarity Upgrade Requires: level 24	Master Clarity Upgrade Requires: level 26
The character has embraced ancient technique of meditation, granting a permanent bonus to mana or stamina.	The character has studied the secrets of sleeping soundly, granting a further bonus to mana or stamina.	The character has braved exposure to the elements in order to build mental focus, granting a further bonus to mana or stamina.	The character has learned to find reserves of vigor in personal suffering, granting a further bonus to mana or stamina.

SPECIALIZATIONS

GUARDIAN
Requires: level 20 Specialization bonus: +1 constitution, +5 nature resistance Many warriors foolishly believe that they can control the tide of a battle on their own, but a guardian realizes that allies' survival is as important as an enemy's death. Guardians prefer to protect party members directly, but if necessary, they are prepared to make personal sacrifice in order to ensure that their companions live.

GUARDIAN'S SHIELD	FORTIFYING PRESENCE	MASTER GUARDIAN	AURA OF THE STALWART DEFENDER
Guardian's Shield Activated Range: personal Activation: 58 Cooldown: 30s	Fortifying Presence Activated Range: personal Activation: 72 Cooldown: 10s	Master Guardian Passive Requires: level 25 The guardian is committed	Aura of the Stalwart Defender Sustained Range: personal Upkeep: 100

<p>The guardian, dedicated to protecting allies, builds a shield around a party member that absorbs an amount damage based on guardian's constitution attribute. Master guardian increases the strength of the shield.</p>	<p>Requires: level 22</p> <p>The guardian sheaths the entire party in mystical protection, granting each member a temporary bonus to armor, with strength and duration both dependent on the guardian's constitution attribute. Master guardian increases the armor bonus.</p>	<p>to life as a true defender, guardian's shield now absorbs more damage, and fortifying presence now provides a greater armor bonus.</p>	<p>Fatigue: 10% Cooldown: 10s</p> <p>Requires: level 28</p> <p>While this mode is active, the guardian makes a personal sacrifice in order to preserve allies, creating a field that pulls a foe back towards the guardian if it tries to leave the field unless the enemy passes a physical resistance check. This mode can only be activated during combat.</p>
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SPIRIT WARRIOR

Requires: level 20

Specialization bonus: +1 constitution, +5 physical resistance

Although spirit warriors employ magical abilities, they are not mages; instead, they flirt with the inhabitants of the fade who agree to augment mortal abilities in exchange for a glimpse of the physical world. Naturally, the chantry's templars rarely acknowledge that distinction.

BEYOND THE VEIL	SOULBRAND	FADE BURST	BLESSING OF THE FADE
<p>Beyond the Veil Sustained Range: personal Upkeep: 80 Fatigue: 10% Cooldown: 10s</p> <p>The warrior dons a cloak of mystical energies from the fade in order to evade a substantial proportion of physical attacks, although the mode drains stamina constantly. If the warrior has soulbrand, this mode also adds a moderate chance of resisting hostile spells, and the warrior's attacks all deal spirit damage, bypassing enemy armor. If the warrior have blessing of the fade, the chance o resisting hostile spells increases further and the warrior gains bonus to movement speed and attack speed.</p>	<p>Soulbrand Passive</p> <p>Requires: level 22</p> <p>The warrior has gained a deeper connection to the fade. while beyond the fade is active, the warrior gains a moderate chance of resisting hostile spells, and attacks now deal spirit damage, bypassing enemy armor.</p>	<p>Fade Burst Activated Range: personal Activation: 106 Cooldown: 30s</p> <p>Requires: level 25</p> <p>The warrior bursts with energies drawn from the other side of the veil, dealing spirit damage to all enemies nearby, particularly harming creatures from the fade. The amount of damage depends on the warrior's willpower attribute. Friendly fire possible.</p>	<p>Blessing of the Fade Passive</p> <p>Requires: level 28</p> <p>The warrior is able to draw strength from the benevolent spirits of the fade. while beyond the veil is active, the warrior's chance of resisting hostile spell increases further and the warrior gains bonuses to movement speed and attack speed.</p>

KEEPER

Requires: level 20

Specialization bonus: +2 magic, +3 mental resistance

Every dalish clan has a keeper, a wise member dedicated to preserve the elves' ancient lore. It is exceptionally

uncommon for a keeper to teach anyone other than fellow clan member about the unique dalish understanding of nature magic, which focuses on control of the roots beneath the earth.

ONE WITH THE NATURE	THRONEBLADES	REPLENISHMENT	NATURE'S VENGEANCE
<p>One with the Nature Sustained Range: personal Upkeep: 80 Fatigue: 10% Cooldown: 10s</p> <p>The keeper's bond with the earth creates a defensive shield that immobilizes the keeper for as long as this spell is active, but inflicts nature damage and a penalty to movement speed on any enemy that enters the field.</p>	<p>Throneblades Activated Range: personal Activation: 62 Cooldown: 30s</p> <p>Requires: level 22</p> <p>The keeper calls roots from beneath the earth to inflict physical damage on all enemies within the field created by one with the nature. The roots also knock enemies unless they pass a physical resistance check.</p>	<p>Replenishment Passive</p> <p>Requires: level 25</p> <p>No living thing can escape the circle of life, all who fall return to the earth.</p> <p>The mage now regains some health whenever a keeper spell inflicts damage. When an enemy dies within the field of one with the nature, the body is consumed, giving the mage a large bonus to health regeneration for a small time.</p>	<p>Nature's Vengeance Activated Range: personal Activation: 104 Cooldown: 60s</p> <p>Requires: level 28</p> <p>The keeper summons gigantic roots from within the ground to attack all enemies in the area, impaling the opponents for a short time unless they pass a physical resistance check.</p>

BATTLEMAGE

Requires: level 20

Specialization bonus: +2 magic, minor combat health regeneration

Some mages specializes in spells that permit them to engage in combat from afar. Battlemages, by contrast prefer to wade into the fray alongside their blade-wielding companions, close enough to read the fear in their opponents' eyes. Their spells primarily concern personal preservation as well as control of the elements in their immediate surroundings.

DRAINING AURA	HAND OF WINTER	STOIC	ELEMENTAL CHAOS
<p>Draining Aura Sustained Range: personal Upkeep: 100 Fatigue: 10% Cooldown: 10s</p> <p>The battlemage thrives in the heat of the battle, creating a field that drains life from nearby enemies to heal the mage for as long as this spell is active. Each time an enemy is drained, the spell consumes a small amount of the battlemage's mana.</p>	<p>Hand of Winter Activated Range: personal Activation: 82 Cooldown: 45s</p> <p>Requires: level 22</p> <p>The battlemage releases a burst of intense cold, damaging nearby enemies as well as freezing them unless they pass a physical resistance check, and inflicting a penalty to movement speed otherwise.</p>	<p>Stoic Passive</p> <p>Requires: level 25</p> <p>The battlemage has learned to harness pain and transform it into power, restoring mana whenever the mage suffers damage.</p>	<p>Elemental Chaos Sustained Range: personal Upkeep: 140 Fatigue: 10% Cooldown: 10s</p> <p>Requires: level 28</p> <p>The battlemage creates a field of chaotic, swirling energy that continuously harms nearby enemies with damage from reach of the elements in turn for as long as this spell is active. The spell consumes mana rapidly.</p>

LEGI ONNAIRE SCOUT

Requires: level 20

Specialization bonus: +2 dexterity, +1 damage / hit

Most tales of the dwarven legion of the dead are likely minstrels' fabrications, but the trail of darkspawn corpses that the legion leaves behind proves the efficacy of their training. Legionnaire scout often travel ahead of their companions, and have consequently become renowned for unusual hardiness, able to survive battles that would kill any other rogue.

MARK OF THE LEGION	STRENGTH OF STONE	ENDURE HARDSHIP	BLESSING OF THE ANCESTORS
<p>Mark of the Legion Passive</p> <p>Life in the legion of dead is difficult, but those who manage to survive develop great fortitude, gaining large bonuses to strength and constitution.</p>	<p>Strength of Stone Activated Range: personal Activation: Cooldown: 60s</p> <p>Requires: level 22</p> <p>Through will alone, a legionnaire as implacable as the stone of the deep roads. when activated, the legionnaire becomes immune to damage or knockdown effects for a moderate time.</p>	<p>Enduring Hardship Sustained Range: personal Upkeep: 60 Fatigue: 10% Cooldown: 60s</p> <p>Requires: level 25</p> <p>What is pain to one who is already dead? For as long as this mode is active, the legionnaire health is unaffected by damage, which depletes stamina instead.</p>	<p>Blessing of the Ancestors Passive</p> <p>Requires: level 28</p> <p>Long days among the veins of unrefined lyrium in the deep roads have given the legionnaire the ability to resist magic. While strength of the stone is active, the character is also immune to spells, whether hostile or friendly.</p>

SHADOW

<p>Requires: level 20</p> <p>Specialization bonus: +1 dexterity, +5 attack</p> <p>There is no order or organization of shadows – they are self-taught elite rogues, masters of concealment and ambush. They strike from darkness, employing personal decoys and hallucinogenic poison to distract enemies before sliding a dagger between their ribs.</p>

SHADOW FORM	DECOY	SHADOW STRIKING	PANDEMONIUM
<p>Shadow Form Sustained Range: personal Upkeep: 50 Fatigue: 10% Cooldown: 10s</p> <p>While this mode is active, the shadow flits in and out of concealment. Because enemies cannot concentrate on the character, each hit reduces their interest in the attacker. This mode consumes stamina continuously.</p>	<p>Decoy Activated Range: personal Activation: 59 Cooldown: 45s</p> <p>Requires: level 22</p> <p>The shadow is a master of misdirection, creating a personal decoy that keeps enemies occupied for a short time while the actual character escapes in stealth.</p>	<p>Shadow Striking Passive</p> <p>Requires: level 25</p> <p>The shadow has become more experienced in ambush and deception, gaining a large bonus to backstab damage while using shadow form as well as permanent bonus to melee critical chance.</p>	<p>Pandemonium Activated Range: personal Activation: 79 Cooldown: 90s</p> <p>Requires: level 28</p> <p>The shadow releases an airborne toxic that confuses all enemies within range, causing them either to flee or attack a random target, whether friend or foe.</p>

TALENTS AND SPELLS

<p>SECOND WIND</p>	<p>Second Wind [Warrior] Activated Range: personal Activation: 0 Cooldown: 120s</p> <p>Requires: level 20 Requires: 34 strength</p>	<p>Long years of training grants access to deep reservoir of vigor, instantly restoring nearly all of the warrior's stamina.</p>
<p>PEON'S PLIGHT</p>	<p>Peon's Plight [Warrior] Activated Range: personal Activation: 87</p>	<p>The warrior lashes out with a powerful blow intend to eliminate the weakest opposition. A successful attack automatically kills the target</p>

	<p>Cooldown: 45s</p> <p>Requires: level 22 Requires: 41 strength</p>	<p>of normal or lesser rank, inflicts a double critical hit against elite target, or inflicts a regular critical hit against a boss.</p>
GRIEVOUS INSULT	<p>Grievous Insult [Warrior] Activated Range: personal Activation 116 Cooldown: 60s</p> <p>Requires: level 25 Requires: 45 strength</p>	<p>A vile epithet attracts the ire of all enemies nearby, drawing them away from their current targets and towards the warrior.</p>
MASSACRE	<p>Massacre [Warrior] Activated Range: personal Activation: 145 Cooldown: 60s</p> <p>Requires: level 22 Requires: 54 strength</p>	<p>The warrior spins in an arc of death, automatically killing the nearby enemies of lower or lesser rank and scoring a critical hit against any elite troops, but inflecting a normal damage against a boss.</p>
FADE SHIELD	<p>Fade Shield [Mage] Passive</p> <p>Requires: level 20 Requires: 40 magic</p>	<p>The mage alters arcane shield to step partway into the fade, adding a significant chance of resisting hostile spells or evading physical attacks while that spell is active, and a lesser chance of both when the spell is inactive.</p>
ELEMENTAL MASTERY	<p>Elemental Mastery [Mage] Sustained Range: personal Upkeep: 100 Fatigue: 10% Cooldown: 30s</p> <p>Requires: level 22 Requires: 4 magic</p>	<p>The mage has learned to amplify the effect of each of the elements, increasing any elemental damage inflicted by other attacks while this spell is active.</p>
ATTUNEMENT	<p>Attunement [Mage] Passive</p> <p>Requires: level 25 Requires: 52 magic</p>	<p>The mage has become more attuned to surrounding magical energies, gaining bonuses to willpower, magic, and mana regeneration.</p>
TIME SPIRAL	<p>Time Spiral [Mage] Activated Range: personal Activation: 125 Cooldown: 180s</p> <p>Requires: level 28 Requires: 61 magic</p>	<p>The mage, through great concentration, is able to alter perception of time, resetting the cooldowns on all spells.</p>
REPULSION FIELD	<p>Repulsion Field [Mage] Sustained Range: personal Upkeep: 80 Fatigue: 10% Cooldown: 10s</p> <p>Requires: level 20 Requires: 43 magic</p>	<p>For as long as this spell is active, waves of repulsive energy emanates from the mage. With every wave, nearby enemies are knocked back unless they pass a physical resistance check. Mana is consumed each time a creature is knocked back.</p>
INVIGORATE	<p>Invigorate [Mage] Sustained Range: personal</p>	<p>Waves of invigorative energy bolster nearby allies, substantially reducing their fatigue, meaning their spells or</p>

	<p>Upkeep: 100 Fatigue: 20% Cooldown: 30s</p>	<p>talents will cost less to activate while this spell is active. However, the caste's mana drains constantly.</p>
	<p>Requires: level 22 Requires: 49 magic</p>	
ARCANE FIELD	<p>Arcane Field [Mage] Sustained Upkeep: 80 Fatigue: 10% cooldown: 10s</p>	<p>While is this spell is active, the mage radiates arcane energy every few seconds, emitting waves of projectiles that deal spirit damage to enemies within the field. Each projectile consumes a small amount of mana.</p>
	<p>Requires: level 24 Requires: 55 magic</p>	
MYSTICAL NEGATION	<p>Mystical Negation [Mage] Sustained Range: personal Upkeep: 100 Fatigue: 10% Cooldown: 10s</p>	<p>An aura of beneficial magic surrounds the mage while this spell is active. Every few seconds, the spell banishes any magical effects within the field that were created by a hostile creature. Each dispelled effect consumes a small amount of mana.</p>
	<p>Requires: level 26 Requires: 58 magic</p>	
HEARTSEEKER	<p>Heartseeker [Rogue] Activated Range: personal Activation: 83 Cooldown: 30s</p>	<p>The rogue strikes with great precision, attempting to fell weakened enemies in one last blow. If the attack is successful, a target of elite rank or lesser is killed instantly if its health is already low enough. if the attack does not kill, it inflicts a critical hit instead.</p>
	<p>Requires: level 20 Requires: 36 dexterity</p>	
GHOST	<p>Ghost [Rogue] Activated Range: personal Activation: 62 Cooldown: 60s</p>	<p>The rogue melts into the shadow, completely evading enemies' physical attacks for a short time.</p>
	<p>Requires: level 22 Requires: 40 dexterity</p>	
WEAK POINTS	<p>Weak Points [Rogue] Sustained Range: personal Upkeep: 60 Fatigue: 10% Cooldown: 10s</p>	<p>While this mode is active, the rogue seeks out enemies' weak points, striking in a manner that increases all damage the foe suffers for a short time, no matter the source of the damage.</p>
	<p>Requires: level 24 Requires: 46 dexterity</p>	
FLICKER	<p>Flicker [Rogue] Activated Range: short Activation: 83 Cooldown: 60s</p>	<p>The rogue's deadly speed is unmatched. Within a targeted area, the rogue disappears in a blur, sprinting from target to target to backstab each of them.</p>
	<p>Requires: level 26 Requires: 52 dexterity</p>	
TWIN STRIKES	<p>Twin Strikes [Dual Weapon] Activated Range: personal Activation: 72 Cooldown: 30s</p>	<p>Two devastating strikes in rapid succession each inflict an automatic critical hit. Find vitals adds additional damage to each hit. If the target is affected by low blow, it cannot move</p>

	Requires: level 20 Requires: 34 dexterity Requires: combat training	for a short time.
FIND VITALS	Find Vitals [Dual Weapons] Passive Requires: 40 dexterity Requires: improved combat training	The character is a force of nature when wielding two weapons, gaining permanent bonuses to melee critical chance and critical damage. Twin strikes now inflicts additional bleeding damage.
LOW BLOW	Low Blow [Dual Weapon] Activated Range: personal Activation: 72 Cooldown: 30s Requires: 46 dexterity Requires: expert combat training	The character strikes at the legs of surrounding enemies, imposing penalties to movement speed and attack speed for a short time. If an opponent is already bleeding from a twin strikes, it slips and falls to the ground as well.
UNENDING FLURRY	Unending Flurry [Dual Weapon] Sustained Range: personal Upkeep: 0 Fatigue: 0% Cooldown: 60s Requires: 50 dexterity Requires: master combat training	The character singles out an enemy for death, stabbing it quickly and repeatedly, consuming a small amount of stamina with each hit. The assault continue until the target dies or flees, or until the character misses or runs out of stamina. If the target is bleeding with twin strikes, each swing becomes a critical hit. If the target is slow by low blow, the character cannot miss.
ACCURACY	Accuracy [Archery] Sustained Range: personal Upkeep: 60 Fatigue: 0% Cooldown: 10s Requires: level 20 Requires: 34 dexterity Requires: combat training	For as long as this mode is active, the archer's mind is clear of everything except the next shoot's trajectory, gaining bonuses to attack, damage, ranged critical chance, and ranged critical damage, all dependent on archer's dexterity attribute.
ARROW TIME	Arrow Time [Archery] Sustained Range: personal Upkeep: 40 Fatigue: 10% Cooldown: 10s Requires: 38 dexterity Requires: improved combat training	Intense focus lowers the archer's perception time, effectively reducing the movement speed of the enemies who come near for as long as this mode is active, excepting those of elite rank or higher. This deep concentration drains stamina constantly.
BURST SHOT	Burst Shot [Archery] Activated Range: very long Activation: 87 Cooldown: 60s Requires: 44 dexterity Requires: expert combat training	The archer looses a special shaft that scores automatic triple critical hit against the targeted enemy, then shatters, inflicting half the effect on those unfortunate enough to be in the vicinity. Friendly fire possible.
RAIN OF ARROWS	Rain of Arrows [Archery] Activated Range: medium Activation: 116 Cooldown: 60s	The archer's bow points to the sky, firing multiple projectiles which then rain down over the time in the targeted area. Friendly fire possible.

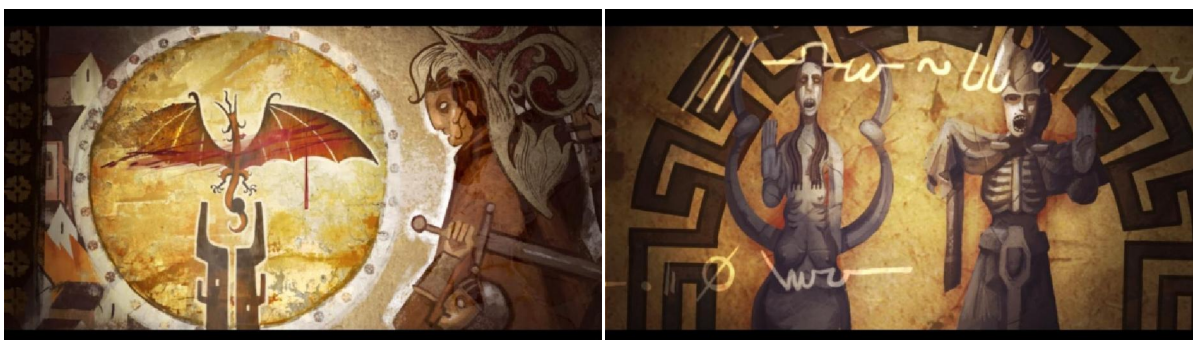
JUGGERNAUT	<p>Requires: 52 dexterity Requires: master combat training</p> <p>Juggernaut [Weapon and Shield] Sustained Range: personal Upkeep: 60 Fatigue: 10% Cooldown: 10s</p> <p>Requires: level 20 Requires: 26 strength Requires: combat training</p>	<p>A powerful physique allows the character to knock aside any enemies who are in the way while mode is active and the character is moving. Each knockdown drains a small amount of stamina.</p>
CARAPACE	<p>Carapace [Weapon and Shield] Activated Range: personal Activation: 58 Cooldown: 60s</p> <p>Requires: 32 strength Requires: improved combat training</p>	<p>No attack gets past this shield completely. For a moderate duration, all damage is reduced by an amount proportional to the character's constitution modifier. Bulwark of the ages improves the protection, making the character completely immune to damage for the first half of this effect.</p>
AIR OF INSOLENCE	<p>Air of Insolence [Weapon and Shield] Sustained Range: personal Upkeep: 100 Fatigue: 10% Cooldown: 10s</p> <p>Requires: 36 strength Requires: expert combat training</p>	<p>While this mode is active, the character adopts an intimidate posture that continuously drains the attention of nearby enemies, consuming stamina constantly.</p>
BULWARK OF THE AGES	<p>Bulwark of the Ages [Weapon and Shield] Passive</p> <p>Requires: 40 strength Requires: master combat training</p>	<p>The warrior is one with the shield. This talent improves effect of carapace, now making the character completely immune to damage for the first half of that effect.</p>
SWEEPING STRIKE	<p>Sweeping Strike [Two-Handed] Activated Range: short Activation: 43 Cooldown: 10s</p> <p>Requires: level 20 Requires: 30 strength Requires: combat training</p>	<p>A massive swing plows through a cone of enemies, inflicting a critical hit against the primary target and normal damage against others in the cone. Affected enemies are also knocked down to the ground unless they pass a physical resistance check.</p>
TWO-HANDED IMPACT	<p>Two-Handed Impact [Two-Handed] Sustained Range: personal Upkeep: 40 Fatigue: 10% Cooldown: 10s</p> <p>Requires: 38 strength Requires: improved combat training</p>	<p>While in this mode, each blow from the character's heavy two-hander generates a small shockwave that damages the other enemies near the target. This mode drains stamina constantly.</p>
ONSLAUGHT	<p>Onslaught [Two-Handed] Activated Range: personal Activation: 72 Cooldown: 30s</p>	<p>The character advances several times, sweeping the weapon in huge arc that hit multiple enemies.</p>

REAVING STORM	Requires: 44 strength Requires: expert combat training	While this mode is active, the character turns to continuously to attack surrounding enemies, slashing in wild arcs but spending stamina with each hit. This mode can only be activated during combat.
	Reaving Storm [Two-Handed] Sustained Range: personal Upkeep: 0 Fatigue: 10% Cooldown: 30s	
	Requires: 50 strength Requires: master combat training	

WALKTHROUGH

MAIN QUESTS

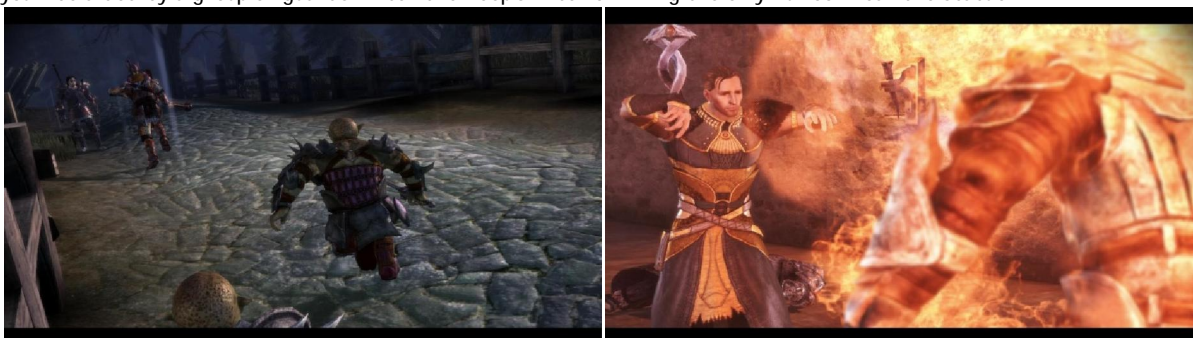
THE AWAKENING



The Archdemon is gone but thanks to Mummy and Daddy, the Darkspawn are still lingering in the surface. The game will pick up after six months, you'll be appointed as the Wardens – Commander and sent to Vigil's Keep, only to find it overrun by darkspawn. You must clear the darkspawn, search for survivors and reclaim the fortress.

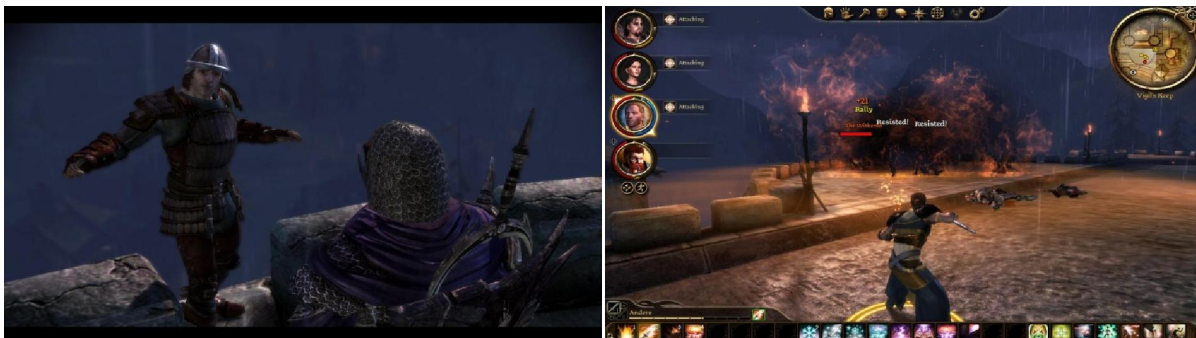
Before we start the party, I wanna make sure few things. First, I'm playing this with my previous character from DAO, if you guys are playing as the new Warden – Commander from Orel then you might find some things different than what I've mentioned. And secondly, the number of troops found in each area differs depending on the difficulty; don't blame me for finding more troops or having trouble dealing with them.

When you arrive in the main gates, you'll see a civilian rushing towards you with the darkspawn chasing after him. Kill them and another group will jump in, take them out and ascend the stairs. You'll find three hurlock with genlock emissary, kill them and loot their bodies. Turn right and you'll find another group with six hurlock and shriek, luckily you'll be aided by a group of guards. Enter the Keep's Interior killing the only hurlock near the statue.



Proceed to the centre of the courtyard and three shrieks will swarm in, one of them is an alpha, get rid of him fast. Enter the room upstairs and watch the cut scene, he's the second recruit and also an apostate. Go through the door in the right side and head upstairs, two hurlock will be waiting, kill them and free the civilian. Then go through the battlements and you'll arrive in the fortress walls, three hurlock with a genlock emissary will be near the ballista, make sure you go for the emissary first. Once done, loot the bodies and enter the interiors again.

Use the lever to raise the portcullis and watch the cut scene, kill the two hurlock and genlock and enter the room ahead. Four hurlock and an emissary, I'm sure guys can deal with them. Then look inside the small room and free the civilian, go through the right door and kill the darkspawn before they kill the survivor. Proceed through the right door and you'll meet your old buddy, Oghren, fending off some darkspawn. Well you can't just sit back and let him have all the fun, get into the party. Kill the four genlock, a hurlock alpha and a genlock emissary and approach Oghren to trigger a conversation.



Go through the door and watch the cut scene, Rowland will fill you in with some details about the sneak attack. The next room will be filled with three genlock and three hurlock; all are low level archers so nothing to worry. The room next to it will have genlock alpha and three hurlock, go for the genlock first. Look inside the two rooms in the left and free the trapped civilians, then head outside and enter the battlements.

Wind across the walls and watch the cut scene, a talking darkspawn? How nice! Well let's shut it down. Take out the two hurlock and gang up on the Withered, just because he can talk doesn't mean his STRONG. Use cone of cold or crushing prison or both one after another and fix him into a place, then cut him into pieces to trigger cut scene, where King Alistair will come to welcome you.

During the cut scene, Templar-Commander, who's accompanying Alistair, will accuse Anders for escaping from the Circle..... **seven** times and demands to send him with her. If you don't want to send him then use the Right of Conscriptio and stop her; Alistair will let you have him and leaves. After the cut scene, Varel, Seneschal of Amaranthine, will begin the Joining for the new recruits, Oghren and Anders will survive while Mhiari falls.



Then Varel introduces you to General Garevel and Mistress Woolsey. Talk to all three of them and listen to their reasoning for the attack on the Keep, then they'll tell you what needs to be done to rebuild the Keep. Vigil's Keep is similar/replacement to your Party Camp in the Origins, it's your base of operation. Varel, Garevel and Woolsey will act as your advisors in day to day affairs, you'll find most of your basic needs from the merchants' and enchanter available in the Keep, there's also a storage chest, which'll allow you to store infinite items.

Exit the Keep and the Private; your messenger will bring you news of a thief, who attacked the Keep trying to kill you. Go to the dungeons and talk to the cell guard, tell him you wish to speak with the prisoners and enter the cell. This guy is the second son of Rendon Howe, yes the same Howe you murdered in the Landsmeet for kidnapping the [FORMER] queen. He attacked the Keep trying to kill you but gets caught, tell him you won't kill him and exit the cell. Tell Varel you wish to invoke the Right of Conscriptio and take him to the Wardens, have him go through the ritual and watch the cut scene.



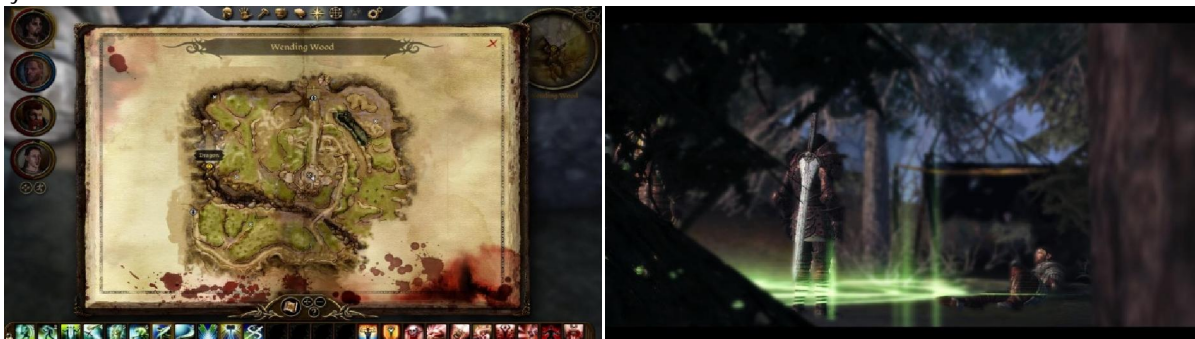
THE RIGHTEOUS PATH

Mistress Woolsey informs the constant attack in the Pilgrim Path is affecting the trade and needs to be investigated. Travel to the City of Amaranthine and talk to the Mervis in the merchants' guild, he'll fill you in with some of the details and asks you to deal with the problem. Travel to the Wending Woods and examine the destroyed caravans in the entrance, there'll a couple of scavengers in the left side, the group is a little big so be careful.



Continue down the path and you'll find a couple of charred sylvan, use fire spells to defeat them quickly. Two more bandits group will pour into the battle as soon as you defeat the sylvan, take out the archers first, they'll kill your mage if you are not careful. Continue west from the bandits' camp and you'll find a bridge, cross it and watch the cut scene. After the cut scene, the quest will be updated stating you to stop the woman before she kills again. And how are we supposed to stop her? Tie her to a chair and lock her up in a room?

Proceed towards the ruined archway and you'll encounter more bandits with some charred sylvan, kill them and head left until you find an abandoned camp [WHERE THE PLOT HELPER IS FLASHING IN THE MAP], examine the items to find clues about the situation. Continue straight north from the camp and you'll reach a silverite mine; the door is [CURRENTLY] locked [BUT DON'T WORRY YOU'LL GET YOUR CHANCE TO ENTER IT] so turn left and kill the charred sylvan.



Continue further west and talk to the wounded militia [HE'S LOCATED EXACTLY WHERE I'M STANDING IN THE MAP] and he'll fill you in with the complete story. A group of darkspawn consisting six hurlock and an emissary will arrive in the area, show mercy on the soldier and end his suffering. Then take care of the darkspawn and head back to the elf's camp to trigger a cut scene, explain what has happened and show her the elven trinket if you have found it and offer to help her find her sister.

Put Velanna in the team and travel to silverite mine, a couple of darkspawn with an ogre will try to stop you near the door, kill them and enter the mine. Climb down to the centre of the room and watch the cut scene; you'll wake up in the dungeon and yes, with all your weapons gone. Velanna's sister will give you the key to the chest containing your items.

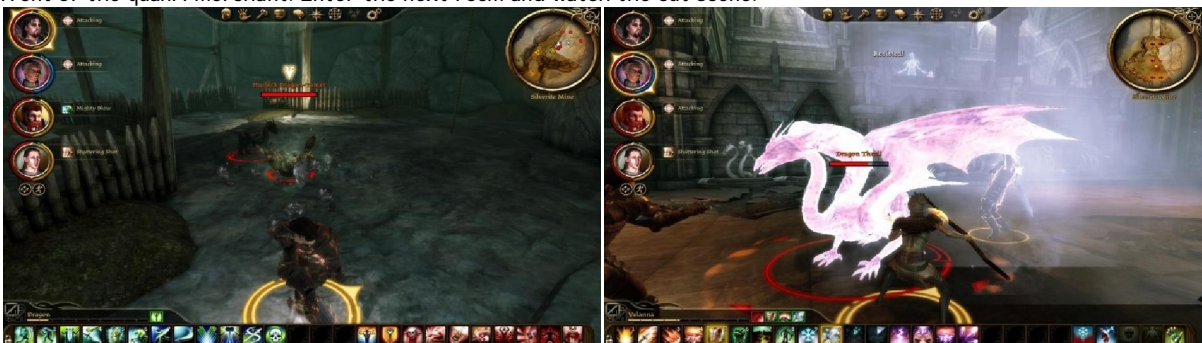
Open the door and kill the darkspawn, don't worry you'll be fine as long as Velanna lives, she don't need any weapons to cast spells.

Loot the bodies and search the rooms to find some weapons for your party, exit the dungeons and you'll rogue will tell you to use the ballista to kill the darkspawn, use the ballista on the statue to knock it down the darkspawn below. Go through the left door and kill whatever darkspawn is left, go through the main doors and five hurlock, two genlock archers with a genlock emissary will attack, kill them and loot their bodies. Enter the next room and you'll find an experimental subject wearing one of your companions' staffs, kill the darkspawn along with the subject and collect your things.



Proceed to the next room and you'll find another subject with Velanna's staffs. The group is quiet a big, cast inferno and get rid of them quickly, then pick up your staffs from the subject. Go through the tunnel and you'll find two more subjects carrying your rogue companion and your main characters things, well what are you waiting for? Take them back. Continue down the path and take left when you reach the fork, turn right and you'll find a hurlock dragon tamer with couple of dragonlings and drakes. This is a hard fight, the best strategy I can think of is to lure the dragons near Velanna and have her attack with her Keeper spells like one with the nature and throneblades. Your melee fighters can take care of the dragon tamer, if you are having trouble then cast blizzard, dragons are weak against ice.

Proceed west and you'll encounter a necromancer, kill the skeletons and some drakes will join the party, burn them and chase after the guy, kill him and loot the bodies. Continue west and you'll reach the Architect's room; you can explore it to find some codex and staffs. Then go through the main doors in the centre and collect your items from the chest in front of the quanri merchant. Enter the next room and watch the cut scene.



Two dragons at a time!? No way man!?! You got be kidding me... if you have crushing prison then start off with it or any other similar spells which'll stop their movements, then cast storm of the century while your warriors distract the dragons from your mage. If you need to win then your mage have to live, it's the only way. Pack your bag with some lyrium and stamina potions, you need to cast storm of the century and other spells two-three times.

There'll be no darkspawn interfering the battle, so you shouldn't have much trouble as long your team members lives. Watch the cut scene and Velanna will offer to join the Wardens, take her back to the Keep and tell Varel to prepare for the joining and watch the cut scene to complete the quest. After you leave the Wending Woods, you'll get a cut scene of Architect sharing his thoughts with the dwarven woman [SHE'S ACTUALLY A GREY WARDEN... SORRY FOR THE SPOILER].

LAST OF THE LEGION

Your general thinks something is going on in Knotwood Hills and wants you to investigate it. Travel to the City of Amaranthine and talk to Colbert and Micah, they are both located near the port in the entrance of the city. Travel to Knotwood Hills and you'll encounter a couple of darkspawn in the entrance, kill them and follow the bridge to the caves. Kill the deep stalkers and enter to the next room to trigger a cut scene, she's Sigrun, your next Warden recruit. Help

her kill the darkspawns and talk to her, offer to help her reclaim Kal'Hirol and she'll agree to join the party. There's no need to have Sigrun in the team but if you want those extra conversations and cut scenes then put her in the team and enter Kal'Hirol.



Go to the edge and take a look at the city below, follow down the rocky path and examine the dying dwarf, he'll give you some info before dying. After the conversation, three genlock with an alpha will attack, kill them and three shrieks will attack. Cross the bridge and six hurlock with an alpha will attack, kill them and turn left and head up. There'll be a large group of darkspawns waiting here, have someone deal with the archers while the remaining take care of the melee fighters.

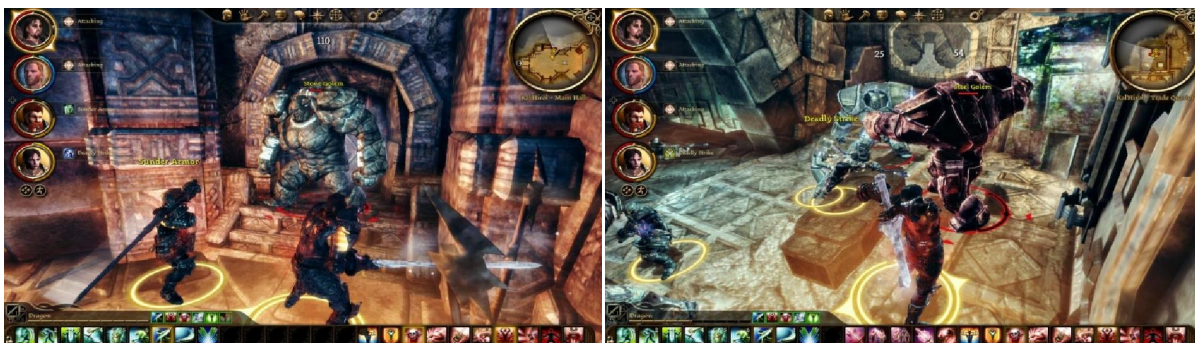
Enter the gates in front of the bridge and watch the cut scene, Sigrun tells you to find another way in but we'll bust in through the main doors. There'll be a small group of darkspawns but the problem starts after killing them, seven golems will attack one after another. Rush to the stairs and kill the genlock golem master, this'll stop the golems and allows you to wake up the remaining golems in the fortress using the control rod.

There'll be a couple of genlock archers and hurlock emissary in the next room, split up and have your melee fighters rush to the archers while your mage take care of the emissary. Continue east from the antechamber and downstairs, you'll see some legion spirits fighting each other. Turn right and head upstairs, three spiders will attack, kill them and enter the small rooms. A disciple scout with two hurlock will attack you at the end; the scout isn't any problem so deal with him however you want.



An emissary with three genlock will be waiting in the next room's door, use cone of cold on all four of them and cut them to pieces. Go through the right archway and kill the corrupted spiders, a group of darkspawns attacks after the spiders, deal with them. Enter the left room and you'll see more dwarves fighting each other, go to the next room and you'll encounter a hurlock alpha, emissary and some normal hurlock and genlock, it's an easy fight so no special strategy required. Loot the bodies and go back to the room where the dwarves were fighting, enter the trade quarters.

You'll see two factions of darkspawns killing each other, any idea what's happening? I mean darkspawns killing darkspawns? You can wait for them to kill each other and then deal with the remaining or jump in and kill everyone in Oghren's style. Enter the shrine in the left side and kill the darkspawns inside, collect the items and three steel golems will attack [A BOOBY TRAP? GREAT!], I will call you guys stupid if you are planning to use fire or lightning, blizzard is the key to defeat them.



Go back to the previous room and turn left and go through the small tunnel, kill the darkspawns at the end and turn right and ascend the stairs. The second set of the stairs are blocked so take left and kill the darkspawns inhabiting in the area. Free the prisoner and enter the next room, you'll encounter some children hatchling, disgusting things to put it simply. Unlike children grubs these things can overwhelm so be careful, enter the tunnel and you'll find yourself more children grubs... these things are more irritating then deep stalkers. Urrghhh. Continue west killing the adorable children and you'll reach the entrance to the lower reaches [BROOD MOTHERS' LAIR OR YOUR DESTINATION]

Follow the bridge and watch the cut scene, you'll be forced to fight against two bosses, Inferno Golem and the Lost, without even a proper conversation to introduce yourself. You'll only chance of winning this battle is by using spell-combinations, any spell-combinations will work but the golem is weak against blizzard. First cast earthquake to reduce the enemies' movements and cast flame-quencher on the Lost, it should deplete $\frac{3}{4}$ of his health then you can use advanced drain and finish him off.

Then gang up on the golem, restore your mage's mana if he/she is running low and cast storm of the century. If he's moving too much then keep casting crushing prison allowing your melee fighters to strike. Like I said spell-combinations are your only chance of winning, if you guys are sooo dumb and left your mage back in the keep then I can't help it. Once you are done, loot the golem's body and continue down the path until you reach the Brood Mothers, they'll try to stop you with their tentacles, just keep moving until you reach the room.



There'll be darkspawns protecting the Brood Mothers, but dealing with troops along with the tentacles is very troubling. Cut the chains in both the sides to kill the Brood Mothers then kill the remaining darkspawns in the area and watch the cut scene. Pursue Sigrun to join the Wardens and take her back to the keep so that she can go through the ritual. While traveling from the Kal'Hirol, you'll get a cut scene of the Mother moaning the loss of Kal'Hirol.

SHADOWS OF THE BLACKMARSH

One of the Grey Wardens is missing and Varel wants you to look for him, he believes something has happened to him while he was researching on Blackmarsh. Travel to the City of Amaranthine and enter the inn near the chantry, talk to the guy in the counter and take the key to Kristoff's room. Talk to Sorcha upstairs and ask her about Kristoff, enter the room and examine his belongings, especially the map on the wall. Exit the inn and travel to Blackmarsh, it is located on the far northeast side of the world map.

Head south and examine the dead body near the entrance of the town, kill the blighted werewolves and look for clues on what happened to the people. Exit the town through the northern gate and more blighted werewolves with marsh wolves will attack, kill them and continue north until you find Kristoff's camp. Examine his belongings and go to the backside of his camp, examine the ripped note to get a codex about Baroness and her treachery. Head far north and turn east, you'll find a nest filled with grubs, kill them and examine Kristoff's body at the end to trigger a cut scene.

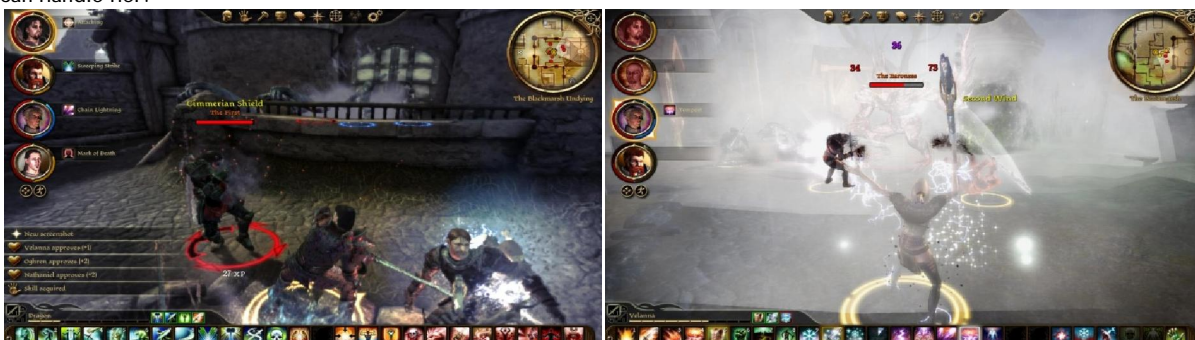


Welcome to the Fade... for the second time! Talk to First and he'll leave you with his minions and escapes, kill the darkspawn and some desire demons will jump into the fight, well kill them too. Head south killing everything you find in your way and you'll reach an abandoned town [BLACKMARSH], talk to the girl praying near the gravestone and she'll tell you to follow her before the undead attacks. Kill the skeletons and enter the house.

Talk to the girl and she'll run away, destroy the skeletons inside the house and search for the girl. Intimidate her to show her true form and she'll leave you. Exit the house through the other exit and talk to the guards near the gates, listen to their story and agree to help them. Watch the cut scene and Baroness will send her new pet, the First to fight. Start off with blizzard and then inferno, tempest and whatever you can think off. Freezing him and cut him into pieces is enough so don't worry about super special strategies. Loot the bodies, especially the First's and watch the cut scene.

Agree to help Justice/Kristoff kill Baroness and put him in the team..... oops sorry, he will stick around even if you say no. go to the three spots marked in the map and destroy the fade portals, there'll be a revenant guarding each portal so you need to kill them before destroying the portal. Remember to collect the sentinel armor pieces from the revenant or chests near the fade portals, it's the best armor set in the game.

Once done, head to the town and watch the cut scene with all mighty Baroness commenting on the world of mortal. If you guys are playing Blackmarsh in the beginning level of the game then you might have some trouble defeating her. She almost beat the crap out of me even in my level 30/31 so its best you guys postpone Blackmarsh till guys are sure you can handle her.



You need to call down and use all four elements to win this battle; I suggest you have two mages, both Anders and Velanna if you are playing this very early. Cast earthquake to reduce her movements, then use storm of the century and flame-quencher one after another to inflict some critical damage on her. If you have two mages then have the other one use spells like crushing prison or advanced drain or shockwave to fix her in a place so that she'll receive maximum damage from your spells. Once done, persuade Justice to come with you and leave Blackmarsh. You'll get a cut scene when traveling from Blackmarsh, the Mother moaning for First.

THE SIEGE OF VIGIL'S KEEP

The nobles have gathered in the throne room, talk to Varel to tell him begin the war council. During the cut scene, a panicked girl rushes into the room and informs the Mother's army has attacked Amaranthine. Gather your team and travel to the City of Amaranthine, kill the darkspawn in the entrance and save as much as soldiers as you can. Talk to Gaveral and Aiden and you'll get two options: save the Keep or save the city. If you decide to save the Keep then the guards will destroyed the city along with the remaining darkspawn and you'll return to the Keep for the final stand against the Mother.



Follow Gavelar to the front gates and kill the darkspawn attacking the soldiers, take out the disciples and elite troops first, they'll kill a lot of soldiers if you don't deal with them quickly. There's actually no need to call any army, you can get rid of all the darkspawn with your companions, Gavelar and available soldiers near the gates. Kill whatever darkspawn are left near the main gates and the children will start attacking the east wing.

Follow Gavelar to the east wing and you'll find some adult children attacking the soldiers, these things love to overwhelm... a lot so be careful. Noble soldiers here can deal with couple of children by themselves; they are hard nuts to crack so stop worrying and concentrate on taking out the children as fast as you can.



Gavelar informs the security near the main gates have fallen and the darkspawn are trying to enter the keep, rush to the main gates and kill the darkspawn near the statue, remember to take out the elite troops first, you can deal with the low levels later. Once done, rush back to the front gates and watch the cut scene, an ogre will kill Varel and starts attacking the gates. Kill the darkspawn near the gates and call a medic to check on Varel, try to stop and kill the darkspawn near the gates, it's hard to kill all of them if they enter the courtyard.

Speak with the medic and pick up some potions if you are running low. Approach the gates again and some shrieks will show up, kill them along with the remaining darkspawn in the area. Return to the centre courtyard and you'll find 5-6 disciple heretics trying to enter the keep, cast inferno and have each of your companions engage in combat with a heretic. Keep hitting them with your normal attacks they'll fall pretty easily and quickly.



An armored ogre alpha will attack with the Herald; make sure you've cleared the heretic before the ogre shows up. Lure the Herald away from the ogre and kill him, have your archers shoot at him and cast inferno or grease fire. Then activate indomitable or similar talent to your warriors and have them distract the ogre from the mages, stun the ogre and signal Dwarokin to fire the bombs at it, his bombs can deplete more than 50% of its health. Hit it with your warriors' most powerful talents and deplete the remaining health to complete the siege. Watch the cut scene and get ready to travel to Dragonbone Wastes, the Mother's lair.

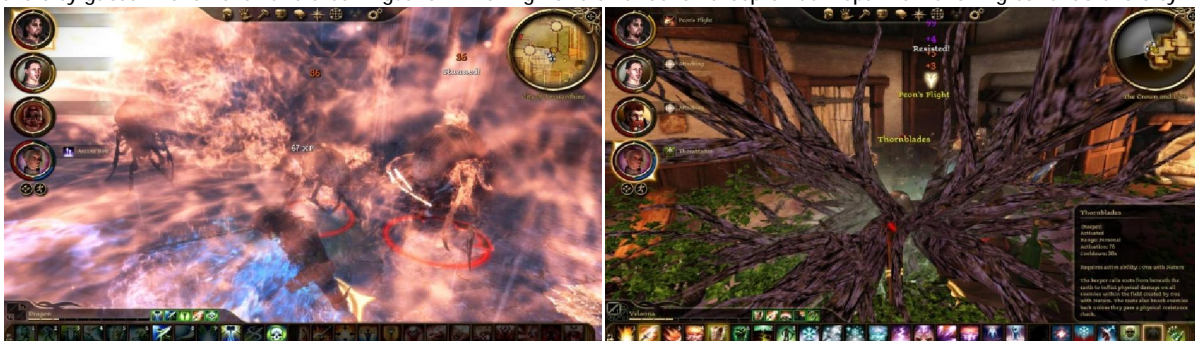
THE ASSAULT ON AMARANTHINE



The nobles are worried about the upcoming war and wish to talk to you in the court, talk to Varel in the throne room and tell him to start the meeting. During the cut scene, a panicked girl rushes into the room and informs the city is under attack. Select whom you want to take with you and travel to the City of Amaranthine, there'll be a small group of darkspawn waiting to welcome you. Have your melee fighters take out the alpha units fast, they'll kill a lot of town guards if you don't deal with them quickly.

Constable Aiden informs the situation in the city and at the same time, a darkspawn disciple will bring news from the Architect. The Mother's army is marching towards the Vigil's Keep and will destroy it if you don't return to it now. You have two options: save the Keep or save the city. If you have completed all the upgrades to the Keep then it'll stand on its own or if not then it'll be utterly destroyed with all your companions dead.

If you choose to defend the city then head to the merchants' guild, kill the darkspawn near every plot marker and save as many soldiers as you can. Climb the stairs and feed off the darkspawn here, you'll find another troop with four archers and an ogre near the city gates. Go for the ogre first; you can take care of the archers later. Head towards the chantry and another group of darkspawn will attack the guards near the houses, rush back down and kill them. Head to the city gates in the north and a town guard will bring news of another troop of darkspawn marching towards the city.

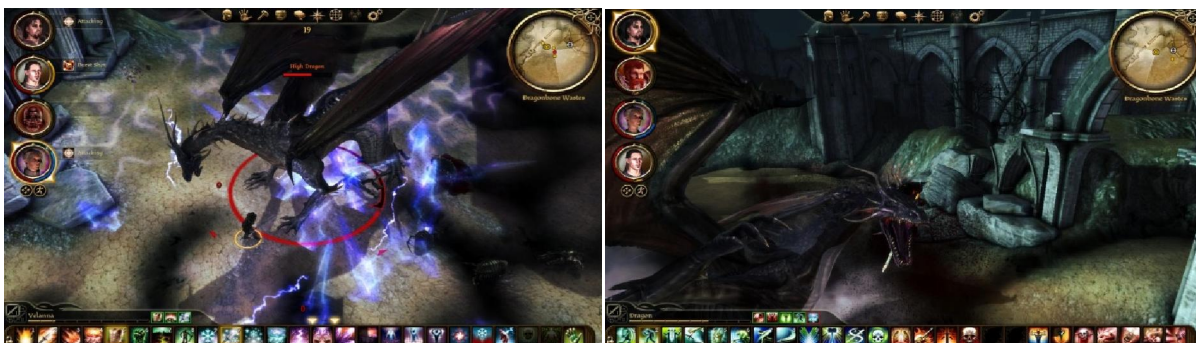


You'll wake up in the chantry, exit your room and a soldier will inform the darkspawn are digging their way to the city through the inn. Exit the chantry and you'll encounter a group of hurlock and adult children [THESE THINGS LOVES TO OVERWHELM SO BE CAREFUL] near the doors, kill them and head to the inn. Enter the inn and you'll find a disciple general near the counter, take Velanna near him and use throneblades, it'll deplete most of his health. Head to the rooms upstairs and kill the children hatchlings dwelling inside. Go through the smuggler's cove and enter the hideout, which is filled with darkspawn. Kill the disciple general and clear the tunnel.

Exit the tunnel through the other exit and you'll find the last disciple general with an armored ogre alpha, there are no darkspawn to interfere the battle but defeating the ogre is a bit difficult if you don't have primarily spells. Lure the general away from the ogre and kill him, then use whatever you want and stun the ogre. You need to keep it stunned all the time if you want to win the battle, and then cast some of your most powerful spell-combinations directly at the ogre.

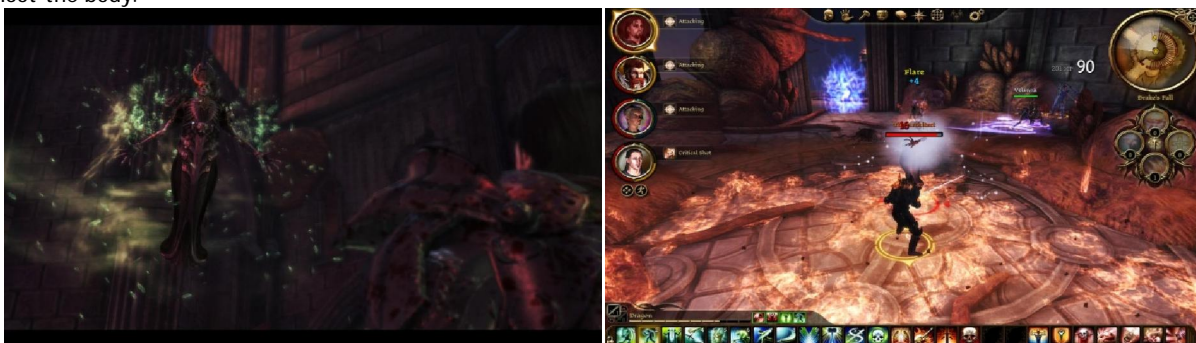
Once the ogre's been stunned and started taking damage by your spells, have your melee fighters use every talents they have and kill the ogre. After the fight, the assault will be over and people will thank you for saving their lives. Decide what you want to do with the messenger and travel to Mother's Lair to start the final chapter of the game.

DEPTHS OF DEPRAVITY



Travel to Dragonbone Wastes and you'll find a disciple and some children in the entrance, kill them and follow down the path killing the hatchlings. You'll find an armored ogre near the rocks, there's also an emissary and six hatchlings, take out the hatchlings from distance and then deal with the emissary and the ogre. When you reach the other side of the map, turn east towards the ruins and you'll get attacked by a high dragon.

Remember the strategy we used against Baroness, the same can be used here, have your members hold position and move them away from the circle, then cast spell might + grease + any fire spell [INFERNO IS PREFERRED TO DEAL MORE DAMAGE] + blizzard + tempest. Wait until the spells waned down and use the same technique, if you are running low on mana then cast inferno or tempest or blizzard and let loose of your warriors, deplete the remaining health and loot the body.



Enter the building and watch the cut scene, where Velanna's sister tells you to meet the Architect and disappears. Kill the hurlock alpha and climb down the spiral staircase killing every creature you find in your way, there'll be another disciple and an armored ogre at the bottom so be careful. Cross the bridge outside and you'll find another spiral staircase, descend it and watch the cut scene. Here you can either agree to help the Architect and defeat the Mother or kill him here and then deal with the Mother.

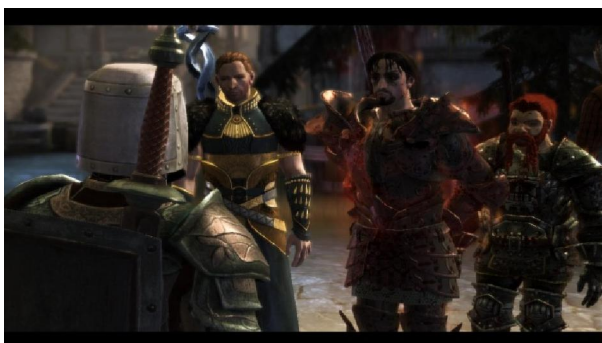
If you decide to kill Architect then get ready for some serious trouble, there's actually no strategy that'll work against him. I prefer you just keep your mouth shut and help him, because you can't defeat him. He'll bring death upon your team, continuous inferno hitting everything in the area, you'll party members will fall before you can say "What just happened!?".

If you guys wanna defeat him so desperately then you are going to need plenty of lyrium potions to replenish your mage's mana. Cast blizzard and extinguish the inferno then use cone of cold to freeze him completely, have your rogue sneak behind him and use his stealth and backstab talents [SHADOW SPECIALIZATION AND FLICKER TALENT COMES IN HANDY SO MAKE SURE YOU HAVE THEM] while your warriors hit him with attacks like critical hit, destroyer, etc. you need to keep up the cone of cold and never let him break out of it, two inferno attacks from him then you'll see GAME OVER screen so keep him frozen or stunned all the time. If you guys manage to defeat him then congrats and loot his body for Architect's robe.



Cross the bridge and descend the final staircase, enter the liar and watch the cut scene. OK for this battle you need lots and lots of lyrium, move far away from the Mother and give hold position. Have your mage and archer inflict damage while your melee fighters kill the children trying to kill your mage, this way you can save as much as health as possible and W-I-N. Keep repeating the spell-combinations like shockwave, advanced drain, grease fire and whatever you can think of and deplete the health bit by bit. If you have completed 'Crystals of the Imperium' side quest then you can use the powers to inflict some damage and heal your troops. If not then don't worry, your team can deal with her as long as you manage to keep at least two of your party members alive.

SIDE QUESTS



A BREWING CONSPIRACY – Location: Ser Tamra during the 'Oaths of Fealty' side quest

Speak to Ser Tamra during the mingling and she'll inform some of the nobles are trying to kill you, speak to Varel and he'll give you some advice on how to deal with the problem. You have three options: contact Dark Wolf to track down the traitors and kill them or invite them to the Keep and spy on them or wait for them lay a trap and catch them red handily.

If you choose to contact Dark Wolf then travel to the City of Amaranthine and a town guard will bring you a letter from Dark Wolf, he wishes to meet you. Go to the city gate near the chantry and talk to him, tell him to get the information and pay him 50 soverigns. Return to him after some time and he'll give you the location where the nobles are meeting, go to the old stark's farm and kill the nobles. If you choose to take hostage and spy on them then nothing will happen. Whereas, waiting for them to lay a trap will lead to another side quest called, And You Esmerelle?



A DAUGHTER RANSOMED - Location: Private's message board in Vigil's Keep

Some thugs have kidnapped your vassal's daughter and they need your help to rescue her, the kidnapers have requested 30 soverigns near the abandoned chantry, travel to the spot in your world and talk to the kidnapers.

You can either give them 30 soverigns and free the girl or persuade the kidnapers to send the girl and then kill them or intimidate them to leave and fight only the leader with two thugs. I prefer you intimidate them because if you persuade them to send the girl first then you need to protect her, which can be done casting a blizzard around her preventing the thugs from reaching her. But there's an element of risk so I prefer you intimidate them to leave and kill the remaining thugs with their leader.

A DAY IN COURT – Location: Private informs Varel is waiting for you to take some decision

Speak to Varel in the throne room and tell him to hold the court. You'll be presented with three cases and you can chose whatever you need to do with them but remember just like any other side quests in Awakening, these cases will also affect the epilogue in the end of game. If you guys are wandering what I chose then I chose to let the Sheppard join the military, prison the soldier for deserting her duties and gave the land back to Lord Darren [OR WHATEVER HIS NAME IS].

A DONATION OF INJURY KITS – Location: Chanter's board in the City of Amaranthine

The chantry is running low on supplies and needs five injury kits to tend to the patients, hand them over the ones you have or make new ones and give them.

A DONATION OF POULTICES – Location: Chanter's board in the City of Amaranthine

The chantry needs 5 potent health poultices and will reward whoever brings them, give them the ones you have or make new ones and hand them over.

A MAIDEN IN DISTRESS – Location: Meet the girl inside the fade in Blackmarsh Undying

In the back side of the village, you'll find a girl praying to her grandfather's grave, talk to her and she'll tell you to follow her before the undead attacks. Kill the skeletons and enter the crypt, kill the skeletons dwelling inside and talk to her to reveal she's a hunger demon feeding on the souls.

A MASTER'S WORK – Location: Master Wade in Vigil's Keep

Wade promises to make you some good equipments if you find him some rare materials and goods required to make the weapons and armors, keep an eye for special items and deliver them to Wade when you return to the Keep. The quest will be completed after you complete 'Worked to the Bone' 'Golem's Might' and 'Heart of the Forest' side quests.

A MEDICAL NECESSITY - Location: During the assault on Vigil's Keep

The soldiers are wounded and in desperate need of medical supplies. Enter the right side of the Keep and kill the darkspawn, collect the medicines from the crate and give it to the guards near the lookout so that he can tend to the soldiers and prevent further casualties.

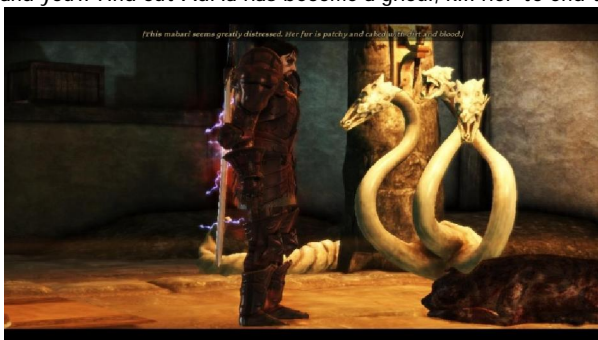
A PRESENT FOR MELLISE – Location: Blight Orfans Notis Bord inside the inn in the City of Amaranthine

The children hates a woman named, Mellise and wants to scare her by placing a scarecrow with a knife. The knife can be found inside the kitchen in the inn and the scarecrow is located in the entrance of the city, just go to the entrance and hit Tab to highlight it. Take the scarecrow with the knife to Mellise's house and plant it in front of her house so that she'll get scared when she wakes up in the morning.



ADRIA'S PLIGHT - Location: Sick mabari hound inside the basement in Vigil's Keep

When you enter the basement to clear the darkspawn, you'll find a mabari hound near the entrance. Use survival and try to comfort the dog, you'll find a note from its mistress, which'll trigger the quest. Enter the prison near the crypt and you'll find out Adria has become a ghoul, kill her to end the quest.



AND YOU, ESMERELLE? – Location: Let the nobles lay a trap for you in 'Oaths of Fealty' side quest

If you have let the nobles lay a trap for you instead of killing them then you'll get attacked by a crow assassin [NOT ZERVAN] in a random encounter, where you'll find out its Esmerelle, who's trying to kill you for murdering Rendon Howe in the Origins. Kill the crow along with his buddies to complete the quest.

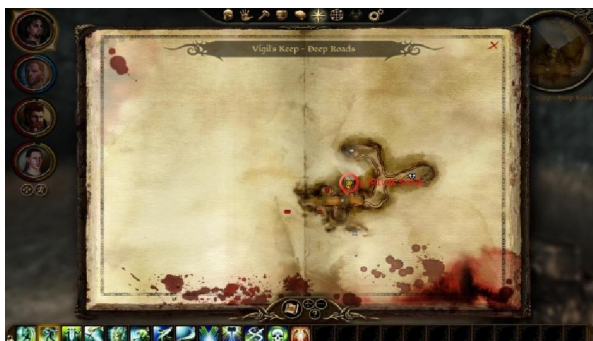
BENSELY'S GRATITUDE - Location: Private's message board after completing 'A Daughter Ransomed' side quest

Complete 'A Daughter Ransomed' side quest and return to Private in the Keep, ask her if you have any messages and she'll give a letter and pouch sent by Bensely.

BOMBS AWAY! - Location: Dwarokin in Vigil's Keep

Once you clear the first half of the basement and met Voldrik, Dwarokin asks you to get him some lyrium sand so that he can create explosives. There are plenty of places where you can find the sand but you only need one deposit to complete the quest. Go to the location shown in the map and collect the sand, return it to Dwarokin and he'll give you an explosive.

PS: He'll give you an explosive every time you bring him lyrium sands so always keep an eye for these things.



BROTHERS OF STONE - Location: Talk to the stone statues in Wending Woods

While venturing in Wending Woods, you'll come across two statues near the darkspawn's camp. Talk to the war statue and it'll ask you to free his soul by killing the magister, agree to help him and his brother, peace statue asks you not to kill the magister's soul because it'll only increase his brother's desire for revenge, instead he'll ask you to calm down his brother so that they can rest.

Here you can either side with war statue and kill the magister or choose to help the peace statue and free them, if you want to kill the magister then climb down the rocks near the darkspawn's camp and you'll find the mage's remains, examine them to call the magister, kill him and return to the statue. If you want to help the peace statue then talk to the war statue and persuade him to let go of his anger, return to the peace statue to complete the quest.

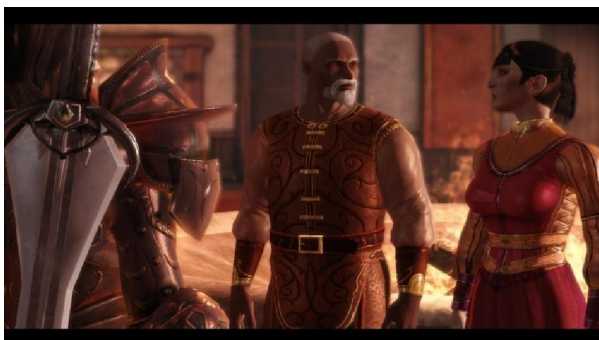
PS: You can kill the magister by examining the remains even if you have sided with the peace statue and completed the quest.

COST OF DOING BUSINESS - Location: Voldrik in Vigil's Keep

The walls are destroyed and Voldrik needs more skilled men and money to repair them, agree to send him more men and pay him 80 sovereigns for the expenditures.

CRYSTALS OF THE IMPERIUM - Location: Enter the Drake's Fall in Mother's Lair

When you enter Drake's Fall in Dragonbone Wastes, you'll get a side quest to find the secret behind the crystals. Collect the crystals scattered in the building and equip them to the three sockets near the spirals stairs to activate the ancient powers of the imperium. There are 12 crystals hidden inside the fresh pods and ogres near the spiral staircases, attach them to the sockets below the staircases to activate the three powers, the last one can/has to be activated by agreeing to help the Architect kill the Mother. Sorry I can't put a map because I couldn't find the last two crystals; I think I missed the ones inside the ogres and disciples. Sorry.



LORD EDELBERK AND BANN ESMERELLE TALKING TO THE WARDEN – COMMANDER DURING THE MINGLING.

DEFENDING THE LANDS - Location: During the 'Oaths of Fealty' side quest

Lord Eddelberk informs the darkspawn are attacking their farms and asks for protection. But Bann Esmerelle interferes the conversation and suggests sending the soldiers to protect the city. Speak with Varel and decide where to deploy the soldiers. You have four options: defend the farms, which'll let you put down the riot peacefully or defend the city and get more soldiers to help in the final assault on Amaranthine or defend the trade routes and get more income to the Keep or distribute the soldiers and defend all of them.

ELEMENTAL REQUIREMENTS - Location: Harren and Master Wade in Vigil's Keep

Harren and Master Wade agrees to make arms and armors for your soldiers if you provide them with minerals and men to protect the mines, agree to send the men and find the minerals from the following locations to complete the quest:

- Veridium - inside the basement in Vigil's Keep
- Iron - near the forge in Kal'Hiol trade quarters
- Silverite - inside the silverite mine in Wending Woods

FAR AFIELD - Location: Private's message board in Vigil's Keep

FREEDOM FOR ANDERS - Location: Namaya near the city gates in Amaranthine



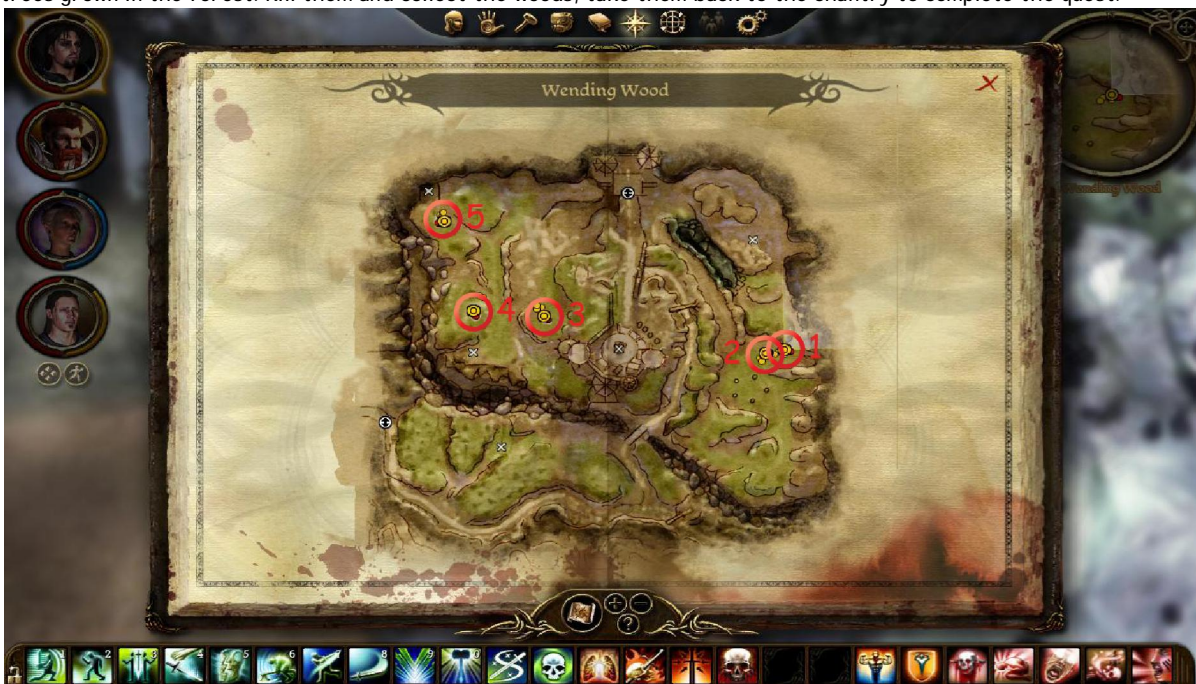
The darkspawns are constantly attacking Lord Eddelberk's lands and killing the farmers living there, they promise to put a word to Eddelberk if you save their lives. But by the time you arrive in the spot, the villagers will be dead, kill the darkspawns dwelling in the area and avenge the victims to complete the quest.



You can find Namaya near the city gates in Amaranthine, talking to her will trigger Anders's side quest for which you need to travel to the abandoned warehouse in the merchants' guild. Enter the warehouse and you'll find it's a trap to capture Anders, kill the templars and talk to Anders to complete the quest.

FROM THE LIVING WOOD - Location: Chanter's board in the City of Amaranthine

Chantry templars need some samples of ancient sylvan's wood to research on them, they believe some of them can be found in the Wending Woods but due to the attack they are not able to send any soldiers to collect them. When you travel to the Wending Woods, you'll come across some tree creatures called, ancient sylvan, they are basically old sylvan trees grown in the forest. Kill them and collect the woods, take them back to the chantry to complete the quest.



GOLEM'S MIGHT - Location: Collect the metal from the

HEART OF THE FOREST - Location: Collect the heart

Inferno Golem in Kal'Hirol

During the end of 'Last of the Legion' quest in Kal'Hirol, you'll fight an Inferno Golem with a darkspawn disciple called, the Lost. Kill the golem and collect the shell from its body, take it to Master Wade and he'll give a list of items he needs to make it into armor.

Collect the items from the following places and give them to Wade to complete the quest:

- i. Blood Lotus – can be found in various places
- ii. Master Lyrium Potion – find the recipe from Lord Avvar's dead body inside the crypt and craft it
- iii. Pure Iron – available in Glassric's weapon shop in Amaranthine
- iv. Wool Padding – inside the chest near the commons in the City of Amaranthine



wood from The Old One Sylvan in Wending Woods

While looking for Velanna in the woods, you'll find an old tree called, The Old One near the stone circle in the northeast part of the forest, kill the tree and collect its wood. Take it to Wade in Vigil's Keep and he'll give you a list of items, collect them and give it to Wade along with the wood to turn into a bow or shield:

- i. Catgut – dead mabari hound inside the village in Blackmarsh
- ii. Flawless Ruby – available in Henley's shop in Amaranthine
- iii. Grandmaster Lighting Rune – have to be craft it or imported from the Origins
- iv. Oil – inside the kitchen in Crown and Lion inn

PS: If you are using Nathaniel then choose a bow.



HOWE'S FAMILY – Location: Samuel in Vigil's Keep

Put Nathaniel in the party and go to the right side of the Keep, where you found the medicines in 'A Medical Necessity' side quest, and Nathaniel will recognize an old man, whom he knows from childhood. After the cut scene, Nathaniel asks you to look for his sister. Go to the City of Amaranthine and enter the merchants' guild in the left side of the city to trigger a cut scene, where Nathaniel meets his sister, who has married a merchant. If you are playing as Human Noble then there's a line, where she'll mention about your marriage your father and Howe planning to make.



INES THE BOTANIST – Location: Wynne in front of the chantry in Amaranthine

The College of Magi is holding a meeting and needs every mage to attend the meeting. But apparently one of the Circle mages is nowhere to be found, Wynne asks you to look for her if you ever travel to the Wending Woods. Ines will be located in the far northeast side of the woods, near the pentagon platform, talk to her and she'll refuse to return until she finds some seeds for her research. Head to the silverite mine and you'll find the plant near the compound, take it back to Ines to complete the quest.

IT COMES FROM BENEATH – Location: Sergeant Maverlies in Vigil's Keep

After you reclaim the fortress from the darkspawn, head outside and talk to Sergeant Maverlies about the attack, she'll inform the darkspawn entered the Keep through the underground tunnel, which'll connect to the deep roads. Have the men clear the rubble blocking the path and enter the cave, kill every darkspawn you find inside and you're on your way to the end. Maverlies and Voldrik appear and tell you to return to the Keep while they clear the rocks.

Leave the keep for awhile and come back and talk to Mavelries, she'll inform the men have cleared the rocks and ready to go, ask her to take you to the spot and watch the cut scene. Climb down the stairs and clear whatever darkspawns is left and loot their bodies. When you reach the end, you'll encounter an ogre commander, he's a tough nut to crack but you have no other choice so crack him and its spirit will attack, it's much easier than the living ogre so don't worry. Watch the cut scene and tell Voldrik to close the doors to prevent the darkspawns from entering the Keep again.

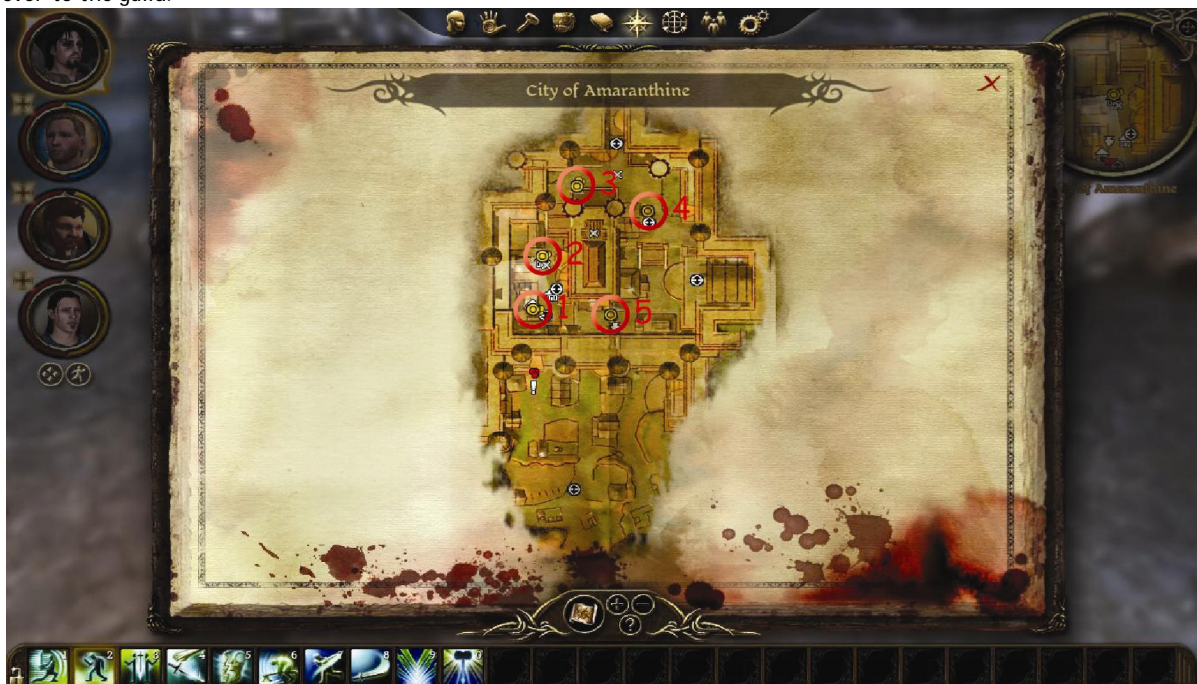


JUSTICE FOR KRISTOFF - Location: When you return to the Keep from the Blackmarsh

When you return to the Keep with Justice, you'll find Kristoff's wife waiting for him near the entrance. She'll recognize Kristoff's face and comes to talk to him, tell her what happened and she'll run away crying. Then Justice asks you to look for her and console her, put Justice in the team and travel to the City of Amaranthine. Enter the left side of the chantry and you'll find Aura praying to The Maker, talk to her and convince what happened in the Blackmarsh to complete the quest.

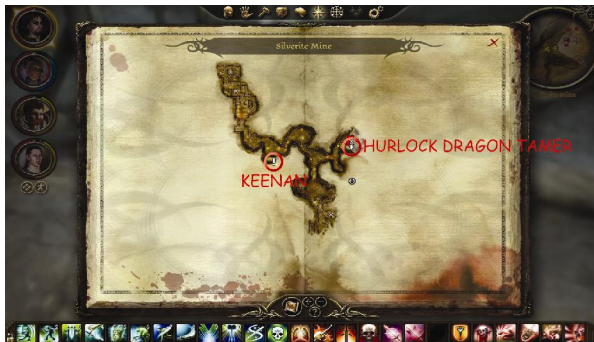
KEEP OUT OF REACH OF CHILDREN - Location: Merchants' guild job board in the City of Amaranthine

Some of the smugglers have bought lethal Anitvan poison to the city and distributing it. The town guards and merchants' guild want someone to find the poison and hand them over to the guild; you need to find all five bottles and hand them over to the guild.



LAST WISHES - Location: Keenan inside the silverite mine

Keenan asks you to slay a darkspawn with the large mule and take his wedding ring to his wife, Nida in Amaranthine. Make your way to the dragons lair inside the mine and you'll find a hurlock called, Dragon Tamer, kill him and loot his body to find the mule and Keenan's ring, deliver the ring to his wife inside the inn in Amaranthine to find out she has already married another guy [POOR KEENAN].



LAW AND ORDER - Location: Constable Aiden in the City of Amaranthine

The city's trade is getting disturbed due to the raise of smugglers, Constable Aiden asks you to help the town guards deal with the problem. Head to the left side of the city and you'll find a guy named, suspicious character near the merchants' guild, talk to him and he'll run away leaving the hired goons to deal with you. Kill them and chase after him, this'll repeat five times, kill all the hired goons and you'll see him running into an abandoned house. Report back to Aiden.

Aiden believes one of the smugglers have the key to their basement, go to the alley near the port and talk to the shady character, kill him and loot his body to find the key. Enter the tunnel next to him and follow it to the hideout, kill the leader along with his followers and report back to the guards to complete the quest.



LUCKY CHARM - Location: Examine the bag beneath the second bridge in Knotwood Hills

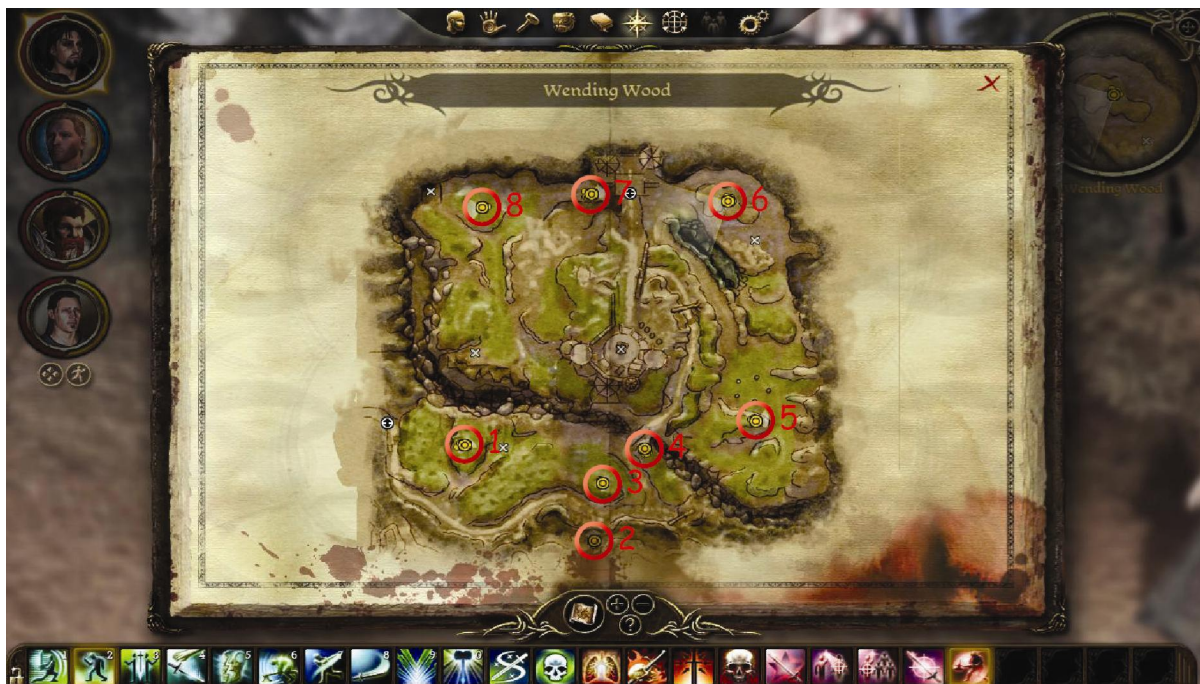
Descend the second wooden stairs, which'll lead to Kal'Hirol and you'll find a bag beneath the stairs. Pick up the bag and you'll recognize it belongs to Colbert and Micah, take the lucky charm back to the city and give it to Micah.

MAKING AMENDS - Location: Blight Orfans Notis Bord inside the inn in the City of Amaranthine

The children want to apologize to Mellise for destroying her plant with their scarecrow, they asks you to leave some flowers in front of her house so that she'll feel good and forgive them. The flowers are inside the Revered Mother's study room, collect and leave them in front of her house.

MAFERATH'S MONUMENTS - Location: Merchants' guild job board in the City of Amaranthine

Someone in the chantry is offering reward for anyone who manages to collect all encrypted messages found in Wending Woods. Travel to the Wending Woods and look for Andraste's statue, find all eight encrypted messages written below the statues and take them back to the guild.



MEMORIES OF THE STONE - Location: Commemorative Stone is Kal'HiroI trade quarters

Somewhere near the forge in Kal'HiroI trade quarters, you'll find a room where the casteless warriors died fighting the darkspawn [ROOM WHERE YOU'LL SEE AN OGRE KILLING THE LEGION SOLDIER PRAYING IN FRONT OF THE STONE]. Examine the stone dedicated to them and take it back to your Keep, talk to Dwarokin and Voldrik and ask them to take it back to OrZammar so that they research and discover how the casteless died.

MOONSHINE FOR THE CHILDREN - Location: Blight Orfans Notis Bord inside the inn in the City of Amaranthine

Hubert has some moonshine, which he refuses to give to the Blight Orphans. Go to Hubert's Den near the merchant's guild and kill the guy along with his clones, collect the moonshines from the crate and put it inside the crate in Crown and Lion inn.

NATHANIEL'S JOINING - Location: Let Nathaniel live during 'The Prisoner' side quest

During 'The Prisoner' side quest, tell the prisoner you will give him another chance to redeem his family name and exit the prison. Talk to Varel and tell him you wish to take the prisoner into the Wardens. Go to the throne room and Varel will arrange for the ritual, watch the cut scene and welcome Nathaniel into the Order.



OATHS OF FEALTY - Location: Private informs Seneschal is waiting for you in the throne room

The lords have gathered to swear their oaths of fealty to the Grey Wardens, speak to Varel and he'll give you names of some of the important vassals, who have always reminded loyal to the Wardens and the king. Speak to Lord Eddelberk, Bann Esmerelle and Ser Tamra and listen what they need to say about the protection of the arling and internal affairs. Once you are done, talk to Varel again and tell him to clear the nobles.

OGHREN THE FAMILY MAN - Location: After Felsi's sudden appearance in the Keep

After Felsi appearance in the Keep, raise Oghren's approval to (+65) and talk to him in the throne room. Convince him she'll do better off with him and promise to help them if something's needed to complete the quest.

SALVAGE OPERATION – Location: Private's message board in Vigil's Keep

Bandits have stolen some goods from the merchants and shipping them to another place, the merchants have promised to help if you help them dispatch the bandits. Travel to the reef in the world map and you'll find a couple of bandits sending the goods, kill them and collect the salvage bags from the crates. Each bag is worth 2 sovereigns and there are around 14 of them, selling them will net you 28 sovereigns.



OUT OF CONTROL – Location: Chanter's board in the City of Amaranthine

The chantry believes there are some melaficars in the city and wishes them dead. Enter the chantry and talk to the Templar - Commander, she'll handover you the sketch of the suspects. Roam around the city and you'll find three under covered mages walking around, follow them and kill them in secluded place. Then locate their master and kill him to complete the quest. By the way, the leader is located inside the alley near the stairs, which'll lead to the chantry and the inn.

PREYING ON THE WEAK – Location: Chanter's board in the City of Amaranthine

Some of the thugs are attacking common folks for money, the chantry wishes to put a stop to this madness. Head to the ports and you'll see couple of thugs attacking the civilians, kill them and look for the others, they are usually divided into small troops and roaming in the ports, kill them and report back to the chantry.

RUMBLING FROM BENEATH – Location: Merchants' guild job board in the City of Amaranthine

This quest will be available after completing 'Law and Order' or 'Smuggler's Run' side quest, go to the smuggler's hideout and you'll find some darkspawn dwelling inside, kill them and return to Kendrick to complete the quest.



SER ALVARD'S MISSING SWORD – Location: Merchants' guild job board in the City of Amaranthine

Ser Alvard ordered a sword with her grandmother's heirloom in the handle but they never delivered it, Ser Alvard now lays dead but the sword may still be somewhere in Blackmarsh. After you killed Baroness, pick up the docks key from her body and exit the village through east/side gate, enter the docks and look inside the crates to find the sword.

SIGRUN'S JOINING – Location: Pursue Sigrun to join the Wardens

After completing 'Last of the Legion' quest in Kal'Hiroi, talk to Sigrun and pursue her to join the Wardens. Take her back to the keep and have her go through the ritual.

SIGRUN'S ROGUE PAST – Location: Approach Melisse house in the City of Amaranthine

Put Sigrun in the party and walk around Mellise's house [REFER TO 'A PRESENT FOR MELLISE' SIDE QUEST FOR THE MAP] to trigger a cut scene, where Sigrun will run into her old friend, watch the conversation and return to the Keep. Talk to Sigrun and she'll explain what happened between them and asks you to help her find Mischa. Go back to the city and enter the Crown and Lion inn near the chantry. Take to Mischa and give her the ring Jukka gave in 'Last of the Legion' quest.

SMUGGLER'S RUN – Location: Shady character in the City of Amaranthine

At the left side of the city you'll find a guy named, shady character, talk to him and he'll ask you to help the smugglers open the tunnels. Go to the inn and talk to the dwarf in the counter, tell him you want the tunnels opened and he'll ask you for some money. If you have good persuasion skill then you can have him work without money, if not then give him some money and open the tunnels for the smugglers.

PS: Helping the smugglers escape will prevent you from helping the town guards so choose wisely whom you want to help.

TEARS IN THE VEIL - Location: Approach the Veil near the village in Blackmarsh

During the 'Shadows of the Blackmarsh' quest in Blackmarsh Undying, you'll be sent to fade where you need to confront and kill Baroness and the First.

Before going to the city, roam around the fade and fix the torn veils by killing the demons near them. Then return to the normal world and kill the revenants near the fade portals to complete the quest.



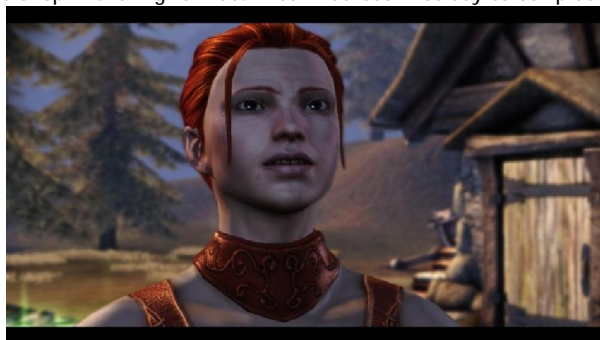
TILL DEATH DO US PART - Alma inside the chantry in the City of Amaranthine

Alma's husband is missing and she's worried sick about him. Go to the inn and examine the note fragment near the counter, then go to the battlements near Aiden and pick up the second note, which'll direct towards the abandoned house near the entrance of the city. The house is located in the entrance of city, go to the entrance and press Tab to highlight Kareem's dead body inside the house. Examine the body and take the letter back to his wife.



TRADE MUST FLOW - Location: Mistress Woolsey inside the Vigil's Keep

Talk to Woolsey about the resupplies to the soldiers and she'll inform the treasury is nil, she tells you to keep an eye for merchants, who will contribute to the treasury and replenish it. While traveling around the old starks farms, you'll encounter some thugs attacking a merchant, kill them and talk to her to send her back to the Keep. Then while adventuring in the Wending Woods, you'll meet a quanri merchant inside the silverite mine, talk to him and ask him vend a shop in the Vigil's. Return to Mistress Woolsey to complete the quest, now you'll have more goods to buy in Vigil's Keep.



TRADING TROUBLE - Location: Examine the ruined caravan in the entrance of Wending Woods

This quest will be completed along with the main quest 'The Righteous Path', all you need to do is to get proof against the darkspawn, show it and convince Velanna to stop attacking the humans and inform it to Mervis in the merchants' guild to complete the quest. Easy.

PS: Introducing Velanna to Mervis will result in (-2) to (-3) disapproval.

THE ASSAULT ON VIGIL'S KEEP - Location: Upon arriving in Vigil's Keep in the beginning of the game

The darkspawn have attacked the Keep and killed most of the soldiers and Grey Wardens, you need to kill the darkspawn along with their leader and reclaim the Keep. Kill the darkspawn dwelling inside the Keep and head to the battlements, kill the darkspawn leader, the Withered and rescue the Seneschal before the King or Queen arrives to complete the quest.

THE BLIGHT ORPHANS? – Location: Blight Orfans Notis Bord inside the inn in the City of Amaranthine

The Blight Orphans are poor and need money support their life, they are looking for donators who will help them. Examine the pot next to it to leave 50 slivers.

PS: Unlike Chanter's board or Merchant's Guild job board, Blight Orfans Notis Bord won't get refreshed as soon as you complete a quest, you need to exit the inn and re-enter it every time.

THE BLIGHT ORPHANS [AGAIN] – Location: Blight Orfans Notis Bord inside the inn in the City of Amaranthine

The children are getting very cold during the night and need money to buy blankets and a bottle of brandy to keep their body warm.

Talk to the dwarf in the counter and buy the antivan brandy, leave it in the crate along with 2 sovereigns to complete the quest.

THE BURDEN OF GUILT – Location: Examine the ancient note inside the village in Blackmarsh

Some merchant in Blackmarsh sold young girls as sacrifice to Baroness's blood ritual, but then he become aware of his crimes and committed suicide. Go to the veil in the far northeast side of the map and open the chest to find his riches and to complete the quest.

THE LONG-BURIED PAST – Location: Examine the note/letter near the bridge in Knotwood Hills

Descend the first set of stairs in Knotwood Hills and you'll find a letter on the crate, go to the chantry in Amaranthine and read the book inside Revered Mother's Study. Go to the entrance of the city and press Tab to highlight the buried earth near the abandoned house you use in 'Till Death Do Us Part' side quest, examine the earth and collect the treasure.

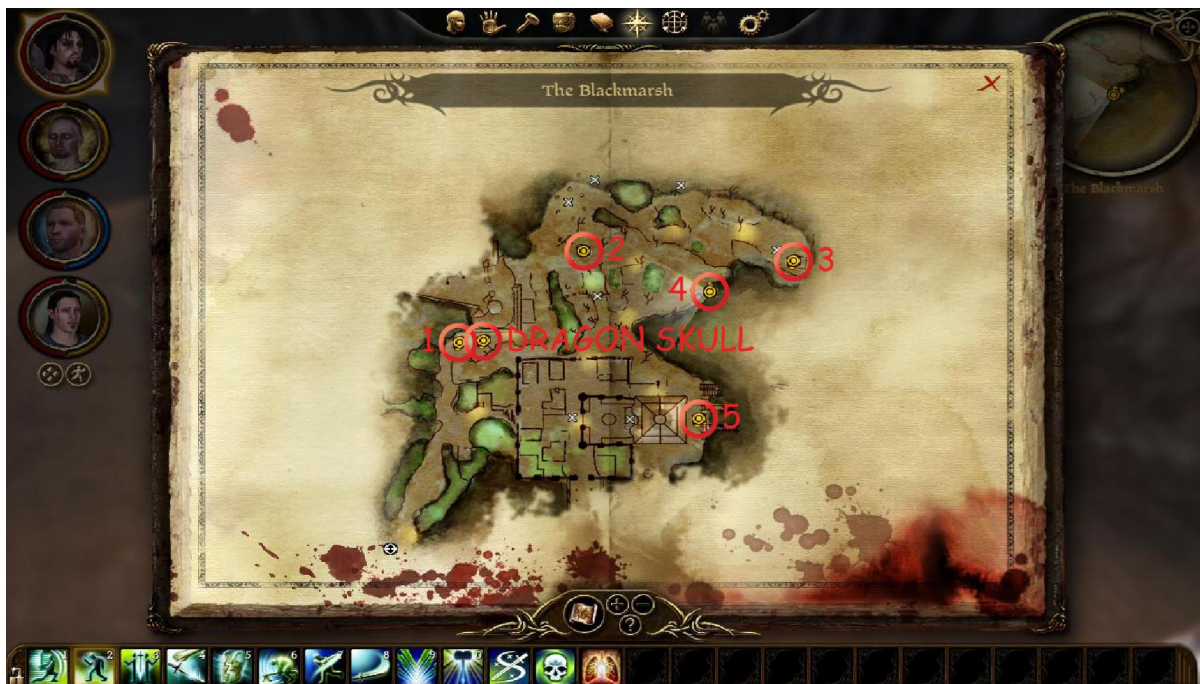
THE LOST DRAGON BONES – Location: Examine the dragon skull in the entrance of Blackmarsh



Go to the following locations and collect the lost/scattered dragon bones, place them in the skull near the entrance of the village and a lightning dragon will fly over you breaking the barrier to the dragons' lair. Ascend the stairs near the skull and you'll find the Queen of the Blackmarsh [LIGHTNING DRAGON] waiting for you at the top. I really don't know how I defeated it but I'll try explaining, first have two mages and two warriors, strip off your rogues out of the team.

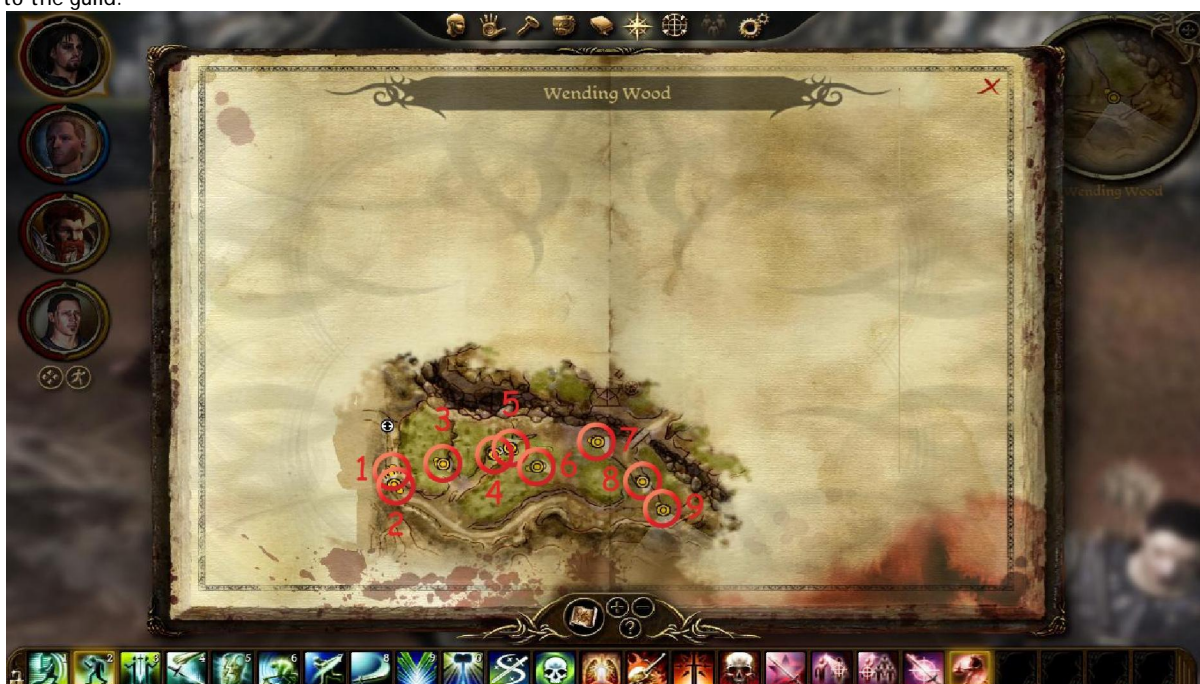
Cast shock waves and immobilize the dragon, then use your other mage and cast grease fire or storm of the century or any other AoE spell-combination. Switch on spell might for both of your mages and cast vulnerability hex, then start pummeling it with entropic death, improved drain, storm of the century, grease fire or inferno, etc. once your its health drops below 40% put your warriors to indomitable [IF THEY ARE TWO-HANDED WEAPON TYPE] or similar ability and have them hit it with every talent they have. If it's moving too much then cast blizzard or shock waves again.

PS: You can use Ser-Pounce-A-Lot [Ander's kitten] to revive dead members.



THE MERCHANT'S GOODS - Location: Merchants' guild board in the City of Amaranthine

Due to the attack on the caravans in the Wending Wind, some of the merchants have lost their goods required for their daily work/business. The merchants' guild is offering healthy reward if anyone finds the lost goods and brings them back to the guild. Travel to the Wending Woods and you'll find some destroyed caravans and couple of bandits dwelling near them, kill the scavenger and search their bodies and chests and find the goods, you need to collect all nine fine silk clothes to complete the quest, they can be either found in dead bodies or chests. Collect all of them and take them back to the guild.



THE PEASANT REVOLUTION - Location: When you return to the Keep after completing the second main quest

A mob has gathered in front of the Keep and trying to attack the granary, Gaveral and Varel tells you deal with the problem and send them home and you'll get four options: you can either calm them down and give them the grains or persuade and send them back which'll only happen if you have agreed to Lord Eddelberk's request to protect the lands or

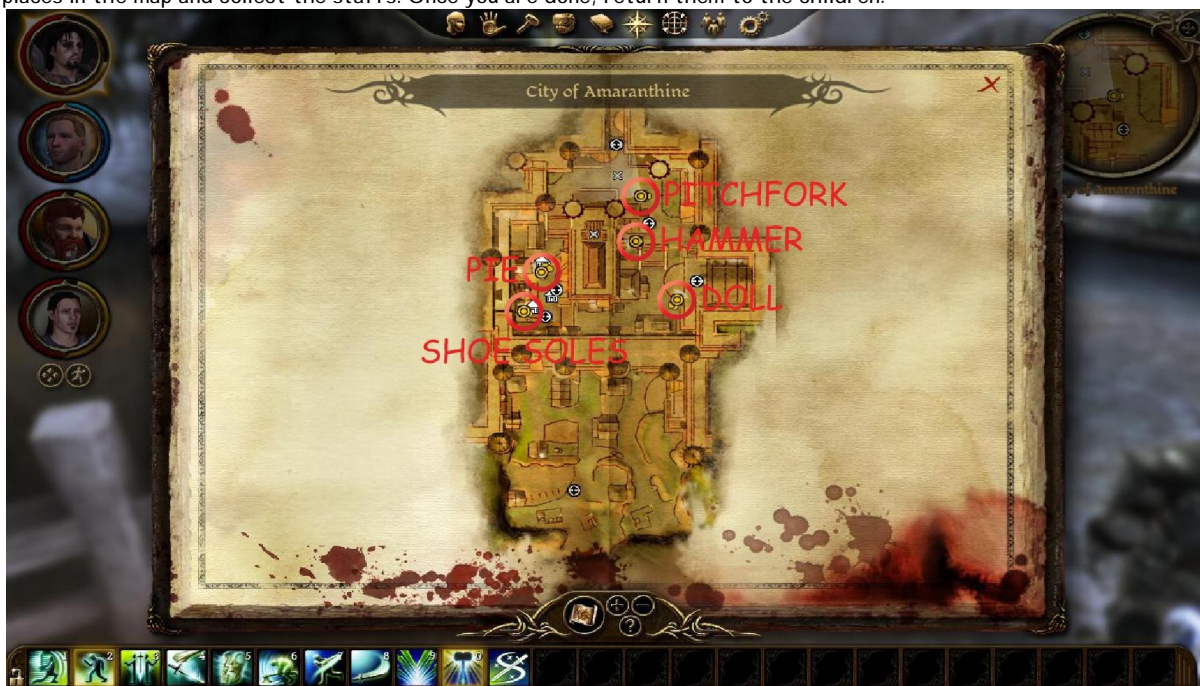
intimidate them to leave or disperse them with Gaveral. If you choose to fight then just cast a firball, should be enough to take care of them.

THE PRISONER - Location: Private informs they have caught a thief who's trying to kill you

The first time you exit Vigil's Keep, Private informs they have caught a thief, who was trying to sneak inside the Keep, she thinks he can become a nice recruit and wants you to see him. Go to the dungeons and talk to the cell guard, tell him you wish to talk to the prisoner and send him back to Varel. Enter the cell and talk to the prisoner, this guy is the second son of Rendon Howe, he tried to sneak inside the Keep to kill you but gets caught. Tell him you won't execute him and exit the cell, tell Varel you wish to invoke the Right of Conscriptio and take him into the Wardens.

THE SCAVENGER HUNT - Location: Blight Orfans Notis Bord inside the inn in the City of Amaranthine

The children have lost their belongings while playing outside and wants someone to look for them, go to the marked places in the map and collect the staffs. Once you are done, return them to the children.



THE SERMONS OF JUSTINIA II - Location: Blight Orfans Notis Bord inside the inn in the City of Amaranthine

The blight orphans wishes to borrow Revered Mother's book for studying, go to the chantry and pick up the book from the reading stand. Take it back to the inn and put it in the crate to complete the quest.

THE SHRINE OF KORTH - Location: In the right side of the basement in Vigil's Keep

When you enter the basement for the second time, take right in the first fork and you'll reach a shrine dedicated to God Korth. Examine the corpse and pick up the golden idol, place it in the offerings and leave the shrine to complete the quest.

PS: Make sure you collect the key from urn near the idol.



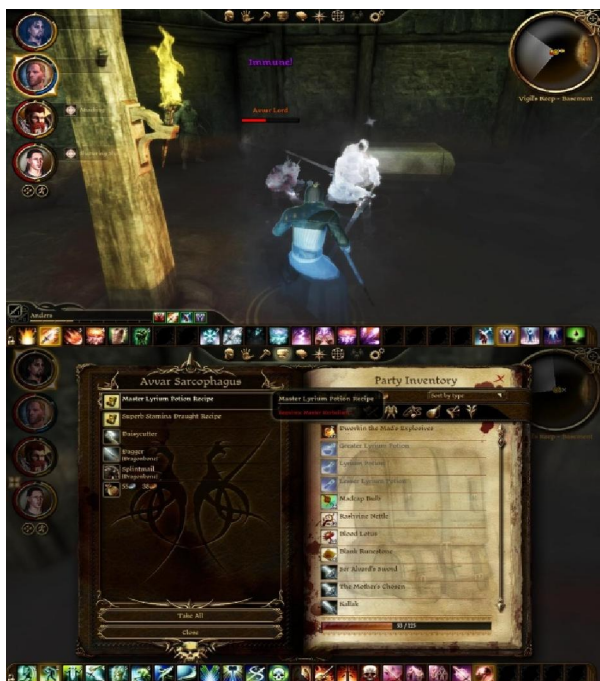
THE SURVIVALS OF VIGIL'S KEEP - Location: Enter the interiors during the assault on Vigil's Keep

There are still some survivals trapped inside the Keep, you need to search for them and make sure they escape safely. For this you need to search all the rooms inside the Keep and save the survivals i.e., kill the darkspawn surrounding them before confronting the Withered in the battlements. You'll lose the quest even if you fail to rescue a single

survival, they are usually hiding in small rooms or corners so make sure you checked all the rooms and stairs before going to the battlements.

THE TRAIL OF LOVE - Location: Examine the skeleton inside the village in Blackmarsh

Corrin loved a girl and wanted to marry her but she refused his proposal making him commit suicide, he left a dead note before he dies, which'll lead to his proposal ring and letter to his lover, he asks someone to find the ring and give it his lover so that she'll realize how much he loved her. But now that Blackmarsh is destroyed all you can do is to find the ring and letter and keep, and believe me it's a damn too super ring, which'll give +3 attributes to its wearer.



THE WRAITH'S VENGEANCE - Location: Releasing the Wraith trapped inside the basement in Vigil's Keep

While cleaning the second part of the basement, you'll find a globe in the centre hall. Examine it to release a wraith trapped inside it from centuries, deplete its health and it'll escape leaving you with its clones.

Go to the first half of the basement and pick open the lock to the crypt. Inside you'll find out you need four keys to open the door to Lord Avvar's room, find the keys from the following locations and unlock the door, enter the room and kill the Barbarians'

Lord to complete the quest.

- i. Key to Haakon - trapped door inside the deep roads
- ii. Key to Kiveal - sarcophagus inside the crypt
- iii. Key to Korth - urn inside the Shrine of Korth
- iv. Key to Lady - pot like chest near the globe in the centre hall

THOSE SWEET ORPHANS - Location: Blight Orfans Notis Bord inside the inn in the City of Amaranthine

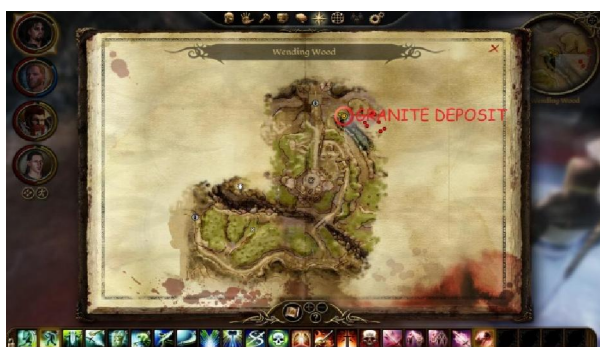
The children want to thank the Revered Mother for the book so they have gathered some herbs for her; they wish to have them put in her bed so it smells good. Take the herbs near the board and go to the chantry, enter the Revered Mother's study room and put the herb on her bed.

VELANNA'S EXILE - Location: In one of the random encounters near the forest

While traveling back and forth from the Vigil to Amaranthine, you'll encounter Velanna's dalish clan, who blames her for Seranni's loss. Return to the Keep and talk to Velanna, she'll explain what happened in the past and thanks you for helping her look for her sister.

VELANNA'S JOINING - Location: Recruit Velanna into the Wardens

After completing 'The Righteous Path' quest in Wending Woods, Velanna offers to join the Wardens so that she can use the tainted power to find her sister, Seranni, who has gone with the Architect. Take her to the Keep and tell Varel to prepare for the joining, watch the cut scene and welcome Velanna into the Wardens.



WHAT IS BUILT ENDURES - Location: Voldrik in Vigil's Keep

After you pay him money to build walls, Voldrik complains the walls are too weak and offers to re-build them to dwarven walls if you find him a granite mine. When you travel to Wending Woods, go to the location shown in the map and take a sample of the granite. Take it back to Voldrik and he'll ask for more men to protect the mine while he mines the granite, agree to give him more men and tell him to build a strong wall capable of withstanding darkspawn attacks in the future.

WORKED TO THE BONE - Location: Collect the elder dragon bone near the lightning dragon in Blackmarsh

After you kill the Queen of Blackmarsh in the tower, examine the dragonbone rubble and pick up the old dragonbone. Take it to Wade and he'll give you a list of items he needs to forge it into a sword, get the items and choose what kind of sword you need. You can also choose what kind of attribute and power it should have while making.

- i. Diamond - available in most of the stores
- ii. Fresh dragon egg - dragon lair inside the silverite mine
- iii. Grandmaster Flame Rune - have to be crafted or carried over from the Origins
- iv. Greater Warmth Balm - available in Glassric's store in the City of Amaranthine

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THE END