



Welcome back for the second leg of your epic journey into the *Dragon Age Roleplaying Game*!

We hope you've come to this second core set of the *Dragon Age RPG* with your armor caked in gore and your sword stained with the blood of darkspawn, having slain dozens or hundreds in your march from neophyte adventurer to fifth-level veteran. We hope you've explored scenes of battle and treachery, and held aloft a torch to search underground caverns unexplored for a millennium. We hope you've had fierce words with brigands and negotiated alliances with the noble and disreputable alike. In short, we hope you've had the kinds of adventures worth telling tales about.

As you'll see in reading the books that make up this second foray into the *Dragon Age RPG*, though, you've barely scratched the surface in your adventures so far.

RETURN TO THEDAS!

There are many more tasks your heroes must undertake, and many more rewards for them to reap from their success.

WHAT'S IN THE BOX

This Set 2 core box for the *Dragon Age RPG* contains the following components:

- **PLAYER'S GUIDE:** The book you're reading now. It provides information for every *Dragon Age* roleplayer concentrating on Player Character heroes: how they advance, what they can learn,

THIS IS SET 2

This is Set 2 of the *Dragon Age Roleplaying Game*. It builds on the material included in Set 1, and that basic knowledge is required to use these new additions. Unlike with a sequel, where you can jump right in even without having experienced earlier installments – perhaps you've been playing BioWare's *Dragon Age II* video game, a sequel to *Dragon Age: Origins* – in order to use this boxed set you must also have a copy of Set 1, which establishes the basic rules upon which this set builds.

A SPECIAL THANKS

In the course of developing Set 2 we conducted an open playtest of many of the gameplay elements you'll find in this box, from its specializations to its new spells and stunts and much more. Many groups of players downloaded the open playtest rules and took the time to submit playtest reports that told us a lot about how these additions to the game worked for them, "in the wild." Their feedback was instrumental in making Set 2 a release that we're all proud to have our names on.

You'll find everyone who submitted open playtest reports named on the credits page. If you run into them on the *Dragon Age* forums or at a game convention, make sure to thank them! Or, if *you're* one of the listed play-testers who took the time to help us out... thank *you*!

and what they can do. It also provides background information about the world of Thedas that anyone can read without fear of spoiling the setting's secrets.

- **GAME MASTER'S GUIDE:** The other book in Set 2 is for the Game Master's eyes only. It provides secret information about the world, details the statistics of many of the heroes' adversaries, and contains rules for treasure and other rewards. It also contains advice tailored for Game Masters and a full scenario for 6th-level Player Characters.
- **POSTER MAP:** This full-color poster-sized map of the world of Thedas pushes back the borders of adventure beyond the map of Ferelden that was contained in Set 1.
- **STUNT REFERENCE SHEETS:** Five copies of this heavy reference sheet allow each player around the table to have a handy list of all the combat, exploration, and roleplaying stunts at their fingertips during play.
- **SPELLCASTING REFERENCE SHEETS:** Two copies of this helpful reference sheet provide those playing mage characters a convenient reminder of the spell stunts available to them, as well as a copy of the new magical mishaps table, needed when things go wrong in the casting of advanced spells.

WHAT'S IN THE PLAYER'S GUIDE

The following sections outline the contents of this *Player's Guide* to help you get your bearings before plowing ahead.

LORE OF THEDAS

This chapter presents background information about the world of *Dragon Age* and concentrates on three major areas of lore: the Grey Wardens, the dwarves of Orzammar, and the Chantry. Although much of what is detailed here is not necessarily widely known among

the common men and woman of the land, neither is any of it secret. It is knowledge any hero could come by, given a bit of reading or asking around.

CHARACTER OPTIONS

This chapter presents new ethnic and racial background packages that can be used to create new characters. It also includes the rules for advancing existing characters from level 6 to level 10, enumerating many new powers. Finally, it includes the rules for what happens when—if!—your character becomes a vaunted Grey Warden.

FOCUSES, SPECIALIZATIONS, & TALENTS

This chapter contains rules that are entirely new to Set 2: the rules for specializations. These are options that heroes can unlock starting at 6th level that give them impressive new capabilities. In addition to a handful of new focuses, this chapter also presents the master-level capabilities of each of the talents described in Set 1.

EQUIPMENT

This chapter presents rules for characters who wish to craft poisons, grenades, and traps.

MAGIC

This chapter contains background information on the Circle of Magi and the templars, a large collection of new spells, rules for blood magic, and an enumeration of the dangers of casting spells at this new tier of gameplay.

PLAYING THE GAME

This chapter contains plenty of advice on how to continue to develop your skills as a roleplayer, a few new actions and stunts for use in combat, and two entirely new types of stunts that bring the fun of that aspect of play into the realm of exploration and roleplaying.