



RETURN TO THEDAS!

It's our distinct pleasure to welcome you to Set 3 of the *Dragon Age* RPG!

If you've come this far, your campaign has seen characters go from aspiring heroes of level 1 to capable veterans of level 10. Some or all of the party may be Grey Wardens already. The characters have faced and overcome many challenges, but their toughest adventures are still ahead. Set 3 gives you all the rules you need to run a campaign for characters of level 11 to 20. It thus completes the core rules of the *Dragon Age* RPG.

Mages can now wield terrifyingly powerful magic beyond anything they've previously encountered. Warriors and Rogues can deal deadly blows and fell the fiercest of foes. New specializations unlock the secrets of the shapeshifter, the discipline of the cavalier, and the lethality of the marksman. Expanded and additional talents and weapons give characters even more pathways to victory on their adventures. While *Dragon Age* heroes were always capable and formi-

dable, with Set 3 they can truly become legends. These additions are a mix of abilities taken directly from the *Dragon Age* video game series and those inspired and adapted to showcase the differences between *Dragon Age* as a table-top roleplaying and electronic gaming experience.

In addition, this set takes players and GMs beyond the familiar borders of Ferelden to further explore the rest of Thedas. From Orlais to Tevinter, everything from new backgrounds to expanded history and cultural lore will provide inspiration to expand and grow your game to encompass the whole continent. Explorers and adventurers will find Thedas a complex place, without "good" or "evil" kingdoms you find in some other fantasy realms, but instead a realistic array of nations, each with their own politics and history.

THIS IS SET 3

This is Set 3 of the *Dragon Age* RPG. It builds on the material from Sets 1 and 2 and you need those to understand the material presented herein. Set 3 is not a complete game, but a supplement that expands the *Dragon Age* RPG. If you do not have Sets 1 and 2, you'll need to get them if you want to play!

At its core, though, *Dragon Age* hasn't changed. It's still about dark fantasy adventuring in the rich and exciting world of Thedas. While more powerful with the inclusion of the levels and abilities of this set, Player Characters aren't gods. Even though these are the levels where heroes will face foes such as High Dragons or the Archdemon, they aren't immortal. They will still need to be clever and careful to defeat the even more powerful enemies that heroes at their level attract. Fortunately, this set gives them more tricks and resources to bring to these epic battles and grand adventures.

As with previous sets, this one includes two books: the *Player's Guide* (this book) and the *Game Master's Guide*. Without further ado, let's see what these books have to offer.

WHAT'S IN THE PLAYER'S GUIDE

This book is divided into six chapters.

FURTHER LORE OF THEDAS

We continue to explore the world of Thedas, with descriptions of the two biggest empires of the current day: the Tevinter Imperium and Orlais. The lost elven lands of The Dales are also discussed. The chapter wraps up with a discussion of Wars of Thedas, which is particularly useful for those who want to set campaigns further back in history.

CHARACTER OPTIONS

To complement the new lore, we introduce twelve new backgrounds for Player Characters, such as Escaped Elven Slave, Orlesian Noble, and Tevinter Soporati. Then we have the rules players have been waiting for: class info for levels 11-20!

FOCUSES, TALENTS, AND SPECIALIZATIONS

This chapter introduces a modest number of new focuses and talents, primarily to support new features

of Set 3 like rune magic. Then we present nine new specializations, from chevalier to spirit warrior. This gives Player Characters many more specializations to choose from.

EQUIPMENT

Here we have a greatly expanded equipment chapter, including a few new weapons for the Lances Group and Polearms Group. Then there are many new equipment options, from Traveling and Adventuring to Clothes and Fashion to Trade Goods and Raw Materials.

MAGIC

This chapter begins with a fun new option for mages: advanced spell stunts. These are unlocked through the Spell Expertise talent and provide a host of new options.

The rest of the chapter adds substantially to the spells available to mages. There are flashy spells like blizzard and chain lightning and more subtle fare like hallucination and misdirection hex.

PLAYING THE GAME

Lastly, we provide some further tools for players. First, there's an expanded look at Player Character goals. Then we introduce a system for the creation of organizations. This allows PCs to create their own groups, which are a great way to generate further adventures. The GM can also use this system to detail NPC realms and organizations if desired.



THE GAME MASTER'S GUIDE

The other book of Set 3 is the *Game Master's Guide*. It includes new monsters and magic items, a system for rune magic, rules for mass battles, and a full-length adventure. If you are a player, the GMG is not for you! Leave it for your GM until he or she tells you otherwise.

We know you are more than ready for Set 3, so dive right in!