

# DRAGON AGE: SET 3 OPEN PLAYTEST DOCUMENT

Hi! Welcome to the *Dragon Age RPG* Set 3 open playtest!

If you've found this document without having heard anything else about this open playtest, here's the story:

## Dragon Age Set 3 Open Playtest: February 2012!

The *Dragon Age* RPG Set 1 was enthusiastically received. Old hands and new tabletop roleplayers leapt at the chance to tell exciting stories of their own in the perilous and compelling world of Thedas.

The *Dragon Age* RPG Set 2 got delayed but, following a robust and open playtest process, was released to great appreciation by fans and newcomers alike.

We at Green Ronin hoped once planned to release two additional sets, that would together cover character levels 11–20, but due to further delays on our end and a desire to get the whole game in front of fans and players sooner, we combined what would have been Set 3 and Set 4 into a single set: The *Dragon Age* RPG Set 3.

Alas, Set 3 isn't ready for publication yet. We know many of you are eager to take your characters and adventures beyond level 10. We are, too.

If we could publish Set 3 tomorrow, we'd do it. Because we can't, because it's not ready, we're repeating what we did for Set 2 and stress testing this new set by getting your input on it. This is our open public beta test of many of the game-mechanical aspects of Set 3, including rules for advancing Player Characters all the way to level 20!

We hope to kill two birds with one stone, giving the *Dragon Age* RPG's fans the chance to resume their campaigns right away while also strengthening the Set 3 rules with playtest notes devised by your sharp eyes and cunning. Here, then, is the Set 3 open beta package.

Our heartfelt thanks go out to the fans who've adventured in Thedas thus far, who've told us how much they like the game, and who've patiently awaited for us.

We'll see you online!

## What's Here

This PDF contains: (a) these playtesting instructions, (b) a blank playtest release, and (c) the playtest materials themselves.

Unless you're a writer, editor, proofreader, or graphic designer by trade or inclination, you may not be used to looking at manuscript pages before they're laid out. These playtest pages are just such a document, containing, for example, different levels of headers notated with layout tags rather than differing levels of size and weight. You'll see similar notation marking the beginnings and ends of tables and sidebars. None of this should be especially confusing, but a warning seemed fair, so there it is.

You'll also notice that most of the playtest rules haven't been edited or proofread yet. Typos abound! Just ignore them. Our process will catch them later on.

Finally (and although we hope it's obvious) many of the mechanics you'll find in these playtest rules have not been thoroughly playtested... yet! So let this serve as a warning that you may run into rules that still need some tweaking. Heads up!

## What's Not Here

The playtest rules found here are just a peek at Set 3's mechanical contents. They are simply some of the set's game-mechanical elements. So you may (for example) see references in the playtest rules to sections that are not actually found here.

Lots of lore and narrative materials are not present in this document. We take care of that sort of thing in-house, though some of it may make its way into a future playtest document, so keep your eyes open!

Despite all these elements being separate right now, Set 3 will be released as a comprehensive product.

## How to Playtest

One of the key reasons for this open playtest is to enlist your help in making Set 3 awesome, so we hope you'll submit a playtest report.

Your playtest report should consist of a single PDF document, which should have three parts, occurring in this order:

- First, your playtest release;
- Second, your answers to four main questions;
- Third, your other notes.

Please submit one report for your whole group that reflects its consensus or summarizes its differing opinions. (If different voices in your group want to submit individual reports, that's fine, too.) What we don't want is a series of reports that chronicle your thoughts as they evolve over the playtest period, for the simple reason that we expect to receive lots of reports even at one per group or voice. So, plan to submit one report that reflects everything you think.

We promise to read all the reports we receive in their entirety. Although it probably goes without saying, good reports communicate clearly and succinctly. Your conclusions are most likely to be persuasive if they're supported with concrete evidence.

To be considered, submit your playtest report by midnight (US Pacific time) on March 19th, 2012. Send it, attached to an e-mail, to:

[darpgset3@greenronin.com](mailto:darpgset3@greenronin.com)

You are free to discuss, debate, write, and talk about the open playtest rules on forums, blogs, podcasts, and other social media. Just be aware that we won't necessarily be aware of those discussions unless you also submit your thoughts as described above.

## Playtest Release

The first page of your playtest report PDF must be a playtest release signed by each member of your group who contributed. *Any playtest report whose first page is not one of these releases gets deleted unread.*

Note that we assemble our list of playtest credits from the names recorded on these releases, so legibility counts!

## Four Questions

In the next section, answer the following questions in as little or as much detail as you wish:

### 1. How did you use the playtest rules?

(Did you just read them? Use them in actual play? For how many sessions? Using what kind of PCs?)

### 2. What kind of experience does your group have with tabletop RPGs?

(Are you old hands? Relative novices? A mix of both? Feel free to list your most favorite, or least favorite, other RPGs if that would help us understand your perspective.)

### 3. What is the most critical problem you've identified in the playtest rules?

(Keep in mind that if you have an issue with something that's baked into the core of the Adventure Game Engine, taking issue with it here isn't likely to result in your satisfaction. We obviously can't make sweeping changes to the basics of the game in Set 3.)

### 4. What's the most critical success you've identified in the playtest rules?

(That is, what would you like to see published in Set 3 exactly the way it's presented in the playtest rules, without any significant changes at all?)

## Other Notes

After answering the four questions, include any other notes you want us to read, the bad and the good. (Or just the bad. Or just the good. Up to you!)

If you want to summarize your critical problem and critical success (#3 and #4, above) at first and then provide extended notes and back-up in the "other notes" section, that's fine. If you want to draw diagrams and make charts and embed videos of the members of your group waving their arms in outrage about some travesty of game design, that's great!

One area you might want to address in this section are any rules or elements that you expected to see but did not seem to be addressed, or that you observed but you don't think belong here. (Keep in mind that the playtest rules only include some Set 3 game mechanics. Lots of background material will also be provided as part of Set 3, it's just not included in the open playtest.)

You are likely to want to refer to specific passages of the playtest rules in these notes. It's generally better to refer to sections by their header names, rather than by page numbers,

but keep in mind that some headers recur in different sections, so make sure you're clear when you make a reference. (For example, every class description has a "Class Powers" header, so it's not specific enough to say that you love everything found underneath that header.)

Something that's not useful are proofreading and editing comments, unless you want to identify a passage so obtuse that you could not even understand what it meant. At this stage, proofreading and editing comments just distract everyone from the big picture.

One final—and important!—instruction about writing your playtest notes is that we're not looking for you to do design work. That's our job! Because tabletop RPGs attract creative people, you may be tempted to whip together a new subsystem to address something that you think is a hole or shortcoming, and drop it into your playtest report. When this urge strikes, please restrain yourself. We simply want your feedback on the playtest rules as they exist. To be clear, though, it's fine to say something like, "I think there should be a talent for auctioneering." What you shouldn't do is send us any new talents you designed.

## **Many Thanks!**

We at Green Ronin are excited about this open playtest. We thank you in advance for downloading this playtest package, especially if you're able to send us a playtest report.

*Thanks!*

**DRAGON AGE RPG SET 3**  
**OPEN PLAYTEST — PLAYTEST RELEASE FORM**

*By signing my name below, I certify and agree that my playtesting suggestions, ideas, and comments as recorded in this document are mine to freely express, and become the exclusive property of Green Ronin Publishing, LLC.*

Name (print legibly!):

Signature:

Name and signature of parent or guardian, if playtester is a minor:

E-mail and physical address:

Name (print legibly!):

Signature:

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E-mail and physical address:

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# DARPGS3 PLAYTEST TEXTS

## PG2: CHARACTER OPTIONS

Player Characters that have survived the first ten levels of their class are hardened veterans who have faced and overcome difficult challenges. They should be proud of their accomplishments but they have not tamed Thedas just yet. There are still sinister foes to be faced and plots to foil but now the stage of action is much larger. As a low level character, you might aid a village or rescue a caravan. Now you must look at the bigger picture. A Blight threatens Ferelden and heroes must step forward to fight it. As a high level character, this is your challenge.

This chapter provides more options for your characters. The core of it is the level 11–20 class information for mages, rogues, and warriors. This completes the basic arc of all the character classes, as level 20 is the maximum in *Dragon Age*. The chapter also introduces twelve new backgrounds for the game. They can be used by new players joining the campaign, or when making replacements for those that have fallen in battle. They're also useful for new campaigns set beyond Ferelden's borders.

### <h1>New Backgrounds

Set 3 introduces twelve new backgrounds for the *Dragon Age* RPG: Ander Survivor, Escaped Elven Slave, Fereldan Noble, Orlesian Commoner, Orlesian Noble, Orlesian Student, Rivaini Swashbuckler, Seheron Convert, Tevinter Commoner, Tevinter Mage, Tevinter Noble, and Waking Sea Raider. About half of these backgrounds come from Orlais and Tevinter, which are the focus of the new lore presented in Set 3. The others provide more options from the wide world of Thedas. Not all of them will make sense in every campaign, of course. If you aren't sure how a background will fit into the campaign, talk it over with your GM before making your final choice.

### <h2>Anders Survivor

[text]

#### <h3>Playing an Anders Survivor

If you choose to play an Anders survivor, modify your character as follows:

- Add 1 to your Constitution ability. Anders must be tough to live past childhood.
- Pick one of the following ability focuses: **Constitution (Stamina)** or **Strength (Climbing)**.
- You can speak and read Ander and the Trade Tongue.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the **Anders Survivor** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

#### <tbh>Anders Survivor

**2d6 Roll**                      **Benefit**

2	+1 Dexterity
3-4	Focus: Constitution (Running)
5	Focus: Cunning (Historical Lore)
6	Focus: Perception (Tracking)
7-8	+1 Strength
9	Focus: Dexterity (Brawling)
10-11	Focus: Willpower (Courage)
12	+1 Perception

</table>

## <h2>Escaped Elven Slave

[text]

### <h3>Playing an Escaped Elven Slave

If you choose to play an escaped elven slave, modify your character as follows:

- Add 1 to your Strength ability. Only the strong survive bondage in the Tevinter Imperium.
- Pick one of the following ability focuses: **Perception (Hearing)** or **Strength (Might)**.
- You can speak and read the Trade Tongue.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the **Escaped Elven Slave** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

### <tbh>Escaped Elven Slave

**2d6 Roll**                      **Benefit**

2	+1 Communication
3-4	Speak Elven
5	Focus: Communication (Deception)
6	Focus: Dexterity (Brawling)
7-8	+1 Dexterity
9	Focus: Strength (Driving)
10-11	Focus: Willpower (Self-Discipline)
12	+1 Willpower

</table>

## <h2>Fereldan Noble

[text]

### <h3>Playing a Fereldan Noble

If you choose to play a Fereldan noble, modify your character as follows:

- Add 1 to your Strength ability. Nobles in Ferelden must be strong to protect their people.

- Pick one of the following ability focuses: **Cunning (Military Lore)** or **Strength (Intimidation)**.
- You can speak and read the Trade Tongue.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the **Fereldan Noble** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

### <tbh>Fereldan Noble

<b>2d6 Roll</b>	<b>Benefit</b>
2	+1 Constitution
3-4	Focus: Cunning (Heraldry)
5	Focus: Communication (Etiquette)
6	Focus: Dexterity (Riding)
7-8	+1 Cunning
9	Focus: Communication (Leadership)
10-11	Focus: Cunning (Historical Lore)
12	+1 Dexterity

</table>

## <h2>Orlesian Commoner

[text]

### <h3>Playing an Orlesian Commoner

If you choose to play an Orlesian commoner, modify your character as follows:

- Add 1 to your Dexterity ability. Life is fast-paced in Orlais.
- Pick one of the following ability focuses: **Dexterity (Brawling)** or **Willpower (Faith)**.
- You can speak and read Orlesian and the Trade Tongue.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the **Orlesian Commoner** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

### <tbh>Orlesian Commoner

<b>2d6 Roll</b>	<b>Benefit</b>
2	+1 Communication
3-4	Focus: Cunning (Religious Lore)
5	Focus: Dexterity (Crafting)
6	Focus: Communication (Bargaining)
7-8	+1 Willpower
9	Focus: Dexterity (Legerdemain)



10-11	Focus: Communication (Deception)
12	+1 Constitution

## <h2>Orlesian Noble

[text]

### <h3>Playing an Orlesian Noble

If you choose to play an Orlesian noble, modify your character as follows:

- Add 1 to your Communication ability. In Orlais the only thing worse than being talked about is not being talked about.
- Pick one of the following ability focuses: **Communication (Etiquette)** or **Strength (Intimidation)**.
- You can speak and read Orlesian and the Trade Tongue.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the **Orlesian Noble** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

### <tbh>Orlesian Noble

<u>2d6 Roll</u>	<u>Benefit</u>
2	+1 Constitution
3-4	Focus: Communication (Leadership)
5	Focus: Cunning (Cultural Lore)
6	Focus: Dexterity (Riding)
7-8	+1 Strength
9	Focus: Cunning (Heraldry)
10-11	Focus: Communication (Persuasion)
12	+1 Cunning

</table>

## <h2>Orlesian Student

[text]

### <h3>Playing an Orlesian Student

If you choose to play an Orlesian student, modify your character as follows:

- Add 1 to your Cunning ability. Intelligence is prized at the university.
- Pick one of the following ability focuses: **Communication (Persuasion)** or **Cunning (Research)**.
- You can speak and read Orlesian and the Trade Tongue.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the **Orlesian Student** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

### <tbh>Orlesian Student

<u>2d6 Roll</u>	<u>Benefit</u>
2	+1 Perception
3-4	Focus: Dexterity (Calligraphy)
5	Focus: Communication (Etiquette)
6	Focus: Cunning (Historical Lore)
7-8	+1 Communication
9	Focus: Cunning (Cultural Lore)
10-11	Focus: Willpower (Self-Discipline)
12	+1 Dexterity

</table>

## <h2>Rivaini Swashbuckler

[text]

### <h3>Playing a Rivaini Swashbuckler

If you choose to play a Rivaini swashbuckler, modify your character as follows:

- Add 1 to your Dexterity ability. The Rivaini hands are as fast as their mouths.
- Pick one of the following ability focuses: **Communication (Seduction)** or **Dexterity (Acrobatics)**.
- You can speak and read Rivaini and the Trade Tongue.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the **Rivaini Swashbuckler** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

### <tbh>Rivaini Swashbuckler

<u>2d6 Roll</u>	<u>Benefit</u>
2	+1 Willpower
3-4	Focus: Communication (Persuasion)
5	Focus: Constitution (Swimming)
6	Focus: Dexterity (Brawling)
7-8	+1 Communication
9	Focus: Cunning (Evaluation)
10-11	Focus: Strength (Climbing)
12	+1 Cunning

</table>

## <h2>Seheron Convert

[text]

### <h3>Playing a Seheron Convert

If you choose to play a Seheron convert, modify your character as follows:

- Add 1 to your Willpower ability. It takes strength of will to embrace the demands of the Qun.
- Pick one of the following ability focuses: **Cunning (Qun)** or **Willpower (Self-Discipline)**.
- Choose whether your character is an elf or a human. Most converts on Seheron are elves, but some humans also embrace the Qun.
- You can speak and read Qunlat and the Trade Tongue.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the **Seheron Convert** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

### <tbh>Seheron Convert

<u>2d6 Roll</u>	<u>Benefit</u>
-----------------	----------------

2	+1 Perception
3-4	Focus: Cunning (Historical Lore)
5	Focus: Strength (Might)
6	Focus: Constitution (Stamina)
7-8	+1 Cunning
9	Focus: Communication (Persuasion)
10-11	Focus: Perception (Empathy)
12	+1 Strength

</table>

## <h2>Tevinter Commoner

[text]

### <h3>Playing a Tevinter Commoner

If you choose to play a Tevinter commoner, modify your character as follows:

- Add 1 to your Strength ability. The Tevinter elite may be decadent but the common folk retain the hardiness that helped build an empire.
- Pick one of the following ability focuses: Constitution (Stamina) or Dexterity (Brawling).
- You can speak and read the Trade Tongue.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

## <tbh>Tevinter Commoner

<u>2d6 Roll</u>	<u>Benefit</u>
2	+1 Perception
3-4	Focus: Cunning (Evaluation)
5	Focus: Willpower (Courage)
6	Focus: Communication (Deception)
7-8	+1 Constitution
9	Focus: Strength (Driving)
10-11	Focus: Communication (Animal Handling)
12	+1 Willpower

</table>

## <h2>Tevinter Mage

[text]

### <h3>Playing a Tevinter Mage

If you choose to play a Tevinter Mage, modify your character as follows:

- Add 1 to your Magic ability. The bloodlines of mages are tracked carefully in Tevinter.
- Pick one of the following ability focuses: Communication (Leadership) or Cunning (Arcane Lore).
- You can speak and read Ancient Tevene and the Trade Tongue.
- Take the mage class.
- Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

## <tbh>Tevinter Mage

<u>2d6 Roll</u>	<u>Benefit</u>
2	+1 Communication
3-4	Focus: Strength (Intimidation)
5	Focus: Cunning (Heraldry)
6	Focus: Willpower (Self-Discipline)
7-8	+1 Cunning
9	Focus: Cunning (Historical Lore)
10-11	Focus: Dexterity (Riding)
12	+1 Willpower

</table>

## <h2>Tevinter Noble

[text]

### <h3>Playing a Tevinter Noble

If you choose to play a Tevinter noble, modify your character as follows:

- Add 1 to your Cunning ability. Tevinter nobles are a devious lot.
- Pick one of the following ability focuses: Communication (Leadership) or Cunning (Evaluation).
- You can speak and read the Trade Tongue. You can read Ancient Tevene.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

### <tbh>Tevinter Noble

<u>2d6 Roll</u>	<u>Benefit</u>
-----------------	----------------

2	+1 Dexterity
3-4	Focus: Cunning (Heraldry)
5	Focus: Dexterity (Riding)
6	Focus: Communication (Deception)
7-8	+1 Communication
9	Focus: Strength (Intimidation)
10-11	Focus: Cunning (Cultural Lore)
12	+1 Strength

</table>

## <h2>Waking Sea Raider

[text]

### <h3>Playing a Waking Sea Raider

If you choose to play a Waking Sea raider, modify your character as follows:

- Add 1 to your Dexterity ability. A sailor's life requires agility.
- Pick one of the following ability focuses: Dexterity (Acrobatics) or Perception (Seeing).
- You can speak and read the Trade Tongue and one of Antivan, Orlesian, or Rivaini.
- Choose a class. You can play either a rogue or a warrior.
- Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

<table>

### <tbh>Waking Sea Raider

<u>2d6 Roll</u>	<u>Benefit</u>
-----------------	----------------

2	+1 Constitution
3-4	Focus: Cunning (Evaluation)
5	Focus: Strength (Intimidation)
6	Focus: Constitution (Swimming)
7-8	+1 Perception

9	Focus: Cunning (Navigation)
10-11	Focus: Constitution (Rowing)
12	+1 Strength

## <h1>Classes

Set 3 contains class information for levels 11-20. You'll see much that is familiar but read closely because some things change at higher levels. Characters don't gain as much Health at each level, for example.

In addition to the specific powers unique to each class, all *Dragon Age* characters gain the following benefit upon achieving level 11:

- You gain a +1 bonus when generating stunt points. If you roll a stunt and have a 6 on your Dragon Die, for example, you have 7 stunts points to spend.

## <h2>Gaining Levels

The experience points required to attain each level are summarized on the accompanying table. When your experience point total is high enough, your character gains a level. When this occurs, four things happen immediately:

- Your character's Health now increases an amount equal to your Constitution ability. At levels 1–10, it was 1d6 + Constitution but gaining Health at higher levels is not as easy.
- You get one advancement to spend on an ability. If you gained an even numbered level, you must spend it on a primary ability. If you gained an odd numbered level, you must spend it on a secondary ability.
- You can pick one new ability focus. If you gained an even numbered level, you must choose a focus from one of your primary abilities. If you gained an odd numbered level, you must choose a focus from one of your secondary abilities. Starting at level 11, you have the option of selecting a focus you already possess to gain a total +3 bonus on rolls with that focus (instead of the normal +2 bonus).
- You gain the class powers for your new level. You can find them in the class description.

When you go up a level, you may also want to review your goals. Have any of them been achieved? Based on the events of the campaign, do you have any new goals? You can do this any time, of course, but leveling up is a convenient time to check in and reassess.

<sidebar>

## <sbh>Experience Point Table

XP Total	Level
0-1,999	1
2,000-4,499	2
4,500-7,499	3
7,500-10,999	4
11,000-14,999	5
15,000-19,499	6
19,500-24,499	7

24,500-29,999	8
30,000-35,999	9
36,000-42,499	10
42,500-49,499	11
49,500-56,999	12
57,000-64,999	13
65,000-73,499	14
73,500-82,499	15
82,500-91,999	16
92,000-101,999	17
102,000-112,499	18
112,500-123,499	19
123,500+	20

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## <h2>Mage

[background]

### <h3>Class Powers

Mages gain the following powers at the specified level.

**Mana Points:** Starting at level 11, you only gain your Magic ability in mana points when you gain a new level. At levels 1-10, it was 1d6 + Magic, but increasing your power at higher levels is not as easy.

#### <h4>Level 11

**New Spell:** You gain one new spell.

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

#### <h4>Level 12

**Stunt Bonus:** You are so practiced with your arcane lance that you can make attacks faster than lesser mages. When attacking with an arcane lance, you can perform the Lighting Attack stunt for 2 SP instead of the usual 3.

#### <h4>Level 13

**New Spell:** You gain one new spell.

#### <h4>Level 14

**New Specialization:** You may choose one new specialization for your class. You gain the novice degree of its specialization talent.

#### <h4>Level 15

**New Spell:** You gain one new spell.

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

#### <h4>Level 16

**New Specialization Talent:** You gain the journeyman degree in the specialization talent you gained at level 14.

#### <h4>Level 17

**New Spell:** You gain one new spell.

#### <h4>Level 18

**New Specialization Talent:** You gain the master degree in the specialization talent you gained at level 14.

#### <h4>Level 19

**New Spell:** You gain one new spell.

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

#### <h4>Level 20

**Epic Mage:** Pick one type of stunt (combat, exploration, roleplaying, or spell). You gain a +1 bonus when generating stunt points of that type.

## <h2>Rogue

[background]

### <h3>Class Powers

Rogues gain the following powers at the specified level.

#### <h4>Level 11

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

#### <h4>Level 12

**Slippery:** You are hard to pin down in combat. Opponents do not gain an attack bonus for outnumbering you in melee combat. Normally, attackers can gain up to a +2 bonus in such circumstances (see the *Set 1 Game Master's Guide*, page 21).

#### <h4>Level 13

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

**Stunt Bonus:** You know how to act with style and grace. You can perform the With a Flourish exploration stunt for 3 SP instead of the usual 4.

#### <h4>Level 14

**New Specialization:** You may choose one new specialization for your class. You gain the novice degree of its specialization talent.

#### <h4>Level 15

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

**Perforate:** You know how to take advantage of an enemy when his guard is down. Perforate is a special stunt that you can perform for 2 SP if you've just hit an opponent with a backstab. You can make a second backstab attack against the same opponent; this attack does not generate stunt points.

#### <h4>Level 16

**New Specialization Talent:** You gain the journeyman degree in the specialization talent you gained at level 14.

#### <h4>Level 17

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.



**Quick Shot:** You can make a ranged attack vs. a visible opponent within range as a minor action. The attack roll and damage of the quick shot suffer a -2 penalty.

#### <h4>Level 18

**New Specialization Talent:** You gain the master degree in the specialization talent you gained at level 14.

#### <h4>Level 19

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

#### <h4>Level 20

**Epic Rogue:** Pick one type of stunt (combat, exploration, or roleplaying). You gain a +1 bonus when generating stunt points of that type.

## <h2>Warrior

[background]

### <h3>Class Powers

Warriors gain the following powers at the specified level.

#### <h4>Level 11

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

#### <h4>Level 12

**Veteran:** Persevering through long hours of practice and many bloody encounters has made you a fearsome combatant. When you inflict damage with a melee attack, you can add +2 to your damage total if have an applicable weapon group focus. The focus must match the weapon group of the weapon you attack with. For example, if you attack with a battle axe, you must have the Strength (Axes) focus to get the +2 bonus damage of this power.

#### <h4>Level 13

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

#### <h4>Level 14

**New Specialization:** You may choose one new specialization for your class. You gain the novice degree of its specialization talent.

#### <h4>Level 15

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

**Quick Strike:** You can make a melee attack vs. an adjacent opponent as a minor action. The attack roll and damage of the quick strike suffer a -2 penalty. This action cannot be combined with an expert strike.

#### <h4>Level 16

**New Specialization Talent:** You gain the journeyman degree in the specialization talent you gained at level 14.

#### <h4>Level 17

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

**Stunt Bonus:** You can sweep opponents before you. When you perform the Dual Strike stunt with a melee attack, you can hit two secondary targets instead of one. All three of your targets (the original target and the two secondary targets) must be adjacent to you either when you made the attack or after you've used the Skirmish stunt to move next to them.

#### <h4>Level 18

**New Specialization Talent:** You gain the master degree in the specialization talent you gained at level 14.

#### <h4>Level 19

**New Talent:** You become a novice in a new talent or gain a degree in a talent you already have.

#### <h4>Level 20

**Epic Warrior:** Pick one type of stunt (combat, exploration, roleplaying, or warfare). You gain a +1 bonus when generating stunt points of that type.

## PG3: FOCUSES, SPECIALIZATIONS, AND TALENTS

*[[Additional material forthcoming.]]*

### <h1>Ability Focuses

The list of ability focuses in previous *Dragon Age* RPG sets are broad enough to cover the major areas of adventuring and characterization. Set 3 introduces just a few new focuses to cover new systems and circumstances, like enchanting magic items with runes. Here is a complete list of focuses in the game as of this set, with new entries noted in italics.

*[[Complete list here.]]*

### <h2>New Focuses

Set 3 introduces the following new focuses:

*[[Additional focuses are undergoing evaluation now.]]*

**Enchanting (Magic):** Crafting magic items using runes and other esoteric components.

### <h2>Improving A Focus

In previous *Dragon Age* sets, focuses grant a flat +2 bonus to one's ability tests. For higher-level characters, that measure of focus is not always enough to win the day or to set your character apart from others with similar training. Therefore, at higher levels, characters can take a focus for a second time to further improve their bonus on those rolls. Starting at level 11, when you would gain a new focus you may select a focus you already have to increase your bonus with that focus to +3 (instead of the +2 it was before).

You still must always select a focus for a primary ability on even-numbered levels and a focus for a secondary ability on odd-numbered levels, as usual.

### <h1>New Talents

[background]

### <H3>Carousing

**Classes:** Mage, Warrior, and Rogue.

**Requirements:** You must have Communication and Constitution 2 or higher.

You take your fun seriously.

**Novice:** You can drink other people under the table. When making Constitution (Drinking) tests as part of an advanced test, you gain a +1 bonus to the result of each dragon die. This allows you to reach the success threshold faster.

**Journeyman:** The tavern is your second home. Choose one of the following Communication focuses: Gambling or Seduction. If you fail a Communication test with your chosen focus, you can re-roll it but you must keep the result of the second roll.

**Master:** When you're having a good time, (you think) you're invincible! Choose one of the following roleplaying stunts: flirt or tower of will. You can perform that stunt for 3 SP instead of the usual 4. You gain an additional +1 bonus on the opposed rolls made when using those stunts.

### <H3>Intrigue

**Classes:** Mage, Warrior, and Rogue.

**Requirements:** You must have Communication 2 or higher.

You are a master of secrets.

**Novice:** You always gain more information than you give out. You can perform the "and another thing" roleplaying stunt for 1 SP instead of the usual 2. In addition, you gain a +1 bonus on any further tests the stunt allows.

**Journeyman:** You know how to play the game. Choose one of the following Communication focuses: Etiquette, Deception, or Seduction. If you fail a Communication test with your chosen focus, you can re-roll it but you must keep the result of the second roll.

**Master:** You know how to end a conversation. You can perform the stunned silence roleplaying stunt for 2 SP instead of the usual 3. In addition, you have the opportunity to immediately change this into a combat encounter. If you do so, you and one ally per extra stunt point you spend can act in the first round of combat. Everyone else is surprised.

### <H3>Mounted Combat Style

**Classes:** Warrior.

**Requirements:** You must have the Dexterity (Riding) focus.

You are a trained cavalryman, adept at fighting on horseback.

**Note:** Two-handed weapons and long bows cannot be used on horseback (by anyone, not just those with this talent). If you attempt it, they count as improvised weapons.

**Novice:** You can use the mobility of your mount to your advantage in combat. When mounted and making a move action, you can move part of your allowed distance, make a melee or ranged attack, and then move the rest of your allowed distance. The total distance moved cannot be more than your mount's Speed. Normally, you'd have to finish moving before attacking.

**Journeyman:** Your mounted charge is fearsome. You can move at your mount's full Speed when making a charge action and inflict +1 damage if your attack strikes home.

**Master:** You and your mount are one. The knock prone stunt cannot dismount you.

### <H3>Observation

**Classes:** Mage, Rogue, and Warrior.

**Requirements:** You must have Perception 3 or higher.

You have an eye for detail.

**Novice:** You notice things others do not. Choose one of the following Perception focuses: Empathy or Seeing. If you fail a Perception test with your chosen focus, you can re-roll it but you must keep the result of the second roll.

**Journeyman:** Analysis of your observation often leads to insight. You can perform the that makes me wonder exploration stunt for 2 SP instead of the usual 3.

**Master:** Nothing escapes your scrutiny. You can perform the object of your attention exploration stunt for 2 SP instead of the usual 3. In addition, the stunt gives you a +2 bonus instead of the usual +1.

### <H3>Oratory

**Classes:** Mage, Rogue, and Warrior.

**Requirements:** You must have the Communication (Persuasion) focus.

You are a skilled public speaker who can sway others with your words.

**Novice:** You know how to work a crowd. If you fail a Communication (Persuasion) test when trying to convince a group, you can re-roll it, but you must keep the results of the second roll. You can't take this re-roll in an intimate setting or when trying to persuade an individual.

**Journeyman:** Your words are like magic. Each time you perform the sway the crowd roleplaying stunt, you affect three additional people instead of one.

**Master:** You can agitate a crowd. If you make a successful Communication (Persuasion) test when addressing a group and the result of your dragon die is 5 or 6, you rouse them to immediate action. You can't necessarily control what they do, though you can try with Communication (Leadership) tests, but they take your words to heart and act on them.

### <H3>Pole Weapon Style

**Classes:** Warrior.

**Requirements:** You must be trained in the Polearms Group or the Spears Group.

Pole weapons can be cumbersome, but not in your hands. You can fight in this style with the two-handed spear or any weapon of the Polearms Group.

**Novice:** You can use the length of your weapon to advantage. You treat enemies up to 4 yards away as if they were adjacent to you, so you can make melee attacks against them (they can't do the same unless they also have this talent). If an ally is between you and

your opponent, you can still attack. In fact, this is a common tactic.

**Journeyman:** Once prepared you are hard to move. You can set yourself with an activate action. Until the end of the encounter, any opponent that attempts to use the skirmish stunt (or the Novice degree of the Two-Hander Style) on you must first make an opposed attack roll. If you win, your opponent fails to move you and wastes the stunt point(s). If your opponent wins, he may perform the skirmish stunt(s).

**Master:** You get the most of you weapon's design features. If wielding a military fork or two-handed spear, you can perform the pierce armor stunt for 1 SP instead of the usual 2. If wielding a glaive or halberd, you can perform the knock prone stunt for 1 SP instead of the usual 2. In addition, mounted combatants do not gain the +1 bonus for fighting against an opponent on foot when attacking you.

### <h3>Runecrafting

**Classes:** Mage, Rogue (dwarf only), Warrior (dwarf only).

**Requirements:** You must have Magic 4 or higher and the Magic (Enchantment) focus. You are a trained enchanter, able to inscribe runes onto armor and weapons.

**Novice:** You can inscribe a novice rune onto a suit of armor or a weapon. A novice rune takes 2 hours to inscribe. You can do it faster with a successful TN 13 Magic (Enchantment) test. Each degree of success reduces the time by 15 minutes. If your Dragon Die result was a 3, for example, you'd do it 45 minutes faster.

**Journeyman:** You can inscribe a journeyman rune onto a suit of armor or a weapon. A journeyman rune takes 3 hours to inscribe. You can do it faster with a successful TN 15 Magic (Enchantment) test. Each degree of success reduces the time by 15 minutes.

**Master:** You can inscribe a master rune onto a suit of armor or a weapon. A master rune takes 4 hours to inscribe. You can do it faster with a successful TN 17 Magic (Enchantment) test. Each degree of success reduces the time by 15 minutes.

## <h1>New Specializations

### <h2>Chevalier

#### <h3>Warrior Specialization

[Background]

#### <h3>Chevalier Talent

**Class:** Warrior.

**Requirements:** You must have Strength and Dexterity 3 or higher and Mounted Combat Style (Journeyman).

You are the elite of Orlais.

**Novice:** You learn the Lances Weapon Group. You also learn to unnerve your enemies with well-chosen insults. You can perform the taunt stunt for 1 SP instead of the usual 2. You may substitute Communication (Etiquette) for Communication (Deception) when making the stunt's opposed test at your option. This represents the Orlesian art of being polite and insulting at the same time.

**Journeyman:** Your lance hits with the strength of a golem. When making a mounted charge, you can add 1d6 to your damage if you are wielding a weapon from the Lances Group. If wielding any other melee weapon, you inflict +1 damage instead.

**Master:** You get the most from your steed. While mounted, you can use run as a minor action and you add +1 to your Defense.

## <h2>Force Mage

### <h3>Mage Specialization

[Background]

### <h3>Force Mage Talent

**Class:** Mage.

**Requirements:** You must have Magic and Willpower 3 or higher.

You are adept at manipulating the raw power of magic.

**Novice:** You learn the Force Mage spell fist of the maker.

**Journeyman:** You learn the Force Mage spell telekinetic burst.

**Master:** Your mastery of force magic makes you unshakable. When an opponent uses the skirmish or knock prone stunts on you, you can negate the effect by spending mana points (1 per use of skirmish and 2 for knock prone).

## <h2>Guardian

### <h3>Warrior Specialization

[Background]

### <h3>Guardian Talent

**Class:** Warrior.

**Requirements:** You must have Constitution and Dexterity 3 or higher and Weapon and Shield Style (Journeyman).

You know how to protect others.

**Novice:** You can protect an ally with the tactical use of your shield and body. Choose an ally and enter Guardian mode with an activate action. When this ally is adjacent to you, he gains a +2 to his Armor Rating. However, each time your ally takes damage, you take 2 points of penetrating damage. You can choose to protect a different ally with a free action. You can leave Guardian mode with a free action.

**Journeyman:** Once you plant yourself, you cannot be moved. While in Guardian mode, the skirmish and knock prone stunts have no effect on you.

**Master:** Those who attack your charge suffer the consequences. When you are in Guardian mode and an opponent successfully hits your protected ally, you can immediately attack that opponent (moving up to 2 yards to get adjacent if necessary) as a free action. You may only do this once per round. After the attack, the normal initiative order resumes. This retaliation does not count as your turn.

## <h2>Keeper

### <h3>Mage Specialization

[Background]

### <h3>Keeper Talent

**Class:** Mage.

**Requirements:** You must be an elf and have Cunning and Magic 3 or higher.

You have learned the ancient secrets of elven magic.

**Novice:** You learn the Keeper spell wrath of the elvhen.

**Journeyman:** You learn the Keeper spell ensnare.

**Master:** You can tap into the natural cycle of death and rebirth. When you kill an enemy with wrath of the elvhen, you get back 1d6 Health if you are wounded. If you are already at full Health, you gain no benefit.

## <h2>Marksman

### <h3>Rogue Specialization

[Background]

### <h3>Marksman Talent

**Class:** Rogue.

**Requirements:** You must have Dexterity and Perception 3 or higher and either Archery Style (Journeyman) or Thrown Weapon Style (Journeyman).

You are an expert shot.

**Novice:** Your missile attacks are so powerful they can fling opponents back and knock them off their feet. You can perform the knockdown stunt for 1 SP instead of the usual 2 when making ranged attacks. Additionally, you may push the target straight back 2 yards before applying the knockdown (this is similar to the skirmish stunt but more limited).

**Journeyman:** You can unleash a storm of missiles on your opponents. You can perform the volley stunt for 5 SP. This allows you to make two more ranged attacks, at the same target or others within 10 yards and in sight. You must have a loaded missile weapon to make a ranged attack, so use of up to two rapid reload stunts may be required to use volley. If you roll doubles on either of these attack rolls, you do not gain any more stunt points.

**Master:** You can find the vulnerable spot on any opponent. When you perform the pierce armor stunt with a ranged attack, your damage is penetrating. (That stunt normally halves your opponent's Armor Rating, but penetrating damage allows you to ignore it altogether.)

## <h2>Ranger

### <h3>Rogue Specialization

[Background]

### <h3>Ranger Talent

**Class:** Rogue.

**Requirements:** You must have Communication and Perception 3 or higher, and the Communication (Animal Handling) focus.

You can use your knowledge of the natural world to your advantage.

**Novice:** You can lure nearby animals to your location and make them fight for you. You start by making a Communication (Animal Handling) test, which takes 2d6 minutes. The base TN is 13 but the GM may adjust it based on the area you've chosen and the orneriness of the animals. For each degree of success, you reduce the time the test takes by 1 minute. If the test is successful, you attract an animal and can control it during the next combat encounter. When it's over or after a half hour has elapsed, the animal wanders away. As a novice, you can lure common animals like dogs, wolves, and birds of prey (you can use falcon stats for these). The GM has final say over what sorts of animals you can lure with this talent.

**Journeyman:** Your time in the wild has honed your ambush skills. When you attack an opponent who has been surprised, you inflict +2 damage.

**Master:** You can now lure larger animals like black bears, brontos, halla, and even giant spiders.

## <h2>Shadow

### <h3>Rogue Specialization

[Background]

### <h3>Shadow Talent

**Class:** Rogue.

**Requirements:** You must have Dexterity 4 or higher and the following Dexterity focuses: Legerdemain and Stealth.

You live in the shadows.

**Novice:** You are a master of stealth. With an activate action, you can enter Shadow mode and gain the following benefits. You gain a +1 bonus on Dexterity (Stealth) and Dexterity (Legerdemain) tests. Opponents also find it difficult to land telling blows against you. They suffer a -1 penalty on damage rolls when making melee or ranged attacks against you. You can leave Shadow mode with a free action.

**Journeyman:** You can confuse and misdirect opponents so they attack imaginary enemies. While in Shadow mode, you can perform the decoy combat stunt for 2 SP. Make a Dexterity (Stealth) test and note the test result. Until your next turn, anyone that attempts to target you with a ranged or melee attack must beat your test result with a Perception (Seeing) test. Those that fail still make the attack (thus using an action) but miss automatically.

**Master:** You know how to choose the perfect moment to strike. When you backstab an opponent in Shadow mode, you add your Cunning to your damage.

## <h2>Shapeshifter

### <h3>Mage Specialization

[Background]

### <h3>Shapeshifter Talent

**Class:** Mage.

**Requirements:** You must have Constitution and Magic 3 or higher.

You can transform into the shape of other creatures.

**Novice:** You learn the Shapeshifter spell small animal form. While you've taken on a creature's form with a Shapeshifter spell, the following general rules apply. You cannot speak or cast spells. Spells you cast before the transformation remain in effect as normal, and you can pay mana when required to keep them going. You retain your Cunning and Magic abilities and your Health, but the rest of your stats are determined by the Shapeshifter spell you use.

**Journeyman:** You learn the Shapeshifter spell large animal form.

**Master:** You learn the Shapeshifter spell monster form.

## <h2>Spirit Warrior

### <h3>Warrior Specialization

[Background]



### <h3>Spirit Warrior Talent

**Class:** Warrior.

**Requirements:** You must have Magic and Willpower 3 or higher.

You can harness the power of the Fade.

**Novice:** You can wreath yourself in mystical energy. With an activate action, you can enter Spirit Warrior mode. This grants you a +1 bonus to Defense and a +1 bonus on Magic tests to resist spells and other magical attacks. You can end Spirit Warrior mode with a free action.

**Journeyman:** You can channel energy from the Fade into your weapons. While in Spirit Warrior mode, your melee and ranged attacks count as magical. This allows them to inflict full damage to incorporeal creatures like shades. They also inflict bonus damage equal to your Willpower on demons and other creatures of the Fade.

**Master:** You can overload your body with the power of the Fade and then release it violently. While in Spirit Warrior mode, you can perform the Fade burst stunt for 4 SP. A coruscating wave of energy causes 1d6 penetrating damage to all enemies within 4 yards of you. Demons and other creatures of the Fade take 1d6 + your Willpower penetrating damage instead.

## PG4: EQUIPMENT

[text]

### <h1>New Weapons

[background]

#### <h2>Lances Group

Weapon	Damage	Min. Str.	Cost
Heavy Lance	2d6+1 20 sp		3
Jousting Lance	1d6+1 6 sp		0
Light Lance	1d6+3 12 sp		1

**Note:** Lance weapons are meant to be used while mounted. When used on foot, they count as improvised weapons.

**Heavy Lance:** This is a long spear used couched under the arm of a horseman.

**Jousting Lance:** Also known as a tourney lance, this weapon lacks the sharp metal tips of other lances. It is meant for completion instead of battle. Once you make a successful attack with a jousting lance, it splinters and is destroyed.

**Light Lance:** Similar to the heavy lance, but it can be used overhead or underarm.

#### <h2>Polearm Group

Weapon	Damage	Min. Str.	Cost
Glaive	2d6+1	1	23 sp
Halberd	2d6+3	3	25 sp
Military Fork	2d6	2	20 sp

**Note:** All polearms are two-handed weapons.

**Glaive:** A glaive is a pole weapon with a long curved blade on the business end.

**Halberd:** This weapon features an axe head and spike mounted at the end of a long pole.

**Military Fork:** Descended from the farmer's pitchfork, the military version is designed to punch through armor.

## <h1>Runes

Runes are magical inscriptions of lyrium that can enchant armor and weapons with various effects. Skilled dwarven craftsmen and some mages, particularly the Tranquil, know the secrets of runecraft. They inscribe the runes onto blank pieces of stone (unsurprisingly called runestones) and this is how they are commonly found. The runestone itself has no inherent power, but an enchanter can take it and transfer the rune onto weapons or armor. This activates the enchantment.

Not every weapon or suit of armor can be enchanted. The process usually requires the use of special materials, such as red steel and dragonbone. When magic items are described, they may have one to three rune slots. Each one of these slots can be inscribed with one rune of the appropriate type (armor runes for armor and weapon runes for weapons). Items cannot have more than one of the same type of rune. You cannot put two runes of defense on a suit of armor, for example, though you could put on one rune of defense and one rune of fortune. An item without a rune slot cannot be enchanted.

Once an item has been enchanted, the rune(s) effects are permanent. A new rune can be inscribed on a slot already in use, but this destroys the rune that was there. In this way PCs can upgrade their items with different or more powerful runes, but there is a cost.

**Example:** *Locke, the city elf rogue, breaks into a noble's mansion and steals a magical dagger with two rune slots. She has previously acquired several runes, so she takes the dagger to be enchanted with a novice rune of cold iron and journeyman rune of slowness. She later acquires a master rune of elements (fire) and wants to put that on the dagger. Since the two slots are full, she can only do so by destroying one of existing runes. She chooses to lose the rune of cold iron and replace it with the rune of elements (fire).*

Only characters with the Runecrafting talent (see **Chapter 3: Focuses, Specializations, and Talents**) can use runes to enchant armor and weapons.

## <h2>Armor Runes

The five most common types of armor runes are defense, fortune, protection, valiance, and warding. Armor with one or more rune slots can be enchanted with them.

### <h3>Rune of Defense

A rune of defense makes you harder to hit in combat.

**Novice:** You gain a +1 bonus to your Defense.

**Journeyman:** You gain a +2 bonus to your Defense.

**Master:** You gain a +3 bonus to your Defense.

### <h3>Rune of Fortune

Fortune favors the wearer of this rune.

**Novice:** Once per encounter, you can take a +2 bonus on any one dice roll (ability test, damage roll, etc.). You can decide to use the bonus after the dice are rolled.

**Journeyman:** As novice, but the bonus is +4.

**Master:** As novice, but the bonus is +6.

### <h3>Rune of Protection

Armor and shields enhanced with this rune are more resilient.

**Novice:** You gain a +1 bonus to your Armor Rating.

**Journeyman:** You gain a +2 bonus to your Armor Rating.

**Master:** You gain a +3 bonus to your Armor Rating.

### <h3>Rune of Valiance

This rune fills you with courage.

**Novice:** You receive a +1 bonus on Willpower tests.

**Journeyman:** You receive a +2 bonus on Willpower tests.

**Master:** You receive a +3 bonus on Willpower tests.

### <h3>Rune of Warding

You gain resistance to one school of magic (Blood, Creation, Entropy, Primal, or Spirit). A rune of warding (Primal), for example, will aid your tests vs. Primal spells but not those of other schools.

**Novice:** You receive a +1 bonus on tests to resist spells from the specified school of magic.

**Journeyman:** You receive a +2 bonus on tests to resist spells from the specified school of magic.

**Master:** You receive a +3 bonus on tests to resist spells from the specified school of magic.

## <h2>Weapon Runes

The seven most common types of weapon runes are cold iron, devastation, elements, paralyzation, silverite, slowness, and striking. Weapons with one or more rune slots can be enchanted with them.

### <h3>Rune of Cold Iron

A weapon with a cold iron rune is a bane to the undead.

**Novice:** This weapon inflicts +1 damage on possessed corpses (skeletons, devouring corpses, etc.).

**Journeyman:** As novice, but the damage is +3.

**Master:** As novice, but the damage is +5.

### <h3>Rune of Devastation

This rune turns your weapon into a dealer of death.

**Novice:** When wielding this weapon, you gain a +1 bonus when generating stunt points. However, the bonus stunt point can only be spent on mighty blow and lethal blow.

**Journeyman:** When wielding this weapon, you gain a +2 bonus when generating stunt points. However, the bonus stunt point can only be spent on mighty blow and lethal blow.

**Master:** When wielding this weapon, you gain a +3 bonus when generating stunt points. However, the bonus stunt point can only be spent on mighty blow and lethal blow.

### <h3>Rune of Elements

There are several different types of this rune (fire, frost, lightning, nature, and spirit), but all have the same basic game effect (using the element to add damage to the attack). With the GM's permission, you can use an enchanted weapon to achieve appropriate minor effects. You might use weapon with a rune of elements (fire) to light a torch, for example.

**Novice:** This weapon inflicts +1 damage.

**Journeyman:** This weapon inflicts +2 damage.

**Master:** This weapon inflicts +3 damage.

### <h3>Rune of Paralyzation

A weapon enchanted with this rune can take an opponent out of a fight and is much feared for that reason.

**Novice:** When wielding this weapon, you can perform the paralyze stunt for 6 SP. The target of your attack must make a successful TN 13 Constitution (Stamina) test or become paralyzed. A paralyzed character cannot move at all for the rest of the encounter, loses his Dexterity from Defense, and can take no actions, but is not subject to a coup de grace unless otherwise unconscious or dying. At the start of his turn on each subsequent round, the paralyzed character can make another test to end the effect of the rune.

**Journeyman:** As the novice rune but the stunt only costs 5 SP and the TN of the Constitution (Stamina) test is 15.

**Master:** As the novice rune but the stunt only costs 4 SP and the TN of the Constitution (Stamina) test is 17.

### <h3>Rune of Silverite

A weapon with a cold iron rune is a bane to darkspawn.

**Novice:** This weapon inflicts +1 damage on darkspawn (gunlocks, hurlocks, ogres, etc.).

**Journeyman:** As novice, but the damage is +3.

**Master:** As novice, but the damage is +5.

### <h3>Rune of Slowness

This rune can slow an enemy to a crawl.

**Novice:** When wielding this weapon, you can perform the slow stunt for 4 SP. The target of your attack must make a successful TN 13 Magic (Spirit) test or become slowed. A paralyzed character suffers a -1 penalty on attack and casting rolls and a -4 penalty on Speed. At the start of his turn on each subsequent round, the slowed character can make another test to end the effect of the rune.

**Journeyman:** As the novice rune but the TN of the Magic (Spirit) test is 15, the attack and casting roll penalty is -2, and the Speed penalty is -6.

**Master:** As the novice rune but the TN of the Magic (Spirit) test is 17, the attack and casting roll penalty is -3, and the Speed penalty is -8.

### <h3>Rune of Striking

A weapon enchanted with this rune strikes true.

**Novice:** You gain a +1 bonus on attack rolls when wielding this weapon.

**Journeyman:** You gain a +2 bonus on attack rolls when wielding this weapon.

**Master:** You gain a +3 bonus on attack rolls when wielding this weapon.

## PG5: MAGIC

### <h1>Magic Stunts

*Dragon Age* players are already familiar with the spell stunts from Set 1 and the magical mishaps possible with the more advanced spells in Set 2. This set looks at some additional stunts available to mages.

*[[The following stunts are on the table for potential inclusion in Set 3.]]*

### <h3>Spell Stunts

SP Cost	Stunt
1	<b>ARCANE ACUITY:</b> Your expertise in the magical arts assists you. Make a <b>TN 11 Magic test</b> using the focus of your choice. If you succeed, you either become aware of some key magical detail of the current encounter or else gain a +1 bonus on your next magic-related test, up until the end of your next turn.
1	<b>ARCANE ADVANTAGE:</b> The target of the spell suffers a –1 penalty to resist your next spell until the end of your next turn.
1+	<b>STAGGERING SPELL:</b> If the spell does damage, you can move the target 2 yards in any direction for each 1 SP you spend.
1+	<b>MANA GRAB:</b> If the target of the spell has a mana score, you can make an opposed Magic test; if you win, you take points of mana from the target equal to the result of the Dragon Die, costing 1 SP per mana taken. You cannot reduce the target below 0 mana. If you lose the opposed test, spend 1 SP and you cannot attempt another mana grab against that target in this encounter. Doubles on this test do not generate additional stunt points.
1+	<b>ARCANE ARMOR:</b> Channeling residual mana from your spellcasting, you create a protective field around you, gaining an Armor Rating equal to the SP spent until the beginning of your next turn.
3	<b>HEALING MANA:</b> You reflexively channel mana to help heal your wounds: spend 3 SP and 3 MP to regain 1d6 Health.
3	<b>LASTING SPELL:</b> If the spell has a duration beyond instant, it is extended to twice the original duration with no additional mana cost: so rock armor, for example, lasts an additional hour, glyph of paralysis lasts 2d3 rounds, and so forth.
4	<b>MANA SURGE:</b> Immediately after casting the spell, regain 1d6 mana.
4	<b>MASTERFUL CASTING:</b> Reduce the mana cost of the spell cast by 2. This can reduce mana cost to 0.

- 4      **SPLIT SPELL:** If the spell affects only one target, you can have it affect two, so long as the second target is within the spell's range and no more than 6 yards from the original target. There is no additional mana cost. Targets test against the spell separately.
- 5      **DISRUPT MAGIC:** In addition to its normal effects, your spell is so powerful that it may disrupt another magical effect on the target; roll an immediate test of your **Magic (Spirit) vs. the Spellpower** of any one effect on the target. Success removes the effect, while failure has no additional effect (beyond the normal effect of the initial spell). Doubles on this test do not generate additional stunt points.
- 5      **LETHAL SPELL:** If the spell does damage, one target of the spell takes an extra 2d6 damage. Alternately, *all* targets of the spell take an additional 1d6 damage.
- 5      **PENETRATING SPELL:** If the spell does damage, all of its damage this round becomes penetrating damage, ignoring the target's armor rating.

### <h3>Creation Spell Stunts

The following stunts may only be chosen when using stunt points generated from the casting of a Creation spell.

<b>SP Cost</b>	<b>Stunt</b>
1	<b>STRENGTHENING SPELL:</b> One ally within two yards of you gains a +1 bonus to Strength until the beginning of your next turn.
1	<b>QUICKENING SPELL:</b> One ally within two yards of you gains a +1 bonus to Dexterity until the beginning of your next turn.
1+	<b>BOLSTERING SPELL:</b> You or one ally within two yards of you with greater than 0 Health recovers one Health for each SP spent.
2	<b>SUSTAINING SPELL:</b> An ally within 10 yards currently at 0 Health doesn't count this round when determining how many rounds he can survive with 0 Health.
3	<b>EMPOWERING SPELL:</b> You gain +1 spellpower on the next spell you cast, until the end of your next turn.

### <h3>Entropy Spell Stunts

The following stunts may only be chosen when using stunt points generated from the casting of an Entropy spell.

<b>SP Cost</b>	<b>Stunt</b>
1	<b>CONSUMING HUNGER:</b> If a character within 10 yards of you dies this round, you recover 1d6 mana. Note this only recovers mana you have spent; it doesn't give you bonus mana above your normal amount.

- 2      **MINOR CURSE:** The target of your spell suffers a -1 penalty to Defense until the beginning of your next turn.
- 2      **LEADEN FEET:** The target of your spell is briefly drained of vitality. The target suffers a -1 penalty to Speed until the beginning of your next turn.
- 3      **DARK MERCY:** A character within 10 yards currently at 0 Health counts this round twice when determining how many rounds he can survive with 0 Health.
- 3      **VAMPIRIC BLESSING:** The target of the spell loses one Health and you are healed of the same amount. Note this only heals damage you have suffered; it doesn't give you bonus Health above your normal amount.

### <h3>Primal Spell Stunts

The following stunts may only be chosen when using stunt points generated from the casting of a Primal spell.

SP Cost	Stunt
2	<b>DAZZLING SPELL:</b> In addition to other effects, the target of your spell is at a -1 penalty for all tests involving vision (including attacks) until the start of your next turn.
3	<b>IMMOLATION:</b> The magic you use causes you to burst into flame. It causes you no harm, but until the beginning of your next turn anyone who comes into contact with you or attacks you in melee takes 1d6+1 damage.
3	<b>THICK SKIN:</b> Your skin hardens briefly and adds 1 to your Armor Rating until the beginning of your next turn. This stunt may not be used if this spell raises your Armor Rating or if you already have a spell cast on you that raises your Armor Rating.
4	<b>LIGHTNING ARCS:</b> Electricity arcs from your body, inflicting 1 point of penetrating energy damage to any foes within 2 yards.

### <h3>Spirit Spell Stunts

The following stunts may only be chosen when using stunt points generated from the casting of a Spirit spell.

SP Cost	Stunt
1+	<b>SPIRIT SHIELD:</b> You shape excess mana to protect you. Until the beginning of your next turn any spell stunt (helpful or harmful) that costs up to the number of SP you spent to activate energy shield has no effect on you. If it's a spell stunt that affects multiple targets, you are not affected but others are as normal.

- 2           **KNOCK PRONE:** You knock the target of your spell prone. Any character making a melee attack against a prone foe gains +1 bonus on the attack roll.
- 3           **ENERVATING SPELL:** If the target of this spell is a spellcaster, that character loses 1 mana point.

## <h1>New Spells

*[[Note: Spells are not yet alphabetical. Rather they are organized according to type and requirement, for easier comparison.]]*

### <h3>Regeneration

Magic School:	Spell Type:	Mana Cost:
Creation	Utility	15 MP
Casting Time: One Hour		Target Number: 19
Test: None	Requirement: Creation Magic (Master)	

Grievous wounds close and broken bones knit together as you speed up a subject's natural healing to accomplish in an hour what would normally take weeks. The subject regains 3d6 + your Magic in Health and is cured of any major injuries, such as broken bones or damaged organs.

Powerful as this spell is, it cannot be used to reattach severed body parts. It is also unable to cure diseases or neutralize poisons, though it can reduce symptoms and repair any organ damage suffered.

### <h3>Mass Rejuvenation

Magic School:	Spell Type:	Mana Cost:
Creation	Utility	8+ MP
Casting Time: Major Action		Target Number: 19
Test: None	Requirement: Rejuvenate	

You channel healing energy to a number of allies within 10 yards equal to your Magic score, though each subject beyond the first costs an additional 5 MP. You may choose to target yourself. Subjects each regain 1d6 Health immediately, and another 1d6 Health at the start of their respective turns each round for a number of rounds equal to your Magic ability.

### <h3>Heroic Defense

Magic School:	Spell Type:	Mana Cost:
Creation	Defense	8+ MP
Casting Time: Major Action		Target Number: 18
Test: None	Requirement: Heroic Aura	



You surround an ally within 30 yards with bands of protective force that stop all but the most devastating attacks. The subject gains a +5 bonus to Defense and a +2 bonus to Armor Rating for a number of rounds equal to half your Magic score (rounded down). You can extend this duration at the cost of 4 MP per additional round.

You can cast this spell on yourself. Its effects do not stack with those that reset your Defense to be based on your Spellpower, such as Arcade Shield and Fade Shield.

### <h3>Haste

Magic School:	Spell Type:	Mana Cost:
Creation	Utility	10 MP
Casting Time: Major Action		Target Number: 19
Test: None	Requirement: Heroic Defense	

This spell turns a single ally into a blur on the battlefield, allowing them to move and strike with blinding speed. The subject gains a +10 bonus to their Speed and treats the Lightning Attack stunt as having a cost of 2+ SP, allowing them to make multiple extra attacks in one round.

Haste only lasts for a single round, but its duration may be extended at a cost of 10 MP per additional round. You may cast this spell on yourself.

### <h3>Glyph of Repulsion

Magic School:	Spell Type:	Mana Cost:
Creation	Attack	10 MP
Casting Time: Major Action		Target Number: 15
Test: Constitution (Stamina) vs. Spellpower	Requirement: Glyph of Warding	

You trace a hasty arcane symbol onto the ground in front of you and strike it with all your might, causing a wave of force to send enemies within 10 yards reeling. All subjects are pushed 10 yards away from you and must succeed at a **Constitution (Stamina) test vs. your Spellpower** or be knocked prone.

### <h3>Glyph of Neutralization

Magic School:	Spell Type:	Mana Cost:
Creation	Utility	20 MP
Casting Time: One Minute		Target Number: 19
Test: Magic (Creation) vs. Spellpower	Requirement: Glyph of Repulsion	

The bane of all spellcasters, this rune saps mana from a target and temporarily prevents them from casting spells. The first enemy that moves within 2 yards of the glyph's location triggers it. The target and anyone within 10 yards is drained of 3d6 + Magic MP and must succeed at a **Magic (Creation) test vs. your Spellpower** or lose the ability to cast spells for 1d3 rounds. You can maintain a number of active glyphs of neutralization equal to your Magic ability at any one time. Each glyph is good for only one use.

### <h3>Spellbloom

Magic School:	Spell Type:	Mana Cost:
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Creation                      Utility                      8 MP  
Casting Time: Major Action                      Target Number: 18  
Test: None                      Requirement: Grease

You conjure a font of magical energy that lasts for a number of rounds equal to your Magic ability. Each mage, ally or enemy, within 4 yards of the bloom regains 1d6 MP at the beginning of their turn.

As a minor action on your turn you may dispel the bloom to gain a number of SP equal to the rounds of duration remaining on it. These SP must be used on spell stunts on the same round they are gained. Any unspent points are lost at the end of your turn.

### <h3>Singing Swarm

Magic School:              Spell Type:              Mana Cost:  
Creation                      Attack                      20 MP  
Casting Time: Major Action                      Target Number: 21  
Test: Constitution (Stamina) vs. Spellpower                      Requirement: Spellbloom

A swarm of biting insects materializes around a single enemy within 30 yards. The subject takes 2d6 + Magic penetrating damage at the start of each of their turns for a number of rounds equal to half your Magic ability (rounded down). They must also succeed at a **Constitution (Stamina) test vs. your Spellpower** each round or suffer a -2 penalty to all attacks and spell-casting tests. If the subject dies before the swarm dissipates, the swarm moves on to another enemy within 20 yards.

### <h3>Miasma

Magic School:              Spell Type:              Mana Cost:  
Entropy                      Enchantment              8 MP  
Casting Time: Major Action                      Target Number: 15  
Test: Constitution (Stamina) vs. Spellpower                      Requirement: Paralyze

A sickly green mist radiates out along the ground from your feet. All enemies within 10 yards of you at the start of their turns must make a **Constitution (Stamina) test vs. your Spellpower** or suffer a -2 penalty to Defense and a -2 penalty to all attacks. Subjects must make this test each turn they begin in the miasma or upon entering the miasma. This spell only lasts 1 round, but you may extend its duration by spending 2 MP at the start of each of your turns. If you do not pay the upkeep, the spell ends immediately at the start of your turn.

### <h3>Mass Paralysis

Magic School:              Spell Type:              Mana Cost:  
Entropy                      Attack                      22 MP  
Casting Time: Major Action                      Target Number: 21  
Test: Constitution (Stamina) vs. Spellpower                      Requirement: Miasma

You surround each enemy within 20 yards with tendrils of entropic energy, locking them in place. Each target must succeed at a **Constitution (Stamina) test vs. your Spellpower** or become

paralyzed. Targets that pass the test lose their Dexterity value from their Speed. Paralyzed characters have a Speed of 2 yards per turn, lose the Dexterity bonus to their Defense, and can take no actions, but are not subject to a coup de grace unless they are otherwise unconscious or dying. A paralyzed target makes a new test at the start of their turn each round to shake off the spell. Effects otherwise persist for a number of minutes equal to your Magic.

### <h3>Misdirection Hex

Magic School:	Spell Type:	Mana Cost:
Entropy	Attack	10 MP
Casting Time: Major Action		Target Number: 18
Test: Magic (Entropy) vs. Spellpower		Requirement: Affliction Hex

Fortune turns against the subject of this spell at every opportunity, making his attacks all but fruitless. Until the end of the encounter, a single enemy within 30 yards suffers a -2 penalty to attack rolls and cannot generate stunt points. The subject may make a **Magic (Entropy) or Willpower (Courage) test vs. your Spellpower** at the start of each of their turns to end the spell. Otherwise, the effects end after a number of minutes equal to your Magic.

### <h3>Death Hex

Magic School:	Spell Type:	Mana Cost:
Entropy	Attack	20 MP
Casting Time: Major Action		Target Number: 21
Test: Magic (Entropy) vs. Spellpower		Requirement: Misdirection Hex

You curse an enemy within 30 yards to suffer mightily from each strike upon them. Until the end of the encounter, all attacks made against the target gain a +3 bonus, deal +3 damage, and automatically generate a +2 SP on a hit, even if doubles aren't rolled. The subject can end the effects with a successful **Magic (Entropy) test vs. your Spellpower**. The spell otherwise ends after a number of rounds equal to your Magic.

### <h3>Sleep

Magic School:	Spell Type:	Mana Cost:
Entropy	Attack	15 MP
Casting Time: Major Action		Target Number: 20
Test: Willpower(Self-Discipline) vs. Spellpower		Requirement: Horror

Enemies within 10 yards of a point you choose within 30 yards of you are overcome with heavy drowsiness, falling asleep on their feet unless they succeed at a **Willpower (Self-Discipline) test vs. your Spellpower**. Targets that fail the initial test may make another test on each of their turns until they awaken. Sleeping targets have a Defense of 10, but are not subject to a coup de grace. Any damage immediately awakens a subject.

### <h3>Waking Nightmare

Magic School:	Spell Type:	Mana Cost:
Entropy	Attack	20 MP

Casting Time: Major Action                      Target Number: 21

Test: Willpower(Self-Discipline) vs. Spellpower                      Requirement: Sleep

You trap a single enemy within 20 yards in a waking nightmare. Until they succeed at a **Willpower (Self-Discipline) test vs. your Spellpower**, the subject randomly attacks your enemies to the best of their ability. Subjects already asleep when affected by this spell take a -3 penalty to their initial test. If they do not pass the initial test, they may make another on each of their turns until they awaken.

### <h3>Curse of Mortality

Magic School:              Spell Type:              Mana Cost:

Entropy                      Attack                      15 MP

Casting Time: Major Action                      Target Number: 18

Test: Constitution (Stamina) vs. Spellpower                      Requirement: Death Magic

This spell forces a single enemy ever closer to its inevitable death. The subject suffers 2d6 + Magic penetrating damage initially, and 1d6 + Magic damage at the start of each of their turns. Additionally, they cannot regain Health by any means. The effects of this curse last for a number of rounds equal to your Magic ability. If the target makes a successful **Constitution (Stamina) test vs. your Spellpower**, they instead suffer 1d6 penetrating damage per turn and can regain Health as usual.

### <h3>Death Cloud

Magic School:              Spell Type:              Mana Cost:

Entropy                      Attack                      20 MP

Casting Time: Major Action                      Target Number: 21

Test: Constitution (Stamina) vs. Spellpower                      Requirement: Curse of Mortality

You unleash a cloud of entropic energy with a 5-yard radius centered anywhere within 50 yards. Anyone, whether ally or enemy, who enters the cloud or starts their turn in it suffers 3d6 + Magic penetrating damage. Targets who make a successful **Constitution (Stamina) test vs. your Spellpower** only suffer 2d6 penetrating damage. The cloud only lasts a single round, but you can extend its duration another round by spending 10 MP at the start of each of your turns.

### <h3>Fireball

Magic School:              Spell Type:              Mana Cost:

Primal                      Attack                      11 MP

Casting Time: Major Action                      Target Number: 18

Test: Dexterity (Acrobatics) vs. Spellpower                      Requirement: Flaming Weapons

You throw a mote of fire to a point anywhere within 50 yards, where it erupts into a burst of flame with a 4-yard radius. Anyone, ally or enemy, caught in the blast takes 3d6 + Magic damage and is knocked prone, but those who make a successful **Dexterity (Acrobatics) test vs. your Spellpower** remain standing.

### <h3>Inferno

Magic School: Spell Type: Mana Cost:

Primal Attack 20 MP

Casting Time: Major Action Target Number: 21

Test: Dexterity (Acrobatics) vs. Spellpower Requirement: Fireball

Calling upon the raw elements of creation, you ignite a column of air 6 yards in radius and 12 yards tall anywhere within 50 yards. Anyone, whether ally or enemy, who enters the inferno or starts their turn in it suffers 3d6 + Magic damage. Targets who make a successful **Dexterity (Acrobatics) test vs. your Spellpower** suffer only 2d6 damage but falls prone. Additionally, any target that leaves the column of fire continues to burn, taking 1d6 damage at the start of their turn until they succeed on a second **Dexterity (Acrobatics) test vs. your Spellpower** to put out the flames. The column normally lasts a single round, but you can extend its duration another round by spending 10 MP at the start of your turn.

### <h3>Earthquake

Magic School: Spell Type: Mana Cost:

Primal Attack 11 MP

Casting Time: Major Action Target Number: 18

Test: Dexterity (Acrobatics) vs. Spellpower Requirement: Stonefist

The ground bucks and rolls in an area with a 6-yard radius anywhere you choose within 30 yards. Anyone caught in the area suffers a -2 penalty to defense and a -5 penalty to Speed for one round. They must also succeed on a **Dexterity (Acrobatics) test vs. your Spellpower** or fall prone. For 5 MP, paid at the start of your turn, you extend the duration of the spell another round.

### <h3>Petrify

Magic School: Spell Type: Mana Cost:

Primal Attack 15 MP

Casting Time: Major Action Target Number: 20

Test: Constitution (Stamina) vs. Spellpower Requirement: Earthquake

You turn a single target within 30 yards to stone unless they succeed on a **Constitution (Stamina) test vs. your Spellpower**. A petrified character gains a +5 Armor Rating, but has their Defense reduced to 7 and may take no actions on their turn. They are not subject to a coup de grace. Petrified subjects may take no actions except to reattempt the test at the start of their turns until they succeed and overcome the spell.

### <h3>Cone of Cold

Magic School: Spell Type: Mana Cost:

Primal Attack 15 MP

Casting Time: Major Action Target Number: 18

Test: Constitution (Stamina) vs. Spellpower Requirement: Frost Weapons

You project a blast of freezing air from your outstretched hands that is 2 yards wide and 8 yards long. Anyone caught in the blast suffers 2d6 + Magic penetrating damage and a -10 penalty to Speed for a number of rounds equal to half your Magic ability. Subjects who make a successful **Constitution (Stamina) test vs. your Spellpower** only suffer 1d6 + Magic penetrating damage and a -5 penalty to their Speed for the same duration.

### <h3>Blizzard

Magic School:	Spell Type:	Mana Cost:
Primal	Attack	20 MP
Casting Time: Major Action		Target Number: 21

Test: Dexterity (Acrobatics) vs. Spellpower Requirement: Cone of Cold

This spell conjures forth a blizzard with a 5-yard radius, centered anywhere within 50 yards. Anyone in its howling winds takes 2d6 + Magic penetrating damage and must succeed at a **Dexterity (Acrobatics) test vs. your Spellpower** or slip and fall prone on the accumulating ice. Targets that start their turn in the blizzard take an additional 1d6 penetrating damage and must make an immediate test to avoid falling prone. All melee attacks made into or from the blizzard suffer a -2 penalty, all ranged attacks suffer a -5 penalty. The storm only lasts a single round unless you extend its duration another round by spending 10 MP at the start of each of your turns.

### <h3>Tempest

Magic School:	Spell Type:	Mana Cost:
Primal	Attack	11 MP
Casting Time: Major Action		Target Number: 18

Test: Constitution (Stamina) vs. Spellpower Requirement: Lightning

You summon a small electrical storm centered anywhere within 40 yards, with a radius of 4 yards. Anyone in the storm's area suffers 2d6 + Magic penetrating damage from lightning. Targets that make a successful **Constitution (Stamina) test vs. your Spellpower** only suffer 1d6 penetrating damage. The storm only lasts a single round, but you may extend its duration another round by spending 10 MP at the start of each of your turns. If you extend the spell, all creatures in the radius immediately suffer its effects again.

### <h3>Chain Lightning

Magic School:	Spell Type:	Mana Cost:
Primal	Attack	15+ MP
Casting Time: Major Action		Target Number: 20

Test: Constitution (Stamina) vs. Spellpower Requirement: Tempest

Lightning leaps from your outstretched hand or staff to a target of your choice within 30 yards. It then arcs to any secondary targets of your choice within 14 yards of the primary target. You must pay 7 MP for each target beyond the first (declare secondary targets before you roll to complete the spell). The primary target suffers 3d6 + Magic penetrating damage, while secondary targets each suffer 2d6 + Magic penetrating damage. Any target that makes a successful **Constitution (Stamina) test vs. your Spellpower** reduces their damage by one die (the primary target suffers

only 2d6 + Magic penetrating damage and secondary targets suffer only 1d6 + Magic penetrating damage).

### <h3>Anti-Magic Ward

Magic School: Spirit      Spell Type: Enchantment      Mana Cost: 11 MP  
Casting Time: Major Action      Target Number: 18  
Test: None      Requirement: Dispel Magic

You ward an ally against harmful magic until the end of the encounter, granting them a +5 bonus to all tests made to oppose or resist Spellpower.

### <h3>Anti-Magic Burst

Magic School: Spirit      Spell Type: Utility      Mana Cost: 20 MP  
Casting Time: Major Action      Target Number: 19  
Test: Magic (Spirit) vs. Spellpower      Requirement: Anti-Magic Ward

You dispel all magical effects, both harmful and beneficial, within a 20-yard radius. Make a **Magic (Spirit) test vs. the Spellpower** of any effected magic. Make a single roll and apply the results to each magical effect. Success means you remove that magic, while failure means it is too powerful to be dispelled. You may remove some effects and not others, based upon varying Spellpower totals. The GM may rule that some magical effects not from spells can be affected by anti-magic burst, in which case he assigns a Spellpower rating to represent the effect's potency.

### <h3>Spell Might

Magic School: Spirit      Spell Type: Enchantment      Mana Cost: 11 MP  
Casting Time: Major Action      Target Number: 18  
Test: None      Requirement: Mana Cleanse

You channel deep reserves of magical energy, granting yourself a +2 to Spellpower and gaining +2 SP on all rolls that generate stunt points until the end of the encounter. While under the effects of this spell, each spell you cast costs an additional 2 MP. You may end this spell for free at the beginning of your turn.

### <h3>Mana Clash

Magic School: Spirit      Spell Type: Attack      Mana Cost: 11+ MP  
Casting Time: Major Action      Target Number: 20  
Test: Magic (Spirit) vs. Spellpower      Requirement: Spell Might

You sacrifice personal magical reserves to burn out an enemy spellcaster's mana. One target within 30 yards suffers 1d6 + Magic penetrating damage. Additionally, for every 2 MP you spend beyond the initial cost of this spell, the target loses 2 MP and suffers an additional 1 damage. If

the subject makes a successful **Magic (Spirit) test vs. your Spellpower**, they take no additional damage for the mana drain but still take the initial 1d6 + Magic penetrating damage. This spell has no effect on targets without mana.

### <h3>Virulent Walking Bomb

Magic School:      Spell Type:      Mana Cost:  
Spirit              Attack              11 MP  
Casting Time: Major Action      Target Number: 18

Test: Constitution (Stamina) vs. Spellpower      Requirement: Death Syphon

You infect the blood of a target within 10 yards with deadly magical venom. When you cast it, virulent walking bomb immediately deals 2d6 + Magic penetrating damage. The subject must then make at a **Constitution (Stamina) test vs. your Spellpower** at the start of each of its turns. If it succeeds, the spell ends. If it fails, the target suffers another 1d6 + Magic penetrating damage. If the target dies while virulent walking bomb is still in effect, it explodes in a shower of gore, dealing 2d6 damage to anyone within 4 yards. Subjects caught in this blast must succeed at a **Constitution (Stamina) test vs. your Spellpower -2** or become secondary targets of this spell, exploding as though they were the original target (but without the effect of infecting further targets)

### <h3>Animate Dead

Magic School:      Spell Type:      Mana Cost:  
Spirit              Enchantment      20 MP  
Casting Time: One Minute      Target Number: 20

Test: None      Requirement: Virulent Walking Bomb

Potent spiritual energy enters a corpse you touch, causing it to jerk to life at your command. The corpse remains animate for a number of minutes equal to your Magic ability, or until you release the enchantment. Your Game Master is free to devise special stats for any corpse you animate, to reflect what it was in life, or may use the stats for the Skeleton or the Enraged Corpse found in the Adversaries chapter of the Set 1 *Game Master's Guide*.

### <h3>Telekinetic Weapons

Magic School:      Spell Type:      Mana Cost:  
Spirit              Enchantment      8 MP  
Casting Time: Major Action      Target Number: 19

Test: None      Requirement: Force Field

The readied melee weapons of all allies within 10 yards of you pulse with arcane force, inflicting bonus damage equal to your Magic ability. Any attack made with an effected weapon that generates stunt points may treat the Pierce Armor stunt as costing 1 fewer SP. This can be combined with other effects, such as the level 2 Rogue stunt bonus, to reduce the cost of the stunt to 0 SP. The enchantment lasts for one minute, but you can extend the duration when you cast the spell by spending an additional 6 MP for each extra minute you would like it to last. This spell does not harm the weapons it affects and may be cast on weapons currently subject to the spells frost weapon and flaming weapon.



### <h3>Crushing Prison

Magic School: Spell Type: Mana Cost:

Spirit Attack 20 MP

Casting Time: Major Action Target Number: 21

Test: Constitution (Stamina) vs. Spellpower Requirement: Telekinetic Weapons

You encase one enemy within 20 yards in a contracting cage of force. The spell immediately deals 1d6 + Magic damage and the target must succeed on a **Constitution (Stamina) test vs. your Spellpower** or become immobilized. Immobilized targets cannot move, though they may make attacks and cast spells. They also take an additional 2d6 + Magic damage at the start of their turn and remain immobilized unless they pass an additional **Constitution (Stamina) test vs. your Spellpower** to break free of the cage. Targets that fail the second test take another 3d6 + Magic damage on their next turn and remain immobilized until they break free, but they suffer no additional damage.

### <h3>Entropic Cloud

Magic School: Spell Type: Mana Cost:

Entropy Enchantment 20 MP

Casting Time: Major Action Target Number: 21

Test: Magic (Entropy) vs. Spellpower Requirement: Entropy Magic (Master)

The chaos of battle is yours to command as you extend a cloud of entropic energy 20 yards in each direction. Allies in the cloud enjoy a +2 bonus to all attacks and receive +1 SP on all rolls that generate stunt points. Enemies in the cloud receive a -2 penalty to all attacks and -1 SP on all rolls that generate stunt points unless they succeed at a **Magic (Entropy) test vs. your Spellpower**. This spell lasts until the end of the encounter.

### <h3>Hemorrhage

Magic School: Spell Type: Mana Cost:

Blood Attack 20 MP

Casting Time: Major Action Target Number: 19

Test: Constitution (Stamina) vs. Spellpower Requirement: Blood Wound

You take control of a large volume of a target's blood and force it out through their mouth, nose, and eyes unless they succeed at a **Constitution (Stamina) test vs. your Spellpower**. Targets that fail the test take 4d6 + Magic penetrating damage, while those that succeed only suffer 2d6 penetrating damage. Regardless of whether the target resists, the horrific nature of this spell demoralizes all enemies; the Imposing Spell stunt only costs 2 SP when used while casting hemorrhage.

### <h3>Blood Slave

Magic School: Spell Type: Mana Cost:

Blood Attack 22 MP

Casting Time: Major Action Target Number: 21

Test: Willpower (Self-Discipline) vs. Spellpower

Requirement: Hemorrhage

Perhaps one of the most feared powers available to blood mages, this spell allows you to take complete control of an enemy's body unless they make a successful **Willpower (Self-Discipline) test vs. your Spellpower**. If the subject fails, you may dictate all actions they take on their turn, though they may attempt a new test on each subsequent turn. All attacks made by a target under your control suffer a -2 penalty (if the target chooses to resist) due to the imprecise nature of your manipulation. Targets without blood or a similar substance cannot be affected by this spell.

### <h3>Thought-Taking

Magic School: Spell Type: Mana Cost:

Blood Utility 15 MP

Casting Time: One Minute Target Number: 21

Test: Willpower (Self-Discipline) vs. Spellpower  
Specialization

Requirement: Blood Mage

This spell allows a blood mage to probe deep into a subject's thoughts, uncovering their deepest secrets, desires and fears. You must touch a helpless target's forehead and concentrate for one minute, during which time the target is able to make a **Willpower (Self-Discipline) test vs. your Spellpower**. If they succeed you fail to penetrate their mind, but you may spend another 5 MP to extend the casting time by another minute and force the subject to make the test again. Once a subject fails the test, you have access to their mind and may expend 2 MP to ask the Game Master for the answer to a single question the subject knows. You may ask a total number of questions equal to your Magic ability, at a rate of one question per minute.

### <h3>Hallucination

Magic School: Spell Type: Mana Cost:

Entropy Utility 15 MP

Casting Time: One Minute Target Number: 18

Test: Perception (Hearing or Seeing) vs. Spellpower  
(Journeyman)

Requirement: Entropy Magic

You conjure, in the mind of a subject within 75 yards, an optical and auditory hallucination that can appear to be no larger than a number of yards across equal to your Magic ability. Add additional targets for 5 MP each. Subjects must succeed at a **Perception (Hearing or Seeing) test vs. your Spellpower** to realize the unreal nature of the scene. "Touching" the vision automatically reveals the ruse but does not end the spell unless you want it to. The hallucination otherwise lasts as long as you concentrate on the subject.

### <h3>Dowse

Magic School: Spell Type: Mana Cost:

Spirit Utility 15 MP

Casting Time: One Minute Target Number: 21

Test: None Requirement: Spirit Magic (Journeyman)

You extend your senses throughout a 100-yard radius in order to locate a desired object. This spell may be used to locate any one of a class of items (for example, locating a nearby source of

clean water) or one particular item (for example, your uncle's lost signet ring). You must be familiar with any specific item you intend to find with this spell. The GM may immediately reveal the location of the object, if it is within range, or grant you 5 SPs to spend immediately on exploration stunts.

### <h3>Summon Beast

Magic School:	Spell Type:	Mana Cost:
Creation	Utility	22 MP
Casting Time: One Hour		Target Number: 21
Test: None	Requirement: Creation Magic (Journeyman)	

You summon a mundane wild animal from the local area that remains loyal to you until the next sunrise or sunset, whichever comes first. The animal understands your spoken commands and follows them to the best of its ability. Though you may specify the type of animal you call out for, the Game Master is the arbiter of what type of animals are available to answer. Summoned animals do not fight to the death and are likely to flee when they've lost 50-75% of their Health (at the GM's discretion) unless you succeed on a **Communication (Leadership) test** or the animal succeeds on a **Willpower (Morale) test**. The TN of these tests depends on how dire the situation is but should rarely be less than TN 13.

### <h3>Pit

Magic School:	Spell Type:	Mana Cost:
Primal	Utility	15 MP
Casting Time: Major Action		Target Number: 18
Test: Dexterity (Acrobatics) vs. Spellpower (Journeyman)	Requirement: Primal Magic	

You magically carve a pit into the bare earth or nearby stone, 4 yards long by 4 yards wide by 2 yards deep. Subjects standing on the effected ground must succeed at a **Dexterity (Acrobatics) test vs. your Spellpower** or fall prone into the pit. Climbing out of the pit requires a minor action.

### <h3>Stone's Embrace

Magic School:	Spell Type:	Mana Cost:
Primal	Attack	15 MP
Casting Time: Major Action		Target Number: 20
Test: Strength (Might) vs. Spellpower	Requirement: Pit	

The earth swallows up and traps the feet of a number of enemies up to your Magic ability within 30 yards unless they succeed at a **Strength (Might) test vs. your Spellpower**. If they fail, they remain trapped until they succeed at the same test on their turn. Attempting the test is a minor action.

## <h2>Specialization Spells

*[[The following spells link up with specializations presented earlier.]]*

### <H3>Ensnare

**Magic School:**      **Spell Type:**      **Mana Cost:**

Primal                  Attack                  8 MP

**Casting Time:** Major Action      **Target Number:** 16

**Test:** Strength (Might) vs. Spellpower      **Requirement:** Keeper Specialization, Wrath of the Elvhen

**Description:** You send out tendrils of raw nature magic, which pull enemies towards you. You can target up to a number of enemies equal to your Magic ability who are within 8 yards of you. Each must make a successful **Strength (Might) test vs. your Spellpower** or be pulled adjacent to you (or as close to adjacent to you as terrain and other combatants allow). Those that fail the test by 4 or more (for example, rolling a 12 or less when the TN was 16) also take penetrating damage equal to half your Magic (rounded down).

### <H3>Fist of the Maker

**Magic School:**      **Spell Type:**      **Mana Cost:**

Spirit                  Attack                  5 MP

**Casting Time:** Major Action      **Target Number:** 15

**Test:** Constitution (Stamina) vs. Spellpower      **Requirement:** Force Mage Specialization

**Description:** You slam your enemies to the ground with magical force. You create a circular blast with a 4 yard radius that's centered anywhere within 24 yards that you can see. Those caught in the blast are knocked prone and take 1d6 penetrating damage. Targets that make a successful **Constitution (Stamina) test vs. your Spellpower** are only knocked prone.

### <H3>Pull of the Abyss

**Magic School:**      **Spell Type:**      **Mana Cost:**

Spirit                  Attack                  8 MP

**Casting Time:** Major Action      **Target Number:** 16

**Test:** Strength (Might) vs. Willpower      **Requirement:** Force Mage Specialization, Telekinetic Burst

**Description:** You use telekinetic force to cluster your enemies together and slow them down. You create a circular area of force with a 6 yard radius that's centered anywhere within 30 yards of you. Those caught inside must make a successful **Strength (Might) test vs. your Spellpower** or be pulled to the center of the area (or as close as terrain and other combatants allow). Affected enemies cannot run, have their Speed reduced by 6, and suffer a -2 penalty to attack and spell casting rolls for 1 round. Those that make the test are not moved but do suffer a -1 penalty to attack and spell casting rolls for 1 round.

### <H3>Stone's Throw

**Magic School:**      **Spell Type:**      **Mana Cost:**

Primal                  Utility                  4 MP

**Casting Time:** Minor Action      **Target Number:** 14

**Test:** None                    **Requirement:** Ensnare, Keeper Specialization

**Description:** You disappear into the earth or stone under your feet and reappear anywhere within 24 yards. This is not teleportation; you are traveling through the ground. There must be uninterrupted earth or stone between your starting and ending points (you could not get from one rooftop to another with this spell, for example).

### <H3>Telekinetic Burst

**Magic School:**            **Spell Type:**                    **Mana Cost:**

Spirit                            Attack                            5 MP

**Casting Time:** Major Action                    **Target Number:** 15

**Test:** Strength (Might) vs. Spellpower    **Requirement:** Fist of the Maker, Force Mage Specialization

**Description:** You create a circular burst of force with a 4 yard radius that's centered anywhere within 24 yards that you can see. Those caught inside must make a successful **Strength (Might) test vs. your Spellpower** or be thrown to the nearest edge of the burst and knocked prone. Targets may take damage from terrain and hazards depending on the situation. A burst that sends enemies flying into a wall would inflict 1d6 damage if the wall was wood and 2d6 damage if the wall was stone, for example. The GM determines what damage, if any, is applied. Those that make the test are not moved but are still knocked prone.

### <H3>Wrath of the Elvhen

**Magic School:**            **Spell Type:**                    **Mana Cost:**

Primal                            Attack                            6 MP

**Casting Time:** Major Action                    **Target Number:** 14

**Test:** Constitution (Stamina) vs. Spellpower                    **Requirement:** Keeper Specialization

**Description:** Earth, wood, plant, and stone lash out against your enemies. While this spell is active, any enemy that starts his turn within 4 yards of you must make a successful **Constitution (Stamina) vs. your Spellpower test** or take penetrating damage equal to half your Magic ability (rounded down). Spend 2 MP at the start of your turn each round to maintain wrath of the elvhen.

## GMG: ADVERSARIES

At the higher levels, *Dragon Age* RPG characters can face the greatest beasts, warlords, mages, and demons that threaten Thedas. This chapter supplements the adversaries from the previous *Game Master's Guides*, including advice for creating adversaries, customizations created specifically for NPCs, and new adversaries. The content you'll find here provides a variety of threats, with challenges that range from street thug to Archdemon!

As in the previous sets, adversaries have both a description and a stat block that contains their attributes and other statistics. These stat blocks represent the baseline version of the adversary, but you can modify and customize them to challenge your heroes in different ways.

# <h1>Adversary Creation

For most adversaries, you can simply adjust numbers of existing adversaries or loosely follow the Player Character creation process. When you want to introduce a unique, memorable challenge or give a group of adversaries a common trait that sets them apart, the following advice can help.

## <h2>Exceptions and Triggers

Adversaries make a big impression when they break a few rules. These exceptions let adversaries do stunts more easily, cast spells in interesting ways, and use all-new abilities the Player Characters don't have access to. A drake's fire gout or a genlock alpha's tactical skirmish make good examples.

To easily implement exceptions, you can change how an adversary uses stunt points. The easiest method is to make a stunt cost fewer points or happen automatically when the adversary attacks. (Though remember that making stunts like lightning attack cheaper can greatly increase an adversary's power.) Some adversaries might be combat experts more dedicated to inventive tactics than to straight damage. You could give an adversary 1 or 2 SP on each of its turns. A truly formidable enemy might *always* get stunt points equal to his dragon die!

You can also add triggers based on circumstances that frequently come up. Think of this as a "when" or "while" statement, such as "When this adversary misses with an attack, it moves 2 yards" or "While this adversary has 10 Health or less, it inflicts 2 extra damage with melee attacks." Triggers might let the adversary use a stunt in a special circumstance or cast a spell without being a mage. You can look at the fights from your campaign to get more ideas for possible triggers. What sorts of cases come up frequently in your campaign?

Beware of two pitfalls when using triggers. First, don't overuse them, or you'll slow your game down as you get distracted checking all of them off. Second, avoid triggers that punish the Player Characters for doing what looks like the smart thing. It's fair for a mage to put up an arcane shield after being hit—that makes sense and still gives the heroes a decent chance. It's not fair for the mage to use daze against anyone who moves adjacent to him before they get a chance to attack. That makes what would normally be a good tactic into a *really bad* tactic, and the player may feel cheated out of an action.

## <h2>Create For Your Campaign

When you're making adversaries for your campaign, make them right for *your* campaign. Take the Player Characters' abilities into account, along with what you know the players want to see. If your PCs use lighter weapons that just can't seem to penetrate their enemies' armor, don't throw in a lot of adversaries wearing plate—that's a recipe for frustration.

That's not to say you can't use the groups' strengths and weaknesses to make the challenge more interesting: Just play fair. Look for weaknesses among the heroes, particularly when you can tie them to a specific member. If one impetuous rogue has a dismal Constitution, throw a glyph of paralysis in an encounter to make him sweat. This

type of trick goes both ways, though! Maybe that same rogue has an excellent Dexterity (Acrobatics), and excels in the fight against a mage slinging grease and flame blast spells! Tie these kinds of checks and balances to the story, too. If the glyphs were put there by a noble the rogue really hates, and the grease and flame blasts come into play when the party hunts down the apostate the noble paid to put them there, it will be all the sweeter.

It's always nice to plan ahead, but also consider choosing the stats for a new adversary as close to their debut as possible. One of the advantages NPCs have over Player Characters is that you can make all their decisions at once rather than over the course of several levels. You might know you want to have the Player Characters fight a corrupt templar in Orlais months in advance, but writing up her stats the day before the session gives you a chance to better react to troubles or slowdowns you've been seeing in your campaign. A recurring NPC with fixed stats can be a great touchstone for an ongoing campaign—the PCs might be outmatched by a foe in one fight but able to best him later on—but there's little reason to stick by stats you chose months ago if they haven't debuted in play yet and they'll just lead to a frustrating encounter.

## <h1>NPC Customizations

The following customizations can apply to adversaries and other NPCs you create. They use the elite, heroic, and epic increases detailed in previous sets. Unlike player specializations, these give bonuses to abilities, extra focuses, extra Health and so forth. The ability bonuses and focuses don't stack: Each level includes the lower levels' modifications. An NPC can't ordinary have more than one of these customization packages.

When a customization adds a focus, choose from the primary focus list. Choose from the secondary focus list only if the NPC already has all the focuses from the primary list. New traits gained are listed after the stat increases. Some customizations also have a list of spells to choose from, and some of those spells might be available only to heroic or elite NPCs.

*[[Notice that these customizations overlap with some specialization types. While you can always build an NPC using the rules for PCs, these customizations give you another means of arriving at a similar concept, specially honed for NPC use. Additional customizations may yet be developed if these work out.]]*

## <h3>Keeper Customization

*Requirement:* The NPC must be a Dalish elf with Magic 2 or higher and the ability to cast spells.

This NPC is one of the mages who lead the Dalish elves. A Keeper's magic has close ties to nature. The Dalish consider the Keeper's role as historian and advisor just as important as the Keeper's ability to cast spells. A Dalish clan has only one Keeper, and each Keeper has one apprentice (who might make use of the stats of an elite Keeper).

*Elite:* +1 Magic, Perception, and Willpower; add two focuses; +4 Health; +8 MP; add one spell; add the one with nature trait.

*Heroic:* +2 Magic and Willpower; +1 Cunning, Dexterity, and Perception; add four focuses; +12 Health; +14 MP; add two spells; add the one with nature and natural cycle traits.

*Epic:* +3 Magic; +2 Willpower and Perception; +1 Constitution, Cunning, and Dexterity; add five focuses; +16 Health; +20 MP; add three spells. Add the one with nature, natural cycle, and vine grasp traits.

*Primary Focus List:* Cunning (Arcane Lore, Cultural Lore), Magic (Arcane Lance, Creation, Primal).

*Secondary Focus List:* Cunning (Natural Lore), Perception (Hearing), Willpower (Self-Discipline).

*Spells:* Heal, Rock Armor, Shock, Stonefist, Winter's Grasp.

*Heroic and Epic Spells:* Frost Weapons, Group Heal, Lightning, Rejuvenate.

*One with Nature:* While the keeper has at least 4 MP, they get +1 Defense and enemies within 2 yards of them move at half speed.

*Natural Cycle:* When a heroic keeper deals damage with a spell, they regain 1d6 Health. This happens only once per spell cast, not once per target.

*Vine Grasp:* A keeper can trap a target in vines as a special spell stunt for 1 SP. The target makes a **Dexterity (Acrobatics) vs. Spellpower** test or it can't move through its next turn.

### <h3>Reaver Customization

*Requirement:* The NPC must be a dwarf, elf, or human and have Constitution 2 or higher and Strength 1 or higher.

A reaver gets stronger the more damage it takes, drawing on the same power within blood and flesh that fuels blood magic. The more damage the reaver takes, the more dangerous it grows. The reaver might even inflict wounds on itself before attacking to unleash the potential of its blood. Walking a line so close to death means a reaver either arises after battle awash in blood and gore or falls in a blaze of glory.

*Elite:* +1 Constitution, Magic, and Strength; add two focuses; +6 Health; add the bond of blood trait.

*Heroic:* +2 Constitution and Strength; +1 Dexterity, Magic, and Willpower; add four focuses; +18 Health; add the bond of blood and blood strike traits.

*Epic:* +3 Constitution; +2 Magic, Strength, and Willpower; +1 Dexterity; add five focuses; +24 Health; add the bond of blood and blood strike traits.

*Primary Focus List:* Constitution (Stamina), Magic (Blood), Strength (Intimidation), Willpower (Courage), and one or two weapons Strength (Axes, Bludgeons, Claws, Heavy Blades, or Spears).

*Secondary Focus List:* Constitution (Running), Strength (Jumping, Might).

*Bond of Blood:* A reaver inflicts an extra 1d6 damage (or 2d6 if it's an epic reaver) with melee attacks when it has less than half its maximum Health remaining. If a reaver with



less than half its maximum Health reduces an enemy to 0 Health, the reaver regains 1d6 Health. (If it's an epic reaver, it can also charge immediately without spending an action.)

*Blood Strike:* A reaver can inflict 1d6 penetrating damage on itself before making a melee attack to gain 2 SP to spend on that attack (in addition to any SP it gains by rolling doubles).

### <h3>Shapeshifter Customization

*Requirement:* The NPC must have Constitution and Magic 1 or higher.

Able to take on many forms, a shapeshifter brings the powers of wild animals into battle. The Circle produces some mages who specialize in shapeshifting, but the wilder practitioners of magic far from the control of civilization truly master the art.

*Elite:* +1 Magic, Constitution, and Strength; add two focuses; +5 Health; add the bear form or spider form trait.

*Heroic:* +2 Magic and Constitution; +1 Dexterity, Perception, and Strength; add four focuses; +15 Health; add the bear form or spider form trait; either add the other form trait or decrease the SP cost of that form trait by 1.

*Epic:* +3 Magic; +2 Constitution, Perception, and Strength; +1 Dexterity; add five focuses; +20 Health; add either one or two traits chosen from bear form, spider form, and drake form; if you chose two forms, decrease the SP cost of either bear form or spider form by 1; if you chose one form, decrease its SP cost by 2; add the experienced shapeshifter trait.

*Primary Focus List:* Communication (Animal Handling), Constitution (Stamina), Magic (Primal), Perception (Smelling).

*Secondary Focus List:* Constitution (Running), Strength (Jumping, Might).

*Bear Form:* A shapeshifter can transform into a bear as a special stunt costing 4 SP. Replace its statistics with those of a black bear (from *Dragon Age* RPG Set 1) until the end of its next turn, leaving only Health, Magic, and Magic focuses unchanged. In bear form, the shapeshifter can't cast spells, but can make a **Magic (Primal) vs. 15** test when it would change back to normal to remain transformed for an additional round.

*Spider Form:* A shapeshifter can transform into a spider as a special stunt costing 3 SP. Replace its statistics with those of a giant spider (from *Dragon Age* RPG Set 1) until the end of its next turn, leaving only Health, Magic, and Magic focuses unchanged. In spider form, the shapeshifter can't cast spells, but can make a **Magic (Primal) vs. 13** test when it would change back to normal to remain transformed for an additional round.

*Drake Form:* An epic shapeshifter can transform into a drake as a special stunt costing 4 SP. Replace its statistics with those of a drake (from *Dragon Age* RPG Set 2) until the end of its next turn, leaving only Health, Magic, and Magic focuses unchanged. In drake form, the shapeshifter can't cast spells, but can make a **Magic (Primal) vs. 17** test when it would change back to normal to remain transformed for an additional round.

*Experienced Shapeshifter:* When transformed, an epic shapeshifter gets +1 Defense, +1 Armor Rating, and gains 2 SP each round (in addition to any gained from rolling doubles).

### <h3>Spectral Creature Customization

*Requirement:* None.

Spectral creatures arise when a supernatural or magically powerful creature dies, or sometimes when a normal creature dies do to a magical phenomenon. It retains most of the abilities it had in life, and gains the advantages of an insubstantial body and new magical powers.

*Elite:* +1 Magic, Willpower, and the higher of Dexterity and Strength; add two focuses; +4 Health; add the spectral form trait.

*Heroic:* +2 Magic and the higher of Dexterity and Strength; +1 Perception, Willpower, and the lower of Dexterity and Strength; add four focuses; +12 Health; add the shock spell; add the spectral form and shock stunt traits.

*Epic:* +3 Magic; +2 Dexterity, Strength, and Willpower; +1 Perception; add five focuses; +16 Health; add the lightning spell; add the spectral form, shock stunt, and lightning stunt traits.

*Primary Focus List:* Dexterity (Stealth), Magic (Primal), Strength (Intimidation), Perception (Hearing).

*Secondary Focus List:* Magic (Entropy), Perception (Seeing), Willpower (Courage).

*Spectral Form:* A spectral creature doesn't have an Armor Rating. Instead, it reduces all damage it takes (including penetrating damage) by its Magic or by 3, whichever is higher. The reduction increases to 6 or Magic for a heroic spectral creature and 9 or Magic for an epic spectral creature. Furthermore, an elite spectral creature's attacks halve the target's Armor Rating (as the pierce armor stunt). If an elite spectral creature uses the pierce armor stunt, all its damage is penetrating for that attack. A heroic or epic spectral creature's attacks all deal penetrating damage.

*Shock Stunt:* A heroic spectral creature can use the shock spell as a special stunt for 2 SP without making a casting roll or spending MP.

*Lightning Stunt:* An epic spectral creature can use the lightning spell as a special stunt for 3 SP without making a casting roll or spending MP.

## <h1>New Monsters

*[[Note that these monsters' descriptions have been temporarily removed for playtesting purposes.]]*

## <h1>Aban-atashi

[description]

## <h3>Aban-atashi

### Abilities (Focuses)

0	Communication
10	Constitution (Swimming)
-1	Cunning
4	Dexterity (Bite)
0	Magic
3	Perception (Smelling)
9	Strength (Bite, Might)
2	Willpower

### Combat Ratings

18	Speed
90	Health
14	Defense
0	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Bite	+11	3d6+9
Coil	+11	2d6+9 penetrating

### Powers

*Favored Stunts:* Dual Strike, Electric Arc (3 SP), Lethal Blow, and Skirmish.

*Coil:* An aban-atashi can make a coil attack as a major action. On a hit, the aban-atashi grabs the target and squeezes. The aban-atashi can maintain the coil as a minor action and inflict this damage without making an attack roll. To escape, a victim must use a major action to make an opposed Strength (Might) or Dexterity (Acrobatics) test vs. the aban-atashi's Strength (Might). An adjacent ally can also perform a special 2 SP stunt to automatically free the victim.

*Electric Arc:* An aban-atashi can shock creatures near it as a special stunt for 3 SP. Creatures within 12 yards of the aban-atashi take 1d6 penetrating damage. Creatures within 6 yards take 2d6 penetrating damage, and creatures within 2 yards take 3d6 penetrating damage. Targets who make a successful **Constitution (Stamina) test vs. 15** take half damage.

*Sea Born:* An aban-atashi gains a +2 bonus to attack rolls and inflicts 1d6 extra damage against enemies who are in a body of water with it.

*Crushing Bite:* An aban-atashi uses Strength to determine its bonus on Bite attack rolls and damage rolls.

# <h1>Animated Object

[description]

## <h3>Suit of Armor

### Abilities (Focuses)

-2	Communication
5	Constitution (Stamina)
-2	Cunning
-1	Dexterity
3	Magic (Spirit)
0	Perception
0	Strength
4	Willpower (Courage)

### Combat Ratings

6	Speed
10	Health
12	Defense
10	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Longsword	+3	2d6+3
Gauntlet	+3	1d3+4

### Powers

*Favored Stunts:* Defensive Stance, Disarm, and Knock Prone.

*Arcane Phalanx:* Allies adjacent to a suit of armor gain a +1 bonus to Defense. An ally can benefit from only one arcane phalanx.

*Inconspicuous:* A suit of armor looks inert until it activates, and examining it using Perception doesn't reveal anything is amiss. A successful **Magic (Spirit) vs. 15** test can detect the magic on the armor.

*Arcane Might:* A suit of armor uses Magic to determine its bonus on attack rolls and damage rolls with melee attacks.

*Weapon Groups:* Axes, Bludgeons, Brawling, Heavy Blades, Spears, and Staves.

### Equipment

Longsword, heavy shield, and heavy plate.

### <h3>Dancing Sword

#### Abilities (Focuses)

-2	Communication
-2	Constitution
-2	Cunning
5	Dexterity
4	Magic (Spirit)
0	Perception
0	Strength (Heavy Blades)
4	Willpower (Courage)

#### Combat Ratings

15	Speed
3	Health
15	Defense
2	Armor Rating

#### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Bastard Sword	+6	2d6+5

#### Powers

*Favored Stunts:* Lightning Attack, Pierce Armor, and Skirmish.

*Inconspicuous:* A dancing sword looks inert until it activates, and examining it using Perception doesn't reveal anything is amiss. A successful **Magic (Spirit) vs. 15** test can detect the magic on the weapon.

*Arcane Might:* A dancing sword uses Magic to determine its bonus on attack rolls and damage rolls with melee attacks.

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#### <sbh>Other Animated Gear

You can make other types of dancing weapons by switching out the focus and damage values. A dancing shield, for example, has the same abilities and combat ratings, but has no attack. Instead, it can move into the spaces of other creatures to give them its shield bonus.

</sidebar>

### <h1>Apostates

[description]

### <h3>Crazed Apostate

#### Abilities (Focuses)

0	Communication
0	Constitution
2	Cunning (Arcane Lore)
0	Dexterity (Staves)
3	Magic (Arcane Lance, Creation, Spirit)
0	Perception
0	Strength
1	Willpower

#### Combat Ratings

10	Speed
25	Health
10	Defense
0	Armor Rating

#### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Arcane Lance	+5	1d6+2
Quarterstaff	+2	1d6+1

#### Powers

*Spellpower:* 13(15)                      *Mana:* 24

*Spells:* Arcane Bolt, Arcane Shield, Heal, Heroic Offense, and Mind Blast.

*Favored Stunts:* Defensive Stance and Skirmish

*Last Resort:* A crazed apostate who drops to 10 Health or less can use the blood wound spell, and gains +1 Magic and a blood magic focus. This benefit lasts until the mage dies, even if his Health increases to above 10.

*Weapon Groups:* Brawling, Staves.

#### Equipment

Quarterstaff.

### <h3>Blood Mage

#### Abilities (Focuses)

0	Communication
3	Constitution (Stamina)

2	Cunning (Arcane Lore)
0	Dexterity (Staves)
5	Magic (Arcane Lance, Blood, Spirit)
0	Perception
0	Strength
1	Willpower

### Combat Ratings

10	Speed
35	Health
10	Defense
0	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Arcane Lance	+7	1d6+5
Quarterstaff	+2	1d6+1

### Powers

*Spellpower:* 15 (17)                      *Mana:* 47

*Spells:* Arcane Blood Sacrifice, Blood Wound, Bolt, Arcane Shield, and Wrack.

*Favored Stunts:* Skirmish and Taunt.

*Blood Magic:* When casting a spell, a blood mage can use the blood of a creature within 6 yards (including himself) to power his spells. Using the blood of an unwilling target requires a **Magic (Blood) vs. Willpower (Faith or Self-Discipline)** test. The target takes 1d6 penetrating damage (or 2d6 penetrating damage if the target is adjacent and helpless), and the blood mage gains a number of mana points equal to the damage dealt. These mana points must be spent on the spell the mage is currently casting.

*Blood Shield:* When a blood mage is under the effect of arcane shield and an enemy attacks him, the enemy takes 1d6 penetrating damage and the blood mage recovers Health equal to the damage done.

*Weapon Groups:* Brawling and Staves.

### Equipment

Quarterstaff and dagger.

## <h1>Brigands

[description]

<table>

## Brigand Types and Weapons

Type	Focus	Thug	Archer
Carta	Constitution (Stamina)	Battle Axe	Crossbow
Highwayman	Dexterity (Riding)	Long Sword	Short Bow
Pirate	Constitution (Swimming)	Short Sword	Crossbow
Urban	Dexterity (Stealth)	Short Sword	Crossbow

### Brigand Thug

#### Abilities (Focuses)

-1	Communication
2	Constitution
-1	Cunning
1	Dexterity (Brawling, Light Blades)
0	Magic
0	Perception
3	Strength (Bludgeons, Intimidation)
-1	Willpower

#### Combat Ratings

10	Speed
15	Health
11	Defense
4	Armor Rating

#### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Maul	+5	1d6+6
Throwing Knife	+3	1d6+3

#### Powers

*Favored Stunts:* Mighty Blow and Threaten.

*Gang Mentality:* A brigand thug gets a bonus on damage rolls equal to the number of its allies adjacent to the target (to a maximum of 2) and a +2 bonus on **Willpower (Morale)** tests if the brigands outnumber their enemies.

*Weapon Groups:* Bludgeons, Brawling, Light Blades, and Staves.

#### Equipment



Maul, throwing knife, light shield, and heavy leather.

### <h3>Brigand Archer

#### Abilities (Focuses)

-1	Communication
-1	Constitution
0	Cunning
3	Dexterity (Bows, Light Blades)
0	Magic
2	Perception (Seeing)
1	Strength
0	Willpower

#### Combat Ratings

13	Speed
12	Health
13	Defense
3	Armor Rating

#### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Crossbow	+5	2d6+3
Dagger	+5	1d6+2

#### Powers

*Favored Stunts:* Pierce Armor, Rapid Reload, and Skirmish.

*Gang Mentality:* A brigand thug gets a bonus on damage rolls equal to the number of its allies adjacent to the target (to a maximum of 2) and a +2 bonus on **Willpower (Morale)** tests if the brigands outnumber their enemies.

*Weapon Groups:* Bows, Brawling, and Light Blades.

#### Equipment

Crossbow, dagger, and light leather.

### <h3>Brigand Lieutenant

#### Abilities (Focuses)

2	Communication (Leadership)
2	Constitution

1	Cunning
2	Dexterity (Light Blades)
0	Magic
0	Perception
3	Strength (Heavy Blades, Intimidation)
1	Willpower (Morale)

### Combat Ratings

10	Speed
23	Health
12	Defense
5	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Long Sword	+5	2d6+3
Throwing Knife	+4	1d6+3

### Powers

*Favored Stunts:* Advance (1 SP) Disarm, Seize the Initiative, and Taunt.

*Battle Leader:* Allies within 2 yards of a brigand lieutenant gain 1 SP on each of their turns (in addition to any gained by rolling doubles) and gain a +1 bonus on Willpower tests. An ally can't benefit from more than one battle leader.

*Advance:* A brigand lieutenant can reposition his allies as a special stunt for 1 SP. Each ally within 12 yards can move 2 yards in any direction.

*Gang Mentality:* A brigand thug gets a bonus on damage rolls equal to the number of its allies adjacent to the target (to a maximum of 2) and a +2 bonus on **Communication (Leadership) and Willpower (Morale) tests** if the brigands outnumber their enemies.

*Weapon Groups:* Brawling, Heavy Blades, and Light Blades.

### Equipment

Long sword, throwing knife, medium shield, and light mail.

## <h1>Demons

[description]

### <h3>Rage Demon

#### Abilities (Focuses)

-2	Communication
----	---------------

1	Constitution
-1	Cunning
4	Dexterity (Initiative, Stealth)
2	Magic
1	Perception
3	Strength (Claws)
-2	Willpower

### Combat Ratings

14	Speed
35	Health
14	Defense
4	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Claws	+5	2d6

### Powers

*Favored Stunts:* Pierce Armor, Set Aflame (1 SP), and Skirmish.

*Set Aflame:* A rage demon can set its target on fire as a special stunt for 1 SP. The target takes 1d6 penetrating damage at the start of each of its turns until it puts out the fire by spending a minor action.

*Lava Pool:* When a rage demon takes the run action, it melts into a pool of lava while moving and can't be attacked or use a minor action before its next turn.

*Fire Resistance:* A rage demon suffers no damage from fire-based attacks.

*Demon Hide:* The flowing, molten hide of a rage demon gives it an Armor Rating of 4.

## <h3>Sloth Demon

### Abilities (Focuses)

3	Communication (Deception, Persuasion)
1	Constitution
1	Cunning
-2	Dexterity
3	Magic (Entropy, Primal)
1	Perception (Empathy)
2	Strength (Claws)

0 Willpower

### Combat Ratings

8 Speed

30 Health

8 Defense

6 Armor Rating

### Attacks

*Weapon*            *Attack Roll*            *Damage*

*Spellpower:* 15    *Mana:* 31

Claws            +4            2d6+2

### Powers

*Favored Stunts:* Dual Strike and Knock Prone.

*Spells:* Paralyze and Winter's Grasp.

*Blizzard's Grasp:* A sloth demon can spend 3 additional MP when casting winter's grasp to choose an additional target, or 6 MP to choose two additional targets. The sloth demon makes only one casting roll, but each target makes a separate test against its spellpower.

*Demon Hide:* The strange flesh of a rage demon gives it an Armor Rating of 6.

## <h3>Desire Demon

### Abilities (Focuses)

4 Communication (Deception, Persuasion, Seduction)

0 Constitution

3 Cunning

1 Dexterity (Brawling)

4 Magic (Arcane Lance, Entropy)

3 Perception (Empathy)

1 Strength

2 Willpower

### Combat Ratings

11 Speed

50 Health

11 Defense

4 Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Arcane Lance	+6	1d6+4
Fist	+3	1d3+1

### **Powers**

*Spellpower:* 14 (16)                      *Mana:* 45

*Spells:* Affliction Hex, Blood Slave, Daze, Drain Life, Paralyze, and Vulnerability Hex.

*Favored Stunts:* Taunt.

*Aura of Magic Resistance:* A desire demon and all its allies within 6 yards gain a +1 bonus on all ability tests to resist spells and other magical effects. The bonus increases to +2 against Spirit spells and effects.

*Demon Hide:* The magical aura of a desire demon give it an Armor Rating of 4.

## **<h3>Pride Demon**

### **Abilities (Focuses)**

2	Communication (Deception, Persuasion)
1	Constitution (Stamina)
2	Cunning
-1	Dexterity
3	Magic (Primal)
0	Perception
4	Strength (Claws)
2	Willpower

### **Combat Ratings**

6	Speed
60	Health
9	Defense
7	Armor Rating

### **Attacks**

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Claws	+6	2d6+4

### **Powers**

*Spellpower:* 16    *Mana:* 0

*Favored Stunts:* Knock Prone and Mighty Blow.

*Dual Form:* A pride demon can enter either a form that uses fire magic and one that uses ice magic. It starts out in neither form. It takes a minor action to enter a new form, and the pride demon gains 1d6 Health and 5 mana points when it does so. (It has no maximum number of mana points.) Entering the new form negates the benefits of the form the demon was already in. A pride demon can't reactivate the form its already in.

*Fire Form:* In fire form, a pride demon can cast the flame blast spell without regard for mana and suffers no damage from fire-based attacks.

*Spells (Ice Form):* In ice form, a pride demon can cast the winter's grasp spell without regard for mana and suffers no damage from ice- or cold-based attacks.

*Demon Hide:* The rocky skin of a pride demon gives it an Armor Rating of 7.

### <h3>Abomination

#### Abilities (Focuses)

-1	Communication
2	Constitution (Stamina)
0	Cunning
1	Dexterity (Brawling)
4	Magic
0	Perception
0	Strength
1	Willpower

#### Combat Ratings

11	Speed
30	Health
11	Defense
4	Armor Rating

#### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Claws	+6	2d6+4

#### Powers

*Favored Stunts:* Demonic Lightning Attack (2 SP) and Mighty Blow.

*Demonic Lightning Attack:* An abomination can perform a special demonic lightning attack stunt for 2 SP. This functions as the lightning attack stunt, but also duplicates the effect of a spell if it hits (in addition to dealing damage). The spell uses the same target as the attack, doesn't require a casting roll, and has a Spellpower value of 15. Choose the spell when you make the abomination, corresponding to its type: daze (desire or rage), drain life (hunger or pride), or weakness (desire or sloth).

*Exploding Flesh:* When an abomination's Health is reduced to 0, it explodes. Anyone within 2 yards of it takes 2d6 damage.

*Arcane Might:* An abomination uses Magic to determine its bonus on attack rolls and damage rolls with melee attacks.

*Tough Hide:* An abomination's thick, mutated flesh gives it an Armor Rating of 4.

<sidebar>

## <hsb>Spellcasting Abominations

The abomination stat block here represents a minor abomination. If a demon inhabits a powerful mage, an abomination can be far more powerful than the one shown here. A spell-casting abomination gains a Focus and three to four spells of a type appropriate to the demon or the mage it has possessed. It has at least 45 mana points and a Spellpower of 16.

</sidebar>

# <h1>Golems

[description]

## <h3>Stone Golem

### Abilities (Focuses)

0	Communication
7	Constitution (Stamina)
0	Cunning
-1	Dexterity
2	Magic
2	Perception
6	Strength (Stone Fist)
3	Willpower (Courage)

### Combat Ratings

9	Speed
65	Health
9	Defense
10	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Stone Fist	+8	2d6+6

Stone Throw +6 1d6+8

## Powers

*Favored Stunts:* Arcane Fists (1 SP), Dual Strike, and Quake (2 SP).

*Arcane Fists:* A stone golem can charge its fists with magical fire as a special stunt for 1 SP. The target takes an additional 1d6 penetrating damage.

*Quake:* A stone golem can knock prone all targets within 4 yards of it as a special stunt for 2 SP.

*Stone Body:* A stone golem's rocky construction gives it an Armor Rating of 10.

## <h3>Steel Golem

### Abilities (Focuses)

0	Communication
8	Constitution (Stamina)
0	Cunning
0	Dexterity
2	Magic
2	Perception
8	Strength (Stone Fist)
4	Willpower (Courage)

### Combat Ratings

10	Speed
75	Health
10	Defense
10	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Stone Fist	+10	2d6+8
Stone Throw	+8	1d6+10

## Powers

*Favored Stunts:* Arcane Fists (1 SP), Dual Strike, and Quake (2 SP).

*Arcane Fists:* A steel golem can charge its fists with magical electricity as a special stunt for 1 SP. The target takes 1d6 penetrating damage.

*Electric Burst:* A steel golem can fire a burst of electricity as a special stunt for 2 SP. Enemies in a 6-yard by 6-yard area take 1d6+4 penetrating damage. Targets that make a successful **Constitution (Stamina) test vs. 14** take only 1d6 penetrating damage. The



electric burst creates a magnetic attraction that pulls every target wearing mail or plate 4 yards closer to the golem.

*Steel Body:* A steel golem's metal construction gives it an Armor Rating of 10.

## <h1>Qunari and Tal'Vashoth

[description]

### <h3>Kossith Warrior

#### Abilities (Focuses)

-1	Communication
3	Constitution (Stamina)
0	Cunning
1	Dexterity
-1	Magic
1	Perception
3	Strength (Heavy Blades, Intimidation)
2	Willpower

#### Combat Ratings

8	Speed
40	Health
11	Defense
3	Armor Rating

#### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Two-Handed Spear	+5	2d6+3

#### Powers

*Favored Stunts:* Knock Prone, Mighty Blow (1 SP), and Threaten.

*Magic Susceptibility:* The Qunari suffers a -1 penalty on all ability tests to resist spells and other magical effects.

*Talents:* Armor Training (Novice), Two-Hander Style (Journeyman).

*Weapon Groups:* Axes, Bludgeons, Brawling, Heavy Blades, and Spears.

#### Equipment

Two-handed spear and light leather armor.

### <h3>Saarebas

#### Abilities (Focuses)

-1	Communication
0	Constitution (Stamina)
1	Cunning (Qun)
0	Dexterity (Brawling)
4	Magic (Primal)
1	Perception
1	Strength
3	Willpower

#### Combat Ratings

10	Speed
40	Health
10	Defense
2	Armor Rating

#### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Gauntlet	+2	1d3+2

#### Powers

*Spellpower:* 14 (16)                      *Mana:* 38

*Spells:* Lightning and Shock.

*Favored Stunts:* Knock Prone and Mighty Blow.

*Knockback Spell:* A saarebas can knock back targets as a special spell stunt for 2 SP. Each target hit by the spell moves 2 yards away from the saarebas and is knocked prone (as the knock prone stunt).

*Flash of Movement:* A saarebas can spend 1 MP to run as a minor action instead of as a major action.

*Saarebas Armor:* The restrictive armor a Saarebas must wear gives it an Armor Rating of 2.

*Weapon Groups:* Brawling.

#### Equipment

Gauntlet.

# <h1>Possessed Corpses

[description]

## <h3>Arcane Horror

## Pride Demon

### Abilities (Focuses)

0	Communication
1	Constitution
2	Cunning (Arcane Lore)
1	Dexterity (Staves)
4	Magic (Arcane Lance, Spirit)
0	Perception
0	Strength
2	Willpower

### Combat Ratings

11	Speed
25	Health
11	Defense
0	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Arcane Lance	+6	1d6+
Quarterstaff	+3	1d6+0

### Powers

*Spellpower:* 14 (16)                      *Mana:* 40

*Spells:* Arcane Bolt, Dispel Magic, Force Field, and Mind Blast

*Favored Stunts:* Defensive Stance and Skirmish

*Arcane Burst:* When an arcane horror uses arcane bolt, it can pay 2 extra MP; when it does, each creature within 2 yards of the target takes 2d6 damage. A successful **Dexterity (Acrobatics) vs. Spellpower** test reduces the damage to 1d6.

*Exhausting Aura:* An enemy that starts its turn within 4 yards of an arcane horror loses 1d6 MP if it can cast spells or 1d6 Health if it can't or if it doesn't have any MP remaining. The arcane horror regains MP equal to the amount the enemy lost.

*Spirit Resistance:* An arcane horror gains a +1 bonus on tests to resist spells and other magical effects. The bonus increases to +3 against Spirit spells.

*Weapon Groups:* Brawling and Staves.

## **Equipment**

Quarterstaff.

## **<h3>Revenant Pride Demon**

### **Abilities (Focuses)**

0	Communication (Leadership)
3	Constitution
0	Cunning
1	Dexterity (Initiative)
2	Magic (Spirit)
0	Perception
3	Strength (Axes, Heavy Blades)
1	Willpower (Courage)

### **Combat Ratings**

8	Speed
25	Health
12	Defense
7	Armor Rating

### **Attacks**

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Bastard Sword	+5	2d6+4
Throwing Axe	+5	1d6+5

### **Powers**

*Favored Stunts:* Disarm, Dual Strike, and Threaten (1 SP).

*Grave Defense:* Possessed allies within 2 yards of a conscious revenant gain a +1 bonus to Defense.

*Telekinetic Pull:* A revenant can perform the threaten stunt for only 1 SP, uses Magic (Spirit) instead of Strength (Intimidate) for the opposed test, and pulls the target 10 yards closer if the threat succeeds.

*Weapon Groups:* Brawling, Axes, Bludgeons, and Heavy Blades.

## **Equipment**

Bastard sword, heavy mail, medium shield, and throwing axe.

# <h1>Rock Wraiths

[description]

## <h3>Rubble Golem

### Abilities (Focuses)

-1	Communication
4	Constitution (Stamina)
0	Cunning
-1	Dexterity
1	Magic
1	Perception (Touching)
3	Strength (Might, Rock Spike)
0	Willpower

### Combat Ratings

8	Speed
35	Health
9	Defense
5	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Rock Spike	+5	1d6+5

### Powers

*Favored Stunts:* Knock Prone, Mighty Blow, and Threaten.

*Rock Solid:* When an enemy would move a rubble golem or knock it prone (using the skirmish or knock prone stunts, for example), the golem can make a **TN 11 Constitution (Stamina)** test to negate the movement.

*Electricity Resistance:* A rubble golem suffers no damage from electricity-based attacks.

*Stone Body:* A rubble golem's stone construction gives it an Armor Rating of 5 and reduces its speed by 1.

## <h3>Ancient Rock Wraith

### Abilities (Focuses)

1	Communication (Deception)
6	Constitution (Stamina)

1	Cunning
-2	Dexterity
4	Magic (Primal)
3	Perception (Touching)
7	Strength (Rock Spike)
3	Willpower

### Combat Ratings

7	Speed
50	Health
9	Defense
10	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Rock Spike	+9	1d6+7

### Powers

*Spellpower:* 14 (16)                      *Mana:* 28

*Spells:* Lightning and Stonefist

*Favored Stunts:* Dual Strike, Knock Prone, and Mighty Blow.

*Arcane Blast:* An ancient rock wraith can unleash a massive electric blast for 8 MP. The blast targets all enemies within 12 yards of the wraith and deals 2d6+4 penetrating damage. Targets that make a successful **Constitution (Stamina)** test vs. **Spellpower** take only 1d6 penetrating damage. After the blast and through the wraith's next turn, its Armor Rating and speed are halved, and it can't cast spells.

*Dust Storm:* An ancient rock wraith can create a dusty windstorm for 6 MP. The blast targets all enemies within 12 yards of the wraith and pulls them 2d6 yards toward it and deals 1d6+4 damage to them. (Roll separately for each target.) Targets that make a successful **Constitution (Stamina)** test vs. **Spellpower** move only 1d6 yards and take no damage. After the blast and through the wraith's next turn, its Armor Rating and speed are halved, and it can't cast spells.

*Rock Roll:* When an ancient rock wraith charges, it can move its full speed, and if it hits it uses the knock prone stunt without paying any stunt points.

*Rock Solid:* When an enemy would move an ancient rock wraith or knock it prone (using the skirmish or knock prone stunts, for example), the wraith can make a **TN 11 Constitution (Stamina)** test to negate the movement.

*Electricity Resistance:* An ancient rock wraith suffers no damage from electricity-based attacks.

*Stone Body*: An ancient rock wraith's stone construction gives it an Armor Rating of 10 and reduces its speed by 1.

## <h1>Templars

[description]

### <h3>Templar

#### Abilities (Focuses)

0	Communication (Investigation)
2	Constitution
0	Cunning (Religious Lore)
0	Dexterity
3	Magic
0	Perception
3	Strength (Axes, Heavy Blades)
2	Willpower (Faith)

#### Combat Ratings

6	Speed
15	Health
12	Defense
8	Armor Rating

#### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Long Sword	+5	2d6+3
Throwing Axe	+5	1d6+5

#### Powers

*Favored Stunts*: Cleansing Strike (2 SP) and Disarm.

*Cleansing Strike*: The templar can dispel magic as a special stunt that costs 2 SP. All ongoing spells affecting the target and spells that target is casting end immediately.

*Mage Slayer*: When the templar damages a mage or other creature that has mana points, that target loses 1d6+3 MP.

*Essence of Lyrium*: The templar gains a +1 bonus on tests to resist spells and other magical effects.

*Weapon Groups*: Axes, Bludgeons, Brawling, Heavy Blades, and Spears.

#### Equipment

Long sword, throwing axe, medium shield, and light plate.

### <h3>Knight-Captain

#### Abilities (Focuses)

3	Communication (Investigation, Leadership, Persuasion)
2	Constitution
1	Cunning (Religious Lore)
0	Dexterity (Bows, Initiative)
4	Magic
2	Perception
5	Strength (Heavy Blades)
3	Willpower (Courage, Faith)

#### Combat Ratings

5	Speed
25	Health
12	Defense
10	Armor Rating

#### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Bastard Sword	+7	2d6+5
Crossbow	+7	1d6+7

#### Powers

*Favored Stunts:* Disarm, Righteous Fervor (2 SP).

*Righteous Fervor:* A Knight-Commander can fill herself and her allies with righteous fervor as a special stunt for 2 SP. The Knight-Commander and allies within 6 yards of her gain a +1 bonus to attack rolls and a +2 bonus to speed on their next turns.

*Mage Slayer:* When a knight-captain damages a mage or other creature that has mana points, that target loses 1d6+4 MP.

*Cleanse:* A knight-captain can cleanse an area of ongoing magic. This is a major action that causes the templar to suffer a –2 penalty to Defense until the beginning of his next turn. All ongoing spells and spells that are partially cast within 6 yards of the templar end immediately.

*Essence of Lyrium:* A knight-captain gains a +2 bonus on tests to resist spells and other magical effects. Templars within 6 squares of a knight-captain increase their essence of lyrium bonus by 1. A creature can benefit from only one essence of lyrium.

*Weapon Groups:* Axes, Bludgeons, Bows, Brawling, Heavy Blades, and Spears.



## Equipment

Bastard sword, crossbow, medium shield, and heavy plate.

# <h1>Varterral

[description]

## <h3>Varterral

### Abilities (Focuses)

0	Communication
4	Constitution (Running)
0	Cunning
5	Dexterity (Bite)
1	Magic
2	Perception (Smelling, Touching)
7	Strength (Claws, Climbing, Jumping)
2	Willpower

### Combat Ratings

15	Speed
75	Health
15	Defense
6	Armor Rating

### Attacks

<i>Weapon</i>	<i>Attack Roll</i>	<i>Damage</i>
Bite	+7	1d6+5
Claws	+9	2d6+7

### Powers

*Favored Stunts:* Dual Strike, Knock Prone, Mighty Blow, and Poison Spit (2 SP).

*Five Limbs:* Because of its five gigantic limbs, a varterral can make two melee attacks with a single major action, and its melee attacks can reach targets up to 3 yards away.

*Poison Spit:* As a special stunt for 2 SP, a varterral can spit poison onto any target up to 20 yards away. When poisoned, the victim must make a TN 15 Constitution (Stamina) test at the beginning of each of his turns or suffer 2d6 penetrating damage that turn. This lasts for 2 rounds.

*Exoskeleton:* A varterral's rocky exoskeleton gives it an Armor Rating of 6.

# GMG: REWARDS

*[[Further material for this section is forthcoming. Background material here is unofficial as of playtest.]]*

## <h1>Rewards

This chapter expands on the material presented in the Rewards chapters of the Set 1 and Set 2 *Game Master's Guides*. It builds upon that material and provides ideas for rewards suited for Thedas's greatest heroes.

## <h2>Titles

The *Game Master's Guides* in Set 1 and Set 2 provided examples of how to reward Player Characters with intangibles such as reputations and honorifics to represent their growing standing among the people and organizations of Thedas. These rewards are meant to represent the prestige and honor accorded a character by those who know of their deeds, but respect alone is not enough for those who dream of greatness. To wield *true* influence, they must have a title.

Titles are formal recognitions of status and authority claimed either by strength of arms or awarded by figures of even greater authority. They can have tremendous impact on a game by providing Player Characters greater access to resources (lords command troops, after all), but also binding them to responsibilities that may limit their freedom (lords also obey their king's commands). It takes a great deal of effort to earn a title, and even more to keep it if it was won by strength of arms, so only truly powerful Player Characters should receive one.

The exact mechanical benefits and responsibilities that go along with group membership are best left up to individual GMs to decide on a case-by-case basis, but some standards generally apply. Each title is broken into tiers, representing the hierarchical divisions within governments and organizations. These tiers provide a rough guideline for how to represent a character's place within their organization. Depending on the characters' position in the organization, you may wish to represent their authority with a realm (see the Realms section in Chapter 2).

Social tests made to influence or command members of the realm to which the Player Character belongs are generally positive, and can be made with a bonus equal to the level of their tier. Of course, group members with personal biases or higher standing may not be so open to the Player Character's influence. Groups opposed to the character's realm are also likely to be hostile, resulting in a penalty to social interactions also equal to their tier value.

Titled characters may also petition their organization for the right to use group resources, such as soldiers, treasure or private libraries. Some permissions may be inherent to a title (a Fereldan bann has the power to call up troops from their lands without necessarily petitioning their teyrn), but others may be reserved by the head of the organization (the same bann would need orders from the King before they could command a detachment of the royal guard).

We also include a chart here to help GMs target the correct level of resources available at each tier. Please keep in mind these numbers are meant to be a rough average, and even the suggested titles given deviate from them in places. While it is possible to make use of these suggested figures without modification, the potential for these resources to disrupt a game require final adjudication to rest with individual GMs.

<table>

## <htable>Title Resources

Tier	Monthly Income	Troops	Influence	
One	400-800 sp		25-50	+1
Two	1000-2000 sp		100-200	+2
Three	2500+ sp		500+	+3

</table>

### <h3>Orlesian Noble

Whether by newly discovered proof of pedigree or exemplary service to the Empire, the character is now counted among the nobility of Orlais. While all Orlesian nobles are officially of equal rank, the great game of politics shows greater favor to some. This title is only available to native Orlesians or those foreigners who have given the crown ample reason to favor them.

#### <h4>First Tier

The character is a minor noble, and likely unknown or not well liked. They are granted a small plot of land and the right to collect taxes from their meager holdings. At this level, troops are limited to several dozen guards and whatever followers the character can attract with personal charisma or promises of money.

#### <h4>Second Tier

The character is in favor in court, and thus has been granted more land in the countryside, as well as an estate in Val Royeaux. Their income from their holdings is enough to support a luxurious lifestyle, and they likely command a detachment of armed men up to 100 strong, not to mention a veritable army of servants. New blood entering the great game at this level is likely to attract the attention of jealous nobility, all equally eager to make alliances or silence an upstart.

### <h3>Fereldan Noble

The character has become one of the Fereldan nobility tasked with defending the country's freeholders. Such positions are usually awarded by the king or a teyrn after the previous title holder proved extremely unfit, but it is possible that new territories could be created via new settlements in the south, near the Korcari Wilds. This title is only available to native Fereldans or those foreigners who have given the crown ample reason to favor them.

#### <h4>First Tier

The character is a bann, and has been granted a small keep and the right to petition freeholders for support in the Landsmeet. They are expected to levy a tax on their freeholders to pay for 25-50 troops, but freeholders are known to withdraw their support when taxed too heavily.

#### <h4>Second Tier

If given command over a strategically important location, the character is considered an arl, else they are a very powerful (and wealthy) bann. This level of influence brings with it a castle and roughly 100 regular troops, though several hundred more can be called up from the surrounding peasantry. Other banns do not owe direct allegiance to an arl, but they may look to them for guidance.

#### <h4>Third Tier

This tier represents the highest position in Fereldan outside of the king – that of a teyrn. Teyrns are warlords with multiple banns sworn to them, and thus command hundreds of regular troops.

There are only a handful of teyrns in Fereldan at any given time, but they have access to resources to rival the king.

### **<h3>Tevinter Magister**

A Tevinter mage who becomes influential and powerful enough may be appointed to the Senate. Though this position does not automatically grant access to land or money, there are plenty of interests willing to compensate a friendly magister for their vote. This title is only available to mages of Tevinter origins, though given the Imperium's respect for magical abilities, it may be possible for a powerful foreign-born mage to prove loyal enough to earn a seat in the Senate.

#### **<h4>First Tier**

The character's position in the Senate is an unfavorable one, with little influence outside the area they represent. A house and/or country estate are possible, but income is restricted to whatever the character can produce on their own—or what bribes they can secure. Troops are likewise restricted, likely to personal bodyguards.

#### **<h4>Second Tier**

As a senator of note, the character's voice and vote carry great weight. Many individuals and groups are eager for their support, but other magisters are sure to have conflicting desires. Magisters of this authority may command a legion, head a magical academy or oversee large portions of the Imperium's commerce, whatever their interest.

### **<h3>Chantry Priest**

Devout followers of the Chant of Light who prove themselves able administrators may be selected by the Chantry to run a particular division. Note that positions in the Chantry focus on power and influence over wealth and command of troops.

#### **<h4>First Tier**

The character is a brother or sister of the Chantry, likely tasked with the oversight of several dozen of the faithful. This position may be focused on any number of the Chantry's areas of interest, from missionary work, to curating religious artifacts, to rooting out heresy. Characters in these positions have few personal resources, but may call upon the vast resources of the Chantry within their narrow purview.

#### **<h4>Second Tier**

As a Mother or Father, the character is primarily responsible for the spiritual well-being of their community and rooting out heresy, but many mothers and fathers end up amassing secular political power due to the influence they have over their congregation. Due to the tenets of the Chantry, this title is only available to women, except in the Tevinter Imperium, where it is only available to men.

### **<h3>Antivan Merchant Prince**

Thanks to shrewd business sense (and possibly judicious use of the Antivan Crows) the character controls a significant trade within Antiva, and has earned the right to call themselves a merchant prince. These titles are first and foremost concerned with wealth over the loyalty of underlings, so any troops a character commands are likely mercenaries.

#### **<h4>First Tier**

The character is the head of a small trading firm or the trusted lieutenant of a more powerful prince. They have access to a lifestyle far above most Antivan citizens, but are not quite respected enough to be much involved in the country's affairs.

#### <h4>Second Tier

This tier can only be claimed after amassing large amounts of personal wealth and influence, roughly double the normal amount for this tier. However, it brings with it access to the inner circles of Antivan politics and a certain grudging respect from the other titans of commerce. It may also make the character an even larger target for assassins.

### <h3>Dwarven Noble

Nobility is largely a matter of birth within dwarf society, and thus this title is rarely bestowed upon a character later in life. Should a dwarven Player Character achieve this, though, they can expect to be granted an estate in Orzammar and a vote in the Assembly.

#### <h4>First Tier

The character is the head of a minor noble house in good standing with the Assembly. The easiest method of achieving this title is to be born into it and assume power after the death of a parent, but isn't unheard of for some low-born dwarves to rise to the nobility after finding old genealogical records proving their rank in the lost thaigs.

#### <h4>Second Tier

The character is the head of a major noble house and has commands a small personal army of warrior caste dwarves. They also have considerable standing within the Assembly, allowing them to influence the legislative process of Orzammar to their own ends.

#### <h4>Third Tier

Through some great deed that benefits all dwarves, the character is declared a near-Paragon of dwarven society, a living Ancestor. They are made the head of a noble house (if they are not one already) and their words are considered all but law. A Paragon has access to nearly all the resources Orzammar can bring to bear. Note that this title is so rarely bestowed that a Paragon only appears once every few generations.

### <h3>Circle Enchanter

The Circle of Magi is composed of numerous philosophical camps tied together in a web of temporary alliances and rivalries. Though by no means as cutthroat as the Orlesian court, the politics of the Circle can still be vicious. However, there is one thing all members respect, and that is knowledge. This title offers little access to money or soldiers, but it makes up for it with access to a cadre of loyal mages.

#### <h4>First Tier

The character is considered to be a respected teacher the Circle, likely a leader of one of the political factions. Though they command little official power, their status means other members look up to them and value their opinions.

#### <h4>Second Tier

The character is a Senior Enchanter, one of the Circle's dedicated leaders. This position allows them access to the Circle's trove of artifacts, as well as greater freedom to operate independently in the larger world. It is also likely they are considered a philosophical trendsetter, and thus looked to by the other mages in their faction.

#### <h4>Third Tier

As First Enchanter, the character is responsible for an entire nation's Circle of Magi. They may set the tone for how their mages are educated and just how harshly apostates are dealt with. They also have access to extremely powerful artifacts that are handed over to the Circle for safekeeping, though it assumed they possess the wisdom to know not to use such dangerous tools.

### <h3>Nevarran Knight

Nevarra is ruled over by the Pentaghast clan, who maintain control chiefly through their highly trained military. This has resulted in most of the country's nobility taking the form of combat ready knights rather than just simple landowners. Most knights remain dedicated to their military careers full time, though some more adventuresome ones may be assigned to special duty by the king.

#### <h4>First Tier

Whether through martial prowess or personal service, the character has curried favor with the Pentaghast clan of Nevarra and been named a knight of the Nevarran armies. They are granted a parcel of land to administer and command of a company of up to 100 soldiers.

#### <h4>Second Tier

The character is a respected general within the Nevarran army, with dozens of knights and their respective troops under their control. All this power comes at a cost, however, as the general is unlikely to have the freedom to operate with much independence.

### <h3>Elven Elder

Neither the city elves nor the Dalish have much in the way of formal hierarchy, leaving much of their leadership in the hands of their elders. The nature of both societies means these elders command great respect, but few resources.

#### <h4>First Tier

The character is an elder within an elven alienage. Though this is rarely a codified position, it carries with it great social weight. Such standing is usually reserved for the aged, but some younger elves of great wisdom or renown may be accorded equal respect. Elven elders lack the hard power of most titled characters, but they wield a great deal of soft power among their close-knit people, who look to them for guidance in running all aspects of their community.

#### <h4>Second Tier

The character is a Dalish Keeper, one of the wise mages looked to by the Dalish clans to help them regain their lost culture. They are responsible for guiding and protecting their clan, which may have anywhere from several dozen to several hundred members. Because of this burden, most Keepers are wholly dedicated to their responsibilities, adventuring only when it is necessary for their clan's wellbeing.

### <h3>Carta Leader

The character has achieved the highest stature available to a casteless dwarf – that of a criminal leader. Through a combination of theft, smuggling and potentially outright murder, they have taken command of enough casteless to wield true clout in the lawless vacuum hidden beneath Orzammar's regimented society.

#### <h4>First Tier

As a lieutenant of the Carta, the character oversees operation of one area of the syndicate's business, whether that's smuggling, prostitution, or something else. They likely command some amount of fearful respect among casteless and surface dwarves, but are despised by any "respectable" members of dwarven society.

#### <h4>Second Tier

The character is considered a Carta boss, and commands the loyalty of up to 100 thugs, thieves and prostitutes. They also personally control numerous illicit and front businesses, funneling a percentage of the profits directly to their personal coffers. The constant threat of arrest and assassination makes this a dangerous title to hold, but the money to be found providing the illicit goods that keep the upper castes running make it a lucrative position.

### <h3>Mercenary Leader

The nature of warfare in Thedas makes the existence of mercenary companies a fact of life. Though fighting for coin will never be seen as noble work, many companies have earned a measure of respect for their competence and bravery.

#### <h4>First Tier

The character is the captain of a group of soldiers within a larger mercenary force. Such companies usually number up to 100 fighting men and women, and may operate with limited independence in order to secure smaller contracts on behalf of the larger force. Captains may have great freedom to handle their soldiers as they see fit, but most mercenary commanders will check in from time to time to make sure their organization is being well represented.

#### <h4>Second Tier

Whether they were promoted through the ranks of an existing company or founded their own, the character now controls a fighting force of 400+ soldiers as a mercenary commander. The men and women under their command are unlikely to display any great loyalty, though, unless the deal is fair and the money is good. Representatives of various governments may seek the company's services, but they are unlikely to treat the character with anything more than bare respect due a competent servant.

### <h3>Templar Knight

As the martial wing of the Chantry, the templars wield great influence within the realms of Thedas. Whether they are guarding a Chantry or rooting out heresy, the templars are seen by the people as stalwart defenders of the faith, if sometimes a bit overzealous. Officially, the templars only have access to the resources they need to perform their duties; however, some unscrupulous members of the order are not above soliciting "donations" from those under their protection.

#### <h4>First Tier

Knight-Captains are the field leaders of the templars, overseeing actual operations of the Chantry's martial division. Propelled by a strong faith and a talent for leading men in battle, the character has risen to this rank. They are granted command over several dozen templars, and likely tasked with overseeing the defense of an area considered important to the Chantry, though some detachments are sent into the countryside to hunt apostates and demons.

#### <h4>Second Tier

The character is a templar Knight-Commander in charge of an area of Chantry interest within the country. Such areas may be geographic, such as bannorns, or administrative, such as each country's Circle of Magi. They are able to direct a force of several hundred well-trained templars as they see fit in order to carry out the wishes of their superiors within the Chantry. Knight-Commanders answer directly to the Revered Mothers of their respective countries.

## <h2>Superior Items

Set 3 introduces four new levels of superior materials for both metal and wooden weapons, as well as six new materials for armor. These materials are exceedingly rare, and thus only used in the creation of truly masterful items, nearly all of which are unique, as the cost of the materials alone discourages mass production.

While the full details of masterwork and superior items can be found in the Set 2 *Game Master's Guide*, the superior materials from the charts found there have been included here for ease of reference.

<table>

### <htable>Raw Material Effects on Weapons

Metal	Reduction in Min. Strength	Talent Level Bonus	Focus	Benefit
Iron	-	-	-	-
Steel	-1	-	-	-
Veridium	-2	one level	-	-
Silverite	-2	one level	yes	-
Dragonbone	-3	one level	yes	-
White Steel	-3	two levels	yes	-
Volcanic Aurum	-3	three levels	yes	-
Starmetal	-3	three levels	yes (+3)	-
Wood	Reduction in Minimum Strength	Talent Level Bonus	Focus	Benefit
Elm	-	-	-	-
Ash	-	-	-	-
Yew	-1	-	-	-
Whitewood	-2	one level	-	-
Ironbark	-2	one level	yes	-
Sylvanwood	-3	one level	yes	-
Dragonthorn	-3	two levels	yes	-
Vhenadahl	-3	three levels	yes	-
Ancestral Heartwood	-3	three levels	yes(+3)	-

</table>



### Raw Material Effects on Weapon Ranges

Material	Increase Short Range	Increased Long Range
Elm	-	-
Ash	-	+10%
Yew	+10%	+25%
Whitewood	+25%	+50%
Ironbark	+50%	+100%
Sylvanwood	+100%	+125%
Dragonthorn	+125%	+150%
Vhenadahhl	+125%	+150%
Ancestral Heartwood	+125%	+150%

</table>

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### Raw Material Effects on Armor

Material	Armor Penalty Improvement	Armor Rating Bonus
Drakeskin	+1	-
Dragonskin	+1	+1
Iron	-	-
Steel	-	-
Veridium	+1	-
Silverite	+3	-
Dragonbone	+4	-
White Steel	+4	+1
Volcanic Aurum	+5	+1
Starmetal	+5	+2

</table>

## Magic Items

The list of temporary and permanent magic items has been greatly expanded upon here from those listed in the Set 1 and Set 2 *Game Master's Guides*. These items are appropriate for characters level 11–20.

Many of these items have masterwork and superior item benefits in addition to their magical effects, which are listed in each item's entry. Where similar benefits are listed separately, they should be combined for a total effect. For example, a magical masterwork dagger might have a +2

attack bonus arising from its enchantment and a +1 attack bonus because it is a masterwork. Such a dagger would give its wielder a +3 attack bonus.

## <h2>Temporary Magic Items

### <h3>Greater Healing Potion

This draught is made from distilled essence of healing herbs enchanted with Creation magic. More powerful than standard Healing Potions, just a sip has been known to restore energy to the weariest limbs. Imbibing a Greater Healing Potion requires an activate action and restores up to 6d6 + Con lost Health.

### <h3>Potent Healing Potion

The work of a master herbalist, Potent Healing Potions takes weeks to brew, but they are in high demand amongst those warriors who can afford them. Imbibing a Greater Healing Potion requires an activate action and restores up to 8d6 + Con lost Health.

### <h3>Greater Lyrium Potion

More potent than even the standard Lyrium Potion, this tincture is cloudy with refined lyrium. Imbibing a Greater Lyrium Potion requires an activate action and restores up to 3d6 + Magic lost mana points.

### <h3>Potent Lyrium Potion

Considered unsafe by some mages due to its heady dose of refined lyrium, this tincture is nonetheless still used as a means of restoring significant magical reserves. Imbibing a Potent Lyrium Potion requires an activate action and restores up to 4d6 + Magic lost mana points.

### <h3>Rock Salve

This tub of foul-smelling ointment glistens due to the animal fat and flecks of quartz used in its creation. When smeared across the skin it hardens, providing the wearer a +2 bonus to Armor, but at the cost of a -4 penalty to Speed. Rock Salve can be applied in five minutes and lasts for an hour before its enchantment dissipates and it reverts to grease and stone flakes.

### <h3>Incense of Awareness

This incense combines processed lyrium with a variety of herbs to create a mind-altering smoke. When inhaled, the smoke grants the user a +2 bonus to defense and a +2 bonus to all Perception tests for one hour. Lighting and inhaling Incense of Awareness requires an activate action.

### <h3>Swift Salve

This ointment smells of peppermint and tingles to the touch. When rubbed into the skin, Swift Salve grants the wearer a +5 bonus to Speed and reduces the cost of the Lightning Attack and Dual Strike stunts by 1 SP. The effects of a tub of Swift Salve last only 10 minutes after being applied.

### <h3>Warding Salt

A mixture of sea salt and refined lyrium, Warding Salt is used to secure an area against demons. Any demon, whether manifested or possessing a creature or corpse, must succeed at a **Magic (Spirit) test vs. TN 20** to cross a line of the grains. A pouch of Warding Salt contains enough to

secure the doors and windows of a single modest house, and lasts a month before needing to be refreshed.

### <h3>Incense of Focus

A pungent and bitter mix of herbs, this incense improves focus and concentration. When inhaled, Incense of Focus provides a +2 bonus to all Cunning tests for one hour. This intense concentration comes at a price, however, as the user must succeed at a **Constitution (Stamina) test vs. TN 15** or suffer a -1 penalty to Cunning for another hour due to debilitating headaches.

## <h2>Permanent Magic Items

[background]

<sidebar>

### <hsb>The Weight of History

Many of the items presented here have a long history associated with them. Most have a heroic pedigree, but some are infamous as the tools of great villains. Either way, learned folk are likely to recognize the items for what they are and judge by association the characters wielding them. In addition to any social benefits or penalties outlined in a specific item's entry, GMs should feel free to apply bonuses or penalties to reactions based upon how the person feels about an item.

Adjustments of  $\pm 1$  should be the most common, but adjustments of  $\pm 2$  or  $\pm 3$  are possible in the case of extreme reactions. Also bear in mind that these bonuses and penalties only apply when an NPC is aware of an item's history.

</sidebar>

*[[The following are examples of items ready to be customized or further detailed for any campaign by the GM. Additional items with specific talents and focuses defined are forthcoming.]]*

### <h3>The Tiger's Tail

Superior Benefits (as Silverite):

*Talent Level Bonus:* One level

*Focus Benefit:* Yes

This long oak staff is worn smooth from years of handling and warm to the touch. Both ends are charred and blackened, as though from a recent fire. A mage wielding the Tiger's Tail while casting a Primal spell may choose to lose 4 Health in exchange for a +1 bonus to Spellpower for that spell. They may gain up to +3 Spellpower in this way.

### <h3>Hubris

Superior Benefits (as Dragonbone):

*Talent Level Bonus:* One level

*Focus Benefit:* Yes

Said to be the only memento of a Navarran mage who thought himself the equal of a pride demon, this staff is inset with fine gold tracery. It grants a +2 bonus to **Communication (Command) tests**, and mages wielding it receive a +2 bonus to Magic tests made to cast Spirit spells.

### <h3>The Hypnotist's Staff

This gnarled staff is covered in swirling patterns that seem to twist and writhe under gaze and touch. The Hypnotist's Staff provides a +1 bonus on attack tests with Arcane Lance and gives all targets a -2 penalty on **Willpower (Self-Discipline)** tests to resist spells cast by the wielder.

### <h3>Meteor Sword

Masterwork Benefits: *Attack Bonus: +1*

*Damage Bonus: +1*

Superior Benefits: *Minimum Strength: -3*

*Talent Level Bonus: Three levels*

*Focus Benefit: Yes (+3)*

Rune Slot: 1

Forged from strange metal found in a meteorite, this perfectly balanced greatsword is light enough to be wielded by even the most inexperienced warrior, but it truly shines in the hands of a master. Characters who possess the master degree in the Two-Hander Style talent receive an additional +2 bonus to both attack and damage when wielding the Meteor Sword.

### <h3>Yusaris

Masterwork Benefits: *Attack Bonus: +2*

Superior Benefits: *Minimum Strength: -2*

*Talent Level Bonus: One level*

*Focus Benefit: Yes*

Fereldan legend tells of Yusaris, an ancient blade wielded by some of the country's greatest heroes to strike down dragons, werewolves, and more. Whether *this* silverite greatsword is the blade of legend is debatable, but whatever its origin, its power is unmistakable. It provides its wielder a +5 bonus to Armor Rating against fire and deals +3 damage to all drakes and dragons.

### <h3>Asturian's Might

Masterwork Benefits: *Attack Bonus: +2*

*Damage Bonus: +2*

Superior Benefits: *Minimum Strength: -3*

*Talent Level Bonus: Two levels*

*Focus Benefit: Yes*

This white steel longsword was forged for Warden Commander Asturian by the dwarves of Orzammar in recognition of the completion of Soldier's Peak in 2:34 Glory, and hidden away by him before he submitted to the Calling. All damage dealt to darkspawn with Asturian's Might penetrates their armor.

### <h3>Vigilance

Masterwork Benefits: *Attack Bonus: +3*

*Damage Bonus: +3*

Superior Benefits: *Minimum Strength: -3*

*Talent Level Bonus: Three levels*

*Focus Benefit: Yes*

Rune Slots: 2

Many weapons are seen as little more than tools but the longsword Vigilance is a rare exception. Painstakingly crafted from volcanic aurum by a master smith in Denerim sometime in the Dragon Age, this blade is rumored to carry a powerful enchantment rendering its owner all but unkillable. While such stories are certainly exaggerations, it does provide a +1 bonus to Strength and Constitution when wielded.

### <h3>Dragonbone Cleaver

Superior Benefits: *Minimum Strength: -3*

*Talent Level Bonus: One level*                      *Focus Benefit: Yes*

This massive two-handed axe was originally crafted from dragonbone to serve as a tool for hewing more workable pieces of bone from a dragon's skeleton. With dragons in short supply these days, its devastating edge has been adapted for use directly on the battlefield. It deals +5 damage whenever an attack test generates stunt points.

### <h3>Maetashear War Axe

Masterwork Benefits: *Attack Bonus: +1*

*Damage Bonus: +3*

Superior Benefits: *Minimum Strength: -2*

*Talent Level Bonus: One level*                      *Focus Benefit: Yes*

A truly enormous weapon, this two-handed axe was created by forging two silverite polearms together. Its blades are covered in Ancient Tevine runes that tell the myth of how the Fade was cut apart from the world of men. It provides a +4 bonus to all **Communication tests** made to command or influence spirits.

### <h3>Aodh

Masterwork Benefits: *Attack Bonus: +2*

Superior Benefits: *Minimum Strength: -3*

*Talent Level Bonus: Three levels*                      *Focus Benefit: Yes*

Rune Slots: 2

The battle axe known as Aodh is well known in Ferelden legends, some of which claim it burns with the blood of the first demon it slew. Others purport that its fiery nature is due to the volcanic aurum used in its construction. Whatever the reason, the flames surrounding Aodh's blade deal an additional +3 penetrating damage.

### <h3>The Veshialle

Masterwork Benefits: *Attack Bonus: +2*

*Damage Bonus: +2*

Superior Benefits: *Minimum Strength: -3*

*Talent Level Bonus: One level*                      *Focus Benefit: Yes*

A reminder of the sad fate of the Dales, this dragonbone battle axe was the personal weapon of the great Elven general Rajmael. Hurling into the advancing human armies by the general in a last act of defiance, it is said to rebel against all but elven hands. The Veshialle generates 1 fewer stunt points for any wielder but an elf, for whom it generates an additional 1 SP. Elves also gain an additional +1 to attack and damage tests with it.

### <h3>Dead Thaig Shanker

Masterwork Benefits: *Attack Bonus: +2*

Superior Benefits: *Minimum Strength: -2*

*Talent Level Bonus: One level*                      *Focus Benefit: Yes*

Rune Slots: 1

This long silverite dagger was recovered from the Deep Roads, where it was found in a trove of ancient dwarven artifacts. It is rumored the darkspawn left it be out of fear for a weapon which claimed so many of their own during the fall of the thaigs. It allows the wielder to adjust their dragon die result by  $\pm 1$  on attacks made against darkspawn. If an adjusted dragon die results in doubles on the roll, the wielder generates stunt points as normal, using the new dragon die result to determine the amount.

### <h3>Twinblades

Superior Benefits: *Minimum Strength: -3*

*Talent Level Bonus: Two levels*                      *Focus Benefit: Yes*

A fine set of matching dragonbone daggers of Nevvaran make, these blades provide a +4 to all **Communication tests** made to influence nobility. While useful as ornamental pieces, they seem to have fallen under the influence of curious magic that makes them unreliable in combat. Any character who generates stunt points while wielding the blades will find them missing within the next 24 hours.

### <h3>Shaperate's Blessing

Masterwork Benefits: *Attack Bonus: +1*

*Damage Bonus: +1*

Superior Benefits: *Minimum Strength: -2*

*Talent Level Bonus: One level*                      *Focus Benefit: Yes*

Rune Slots: 1

These silverite maces are awarded by the Shaperate of Orzammar to individuals who have gone to great pains to help preserve dwarven history. When worn openly, they provide a +4 to all **Communication tests** made to influence dwarves, with the exception of casteless and surface dwarves.

### <h3>High Constable's Mace

Masterwork Benefits: *Damage Bonus: +2*

Superior Benefits: *Minimum Strength: -3*

*Talent Level Bonus: Two levels*                      *Focus Benefit: Yes*

The High Constable of the Grey Wardens in the Anderfels was responsible for the wellbeing of the order's gryphon mounts, making them effectively second-in-command behind the First Warden. This white steel mace was a symbol of their office, and carries a powerful enchantment from the days of the first wardens. A Grey Warden wielding it may make a **contested Magic (Spirit) test vs. Perception (Empathy)** when near darkspawn to appear to the creatures as one of their own. This ability lasts for up to an hour, or until the wielder attacks an affected darkspawn.

### <h3>Precision-Gear Recurve

Masterwork Benefits: *Attack Bonus: +1*

Superior Benefits: *Short Range: 60 yards, Long Range: 75 yards*

This sylvanwood crossbow is the pinnacle of dwarven engineering. Its gears have been crafted with such precision that it is possible to cock the bow using very little effort, requiring only a minor action. This ease of use does not sacrifice power, as the recurve is capable of hurtling a bolt well beyond the range of standard crossbows.

### <h3>Shield of the Legion

Rune Slots: 1

These shields are awarded to distinguished officers of the Legion of the Dead, the dwarven military force dedicated to driving the darkspawn out of the Deep Roads. Faced with overwhelming odds, the Legion grimly accepts its duty, no matter the cost. This dragonbone medium shield provides an additional +2 to its wielder's Armor Rating and a +4 bonus to all **Willpower (Self-Discipline) tests** to resist fear or mental influence.

### <h3>The Centurion's Cuirass

Superior Benefits: *Armor Penalty: 0, Armor Rating: 11*

Rune Slots: 1

Crafted from rare volcanic aurum, this suit of heavy plate is a relic of the former might of the Tevinter Imperium. Said to have been crafted for Archon Almadrius's personal guards, this cuirass protects the wearer from all threats, both physical and magical. The wearer of this armor receives half their armor rating against spells which would otherwise deal penetrating damage.

### <h3>Dragonskin Armor

Masterwork Benefits: *Armor Rating: +1, Defense Bonus: +2*

Superior Benefits: *Armor Penalty: 0, Armor Rating: 5*

Crafted from the leather of a high dragon, this one-of-a-kind jerkin offers superior protection without restricting movement. The wearer of this armor receives a +4 bonus to Speed.

### <h3>Citizen's Castle

Masterwork Benefits: *Defense Bonus: +1*

Rune Slots: 2

These suits of light plate armor take their names from the dwarven suits they're modeled after but have been crafted throughout Orlais and Ferelden for generations. Though these typically sport great craftsmanship, and some may be masterwork items or crafted from superior materials, what makes plate

armor into a Citizen's Castle is its sturdiness and the incorporation of rune slots for further enchantment. These are never sleek suits of armor, these are meant to look solid and impenetrable to enemies.

### <h3>Ring of the Ferryman

All archons of the Tevinter Imperium have cast a unique Ring of the Ferryman to signify their office. Tradition demands these rings be destroyed upon the archon's death, but this tradition is not absolute – sometimes a duplicate is destroyed instead. The wearer of this ring receives a +3 to all **Magic tests** to cast spells, with an additional +3 bonus to cast blood magic spells. Citizens of the Tevinter Imperium, and especially magisters, are unlikely to take kindly to anyone other than an archon wearing this ring.

### <h3>Fen'Harel's Tooth

Said to be a tooth from the mouth of the elven god Fen'Harel, this simple charm provides some of the Dread Wolf's fickle cunning when worn on a necklace. It grants a +3 bonus to all tests made to detect and disarm traps and locks. If the wearer fails a test to overcome a lock or trap while wearing the Tooth, the charm no longer provides the bonus against that obstacle, but the bonus granted against other traps and locks rises to +4. The bonus continues to improve by +1 after each such failure, but resets to +3 after a successful test.