

# DRAGON AGE™



## DUTY UNTO DEATH

### AN ADVENTURES FOR CHARACTERS OF LEVEL 2–4

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# INTRODUCTION

*I originally wrote this adventure to run on Wil Wheaton's TableTop show on YouTube. The whole thing was something of a last minute affair, so I had to put this scenario together in less than a week. You'll note it's in a more casual format than our typical published adventures. This is how I write adventures for use in my home campaigns. I use a lot of bullet points, as I find that works for me at the table. I decided to keep it in that format so you can see a close approximation to the original. I've also added some sidebars with amusing anecdotes from the shoot itself. We played for about 6 hours that day and the footage was edited down to the hour you saw on the two episodes of Tabletop. I hope you have as much with Duty Unto Death as we did!*

Chris Pramas

## BACKGROUND

One hundred years ago, when Orlais occupied Ferelden, the Rebel Queen Moira hid for a time in a fortified tower by the village of Greenthorn. When word came that an Orlesian strike force was heading that way, the Queen asked the commander of the tower, Ser Victor Greenthorn, to fight a rearguard action against the Orlesians while she and her bodyguards slipped away. Victor did much more than that. He ambushed the Orlesians, and then retreated to his tower. His tenacious defense convinced them that the Rebel Queen was trapped inside, so they ceased their pursuit and concentrated on taking the tower. Ser Victor and his soldiers defended the tower to the last. In the end a chevalier named Henri LaPointe slew Ser Victor in personal combat and took his magic sword as a prize. When the Orlesian commander realized he had been tricked and that the Rebel Queen had escaped again, he ordered the tower destroyed.

Ser Victor's sacrifice, however, had drawn the attention of a spirit of the Fade called Duty. He was so moved by Victor's sacrifice that he pulled the entire tower into

### SETTING THE ATMOSPHERE

Ferelden conquered in the Blessed Age, 8:24.

Ser Victor's last stand, 8:82.

Rebel Queen assassinated, 8:96.

Battle of the River Dane, 8:99. Ferelden defeats Orlais, regains independence.

Dragon Age, 9:30. Current day. This is the time of *Dragon Age: Origins*.



the Fade before the Orlesians could destroy it, and then took up the slain knight's final mission. He watched from the Fade, determined to stop any Orlesians that came through the secluded valley. He watched for decades, becoming more and more myopic as the years passed. When the grandson of Henri LaPointe entered the valley bearing the family heirloom (Victor's blade), Duty was called to action at last. He tore a hole in the Veil and returned the tower to Thedas. When he did so, nearby demons rushed through to animate the skeletons of the long dead defenders and others of the recently slain. Duty has limited control over some of these creatures but many pursue their own agenda.

For the moment the tower retains enough of the Fade's energy that Duty can manifest there, but this will not last. He is determined to finish his mission before he must return.

## THE CHARACTERS AND MISSION

The PCs are Grey Warden recruits who have not yet gone through the Joining. They are escorting Duncan (the leader of Ferelden's Grey Wardens) west when he receives a message. He must reverse course and head to the Circle of Magi. He wants the PCs to continue on to the village of Greenthorn. It's in a valley some way off the Imperial Highway, east of Orzammar. They are to meet a party of Orlesians there and escort them to the Lake Calenhad Docks for a rendezvous with Duncan. Their leader, Aldric LaPointe, is an emissary from the Grey Wardens of Orlais.

## THE PROBLEM

Aldric LaPointe's men were slaughtered and he himself was captured. Duty now keeps him imprisoned in the top of the tower. He is torturing the warden to make him reveal the sinister plans the Orlesians surely must have for occupied Ferelden. He simply doesn't understand that he is fighting a war that ended 30 years ago.

# RECOMMENDED PRE-GAME ACTIONS

Not all of these steps will be necessary if the players have experience with the video games.

- Explain a bit about the game and the setting of *Dragon Age*.
- Hand out characters. The pre-generated characters that Chris, Kevin, Will and Sam used in the *Tabletop* episode can be found at the end of the adventure.
- Explain a bit about Grey Wardens.
- Tell them about the rite of conscription. Ask each player whether he volunteered or was conscripted.
- Tell them to give some thought to how they ended up in the wardens.
- Tell them a bit about Ferelden.
- Tell them that Ferelden was occupied by Orlais for nearly a century.

*The characters I created for the game had both a male and female name option, but I told the players that they could come up with their own names if they wanted to. My names were just suggestions after all. So after my explanation of Dragon Age and dark fantasy, Chris Hardwick immediately named his character Fonzor and explained how he wanted to get with all the chicks in Ferelden. A dark fantasy indeed. Players – you can never predict what they are going to do!*

## PART 1: TO GREENTHORN

In the first part of the adventure, the Player Characters travel to Greenthorn and discover that a simple escort mission is not so simple after all. Part 1 has four encounters, mixing exploration, roleplaying, and combat.

### ENCOUNTER 1: DUNCAN

#### ROLEPLAYING

- The PCs have been on the road with Duncan for several weeks.
- At camp each night there is a period of practice, then dinner, and then a lesson.
- Tonight the topic is the origin of the Blight.
- Ages ago the Maker imprisoned the seven Old Gods of the Tevinter Imperium deep beneath the earth.

- Decade after decade the darkspawn search to find the Old Gods.
- When they do, they awaken the god and corrupt it. This turns an Old God into an Archdemon.
- The Archdemon then rises and calls the darkspawn to it. They spill from the Deep Roads to kill and destroy. The very land is infected.
- The Grey Wardens were founded during the first Blight. There have been four Blights so far.
- Only the Grey Wardens know how to kill an archdemon. This is why the wardens are important.
- It's been four hundred years since the Fourth Blight. Many believe it will never happen again. They are wrong.
- The Grey Wardens must stand vigilant. Each member must be ready to defend Thedas, no matter the cost.
- The order comes first, the nations of Thedas second.
- Duncan says, "We learn by listening but also by asking questions. What would you ask me?"
- Duncan says, "I know why I chose to recruit each of you, but you do not. Tell me why you think you are worthy of becoming a Grey Warden."

### THE MISSION

- The next morning Duncan says he has received a message, though he won't say how (it's a secret of the Wardens the PCs haven't learned).
- He must return at once the tower of the Circle of Magi, from which the mage recruit comes.
- He needs the PCs to complete their current mission, which he then explains.
- Go to the village of Greenthorn. It's in a valley between the Imperial Highway and Orzammar.
- There they are to meet a man named Aldric LaPointe and his party. He is an Orlesian warden.
- Find LaPointe at an inn called the Queen's Boot.
- They must escort LaPointe to the Lake Calenhad Docks, where Duncan will meet them. The whole party will then continue to Denerim, where LaPointe is to meet King Cailan.
- LaPointe's presence in Ferelden is a secret. There are those who still believe wardens should be outlawed. This is why they are meeting off the Imperial Highway.

# ENCOUNTER 2: FORSTAL AR NITHIG O FROSTHOLD

## COMBAT

- The PCs travel for two days. The second day they move into the foothills beneath the Frostback Mountains.
- The sun is setting and they are looking for a good campsite.
- A big man in mail armor hefting a two-handed axe pops up from behind a large rock on the slope ahead.

### SHRIEK

### DARKSPAWN

#### ABILITIES (FOCUSES)

0	COMMUNICATION
1	CONSTITUTION (RUNNING)
2	CUNNING
5	DEXTERITY (INITIATIVE, LIGHT BLADES, STEALTH)
2	MAGIC
3	PERCEPTION (HEARING, TRACKING)
2	STRENGTH
1	WILLPOWER

#### COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
16	35	15	3

#### ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
ARM BLADE	+7	1d6+4

#### POWERS

**FAVORED STUNTS:** *Lightning Attack* (2 SP) and *Poison* (2+ SP).

**FRENZY:** Shrieks can perform the lightning attack stunt for just 2 SP.

**POISON:** As a special stunt for 2 or more SP, a shriek can poison the target of a blade attack that deals at least 1 damage point. When poisoned, a victim must make a **TN 13 Constitution (Stamina)** test at the beginning of each of his turns or suffer 1d6+2 penetrating damage that turn. This lasts for a number of rounds equal to the number of stunt points spent.

**SHRIEK:** A shriek's namesake screaming and moaning requires a minor action, and forces anyone who hears it to make a **TN 11 Willpower (Courage)** test or suffer a -1 penalty to attack tests and Defense until the end of the encounter. These effects are not cumulative.

**TOUGH HIDE:** Shrieks have an Armor Rating of 3.

**WEAPON GROUPS:** Light Blades.

- "I am Forstal Ar Nithig O Frosthold and you are on MY ROAD!"
- Forstal will demand their money, weapons, and armor.
- Successful **TN 14 Perception (Hearing)** test and PCs hear grunts coming from behind other rocks on the slope.
- When they say no, he'll call out: "**Show 'em the Avvar Way, boys!**"
- To which there is no response.
- Forstal rants at his boys, urging them to attack. Then the PCs see a dark shape leap towards him. A blade glints in the moonlight and he screams as it drives home.
- Roll Initiative.
- While Forstal talked, two darkspawn Shrieks murdered his men. Since they have disposed of Forstal, they are now after the PCs.
- Stats for Shriek arecan be found on this page.
- There are six dead Avvars. They have six bows, 80 arrows, six spears, one battle axe, and 50 sp between them.

### DEVOURING CORPSE

### HUNGER DEMON

#### ABILITIES (FOCUSES)

-2	COMMUNICATION
4	CONSTITUTION (STAMINA)
0	CUNNING
2	DEXTERITY
2	MAGIC
0	PERCEPTION
3	STRENGTH (CLAWS, INTIMIDATION)
2	WILLPOWER

#### COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
8	30	12	0

#### ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
CLAWS	+5	1d6+5

#### POWERS

**DRAIN LIFE:** A devouring corpse can suck the life force from nearby enemies as a special stunt for 5 SP. All enemies within 6 yards of the devouring corpse take 1d6 penetrating damage and it regains Health equal to the total damage inflicted.

**FAVORED STUNTS:** *Drain Life* and *Pierce Armor*.

**HOWLING MADNESS:** The demon that inhabits the devouring corpse is insane. A devouring corpse automatically passes any **WILLPOWER (MORALE)** test it is required to take.

## ENCOUNTER 3: THE ORLESIAN DEAD

### EXPLORATION

- The next day in the mid-afternoon they arrive at the valley where Greenthorn is located.
- They see the village below them. Beyond it there is a hillock with a tower on top.
- Over the village they see carrion birds circling.
- They see no one on the streets of Greenthorn.
- The birds lead them to the village's main square.
- There they find four dead humans and five dead horses. The humans were clearly warriors of some sort and they went down fighting. They wear mail, though no weapons are in evidence.
- Successful **TN 10 Cunning (Healing)** test determines that they've been there for at least two days.
- Successful **TN 10 Perception (Searching)** test turns up an armband with a griffon engraved on it in a saddlebag. This is the emblem of the Grey Wardens.
- The Queen's Boot is on the square.

## ENCOUNTER 4: THE QUEEN'S BOOT

### ROLEPLAYING. COMBAT OPTIONAL

- The Queen's Boot is a typical Ferelden Inn: bar, kitchen, and tables downstairs; rooms for travelers upstairs.
- There are front and back doors and windows that look into the main room.
- The only survivor left in Greenthorn is inside The Queen's Boot. Her name is Cally and she was the barmaid and sometime cook at the inn.
- As the PCs approach, Devouring Corpses are trying to kill Cally.
- **Combat Option:** There are five Devouring Corpses inside. The PCs can aid Cally in defeating them. Stats for Devouring Corpses are on the previous page.
- **Roleplaying Option:** The PCs arrive just as Cally plants a cleaver into the head of the last Devouring Corpse. She then says, "Speak to me and prove you are alive!"
- The PCs can find out that the weirdness started two days ago.
- Cally says that skeletal creatures appeared in the village and began killing people. Then some

CALLY			
Tough Barmaid.			
ABILITIES (FOCUSES)			
2	COMMUNICATION (BARGAINING, GAMBLING)		
2	CONSTITUTION (DRINKING)		
1	CUNNING		
3	DEXTERITY (BRAWLING, STEALTH)		
0	MAGIC		
2	PERCEPTION (SEEING)		
3	STRENGTH (AXES)		
1	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENSE	ARMOR RATING
13	20	13	3
ATTACKS			
WEAPON	ATTACK ROLL		DAMAGE
CLEAVER	+5		1d6+5
FIST	+5		1d3+3
POWERS			
Favored Stunts: Mighty Blow and Dual Strike.			
Talents: Single Weapon Style (Novice)			
Weapon Groups: Brawling and Axes.			
EQUIPMENT			
CLEAVER (TREAT AS THROWING AXE) AND LIGHT LEATHER ARMOR.			

of those corpses rose from the dead and also attacked.

- As far as she knows, she is the only person left alive in Greenthorn. The rest were killed or fled into the hills. She survived by "hiding and being good with a cleaver."
- The key piece of information that Cally can pass on is that the tower on the nearby hillock was not there 3 days ago. It appeared from nowhere and that's when everything went crazy.

*This was originally designed as a combat encounter. However, we had already spent a couple of hours getting to this point and time was a concern, so I changed it to a roleplaying encounter on the fly and had Cally show her mettle with a meat cleaver instead.*

*Originally, Cally had a different name. I even wrote it down. When the players asked, I said Cally without checking my notes. I think it must have been my proximity to Sam Witwer (who played Crashdown on Battlestar Galactica) which put the name in my mind. When I said it, Sam burst out, "Sorry I tried to kill you, Cally!" This was a reference to Crashdown's last episode on BSG. We all cracked up.*

# PART 2: GREENTHORN TOWER

In part 2 of the adventure, the PCs must investigate the strange tower that appeared above Greenthorn. This is the source of the undead that have ravaged the village.

The base of the tower is 120 feet long, 80 feet wide, and 15 feet high. There is a large, reinforced door in the front.

From the base, a 60 foot by 60 foot square tower rises. It is 50 feet high (so the whole structure is 65 feet, including the base). The tower has arrow slits on every side and a crenellations on the top. It looms over Greenthorn.

A successful **TN 7 Magic (Spirit)** test confirms that the whole place stinks of magic and The Fade.

## ENCOUNTER 1: ENTRYWAY

### EXPLORATION

- There is a reinforced door on the south side of the tower. It appears to be the only entrance.
- Surprisingly enough, the front door is neither locked nor barred.
- A short passage leads to another door, also unlocked.
- Beyond it is a 40-foot by 50-foot room. There are brown stains (dried blood) on the floors and walls.
- There are doors on the east and west walls. The east door leads to **Encounter 2: Barracks** and the west door leads to **Encounter 3: Scorched Earth**. No noise comes from behind either door.
- There are the remnants of destroyed barricades in front of the east door.
- There are broken weapons and damaged shields strewn about the room.
- Some of the shields have the Greenthorn coat of arms on them: a sword wrapped in thorns on a green field.

## ENCOUNTER 2: BARRACKS

### COMBAT

- The door to this 40-foot by 80-foot room is unlocked.
- Several intact bunks along the walls indicate it was once a barracks.
- Barricades block a staircase going up in the northwest corner of the room.
- Smashed chests and other debris litter the room. It looks like the barracks was thoroughly sacked.

- There are six adversaries in the barracks: 3 skeletons with bows behind the barricades and 3 scattered around the rest of the room.
- Stats for skeletons are on *Dragon Age, Set 1*. The bowmen have long bows (+2 attack roll, 1d6+3 damage). The remaining 3 have throwing spears (+3 attack, 1d6+6 damage). All skeletons will use their claws in melee.
- If the fight is going too quickly, you can have 2 or 3 more skeletons come down the stairs at your option.
- On the east wall of the barracks is an actual (i.e. not reanimated) skeleton nailed to the wall with a short sword. It wears the Greenthorn livery. **Handout 1** is pinned to the corpse.

## ENCOUNTER 3: SCORCHED EARTH

### EXPLORATION

- This room was originally a barracks as well, but during the siege the bunks were broken up to make barricades and the room was set up as a trap for the Orlesians.
- The door to this 40-foot by 80-foot room is unlocked.
- The floor, walls, and ceiling are scorched black.
- Scattered across the room there are burned and cracked bones.
- There are three pressure plates in the center of the room. They can be detected with a successful **TN 13 Perception (Searching)** test and disarmed with a successful **TN 13 Dexterity (Traps)** test.
- If any of the pressure plates are stepped on, the room fills with roiling flames that inflict 3d6 damage.
- The trap resets in 10 minutes.

## ENCOUNTER 4: STATUARY

### EXPLORATION

- The staircase from the barracks comes up on the east wall of this 60-foot by 60-foot room.
- There is no visible exit.
- In the center of the room there is a long mahogany table, running north to south.
- A battle axe nails **Handout 2** to the table.
- There are also 4 steel crowns on the table, each on a red velvet pillow. If examined, the crowns have three words inscribed on the inside of each: The Good Monarch.

- On either side of the table are 8 statues (4 per side).
- The statues are all studies of the same women in different clothing and poses.
- A successful **TN 10 Cunning (Cultural Lore) test** reveals that the woman is Moira, the Rebel Queen.
- There is a word inscribed on the bottom of each statue. They are: Beauteous, Compassionate, Glorious, Mighty, Righteous, Steadfast, Whimsical, and Wise.
- The PCs must crown the right four statues that describe the traits of a good monarch. Until the correct statues are chosen, nothing happens.
- The Good Monarch is Compassionate, Righteous, Steadfast, and Wise.
- When the correct statues are chosen, a staircase up appears from nowhere along the west wall. It ends in a door, which is unlocked.

## ENCOUNTER 5: LIBRARY

### EXPLORATION

- The PCs come up stairs on the west side of the room. Across the way on the east wall another set of stairs leads upwards.
- This room is obviously a library of some sort. Shelves line the walls and there are two free-standing shelves in the middle of the room. They run north to south.
- By the south wall there is a desk covered with scrolls, inks, and quills.
- **Handout 3** is nailed to it with a butt spike of a mace.
- The books and scrolls on the shelves are logbooks. They are not dated but they show a careful record of the comings and goings in Greenthorn. Strangers are watched with suspicion. The loyalty of locals is questioned. To say the writings are obsessive is an understatement.
- The bogeymen of the logs are the Orlesians. They are the occupiers and then the unseen enemy.
- The eastern staircase leads to the final door. It is unlocked.

## ENCOUNTER 6: THE PINNACLE OF DUTY

### ROLEPLAYING AND OR COMBAT

- This is the top room of the tower. There are windows on all four sides, providing a breathtaking view in all directions.

- There is a raised dais in the center of the room with two sturdy wooden chairs on it.
- In one chair there is a manacled prisoner. He has clearly been beaten. This is Aldric LaPointe.
- In the other chair there is the corpse of a man wearing old style plate armor. His skin is taut and his glassy eyes stare at nothing. His hands grasp an ornate long sword.
- Behind both chairs stands a ghostly figure wearing plate armor similar to the corpse's. Engraved thorns cover the breastplate. This is the spirit of Duty.
- Duty at first believes that the PCs are Fereldens sent by the Rebel Queen. He greets them with, "You've come at last! I knew this Orlesian was a filthy liar like all his kind."
- If the PCs engage him in conversation, he tells the story of Ser Victor and the sacrifice he and his soldiers made for the Rebel Queen. He was so moved by this display of duty, he has watched over Greenthorn ever since and awaited the return of the Queen Moira.
- He punctuates his story with hard slaps to Aldric LaPointe whenever he mentions Orlesians.
- When Aldric LaPointe showed up in Greenthorn bearing Ser Victor's sword, Duty knew the hour was at hand. They were obviously an advanced force and had to be stopped. He killed LaPointe's men and took the Grey Warden prisoner.
- As he talks to the PCs, his paranoia asserts itself and he begins to question them. Who are they? Who do they serve? Where is Queen Moira?

## RESOLVING THE ADVENTURE

The PCs have two basic ways to resolve the adventure. They can try to convince Duty that Ferelden is free and Queen Moira's grandson is now king. Alternately, they can try to defeat Duty in combat and rescue Aldric LaPointe.

## ROLEPLAYING

If they are convincing enough and make Duty doubt his actions, he will ask the PCs to join hands with them. They will then have the feeling of being torn from their own bodies. If anyone balks at this point and breaks the connection, Duty will fly into a rage, call them traitors, and attack. If they trust him, their spirits will soon float over their own bodies. Duty will then zoom them over Ferelden at incredible speed. They will see the following at a minimum. You may also add other snippets to lay the groundwork for further adventures at this time.

- Duty takes the group to Denerim, where they see King Cailan giving a speech from a balcony to an adoring crowd.
- He then speeds south to the Korcari Wilds and skims low over the trees. There, teaming in the

swamp, are countless darkspawn. This can only mean one thing: a Blight is coming.

- Duty will then be contrite, realizing he's ignored the wider world while pursuing his obsession.

## COMBAT

If the PCs choose to fight Duty, he will have his paranoia confirmed. He'll scream at them throughout the fight that they are Orlesian dupes, traitors to Ferelden, and so on.

Duty will use his Fade Burst ability as much as possible, since that lets him damage multiple opponents.

The players may have some trouble with him because he is a spirit and normal weapons do limited damage to him. Magic, of course, works fine. They can also pick up and use Ser Victor's blade if they think of it.

## BLOODTHORN

Ser Victor's blade is a magic long sword. It inflicts 1 point of penetrating damage in addition to its normal damage on each hit. It is a relic of the Greenthorn family.

## FINALE

Either because he realizes his folly or because he was defeated in combat, Duty will go back to the Fade. The tower remains, however. The PCs can then free Aldric LaPointe and take him to meet Duncan. Aldric will be most grateful and commend them to Duncan. He'll also be an ally in the hard road ahead. If the PCs bring Duncan confirmation of a new Blight, he will be impressed and may choose this moment for the Joining.

*The PCs get a lot of clues in the tower and the intention is that all the info will come together when they meet Duty and the full story of Ser Victor Greenthorn will be told. Very early on the encounter, however, Wil decided to just go for it and attack Duty. I wanted to make sure the back story was filled in though, so I used Duty's dissipate power (see his stat block for details). I think, however, that this gave the group the idea that they could not fight Duty if they wanted to. That is not true. This encounter can go any way. I suggest you be cautious with the use of dissipate for that reason.*

### DUTY

Spirit of The Fade.

#### ABILITIES (FOCUSES)

2	COMMUNICATION (ETIQUETTE, LEADERSHIP, PERSUASION)
4	CONSTITUTION
3	CUNNING (HISTORICAL LORE)
4	DEXTERITY (BRAWLING)
6	MAGIC
5	PERCEPTION (EMPATHY, SEEING)
5	STRENGTH (HEAVY BLADES, INTIMIDATION)
7	WILLPOWER (MORALE)

#### COMBAT RATINGS

SPEED	HEALTH	DEFENSE	ARMOR RATING
14	60	14	8

#### ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
LONG SWORD	+7	2d6+5
FIST	+6	1d6+5

#### POWERS

*Favored Stunts:* Fade Burst (3 SP), Lightning Attack.

*Dissipate:* Once per encounter, Duty can dissipate into nothingness for 1 minute. Then he must reappear. While in this state, he can still talk and his voice echoes around the room, coming from everywhere and nowhere. He can do this at any time, but remember it's only once in the encounter.

*Fade Burst:* Duty can overload his body with the power of The Fade and then release it violently. He can perform the Fade Burst stunt for 3 SP. A coruscating wave of energy causes 1d6 penetrating damage to all enemies in the room.

*Manifested Spirit:* Duty is a spirit but because of the way he tore the Veil, he is not incorporeal. The power of The Fade still protects him to a degree though. Only magical attacks and those from magic weapons can harm him. However, because the tower is so impregnated with the Fade, characters here can perform the Spirit Bane stunt for only 1 SP (normally 3 SP). A character that uses this stunt inflicts normal damage but substitutes Magic for Strength. A character with Magic 2 and a long sword using the Spirit Bane stunt, for example, would inflict 2d6+2 damage.

*Talents:* Single Weapon Style (Master), Unarmed Style (Master)

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

#### EQUIPMENT

LONG SWORD AND LIGHT PLATE.

HANDOUT 1

To Those Who Survive:

As Queen Moira commanded, I led a sortie against the Orlesians who came to kill her and so end the rebellion. By Andraste, we bloodied them! When the Chevaliers flanked us, I had to order the retreat to the tower. Here will we make our stand.

Long Live Ferelden!

Ser Victor Greenthorn

HANDOUT 2

To Those Who Survive:

The fury of our sortie infuriated the Orlesians. They are not used to those who stand and fight. From what we've seen from on high, the Orlesian army remains in the valley. They must believe that Queen Moira is still here. I hope this means she made good her escape. The flame of rebellion must burn until we are free.

For Ferelden!

Ser Victor Greenthorn

HANDOUT 3

If Any Survive:

We have killed so many these Orlesian swine that I expect no mercy when the final assault comes. I have done my duty for Ferelden. I hope my children can live in freedom. Andraste bless Queen Moira.

All for Ferelden!

Ser Victor Greenthorn

# DRAGON AGE™

CLASS

ROGUE

3

EXPERIENCE POINTS

5000

NAME EAMANN (M) OR ELORA (F)

BACKGROUND DALISH ELF

AGE GENDER

APPEARANCE

HEIGHT

WEIGHT

DISTINGUISHING  
FEATURES

COMMUNICATION ☒

2

FOCUSES

CONSTITUTION ☐

1

FOCUSES

CUNNING ☐

1

NATURAL LORE

DEXTERITY ☒

4

ACROBATICS, LIGHT BLADES

MAGIC ☐

0

FOCUSES

PERCEPTION ☒

2

SEEING

STRENGTH ☐

3

FOCUSES

WILLPOWER ☐

2

COURAGE

SPEED DEFENSE ARMOR PENALTY HEALTH

14

15\*

4

0

Heavy leather, small shield. \*14 when using bow

40

CLASS POWERS & SPELLS

N/A

**Backstab:** You must approach your opponent with a move action and win an opposed test of your Dexterity (Stealth) vs. your target's Perception (Seeing). If you win the test, you can use your major action this round to backstab him. This is a melee attack with a +2 bonus to the attack roll that inflicts +1d6 extra damage.

**Stunt Bonus:** You can perform the Pierce Armor stunt for 1 SP instead of the usual 2.

**Weapon Groups:** Bows, Brawling, Light Blades, Staves

MOVE

CHARGE

RUN

14

IN YARDS 14

28

IN SQUARES / HEXES

MELEE WEAPON

ATTACK ROLL

DAMAGE

SHORT SWORD

+6

1d6+5

FIST

+3

1d3+3

Bows, Brawling, Light Blades, Staves

RANGED WEAPON

ATTACK ROLL

DAMAGE

SHORT RANGE

LONG RANGE

RELOAD TIME

SHORT BOW

+4

1d6+5

16 YARDS

32 YARDS

MINOR

SPELL NAME	SCHOOL	TYPE	MANA COST	CAST TIME	TN	TEST

TALENT NAME	APPRENTICE	JOURNEYMAN
<i>Scouting</i>	If you fail a Dexterity (Stealth) test, you can re-roll it, but you must keep the results of the second roll.	You can perform the Seize the Initiative stunt for 2 SP.

LANGUAGES
Elven, Trade Tongue

CONCEPT, GOALS & TIES

EQUIPMENT
Backpack
Lesser Healing Potion
Rope (20 yards)
Torch (x3)
Waterskin

MONEY
GP
55
CP

# DRAGON AGE™

CLASS

WARRIOR

3

EXPERIENCE POINTS

5000

NAME KEEGAN (M) OR KEELIN (F)

BACKGROUND FERELDAN FREEMAN

AGE GENDER

APPEARANCE

HEIGHT

WEIGHT

DISTINGUISHING  
FEATURES

COMMUNICATION

ANIMAL HANDLING

2

CONSTITUTION

X

3

CUNNING

0

DEXTERITY

X

RIDING

2

MAGIC

1

PERCEPTION

TRACKING

1

STRENGTH

X

AXES

3

WILLPOWER

COURAGE

2

SPEED DEFENSE ARMOR PENALTY HEALTH

10

12

5

-2

Light mail

ARMOR TYPE

53

CLASS POWERS & SPELLS

N/A

Weapon Groups: Axes, Brawling, Heavy Blades, Spears

MOVE

CHARGE

RUN

10

IN YARDS

20

IN SQUARES / HEXES

MELEE WEAPON

ATTACK ROLL

DAMAGE

TWO-HANDED AXE

+5

3D6+3

FIST

+3

1D3+3

Axes, Brawling, Heavy Blades, Spears

RANGED WEAPON

ATTACK ROLL

DAMAGE

SHORT RANGE

LONG RANGE

RELOAD TIME

THROWING SPEAR

+3

1D6+6

8 YARDS

16 YARDS

MINOR

SPELL NAME	SCHOOL	TYPE	MANA COST	CAST TIME	TN	TEST

Talent Name	Apprentice	Journeyman
<i>Armor Training</i>	You can wear leather and mail armor without suffering a penalty to Dexterity.	
<i>Two-Hander Style</i>	When you hit with a melee attack with a two-handed weapon, you can move the target 2 yards in any direction.	You can perform the Mighty Blow stunt for 1 SP instead of the usual 2 when wielding a two-handed weapon.

LANGUAGES	
Trade Tongue	

[illegible][illegible]

# DRAGON AGE™

CLASS

WARRIOR

3

EXPERIENCE POINTS

5000

NAME SANDOR (M) OR SAIMA (F)

BACKGROUND SURFACE DWARF

AGE GENDER

APPEARANCE

HEIGHT

WEIGHT

DISTINGUISHING  
FEATURES

COMMUNICATION

BARGAINING

2

CONSTITUTION

X

3

CUNNING

CULTURAL LORE

3

DEXTERITY

X

2

MAGIC

0

PERCEPTION

SEARCHING

1

STRENGTH

X

BLUDGEONS, CLIMBING

3

WILLPOWER

COURAGE

2

SPEED DEFENSE ARMOR PENALTY HEALTH

9

14

5

0

Light mail, medium shield

52

CLASS POWERS & SPELLS

Weapon Groups: Axes, Brawling, Bludgeons, Light Blades

N/A

MOVE

CHARGE

RUN

9

4

18

IN SQUARES / HEXES

MELEE WEAPON

ATTACK ROLL

DAMAGE

MACE

+5

2D6+5

DAGGER

+3

1D6+4

FIST

+3

1D3+3

Axes, Brawling, Bludgeons, Light Blades

RANGED WEAPON

ATTACK ROLL

DAMAGE

SHORT RANGE

LONG RANGE

RELOAD TIME

THROWING KNIFE (X2)

+2

1D6+3

6 YARDS

12 YARDS

MINOR

SPELL NAME	SCHOOL	TYPE	MANA COST	CAST TIME	TN	TEST

Talent Name	Apprentice	Journeyman
<i>Armored Training</i>	You can wear leather and mail armor without suffering a penalty to Dexterity.	
<i>Weapon and Shield Style</i>	You get the full Defense bonus when using a shield. This is already figured in to Defense.	You can perform the Defensive Stance stunt for 1 SP instead of the usual 2.

# LANGUAGES

## CONCEPT, GOALS & TIES

[illegible]

# DRAGON AGE™

CLASS

MAGE

3

EXPERIENCE POINTS

5000

NAME ULLOR (M) OR ULLA (F)

BACKGROUND HUMAN CIRCLE MAGE

AGE GENDER

APPEARANCE

HEIGHT

WEIGHT

DISTINGUISHING  
FEATURES

COMMUNICATION

INVESTIGATION

1

CONSTITUTION

FOCUSES

1

CUNNING

X

ARCANE LORE, RELIGIOUS  
LORE

2

DEXTERITY

FOCUSES

2

MAGIC

X

ARCANE ANCE, PRIMAL

4

PERCEPTION

FOCUSES

2

STRENGTH

FOCUSES

3

WILLPOWER

X

FOCUSES

2

SPEED DEFENSE ARMOR PENALTY HEALTH

12

12

0

0

None

ARMOR TYPE

34

## CLASS POWERS & SPELLS

40

**Arcane Lance:** If you are holding a quarterstaff, you can make a special ranged attack that damages foes with a lance of magical energy. This is resolved like a normal ranged attack (so stunts are possible), but the attack roll is a Magic (Arcane Lance) test. It requires no mana points to make this attack. See Range Attacks below.

**Spells:** You know the following spells: Flame Blast, Heal, Mind Blast, Rock Armor, Winter's Grasp. See attached spell sheet for details.

**Weapon Groups:** Brawling and Staves.

MOVE

CHARGE

RUN

12

IN YARDS 6

24

IN SQUARES / HEXES

MELEE WEAPON

ATTACK ROLL

DAMAGE

QUARTERSTAFF

+2

1D6

FIST

+3

1D3+3

Brawling and Staves.

WEAPON GROUPS & NOTES

RANGED WEAPON

ATTACK ROLL

DAMAGE

SHORT RANGE

LONG RANGE

RELOAD TIME

ARCANE LANCE

+6

1D6+4

16 YARDS

—

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SPELL NAME	SCHOOL	TYPE	MANA COST	CAST TIME	TN	TEST

TALENT NAME	APPRENTICE	JOURNEYMAN
<i>Primal Magic</i>	You can create a small flame in your hand without spending mana points. The flame can't be used in combat but can set mundane items alight. It remains in your hand until dismissed. Creating and dismissing the flame are free actions.	When you cast a Primal spell, its cost in mana points is reduced by 1, to a minimum of 1. This has already been figured into your spell sheet.

LANGUAGES
Ancient Tevene, Trade Tongue

CONCEPT, GOALS & TIES

EQUIPMENT
Backpack
Lesser Healing Potion
Torch (x3)
Waterskin

MONEY		
GP	65	CP

# SPELL GRIMOIRE

SPELL NAME	SCHOOL	TYPE	MANA COST	CAST TIME	TN	TEST
Flame Blast	Primal	Attack	2 MP	Major Action	12	Dexterity (Acrobatics) vs. Spellpower
<p>Flame gouts from your outstretched hands, burning nearby targets. The flame blast is 8 yards long and 2 yards wide. Anyone hit by the blast takes 2d6+1 damage. Targets that make a successful Dexterity (Acrobatics) test vs. your Spellpower only take 1d6+1 damage.</p>						
Heal	Creation	Utility	1-3 MP	Major Action	10	None
<p>Your touch seals wounds and restores vigor to one wounded target. You can choose to spend up to 3 mana points when you cast this spell. For each mana point spent, the target gets back 1d6 Health. You can cast this on yourself.</p>						
Mind Blast	Spirit	Attack	3 MP	Major Action	12	Strength (Might) vs. Spellpower
<p>You create a circular blast of telekinetic force with a 2 yard radius that's centered anywhere within 50 yards that you can see. Those caught in the blast are knocked prone and cannot take a major action on their next turn. Targets that make a successful Strength (Might) test vs. your Spellpower are only knocked prone. In either case, any prepared actions are lost.</p>						
Rock Armor	Primal	Defense	2-7 MP	1 Minute	10	None
<p>Your skin becomes as hard as stone and protects you from harm. Rock armor has an Armor Rating equal to your Magic ability. The spell lasts for 1 hour but its duration can be extended by spending additional mana points. For each additional MP spent beyond the first 2, rock armor remains in effect for another hour, to a maximum of 6 hours total. A mage wearing regular armor gains no benefit from this spell. You can only cast this on yourself.</p>						
Winter's Grasp	Primal	Attack	2 MP	Major Action	12	Constitution (Stamina) vs. Spellpower
<p>You envelop a visible target within 20 yards of you in a cloud of frost and ice that lasts a number of rounds equal to your Magic ability. The round you cast it, winter's grasp inflicts 1d6 penetrating damage. While the spell is in effect, the target must make a Constitution (Stamina) test vs. your Spellpower at the start of each of his turns. If successful, the spell ends. If the test is failed, the target takes 1d6 penetrating damage and suffers a cumulative -2 penalty to Speed. Those killed by winter's grasp are frozen solid.</p>						
<p>SPELL EFFECT</p>						
<p>SPELL EFFECT</p>						
<p>SPELL EFFECT</p>						