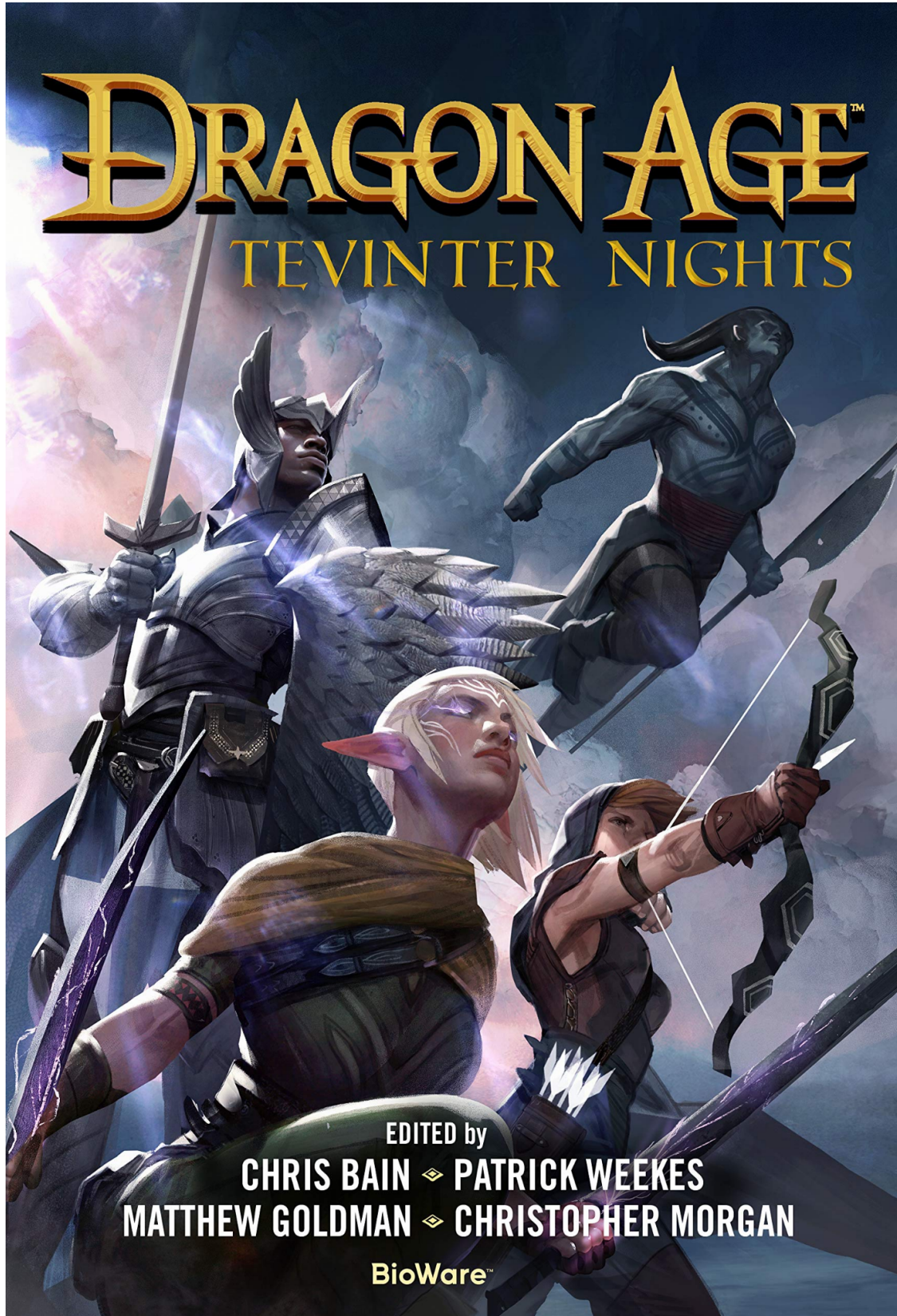


# Tevinter Nights



# DRAGON AGE™

## TEVINTER NIGHTS

EDITED by  
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BioWare™

*Tevinter Nights* is a collection of fifteen short stories from all across Thedas. Unless otherwise stated, all take place after the events of *Inquisition* and *Trespasser*.

In BioWare's canon, the Inquisition has been disbanded.

I've included pictures where I can, but since there's often no or very little description given for the main characters in these stories, it's difficult to find references and fan art. Additionally, most of these places, characters, and monsters have, so far, only been seen in this book. The best I could find is from an artist named Lark, who's Twitter can be found @LarkOneironaut and tumblr @larkoneironaut. To see the *Tevinter Nights* art, search "tevinter nights art project".

## Three Trees to Midnight



In 9:44 Dragon, the Antaam (the military branch of the Qunari) invade the Tevinter city of Ventus (sometimes called Qarinus). Mages are force-fed a drug called *qamek*, which renders them mindless husks, and non-mage men are put into work camps. One such camp is situated on the outskirts of the Arlathan Forest, where men are sent to chop down trees under the guard of a Qunari called Bas-taar. Among the prisoners are a human named Myrion and an elf named Strife. They are shackled together at the ankle, and the pair immediately hate each other.

Myrion is secretly a mage, but he disguises himself as a laborer to avoid the fate of the other mages.

Strife is secretly Dalish. After the fall of Ventus, he and his clan-mate Thantiel allowed themselves to be captured in order to get their hands on the Qunari's plans, after which they organized an escape. Their scheme goes awry however, when Strife discovers Thantiel has been given *qamek*, destroying his mind. He takes the Qunari plans which had been hidden in Thantiel's robes, then gives his friend a quick death. Myrion and Strife, still chained together, flee into the forest.

They meet up with another of Strife's clan-mates named Irelin, who has the ability to transform into animals. Strife gives her the plans, saying the Qunari are moving into Rivain and she must warn the Rivaini clans. She promises to return by midnight, then gives Strife a bow and departs in the form of a falcon.

Strife and Myrion are pursued by Bas-taar and another Qunari called the Huntmaster. As they're crossing a river, the Qunari catch up to them. Strife is injured in the skirmish. A forest guardian, attracted to Myrion's magic, arrives and attacks the Qunari, buying Strife and Myrion time to flee.

As Myrion helps Strife heal and bandage his wounds, they begin to bond. Myrion reveals he used to be a slave, but was adopted by a merchant when his magic began to manifest. However, he is still low ranking in Tevinter society. Upon learning Myrion is not a magister like Strife had initially assumed, he warms up to him.

The Qunari once again catch up to the pair. Irelin returns just in time and takes the form of a bear to help them in the fight. Suddenly, the Huntmaster turns on

Bas-taar and kills him. He reveals he's actually called Saarbrak of the Ben-Hassrath, sent to investigate reports that the Antaam have not been acting in accordance with the Qun in Ventus. He allows the pair to go free, and Strife invites Myrion back to the clan with him and Irelin.

*Three Trees to Midnight* shortened summary:

- In 9:44, Qunari invade the Tevinter city of Ventus and imprison men in work camps
- Myrion, a mage, and Strife, a Dalish elf, are chained together
- After Strife steals the Qunari's invasion plans, he and Myrion escape into the Arlathan forest
- They are pursued by Bas-taar, the Qunari in charge of the prisoners, and a tracker called the Huntmaster
- The Huntmaster reveals he is actually called Saarbrak of the Ben-Hassrath, secretly investigating reports that the Qunari's actions during the invasion of Ventus were not in accordance with the Qun
- Saarbrak kills Bas-taar and allows Myrion and Strife to go free

# Down Among the Dead Men



In Nevarra, there is an order of powerful mages called the Mortalitasi. They are primarily responsible for funeral rites, but Nevarra's culture and practices around death are more intricate and macabre than most. They believe that when a soul of the dead crosses into the Fade, it displaces a spirit. In exchange, they invite that spirit to house itself in the empty body of the deceased, which can then be influenced to do the mages' bidding. Some Mortalitasi even practice necromancy.

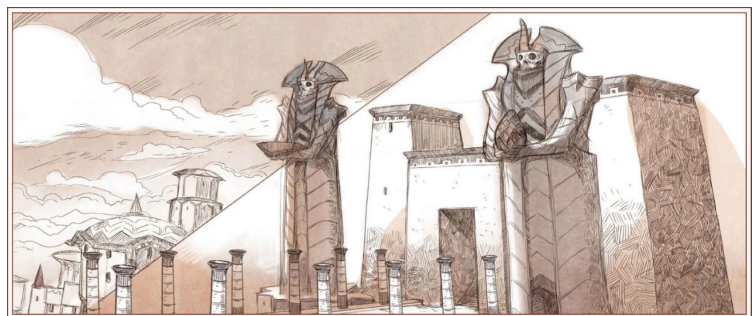
Within the Mortalitasi is a sub-order called the Mourn Watch, who serve as the guardians and keepers of the Grand Necropolis in Nevarra City. They also deal with magic that has gone awry, especially as related to funerary rights and corpse possession.

One such incident occurs during the funeral of Lord Penrick Karn, when his body unexpectedly becomes possessed and attacks a guardsmen named Audric Felhausen.

Later, after his wounds have been tended to, Audric is summoned by the Mourn Watch. He is interviewed by two Watchers named Emmrich and Myrna, who explain how stronger spirits may become entangled in their host's unfinished business, and believe this is what motivates the spirit possessing Karn.

Audric helps Myrna with her investigation. They learn that Karn died in a mutually fatal duel with Duke Janus Van Markham, and head to the Necropolis to investigate Markham's tomb.

While descending into the bowels of the Necropolis, they are attacked by Karn, who forces them deeper into the lower halls. The depths of the Great Necropolis is a maze of wonders and dangers in equal measure, and the locations of passages and chambers are constantly changing.



When Audric and Myrna are attacked by a golem, Audric is stabbed through the chest. However, he feels no pain. He realizes with horror that he is actually a spirit, having died from his wounds after Karn attacked him. Myrna suspects he lingers for the same reason Karn does; he is compelled to defeat Karn as retribution for killing him. This is why she brought him along to the Necropolis.

Finally, they find Karn in the Van Markham crypt. Audric challenges him to a duel. When Karn uses magic, he breaks the rules of the duel, and Myrna is able to destroy him for good.

Back in Emmrich's study, Myrna informs Audric that, his driving purpose complete, he has a choice. He can either lay to rest, or work for the Mourn Watch. She offers him a job in the library. Having a great love for reading and learning, Audric enthusiastically accepts.

*Down Among the Dead Men* shortened summary:

- During the funeral of Lord Penrick Karn, his body becomes possessed and attacks the guardsman Audric Felhausen
- Audric is summoned by the Mourn Watch, a sub-order of the Mortalitasi, to help a Watcher named Myrna investigate why Karn awoke
- They learn Karn died in a mutually fatal duel with Duke Janus Van Markham, and he is compelled to get revenge on Markham
- Audric and Myrna go to the Great Necropolis to confront Karn
- Audric realizes he is a spirit, having died when Karn attacked him, and he is motivated by his need to defeat Karn in retribution
- Audric and Myrna destroy Karn for good
- Myrna offers Audric a job in the library, which he enthusiastically accepts

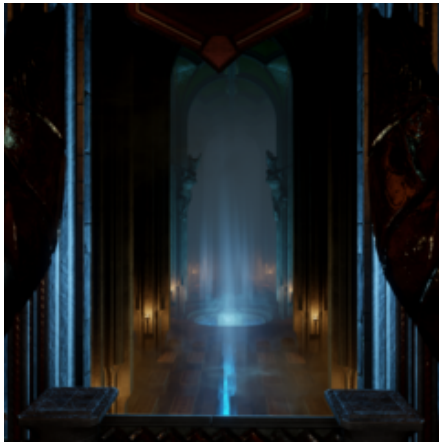
# The Horror of Hormak

In a forest in Nevarra, Gray Wardens Ramesh and Lesha are on a rescue mission for Warden Jovis and the rest of his expedition, who have been missing for several days.

Suddenly, they are come upon by a member of Jovis' party named Friedl. It appears she has clawed her own eyes out. She says "Something's down there, something bad. We thought it was darkspawn but it's worse. Not twisted but made—created. We must leave. This place, they built it for her! They wait for her!"

Lesha knocks her out with sleep magic and they tie her to a cot. In the night however, she chews through her bindings and runs off. Ramesh finds her dead, with gallons of thin, gray fluid spilling from her mouth and reeking of sea brine.

Ramesh and Lesha continue on. They find stairs descending into the Deep Roads, the name *Hormak* carved above the entrance. When they get to the first chamber, they are attacked by horrifically mutated darkspawn. After killing them, they notice a message from Jovis' group warning them not to go any further. Determined to find their friends, they continue on.



Despite being in the deep roads, the ruins look elven. Intricate murals are painted and carved along the walls depicting ancient elves. The longer the Wardens look however, the images seem to twist and become evil. Both Wardens get the feeling there is something deeply *wrong* about this place.

In the final chamber, they find a pool of the stinking, gray fluid, above which is suspended a massive yellow-green lyrium crystal. A darkspawn enters the fluid and emerges with the head of a darkspawn but the body of a dragon. A massive centipede appears, but in place of a head is the upper body of Jovis.

Jovis retains just enough consciousness to tell Ramesh to destroy the pool chamber; they must not allow "her" to have it again. Lesha sacrifices herself to collapse the ruins and give Ramesh a chance to flee and warn the other Wardens, as this place was only one of twelve depicted in the murals.

The Horror of Hormak shortened summary:

- Wardens Ramesh and Lesha are searching for a missing Warden expedition led by Jovis
- One of the missing Wardens appears, her eyes gouged out and gray fluid spilling from her throat. She warns them about an evil place which belongs to “her”, where darkspawn are twisted into horrific monsters
- In a thaig called *Hormak*, they battle mutated darkspawn
- Further on, they find elven ruins with grotesque, evil carvings
- Finally, they come to a chamber with a pool of the gray fluid, a lyrium crystal suspended above it
- A massive centipede emerges, the upper body of Jovis where the head should be
- Jovis tells them to destroy this place, they must not allow “her” to have it again
- Lesha sacrifices herself to give Ramesh time to escape
- Ramesh must warn the other Wardens, as this place was only one of twelve depicted in the carvings

Personal note: could the murals depict the Forgotten Ones?



## Callback

Following the disbandment of the Inquisition, Skyhold was left mostly abandoned. A small host of caretakers remained with the simple task of maintaining Skyhold in the absence of a host.

The latest report from the caretakers is cryptic and unnerving. It mentions restoring Solas' fresco, which had not been one of their responsibilities. An attempt to contact is met with silence.



Ser Donal Sutherland, along with two members of his party named Shayd and Voth, are sent to investigate. The fourth member, Rat, is sent behind to gather reinforcements (the Sutherland Company is the subject of a series of war table missions, and appears in the comic *Mage Killer*). They suspect a demon is responsible for whatever has happened to the caretakers.

The party finds Skyhold suspiciously empty. They notice the head caretaker dead, nailed by his arm to the stables. Chillingly, it looks like he nailed himself there to avoid being manipulated by the demon.



The party enters Solas' rotunda to investigate the fresco. Movement within catches their eyes. Pigment is draining from the pictures, moving along the wall until it reaches the final panel, which is only half finished. The panel depicts a dead dragon with a wolf-like beast leaning over it. The pigment fills the creature and it emerges from the wall as a wolf-dragon hybrid. The demon is the manifestation of all of Solas' Regret, which is a LOT, and feeds on the Regret of others. Regret says "there is so much of me here. So much Regret behind these deeds. I wonder if you know the dread that's coming?"

Suddenly, Rat arrives, along with several friends from the Inquisition. Together, the large party defeats Regret.

Once defeated, the spirit which had been twisted into Regret emerges. It is “not the opposite of regret. A different flavor, or shade. Contemplation. Introspection. It felt the echo of the actions that had summoned it. *There might have been a better choice.*”

*Callback* shortened summary:

- After the disbandment of the Inquisition, a small host of caretakers was left to maintain Skyhold
- The Sutherland Company are sent to Skyhold to investigate a cryptic message from the caretakers. They suspect a demon is involved
- Upon arrival, they find the head caretaker has nailed himself to the stables to avoid being manipulated by the demon
- The demon emerges from Solas’ fresco, a manifestation of all of Solas’ Regret
- With help from Inquisition reinforcements, the Regret demon is defeated
- The spirit which had been twisted into Regret emerges; Introspection

# Luck in the Gardens

In the Tevinter City of Minrathous, an unnamed member of the Lords of Fortune, a renowned guild of treasure and bounty hunters, pursues a job promising 1000 aurum to whoever can slay a mysterious monster which had killed at least nine people.

Hoping to gain more information about the monster, they listen in on a gathering of magisters and wealthy mages playing Wicked Grace, two of which are Dorian Pavus and Maevaris Tilani. Another member, Castillius, suspects the monster has something to do with the Venatori. Before he can say more, the Lord of Fortune falls from their hiding place, exposing himself. Their cover is maintained by the quick thinking of Dorian, who passes them off as a servant named Hollix (after leaving the Inquisition, Dorian no longer kept slaves and instead hired servants).



Dorian knows the Lord of Fortune is after the monster, which he calls the Cekorax. According to him, all victims were found with their heads missing.

Using a map given to them by Dorian, the Lord of Fortune goes to one of the locations where bodies were found. Here they meet a little girl named Mizzy, who tells them the Cekorax resides in the sewers.



When they search the sewers, they encounter the monster. It is a writhing, undefinable mass of white tentacles, studded with human eyes. It speaks with a voice that sounds like many voices, saying *“stay with us. Come inside, where it's warm. There is room in the crown of the blind.”*

After escaping, the Lord of Fortune is so terrified, they resign to give up the hunt and leave Minrathous, but not before alerting Dorian to the Cekorax's location. In the public gardens outside Dorian's residence however, they see the Cekorax sneaking about. They flee without a word to Dorian, but before they can board a ship out of Minrathous, they run into Mizzy. With her help and encouragement, they formulate a plan to kill the monster.

At night, the Lord of Fortune returns to the gardens, with Mizzy, Dorian, and Mae hiding, ready to strike. The Cekorax reveals itself in its entirety. The top of the massive ball of fleshy tentacles peels open to reveal a ring of dozens of heads, each without eyes. When the Cekorax speaks, all the heads speak in unison.

At the Lord of Fortune's signal, their accomplices set lightning to the Cekorax, finally killing it.

Afterward, Dorian says he suspects the Cekorax was a creature from beyond the Veil, neither spirit nor demon, but something else entirely.

*Luck in the Gardens* shortened summary:

- A treasure and bounty hunter calling themselves the Lord of Fortune is in Minrathous, pursuing a job to kill a mysterious monster
- With help from Dorian Pavus and a little girl named Mizzy, they locate the monster, which is called the Cekorax
- The Cekorax is a massive, undefinable, writhing mass of white tentacles. Human eyes are studded along its tentacles, and at the top of the creature is a ring of heads which had once belonged to its victims
- With the help of Dorian, Maevaris Tilani, and Mizzy, they set lightning to the Cekorax, killing it
- Dorian suspects the Cekorax was a creature from beyond the Veil, neither spirit nor demon, but something else entirely

# Hunger

Gray Wardens Antoine and Evka are traveling through the Anderfels, following a summons to Weisshaupt, when they are waylaid by a frightened woman named Mina. She tells them people are being attacked and disappearing from her village of Eichweill, which she claims is cursed. The latest victim was her brother Willem. The two Wardens agree to help.

While investigating the attack sites, the Wardens ask Mina and Verschel, the innkeeper, about a boarded up house. They explain, “Renke’s place. Belonged to a couple nobles down on funds. The son poisoned our only Chantry brother when the man caught him thieving. We ran him out last winter.”

Antoine and Evka’s investigation leads them into the forest, where they find a rotting ram carcass. When they suspect it’s a trap, a distorted voice says “*A Call. Not for you. Not yet. For my own.*” Unable to locate the source of the voice, the two head back to the village.

That night, there are two more attacks. The Wardens catch sight of a giant beast disappearing into the forest and give chase. Suddenly, they are surrounded by four werewolves. The Wardens kill three, but before they kill the fourth, they realize it has not fully transformed and retains some humanity. The werewolf turns out to be Willem. They bring him back to the village so he can aid in their investigation.



Antoine recounts what he knows about werewolves; “A demon possesses a wolf or a human and spreads its curse. The hero kills the source and the curse ends.” Willem says the demon is residing in the ruins of a Chantry in the forest.

When the Wardens investigate the Chantry, they find the original werewolf. It reveals itself to be a Hunger demon which has possessed Renke, the noble boy who was chased from the village. The werewolf runs off, and Antoine and Evka return to Eichweill to formulate a plan.

That night, they lure the werewolf to the ruins of Renke’s house. During the battle inside, the werewolf manages to bite Antoine. However, they finally kill it, hopefully eliminating the curse. Their hopes are confirmed when they see Willem is back to normal.

The Wardens continue on to Weisshaupt, their job done. However, though the werewolf was killed, the Hunger demon lives on, waiting for its opportunity to possess a new victim.

*Hunger* shortened summary:

- Gray Wardens Antoine and Evka are following a summons to Weisshaupt when they are waylaid by a woman named Mina, who says people are being attacked and disappearing from her village of Eichweill
- Upon investigating, the Wardens discover the culprit is werewolves
- According to Antoine, “A demon possesses a wolf or a human and spreads its curse. The hero kills the source and the curse ends.”
- In the ruins of an old Chantry, they find the original werewolf, which reveals itself to be a Hunger demon which has possessed Renke, a noble boy who was chased from the village for killing a Chantry brother
- The werewolf manages to bite Antoine, but they kill it shortly after, ending the curse
- Though the werewolf itself is dead, the Hunger demon lives on, waiting for its opportunity to possess a new victim

# Murder by Death Mages



This story takes place during Inquisition.

The political situation in Nevarra is unstable. King Markus Pentaghast is an aged man of weak health and uncertain sanity, and many fear his Mortalitasi advisers are ruling through him to bolster Mortalitasi power. Additionally, Markus is childless. The Pentaghasts and Van Markhams are already vying to replace him upon his inevitable death, though some noble families believe it is time for a new dynasty. With every royal-blooded family in Nevarra thinking they have a chance at the throne, they'll do everything in their power to increase their chances, protect themselves, and eliminate their rivals.

Sidony, an agent of the Inquisition, receives a letter from her old Mortalitasi mentor, Lord Henrik, warning that another Mortalitasi is planning to assassinate a member of Nevarra's ruling family. Cassandra Pentaghast sends her to Nevarra City to investigate and put a stop to the plot.

When Sidony arrives in Nevarra City, she discovers Henrik murdered. She pursues her next best lead; Henrik's good friend and a fellow Mortalitasi named Antonia. Antonia invites Sidony to a party hosted by a lord named Nicolas Reinhardt in hopes of meeting with an elf named Cyrros, who has a talent for uncovering secrets.

At the party, Cyrros informs Sydony that four nobles notorious for speaking out against the Mortalitasi have been murdered, their deaths made to look like accidents.

The following day, Sydony and Cyrros intend to speak to the mistress of one of the victims who may have some information. When they arrive at her home however, they find her murdered. Sidony is suddenly knocked unconscious.

When she regains consciousness, she hears Reinhardt and Cyrros arguing. Reinhardt says "I hired you to kill my rivals and take the Mortalitasi down with them, and now I find my wife slain by the assassin I employed!"

Cyrros replies, "I didn't kill your wife or the other bastards you hired me to kill either. Someone else got to all of them first! Someone who obviously knows what you're planning."

Sidony kills both men, thinking she's put a stop to the assassinations.

When she visits Lord Henrik's tomb afterward, she encounters Antonia. Antonia reveals it was actually SHE who killed all the nobles. She knew Reinhardt and Cyrros planned to commit the assassinations then pin it on the Mortalitasi, so she used Sidony



to kill them, then planned to expose their plot “and show the rest of Nevarra just how far the nobility is willing to go for power.” When the people of Nevarra saw how ruthless the nobility were, Antonia knew they would support the Mortalitasi.

The next day, Sidony lures Antonia into an alleyway, and it is implied she killed her.

*Murder by Death Mages* shortened summary:

- Nevarra’s aging King, Markus Pentaghost, is childless, and the Mortalitasi and noble family of Nevarra are all vying to take his place upon his death
- Sidony, an agent of the Inquisition, is sent a letter by her old mentor warning that someone is planning to assassinate a member of the royal Pentaghost family. She is sent to Nevarra to uncover and put a stop to the plot
- In Nevarra, she meets with a Mortalitasi named Antonia, who introduces her to a man named Lord Reinhardt and an elf named Cyrros, who has a talent for uncovering secrets
- Cyrros reveals four nobles notorious for speaking out against the Mortalitasi have already been murdered
- Sidony and Cyrros go to the mistress of one of the victims in hopes she can give them information, but they find her murdered
- Sidony is knocked unconscious. When she awakens, she hears Reinhardt and Cyrros arguing, revealing Reinhardt hired Cyrros to assassinate all the nobles then pin it on the Mortalitasi, but someone else has been getting to them first and they don’t know who
- Sidony kills them, thinking she’s put a stop to the assassinations
- Antonia reveals it was SHE who killed the nobles in a convoluted plot to get the people of Nevarra to support the Mortalitasi
- It is implied Sidony kills Antonia

Personal note: Antonia’s plot doesn’t really make sense. If her whole plan is for the people of Nevarra to see how ruthless nobles are willing to be to gain power, why would she kill the nobles herself? Why not just let Reinhardt and Cyrros do the killing, then take credit for stopping them? This whole story was redundant and unnecessarily convoluted.



# The Streets of Minrathous

A private investigator named Neve Gallus is hired by a man named Otho Calla to trail his nephew, Quentin. Quentin used to be a member of the Venatori, but Otho suspects he's up to something beyond the cult. He meets with a few people in robes and bronze masks, but before he can say anything, one of the people unexpectedly stabs him and runs off with his gold necklace.

In the morning, Neve is met by Knight-Templars Rana and Jahvis, who inform her another Venatori named Lady Varantus has also been murdered. At the investigation, Neve notes the woman was killed in a similar fashion. She suspects the perpetrators are conducting a ritual which requires Venatori blood. She also notices bruising which indicates a necklace was taken from the body like with Quentin, possibly meaning the necklace marked them as victims.

That evening, Neve is waylaid by a hooded old man, who informs her another Venatori named Paxus was killed the week prior by someone named Aelia. Before he disappears, he gives Neve a medallion upon a gold chain, which he claims is identical to the ones stolen from Quentin, Varantus, and Paxus.

Neve shows the medallion to Rana and Jahvis, and Rana recognizes the symbol. It was carved into Lady Varantus' mantle.

As Neve is searching for a man she hopes knows something about the necklaces, she is attacked by Aelia, the Venatori woman behind all the deaths. Aelia calls the medallion a seal. When she gets an advantage over Neve, she breaks it, causing the ground to shudder. Her task complete, Aelia departs.

Neve finds the man she was looking for; Flavian Bataris. He tells her a massive demon is sealed beneath Minrathous. Its release would destroy the city. Eight Venatori, among them Quentin, Varantus, Paxus, Aelia, and himself, held the seals to its prison. Corypheus' plan was to return to Minrathous after his victory in the South, release the demon, then rebuild Minrathous from the ashes. Even with Corypheus dead, the Venatori still want the Tevinter Corypheus promised. Aelia plans to break all the seals and summon the demon herself. Many of her fellow schemers got cold feet or turned their backs on the Venatori, which is why she killed them. Flavian says she's located in the catacombs, which can be accessed through Lady Varantus' mantle.

Meanwhile, ever since Aelia broke the seal, earthquakes have been growing stronger and more frequent.

Neve fills Rana and Jahvis in, then heads to Varantus' estate. She enters the catacombs and finds Aelia and other Venatori cultists beginning the ritual to summon the demon. With the help of the templars, they stop the ritual and take Aelia into custody, the demon remaining sealed beneath Minrathous.

*The Streets of Minrathous* shortened summary:

- A woman named Neve Gallus is investigating the deaths of ex-Venatori
- A necklace is stolen from each victim, which Neve suspects is what marks them as targets
- She is waylaid by a man who informs her the person behind the killings is a woman named Aelia
- He gives Neve a medallion upon a gold chain, which he claims is identical to the ones stolen from the victims
- Neve is attacked by Aelia, who calls the medallion a seal. She breaks it, causing the ground to shudder
- Neve finds a man named Flavian Bataris, who tells her a massive demon is sealed beneath Minrathous. Eight Venatori, among them the murder victims, held the seals to its prison. Corypheus' plan was to return to Minrathous after his victory in the South, release the demon, then rebuild Minrathous from the ashes. Aelia plans to break all the seals and summon the demon herself. Many of her fellow schemers got cold feet or turned their backs on the Venatori, which is why she killed them
- Neve heads to the catacombs, where she finds Aelia and other Venatori cultists beginning the ritual to summon the demon
- With the help of the Templars, they stop the ritual and take Aelia into custody, the demon remaining sealed beneath Minrathous.

Personal note: could the demon actually be a Titan? It's described as "older and larger and more nameless than any demon I'd ever heard of and so much worse besides." Titans are said to have sculpted the world, and we saw in the Descent DLC that Titans are as big or bigger than cities. That would align with the "older and larger" part. Titans are also capable of creating earthquakes. However, when Aelia was performing the ritual, a shadow radiating evil was growing, even devouring a man when he fell into it. Titans don't seem to be evil in nature, and are never depicted as incorporeal like spirits and demons. So if the creature below Minrathous is not a Titan, what is it??

# The Wigmaker Job

Ambrose Forfex, a Tevinter wigmaker and staunch Venatori, is hosting a party to show off his wigs. Two Antivan Crows named Lucanis and Illario Dellamorte are sent to assassinate him.

As they're preparing, the cousins discuss who their grandmother, Caterina Dellamorte, will choose among them to succeed her as First Talon of the Antivan Crows and who she will name as heir to House Dellamorte. Illario wants to be First Talon, but thinks Lucanis will get the job. Lucanis wants neither, but knows that whatever his grandmother decides, he can't refuse her.

At the party, slaves display the wigs, which magically shift and transform to depict moving scenes such as birds and snakes. Lucanis notes that the magic which is controlling the wigs is tearing dangerously at the Veil.

The party is held outside, so Illario pickpockets the keys to Ambrose's manor. Inside, the two kill all the guards before they're spotted by a slave named Effe, who promises to keep quiet.

Further on, they come to a cellar which, to their horror, contains dozens of mutilated, malnourished prisoners chained to the ceiling with cascades of hair tumbling to the ground. Ambrose himself is also in the cellar. The two Crows, hidden behind the prisoners, watch as he makes a man drink red lyrium, which he has been feeding to all the prisoners before they display the wigs at the party. Lucanis realizes this is why the Veil is so thin.

Lucanis abandons the original plan of a quick, inconspicuous assassination, deciding Ambrose deserves worse. He finds an elven artifact in the cellar which is preventing demons from entering through the Veil. Once Ambrose leaves, Lucanis destroys the artifact, allowing Revenge demons to swarm through the Veil and possess the prisoners.

As they're fleeing, they discover the guards' bodies have been removed by Effe, ensuring Ambrose doesn't sound the alarm. Lucanis orders Illario to escape with Effe and the other unpossessed slaves while he takes care of Ambrose.

In the courtyard, the models have been possessed, their wigs now acting as knives to kill anyone who comes close. When Lucanis confronts Ambrose, the wigmaker starts eating chunks of the red lyrium infused hair, turning himself into a monstrous abomination.

Once Ambrose is defeated, the Revenge abominations disintegrate and the demons return to the Fade, their purpose fulfilled.



Later, a Venatori Magister named Zara Renata is alerted that she may be Lucanis' next target. She determines to find his weaknesses and use them against him.

*The Wigmaker Job* shortened summary:

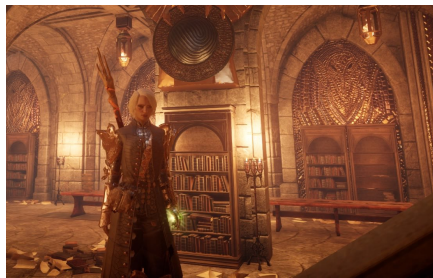
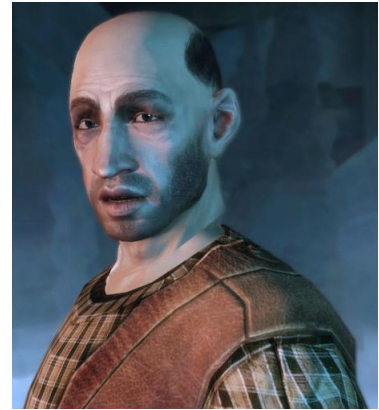
- A wigmaker and Venatori named Ambrose Forfex is hosting a party to show off his wigs, which are enchanted to depict moving scenes
- Two Antivan Crows named Lucanis and Illario Dellamorte are sent to assassinate him
- In a cellar they discover dozens of mutilated, malnourished prisoners chained to the ceiling with cascades of hair which Ambrose uses to make his wigs
- Ambrose makes a man drink red lyrium, which he has been feeding to all the prisoners before they display the wigs at the party. Lucanis realizes this is causing the Veil to grow dangerously thin
- Lucanis notices an elven artifact is preventing the Veil from tearing. He destroys it, allowing Revenge demons to swarm through the Veil and possess the prisoners and models
- When Lucanis confronts Ambrose, the wigmaker starts eating chunks of the red lyrium infused hair, turning himself into a monstrous abomination
- With Ambrose's defeat, the demons return to the Fade
- Later, a Venatori Magister named Zara Renata is alerted that she may be Lucanis' next target. She determines to find his weaknesses and use them against him

## Genitivi Dies in the End

Though the Inquisition officially disbanded, the inner circle continues to discreetly search for a way to stop Solas.

A bard named Phillipam is tasked with finding information on the ancient elven pantheon, specifically Fen'Harel and his part in the creation of the Veil and destruction of Elvhenan. Accompanying him on this journey is renowned Chantry scholar Brother Genitivi, former Chantry Sister Laudine, and a Lord of Fortune named Mateo.

Their journey takes them to a region of the Tevinter Imperium called the Silent Plains, where they take an abandoned supply lift into the Deep Roads. As they're



traversing the Roads, they

suddenly come upon an ancient elven library.

When Solas raised the Veil, Elvhenan shattered. Not only were countless locations and artifacts torn apart, but many somehow ended up embedded in random locations throughout the physical realm of Thedas. As Phillipam writes it, "when Arlethan "fell", a piece of it had "fallen" here".



As they're collecting books, they are suddenly ambushed and taken captive by the Antaam, led by a woman named Rasaan. The Qunari are also (annoyingly) searching for a way to stop Solas. Rasaan reveals "Solas" is not his true name, but a name he chose for himself meaning "Pride". She interrogates her captives about their true names, but is abruptly interrupted by Laudine magically chucking a boulder at her face.

Philliam, Laudine, Genitivi, and Mateo manage to flee up the supply lift and are pursued across the Imperial Highway. In the chase, both Genitivi and Phillipam are mortally wounded. Laudine uses magic to collapse the Highway behind them, sending the Qunari tumbling to the ground below, but the exertion makes her Tranquil. Mateo, the only unharmed member of the party, continues on to send the report of their expedition to Varric Tethras.

Afterward, it is revealed Phillipam, Genitivi, and Laudine are in fact alive and unharmed, having successfully escaped the Qunari by simply shoving a stick in the supply lift gears. Though the report sent to the Inquisition is factual, they write and

publish a fictitious manuscript under fake names In order to escape the Antaam. Genitivi reveals he's been writing under the pseudonym the Randy Dowager.

*Genitivi Dies in the End* shorted summary:

- A bard named Philliam, an ex Chantry Sister named Laudine, renowned Chantry scholar Genitivi, and a Lord of Fortune named Mateo are tasked with finding information on Fen'Harel
- In the Deep Roads, they stumble upon an ancient elven library
- When Solas raised the Veil, Elvhenan shattered. Many pieces somehow ended up embedded in random locations throughout the physical realm of Thedas. According to Philliam, "when when Arlethan "fell", a piece of it had "fallen" here"
- As they're collecting books, they're attacked and taken captive by the Antaam, lead by a woman named Rasaan
- Rasaan reveals "Solas" is not his real name
- The party escape and are pursued by the Qunari
- The party manage to get away and give their report to the Inquisition inner circle, but in order to hide from the Antaam, they publish a fictitious manuscript of their journey under false names in which Mateo is the only one left alive

Personal note: perhaps this describes how the elven ruins ended up among the Deep Roads in *The Horror of Hormak*.

# Harold Had the Plan

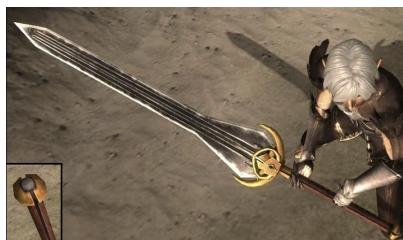
Two dwarven Lords of Fortune named Bharv and Harold have been partners for years. When the Qunari renewed their invasion of northern Tevinter, the pair encountered several makeshift hospitals bulging with refugees. Harold strongly desired to help, despite Bharv's protests.

More recently, the pair steal an enchanted amulet from the Grand Tourney at Starkhaven, aided by an elven Lord of Fortune named Elim and a human hired for muscle named Panzstott. The heist is a success until, seemingly without provocation, the entire city is alerted to the theft and the thieves are pursued. Harold dies in the escape, but the remaining three manage to get away with the amulet.



As they're fleeing Starkhaven, Bharv and Elim wonder what alerted the guards. They suspect Panzstott, who is not very bright, had something to do with it. They learn he plans to use his earnings to pay an Orlesian woman named Lady Lucie to find his sister. Elim also notices that Panzstott now carries a greatsword, when pre-heist he carried a mace.

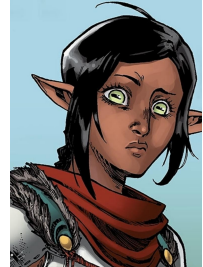
When Elim asks who they're selling the amulet to, Bharv hesitantly reveals only Harold knew. All Bharv knows is that Harold planned to give the amulet, which they've figured out is enchanted with healing powers, to an unnamed squire.



Suddenly, the Starkhaven guards catch up to them, announcing they only want "the sword". It turns out the greatsword Panzstott stole is called Celebrant, a legendary blade awarded to the winner of the Grand Tourney held every thousand days. Panzstott plans to give it to Lady Lucie as payment for finding his sister. Bharv and Elim can't afford to have such an infamous theft attached to them, so they pursue Panzstott, losing the guards in the process. They find him as he's meeting with Lady Lucie. She reveals she wants Celebrant because her husband, a chevalier named Jacques Gallais, won the previous Tourney. She believes he was murdered by fellow Tourney knights, and her family was robbed of the sword.

The Starkhaven guards finally catch up to them. In the ensuing battle, Elim and Panzstott kill each other and Bharv is dealt a grievous wound. The guards depart with Celebrant and Lucie, leaving Bharv to die. He would have, had it not been for the amulet's healing abilities.

Later, Bharv heads to a bar he and Harold visited before Starkhaven, hoping to find Harold's squire contact. It turns out to be Vaea, the protagonist of several of the comics. She says "He contacted me and said a job of his had turned into a charity run. Asked me to bring the amulet back north with me, to Tevinter. The chaos there has left many in desperate need." To which Bharv replies "I should've known those makeshift hospitals got to him. Softhearted little shit."



*Harold Had the Plan* shortened summary:

- Lords of Fortune Harold and Bharv have been partners for years. While traveling through Tevinter, they encounter several makeshift hospitals filled with refugees from the Qunari invasion
- The pair, along with another Lord named Elim and a man named Panzstott, steal an amulet enchanted with healing magic from the Grand Tourney held at Starkhaven
- The heist is a success until, seemingly without provocation, the guards are alerted to the theft and the thieves are pursued
- Harold is killed, but the remaining three get away with the amulet
- Bharv and Elim discover Panzstott stole a legendary sword called Celebrant, which is awarded to the winner of each Grand Tourney. This theft is what alerted the guards
- Panzstott plans to give the sword to a woman named Lady Lucie as payment for her help finding his sister
- When they encounter Lucie, she reveals her murdered husband won the previous Tourney, which is why she wants the sword
- The guards catch up to them. In the ensuing battle, Elim and Panzstott are killed, Bharv is injured and left for dead, and the guards depart with the sword and Lucie
- After the amulet heals him, Bharv gives it to Harold's contact, Vaea, who will take it to Tevinter to help the refugees

Personal note: there were a lot of loose ends in this story. Who's Panzstott's sister? He says she went to Weisshaupt to become a Gray Warden, so why does he want to find her if he supposedly knows where she is? Who killed Lucie's husband and why? All these things seem like they're part of some bigger picture we're supposed to know about, but this is the only time any of it is mentioned. Also, Panzstott is a stupid name.



## An Old Crow's Old Tricks

On their way to set up camp at the edge of the Nocen Sea, a unit of Tevinter soldiers (called a centuri) led by a man named Magister Bicklius encounter the Dalish Clan Oranavra. They slaughter the whole Clan, including the children, so they will have no competition for resources (it's not actually clear if they slaughtered the whole Clan or just the children. Either way, they killed some kids).

A man whose uncle was a member of the Clan hires an Antivan Crow named Lessef to kill multiple members of the centuri, including Magister Bicklius.

I'm not even going to do a shortened summary for this one. That's literally all that happens.

# Eight Little Talons

Profile of each Talon, the highest ranking members of the Antivan Crows:

## CATERINA DELLAMORTE

First Talon. Grandmother of Lucanis and Illario from *The Wigmaker Job*. Well into her 70s. Cold, effective, and dominant.

## DANTE BALAZAR

Second Talon. Trying to quit his lyrium addiction, causing him to suffer from withdrawal. Had a previous relationship with fellow Talon Andarateia Cantori.

## LERA VALISTI

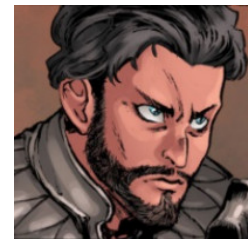
Third Talon. Inherited the role of Third Talon from Claudio Valisti, who is the antagonist of the comic *The Silent Grove*.

## EMIL KORTEZ

Fourth Talon. Just a few years younger than Caterina. Highly experienced and described as knowing how to “weather the storm of change—and how to turn a profit”.

## VIAGO DE RIVA

Fifth Talon. Specializes in poisons. Has a reputation as a “curmudgeon”. Wears all black, including black gloves to avoid touching anything that could be poisoned. A bastard son of the King of Antiva. Featured in the comic *Deception* along with fellow Talon Andarateia Cantori. The pair’s relationship is brimming with sexual tension, causing Viago to dislike Dante due to his previous relationship with Andarateia. Has a penchant for puns.



## BOLIVAR NERO

Sixth Talon. Elf. Blunt, stupid, and an alcoholic. Described as having “all the trappings of a Talon, but none of the substance”.

## ANDARATEIA CANTORI

Seventh Talon. Elf. Most often called Teia. At twenty eight, she’s the youngest Talon in history. Incredibly beautiful and playful, using her powers of seduction to aid in assassinations. Had a previous relationship with fellow Talon Dante Balazar. Featured in the comic *Deception* alongside fellow Talon Viago de Riva. The pair’s relationship is brimming with sexual tension.



## GIULI ARAINAI

Eighth Talon. Elf. A relative of Zevran Arainai. His failure to assassinate the Hero of Ferelden was disastrous for their family, and Giuli just recently managed to claw her way back up to Talon.

### Summary:

The Qunari invasion of the Tevinter Imperium has the southern nations on edge. Without an army, Antiva's only line of defense is the Antivan Crows. To that end, First Talon Caterina Dellamorte organizes a summit with her normally discordant colleagues in order to concoct a plan of action should the Qunari invade.

The summit is held at a lake called Lago di Novo, in a villa on an island called the Verdant Isle. The villa is said to be haunted by the spirit of Queen Madrigal, assassinated by the Crows centuries ago.

Lera does not attend dinner, so Caterina sends Viago and Teia to check on her. When they enter her room, they find her dead. Four steel blades protrude from her chest, the exact same method Queen Madrigal had been murdered.

The pair investigate the crime scene. The lack of defensive wounds meant she was taken by surprise, so she knew her attacker. Viago finds lyrium under her fingernails, incriminating Dante.

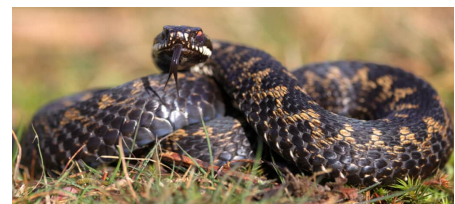
The next morning, eight servants are found poisoned, incriminating Viago, and Giuli Arainai is found with her throat slashed. Each mirrors another high profile Crow assassination.

Teia and Viago both suspect Dante is responsible, so they hatch a plan. Viago puts a poison called Pillow Talk on Teia's lips that makes people loosen up and reveal their secrets. She is given the antidote and plans to seduce Dante, transferring the poison to him.

Dante spills to Teia, and she returns the news to Viago. It's basically a complicated web of relationships, politics, and business deals that rules out Dante and Bolivar as the murderer and puts the blame on either Caterina or Emil, the oldest and most experienced of all the Talons.

That night, dinner is interrupted by a strange thumping sound. Teia and Emil go to investigate and find Dante hanging out his window by his bedsheets. His murder replicates the assassination of prince Estefan. Teia notices bruising that indicates Dante's mouth and nose were covered, strangling him before staging the murder.

Emil remembers that the same night Prince Estefan had been murdered, his mistress had been bitten by an adder placed in her wardrobe, killing her as well. Teia rushes to Viago and finds him almost dead, having been bitten by an adder like the



mistress. Luckily, he has an antidote which she uses to save his life.

As he's recovering, Teia recounts the details of Dante's murder. Viago realizes he knows how to figure out who's the murderer.

They find the other remaining Talons – Emil, Caterina, and Bolivar – sitting together. Viago explains that there was residue from the poison Pillow Talk on Dante's lips, which glows green in direct light. He asks to test everyone's gloves. His cover blown, Emil confesses he's the killer. He says "The Qunari *are* coming. I was approached and presented a contract—an opportunity—for a peaceful invasion. In exchange for seven deaths, we could keep our way of life. They wouldn't make us submit to the Qun." He also wanted to eliminate the other houses, amassing all the power under his own House. He is killed by the other four Talons.

#### *Eight Little Talons Shortened Summary:*

- Caterina Dellamorte, First Talon of the Antivan Crows, organizes a summit with the seven other Talons in order to concoct a plan of action should the Qunari invade Antiva
- Two Talons – Lera Valisti and Giuli Araini – are found murdered. The perpetrator can only be one of the other Talons
- Since Teia Cantori was previously a lover of Dante Balazar, Viago de Riva puts a poison called Pillow Talk on her lips which gets people to reveal their secrets. They plan for her to seduce Dante, transferring the poison to him so they can interrogate him
- Dante tells them about a complicated web of relationships, politics, and business deals which ultimately pins the murders on either Caterina Dellamorte or Emil Kortez
- When Dante is found strangled, Viago knows the killer will have residue of Pillow Talk on their hands
- His cover blown, Emil confesses, saying "The Qunari *are* coming. I was approached and presented a contract—an opportunity—for a peaceful invasion. In exchange for seven deaths, we could keep our way of life. They wouldn't make us submit to the Qun."
- He is killed by the remaining Talons

# Half Up Front

Vadis Mareno was the daughter of a Magister. When she fell in love with an elven servant named Irian Cestes, her father kicked her out. Now she makes a living as a thief.

Vadis is hired by a mysterious elven woman to find an ancient artifact called Dumat's Folly. It is normally housed in the Archon's palace, but has recently been stolen. The elf wants Vadis to steal it back. She gives Vadis a rune which resonates when united with Dumat's Folly, allowing her to know whether or not she has the real thing.

Vadis and Irian infiltrate the palace. They come to a chamber filled with items on display. The display which held Dumat's Folly is empty. Vadis detects a web of magic connecting all the artifacts which is meant to set off an alarm if one is disturbed. The magic around the empty display case is blocked, meaning whoever stole it was a skilled mage. She also notices that one of the floor tiles is askew, indicating the thieves had tunneled their way in. However, the disturbed magic is weeks old, while the floor had been cut open only a couple days ago. It seems as though there had been two robberies weeks apart.

When Vadis examines the magic, she sets off the alarm. She and Irian escape through the tunnel dug by the previous thieves. Inside, they find a note detailing Ben-Hassrath orders. They also find a replica of Dumat's Folly. The Qunari must have the real one.

Vadis uses blood left on the note to magically track where the thieves were headed. They went to a town in Rivain called Kont-aar, which has entirely converted to the Qun.

Vadis and Irian go to Kont-aar and track Dumat's Folly to a ship. They sneak on board and begin investigating the cargo hold, which contains many magical artifacts. Vadis eventually finds Dumat's Folly, but is suddenly ambushed by her elven client.

The elf reveals herself to be an agent of Fen'Harel. The artifact found on the ship is not actually Dumat's Folly, but a weapon meant to absorb all the magic around itself until it explodes like an atomic bomb.

OK listen carefully, this is what happened. The elf was the first to infiltrate the Archon's palace. She replaced the real Dumat's Folly with the explosive artifact, knowing the Qunari wanted to steal the real thing. She then discarded the real one because she didn't need it (this is what Vadis and Irian found in the tunnel). Weeks later, the Qunari stole the explosive artifact, thinking it was the real one (supposedly the elf was the one who messed with the magic alarm and the Qunari were the ones who dug the tunnel, since she came first and they came second, but the elf discarded Dumat's Folly *in* the tunnel. Did she or did she not dig the tunnel? Who cares!). The

elf then hired Vadis to track the explosive artifact, knowing it was headed for Kont-aar. By hiring Vadis for the theft, she intended to implicate a Tevinter mage in the destruction of a peaceful Qunari settlement, which would remove any chance of the Ben-Hassrath remaining neutral. Fen'Harel wants to incite conflict and chaos between his enemies. She also hired Vadis to find the artifact because she lost track of it after the Qunari took it (did she or did she not know it was headed to Kont-aar? Who cares!). She needed to locate it because she wanted to activate it using the rune which she had given to Vadis (which does NOT resonate with the real Folly, which is why they thought the one in the tunnel was a fake).

The elf is suddenly dispatched by Irian. Before the women can interrogate her, she ingests poison, killing herself rather than allow herself to be captured.

The explosive artifact is absorbing magic from all the artifacts in the cargo hold, growing more and more dangerous. To prevent the destruction of Kont-aar, they sail the ship a few miles off shore. Then they escape via a lifeboat, Vadis using magic to propel the boat back to shore before the ship explodes.

Afterward, Vadis and Irian are taken to the elf in charge named Gatt. He is grateful that they saved the village, and promises the Ben-Hassrath will remain neutral for now. Plus, he wants to focus on stopping the Dread Wolf.

Now that Vadis and Irian are known to Fen'Harel, they cannot return home. Gatt says "You cannot stay with us. But we have other allies. A dwarf in Kirkwall. He will want to hear what you have to say about the enemy. And more than that, he will have work for you. Something more than survival—a chance to strike back." The women accept his offer.

This story was stupid. I'm just going to bullet the takeaway points:

- Solas is trying to incite conflict between his enemies, mainly fanning the war between the Qunari and Tevinter
- The Ben-Hassrath want to focus on stopping Solas rather than fighting Tevinter
- Two characters named Vadis and Irian have gone to hang out with Varric in Kirkwall

# The Dread Wolf Take You

There are many tie-ins to the comics in this story, which one wouldn't understand unless they had read the comics, so I will be injecting that information in **bolded letters**.



An agent of the Inquisition named Charter meets with a Carta assassin, a masked Orlesian bard, a Mortalitasi woman, and a person from across the sea (somewhere beyond Thedas) called the Executor to discuss the Dread Wolf's motives and means of accomplishing them. Each informs the others of what they know.

The Carta assassin goes first. In his tale, the red lyrium idol was retrieved from the statue that used to be Meredith (which has been sitting in the Gallows courtyard ever since the end of Dragon Age 2 because no one wants to touch it) by an agent of Fen'Harel. The idol was then stolen by ex-templars, who sold it to an associate of House Qintara (Magister Qintara actually died long ago and an agent of Fen'Harel has been impersonating him).



The Qintara pretender sold the idol to Tractus Danarius, the bastard son of Fenris' former master, in exchange for information. Presumably, Solas did not oversee this, as he most certainly would not have approved. Now he's got to get the idol back.

The Mortalitasi goes next. She was approached by a servant of Tractus Danarius who hoped to perform a ritual that would manipulate the Fade and the creatures within to drive the Qunari out of Tevinter. The ritual involved blood magic and the red lyrium idol. Suddenly, the Dread Wolf appeared. He is described as "no elf, no mortal mage. It was a beast unlike any I had ever seen. Lupine in appearance, but the size of a high dragon, with shaggy spiked hide and six burning eyes like a pride demon, and it came to us on wings of fire that resolved themselves into a horde of lesser demons."

The Dread Wolf declared "YOU USE MY IDOL CARELESSLY TO VANDALIZE THE SEA OF DREAMS. FROM THIS MOMENT, SHOULD YOU EVER BIND A SPIRIT, THEN YOUR LIFE IS



MINE.” All involved in the ritual, save a young man and the woman recounting her story, were killed. The man fled with the idol, which he returned to Danarius.

The Mortalitasi woman believes Solas is a demon, while Charter believes he may be allying himself with a demon. When the assassin and the Executor start arguing, the bard comes between them, gently touching the Executor on the arm.

The bard is next to tell his tale. **Danarius hoped to use the idol to get himself into the Venatori. Whether he succeeded or not, he no longer possessed it,** for the Bard found the idol in a Rivaini auction house. It was kept in a ritual chamber which also contained an eluvian. Solas entered through the Eluvian and departed with the idol.

The Carta assassin and the Mortalitasi both accuse the bard of lying, then begin accusing each other. Meanwhile, Charter has noticed that the Executor has not moved since the bard touched him, and that the bard never drank his tea. She pieces together that the bard is Solas himself.

His cover blown, Solas turns the assassin and the Mortalitasi to stone. He and Charter then have the following exchange:

“I would caution you in dealing with those across the sea,” he said. “They are dangerous.”

“More dangerous than the elf who threatens the world?” Charter asked, and was rewarded with a twitch of his lips that acknowledged the point. “Why did you come? Why you personally?”

“I wished to know what you all knew,” he said, gesturing at the table. “There are many of you, and you are not fools. As for me coming in person ... the Inquisition was involved.” He returned to his seat. “Why did you come?”

She shook her head helplessly. “Because you told the Inquisitor that you were going to destroy this world,” she said. “Did you expect us not to try to stop you?”

He sighed. “It was a moment of weakness. I told myself that it was because you all deserved to know, to live a few years in peace before my ritual was complete. Before this world ended.”

“Then perhaps we are not the only ones you lied to,” Charter said. “You do not have to do this.”

His look pinned her. “I have no choice. What I am doing will save this world, and those like you—the elves who still remain—may even find it better, when it is done.”

Charter considered lying, but then she thought of Tessa, with her quick smile and strong hands. “There are those I care for who would not.”

He smiled sadly. “I know that feeling well. I am not a god, Charter. I am prideful, hot-headed, and foolish, and I am doing what I must. When you report back to the Inquisitor...” His voice faltered. “Say that I am sorry.”

I’m not doing a shortened summary for this one either because there’s too much happening for bullet points to do it justice. Basically, Solas has the red lyrium idol, which he plans to use to tear down the Veil.