

Dragon Age Sample Quest

by

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Summary: This is a potential quest written for Dragon Age: Inquisition. The quest is triggered by speaking to Josephine. The Inquisitor is asked to deal with Chasind bandits near a noblewoman's lands. The Inquisitor can gain war assets by siding with Arlessa Tamsin, who claims the Chasind are bandits that pillaged her lands. The Inquisitor can also gain war assets by siding with Ruslan, a Chasind warrior who claims his tribe members are refugees fleeing the Rifts. The player is asked to make a difficult, grey choice with both rewards and consequences.

FADE IN:

INT. JOSEPHINE'S OFFICE - DAY

Player approaches Josephine. She is sitting at her desk, writing on a long sheet of parchment with a quill. Clicking on her starts the quest.

JOSEPHINE

Inquisitor, I have received word from Arlessa Tamsin of Bear's Crossing. Her lands are being raided by Chasind warriors. She wants you to drive them out.

INQUISITOR

She's calling on the Inquisition to help with a simple bandit raid?

JOSEPHINE

The arlessa has many soldiers at her command, but the presence of fade rifts has made it impossible for a large contingent to travel the roads. In exchange for your assistance, she has agreed to offer us a most favorable trading agreement.

Choices

1. (Diplomatic) I will leave immediately.
2. (Question) Tell me about the Chasind.
3. (Aggressive) This better be worth it.

Choice 1: I will leave immediately.

INQUISITOR

I'll be there as soon as I can.

JOSEPHINE

Her ladyship will be pleased to hear it. She is highly concerned that the Chasind will pose a threat to her people.

Choice 2: Tell me about the Chasind.

INQUISITOR

I'm not familiar with the Chasind.

JOSEPHINE

The Chasind are a tribe of people residing in the Wilds to the south of Ferelden. While many live peacefully in the swamps, others choose to raid and pillage.

INQUISITOR

I'm sure that hasn't made them popular with the locals.

JOSEPHINE

Relations between the Chasind and Ferelden citizens have been difficult for centuries because of reported banditry. And with so many Chasind driven from their homes during the Fifth Blight, tensions have only worsened.

Choice 3: This better be worth it.

INQUISITOR

I hope this trade agreement is worth pulling me away from more important matters.

JOSEPHINE

Arlessa Tamsin controls much of the timber trade in the region. Our carpenters would benefit greatly from an alliance. As would much of Skyhold. You may finally fix the hole in Cullen's roof.

Critical path resumes.

INQUISITOR

Where can I find these Chasind raiders?

JOSEPHINE

Arlessa Tamsin has sent coordinates

with sightings of the Chasind. I shall mark them on your map.

INT. BEAR'S CROSSING - DAY

The player and companions come across a band of Chasind warriors. Their leader, Ruslan, speaks to the player when approached.

RUSLAN

The Inquisitor! I should have known they would send you. This will be a glorious battle!

Triggered randomly if CASSANDRA is in the party;

CASSANDRA

Careful. I do not like this man's tone.

Triggered randomly if COLE is in the party;

COLE

Glorious. It makes him happy, like the golden king. But his armor fits.

Triggered randomly if SOLAS is in the party;

SOLAS

Many of the Chasind wish only to lead quiet lives in the Wilds. This man does not strike me as a humble soul.

Triggered randomly if SERA is in the party;

SERA

Itching for an arrow in the bulge, this one. Could put it there.

Triggered randomly if IRON BULL is in the party;

IRON BULL

Straight to the point. I like this one.

Triggered randomly if BLACKWALL is in the party;

BLACKWALL

Be on your guard. This is a man who's seen his share of fights.

Triggered randomly if VARRIC is in the party;

VARRIC

Boss, if you recruit him after kicking his ass, you should ask about Chasind herbs. They're worth a fortune to the right people.

Triggered randomly if DORIAN is in the party;

DORIAN

A savage that wishes to fight? How original. This man must be a philosopher among the other bloodsoaked bandits.

Triggered randomly if VIVIENNE is in the party;

VIVIENNE

The Chasind are hardly known for their courtesy, my dear. It would be wise to tread cautiously.

The player's dialog wheel appears when companions, if available, have finished speaking. Otherwise, it appears directly after Ruslan finishes speaking.

Choices

1. (Diplomatic) I mean you no harm.
2. (Charming) Eager, aren't you?
3. (Aggressive) You're trespassing.
4. (Investigate) Why are you here?

Choice 1: I mean you no harm.

INQUISITOR

I only came to talk.

RUSLAN

As did I, Inquisitor. I hope you'll help me and my tribe.

Choice 2: Eager, aren't you?

INQUISITOR

And here I'd hoped to get to know you better before you set about cutting my throat.

RUSLAN

Ha! It won't be my blade that meets you in battle, Inquisitor. In truth, I'm hoping you'll stand with me in my next fight.

Choice 3: You're trespassing.

INQUISITOR

You picked the wrong place for a raid, Chasind.

RUSLAN

Be at ease, Inquisitor. I am not here to test my blade against the locals. But I'd gladly swing my blade beside yours when you come across that rift in the distance.

Choice 4: Why are you here?

INQUISITOR

What are you doing on Arlessa Tamsin's lands?

RUSLAN

My tribe is returning to the Wilds. We only mean to pass through. But I'm afraid we've run into some trouble. I'm hoping you will help us.

Critical path resumes.

RUSLAN

You'd make a fine ally against these sickly spirits.

RUSLAN

Spirits?

INQUISITOR

Aye. I was scouting for my tribe when I came across a rift by the riverbank. We would take a path around them, but our supplies are running low. We've children and elders in our tribe who need full bellies and rest to make it to the Wilds.

Choices

- 1.(Diplomatic) What do you need?
- 2.(Charming) People return to the wilds?
- 3.(Aggressive) Leave. Now.

Choice 1: What do you need?

INQUISITOR

I can help you. What do you need?

RUSLAN

I need that God-touched hand of yours, Inquisitor.

Choice 2: People return to the wilds?

INQUISITOR

Return to the Wilds? I don't hear many people say that. Usually, anything involving the word 'wilds' includes some form of fleeing.

RUSLAN

(laughing) Few among your people have the might to cross through the wilds, but we Chasind call it home.

Choice 3: Leave. Now.

INQUISITOR

You have no business being on these lands.

RUSLAN

Rest easy, Inquisitor. We'll leave once we can pass by the rift.

Critical path resumes.

RUSLAN

Rumor says that your hand is the only power capable of sealing rifts. Will you help us seal the one by the riverbank? We won't trouble your noble further.

INQUISITOR

1. (Diplomatic) Of course.
2. (Charming) I'll give it a shot.
3. (Aggressive/Attack) Not working with bandits.

Choice 1: Of course.

INQUISITOR

I'll gladly help your tribe cross through safely.

RUSLAN

You honor me, Inquisitor. The rift is just north of here. We will join you when you're ready.

Choice 2: I'll give it a shot.

INQUISITOR

I could give 'Old Green' a good shake at the rift.

Triggered randomly if CASSANDRA is in the party;

CASSANDRA

(Disgusted noise)

Triggered randomly if VARRIC is in the party;

VARRIC

Hm. Old Green. Needs a little work, but it's a start.

RUSLAN continues responding to Choice 2.

RUSLAN

(laughing) This will be a fine fight! The rift is just north of here. We will join you when you're ready.

Choice 3: Not working with bandits.

INQUISITOR

I'm not about to make deals with common bandits. Draw your sword.

RUSLAN

I'd hoped it wouldn't come to this.

The INQUISITOR and RUSLAN fight. When the battle ends, ARLESSA TAMSIN rides up with a group of soldiers.

ARLESSA TAMSIN

Inquisitor. I apologize for my late arrival. However, it appears you have taken care of matters.

INQUISITOR

The bandits are dead. Just as you asked.

ARLESSA TAMSIN

Your assistance in bringing these bandits to justice is most appreciated. I will inform your ambassador that trade negotiations will continue with my full support. Safe travels, your worship.

The player receives Josephine's Letter #1.

Critical path resumes.

Player triggers this conversation by clicking on RUSLAN after choosing to help him close the rift.

RUSLAN

Aye, Inquisitor? What can I do for you?

Choices

1. (Investigate) Chasind.
2. (Check mark) I'm ready.
3. (X mark) Never mind.

Choice 1: Chasind.

INQUISITOR

I wanted to ask you a few questions about the Chasind.

RUSLAN

Aye. Death and glory can wait. For now, what do you wish to know?

Sub-Choices

1. (Investigate) Daily life.
2. (Investigate) Travels.
3. (Investigate) Arlessa Tamsin.
4. (Investigate) Marriage.
5. (X Mark) Nothing else.

Sub-Choice 1: Daily life.

INQUISITOR

What's a usual day like for the Chasind?

RUSLAN

Not so different from the people

dwelling in your cities. We have hunters, artisans, scouts, midwives. And a shamaness who looks after us. She's guided us through the good and the terrible. We would not have survived the Blight without her.

Player returns to the "Chasind" investigation screen.

Sub-Choice 2: Travels.

INQUISITOR

What brought you away from the wilds? Do you often travel?

RUSLAN

Aye. We rarely spend more than one year on the same ground. Our people aren't mean to be inside stone walls.

Triggered at the end of Choice 2 if the player is Dalish;

RUSLAN

You Dalish wander as well, I'm told. Though you do so with...land ships. Can you sail them across the ground? Why do they need wheels if they are ships?

INQUISITOR

I'm afraid the name is misleading. They're more like wagons.

RUSLAN

Ah. A pity. I was hoping to trade for one.

Player returns to the "Chasind" investigation screen.

Triggered at the end of Choice 2 if the player is a dwarf;

RUSLAN

But you dwarves spend most of your days underground, yes? Do you worry the rocks will collapse on you?

INQUISITOR

I wouldn't know. I've spent my life on the surface.

RUSLAN

Understandable. You need the open skies.

Player returns to the "Chasind" investigation screen.

Triggered at the end of Choice 2 if the player is a noble;

RUSLAN

You nobles do most of your traveling with carriages, yes? Why don't you have one now?

INQUISITOR

Our warhorses aren't the best at pulling carriages through demon-infested lands.

RUSLAN

A shame. Your carriages look comfortable.

Player returns to the "Chasind" investigation screen.

Triggered at the end of Choice 2 if the player is a human mage;

RUSLAN

You mages spend your lives in towers, yes? How do you stand being inside stone walls?

INQUISITOR

Many can't stand it. Hence our recent troubles with the Templars.

RUSLAN

Understandable. Spirits and their interpreters aren't meant to be trapped in towers.

Player returns to the "Chasind" investigation screen.

Triggered at the end of Choice 2 if the player is a Qunari;

RUSLAN

But you Qunari hardly ever ventures this far south. How did you become

the Inquisitor?

INQUISITOR

Mercenary work.

RUSLAN

Ah. That will bring you to strange places.

Player returns to the "Chasind" investigation screen. Sub-Choice 3: Arlessa Tamsin.

INQUISITOR

Why is the arlessa hunting your tribe?

RUSLAN

City-dwellers are wary of the Chasind. My tribe is peaceful, but many among our kind are not. So they hear rumors of our hunters creeping through their forests, stealing their villagers, and eating the flesh of their fallen.

Triggered if DORIAN is in the party;

DORIAN

Your people must throw delightful dinner parties. It's a wonder you haven't been invited to visit the Orlesian court.

RUSLAN continues speaking in Sub-Choice 3;

RUSLAN

The people outside the wilds have grown to fear us. Most nobles will send soldiers when they hear of our presence. We only wish to pass through, but our shamaness fears approaching the arlessa would be a death sentence for our scouts.

Player returns to the "Chasind" investigation screen.

Sub-Choice 4: Marriage.

INQUISITOR

What are marriage practices like among the Chasind?

RUSLAN

A shameless question, Inquisitor! I like your boldness. A man proves his strength by taking his bride from her bed in the middle of the night. If he succeeds, they are wed soon after. If not, he is thrashed by her family and sent back to his in shame. Our marriages may be as short as winter days, or long as a snake's belly. With luck, those few that last a lifetime are cherished.

INQUISITOR

And the bride approves of this practice?

RUSLAN

Aye. A willing bride may help her suitor slip past her family, but even the most eager brides are expected to put up some struggle.

Sub-Sub-Choices

1. (Flirt) You could steal me away.
2. (Flirt) I'd steal you from your room.
3. (Stoic) That makes sense.
4. (Aggressive) That's barbaric.

Sub-Sub-Choice 1: You could steal me away.

INQUISITOR

I wouldn't mind if you stole into my room late one night.

RUSLAN

You would be a fine match, Inquisitor. If you invited me to show my strength, I'd gladly scale the walls of your castle to earn your hand.

INQUISITOR

I may just leave a rope hanging by my bedroom window.

RUSLAN

Hm. Perhaps we can discuss this more after we deal with the rift.

Player returns to the "Chasind" investigation screen.

Sub-Sub-Choice 2: I'd steal you from your room.

INQUISITOR

If you invited me, I wouldn't mind paying a visit to your quarters late at night.

RUSLAN

Aye? You tempt me, Inquisitor. It would be no hardship to accept that offer. Your strength is unmatched, fierce one.

INQUISITOR

Flattery will get you everywhere.

RUSLAN

Perhaps I'll show you my tent after we close the rift.

Player returns to the "Chasind" investigation screen.

Sub-Sub-Choice 3: That makes sense.

INQUISITOR

I suppose there's some logic in that.

RUSLAN

It works well enough. And when it doesn't...well...it's lucky our unions are temporary.

Player returns to the "Chasind" investigation screen.

Sub-Sub-Choice 4: That's barbaric.

INQUISITOR

I don't think much of practices that allow women to be kidnapped for a marriage.

RUSLAN

Oh? It's not so different from the city-dweller customs. Nobles trade lands for brides, while common folk make gifts of livestock or jewelry. We have our own ways to show our strength in a union.

Player returns to the "Chasind" investigation screen.

Choice 2: I'm ready.

RUSLAN

Right then! We'll ready our weapons.

Choice 3: Never mind.

INQUISITOR

Nothing at the moment.

RUSLAN

Aye. We'll be here when you're ready to close the rift.

If the player returns to the "Chasind" Investigation screen;

RUSLAN

Was there something else?

Choices

1. (Investigate) Chasind.
2. (Check mark) I'm ready.
3. (X mark) Never mind.

Critical path resumes.

FADE OUT.

EXT. RIVERBANK - DAY

INQUISITOR and RUSLAN go to the rift by the riverbank. Spirits are mulling about the grounds. They turn hostile and attack when approached.

RUSLAN

Draw your blades! Now!

INQUISITOR and RUSLAN fight spirits and seal the rift. When the battle ends, ARLESSA TAMSIN appears in the distance

with her personal guard. She and five guardsmen run along the riverbank to greet the INQUISITOR.

ARLESSA TAMSIN

Well done, Inquisitor. These men have eluded my forces for days. I am eager to rid my lands of them once and for all.

RUSLAN

There's no need to fight. We only wish to pass through, and we'll be on our way.

ARLESSA TAMSIN

You are lying, barbarian. Inquisitor, if you allow this man to leave, he will pillage his way through a host of towns before retreating into the wilds. I've received word of what you did outside of Lothering, Chasind. I won't allow you to murder anyone on my lands.

Choices

1. (Shocked) Ruslan, is this true?
2. (Aggressive) Back off, Arlessa.
3. (Stoic) Knew you couldn't be trusted.

Choice 1: Ruslan, is this true?

INQUISITOR

Is Arlessa Tamsin speaking the truth? You murdered someone?

RUSLAN

Aye. It's true. I won't hide from this shame.

Choice 2: Back off, Arlessa.

INQUISITOR

Arlessa, stand down. These people have done nothing.

ARLESSA TAMSIN

I will do no such thing. Admit it, Chasind. You have already murdered someone.

Choice 3: Knew you couldn't be trusted.

INQUISITOR

I should have known better than to think you're an honorable man.

RUSLAN

It's more complicated than that!

Critical path resumes.

RUSLAN

The Blight destroyed our lands and weakened our numbers. We had nothing. Our children were sick with hunger. And then, I scouted out a merchant caravan. One fat with goods.

ARLESSA TAMSIN

Goods meant for Lothering. That merchant died, bandit. He was hardly more than a boy. Did you know it was his first trip without his father?

RUSLAN

There is no honor in my actions. I deserve your vengeance, Arlessa. But I couldn't let my tribe starve.

Triggered randomly if COLE is in the party;

COLE

Polished. Pristine. Steel never used, shaking in his hand. 'Do not test me, trader.' Don't want to hurt him. He doesn't listen.

Triggered randomly if SOLAS is in the party;

SOLAS

Few men choose wisely when impossible odds lie in their paths.

Triggered randomly if VIVIENNE is in the party;

VIVIENNE

What will he do when his tribe runs out of resources once again? We cannot allow common bandits to escape unscathed.

Triggered randomly if DORIAN is in the party;

DORIAN

You always befriend the most lovely murderers, Inquisitor. I think it's a gift.

Triggered randomly if CASSANDRA is in the party;

CASSANDRA

I sympathize with his position, but banditry is no solution. The Chasind must answer for this.

Triggered randomly if VARRIC is in the party;

VARRIC

Ah, shit. I don't think more bloodshed is the answer to this one. I don't think there is a good answer.

Triggered randomly if SERA is in the party;

SERA

We shoot him. Help his tribe cross back to the wilds. Not hard.

Triggered randomly if BLACKWALL is in the party;

BLACKWALL

Can't blame a man for feeding his family. But how many families in Lothering lost much-needed grain because of him?

Triggered randomly if IRON BULL is in the party;

IRON BULL

No easy answer for this one, Boss. It's your call.

Main path resumes. ARLESSA TAMSIN addresses INQUISITOR.

ARLESSA TAMSIN

Either join him or stand aside, Inquisitor. This man is not leaving alive.

Choices:

1. (Check mark) Help Ruslan.
2. (Check mark) Help Arlessa Tamsin.
3. (X Mark) Stay out of the fight.

Choice 1: Help Ruslan.

INQUISITOR

I won't let you execute this man.

ARLESSA TAMSIN

You won't dictate my actions on my own lands. Guards!

FADE OUT.

EXT. RIVERBANK - DAY

The player fights ARLESSA TAMSIN with RUSLAN. When ARLESSA TAMSIN and her guards die, RUSLAN speaks to INQUISITOR.

RUSLAN

You have our thanks, Inquisitor. I must see to my tribe first, but my friends and I will gladly pledge to your cause afterward. If you'll have us.

INQUISITOR

1. (Diplomatic) Yes please.
2. (Charming) Always need more barbarians.
3. (Aggressive/X Mark) No. Get lost.

Sub-Choice 1: Yes please.

INQUISITOR

We would be honored to have you join us.

RUSLAN

The Chasind among the ranks of the Inquisition? The skalds will sing of our legends! We'll ride north as soon as we can. Safe travels, Inquisitor.

The player receives Josephine's Letter #3.

Sub-Choice 2: Always need more barbarians.

INQUISITOR

A ragtag group of barbarians and thieves? Who could say no to that?

RUSLAN

We'll pull our weight, Inquisitor.
You can rest assured of that. My
friends and I will be at your
castle soon. Safe travels.

The player receives Josephine's Letter #3.

Sub-Choice 3: No. Get lost.

INQUISITOR

I never want to see your face
again.

RUSLAN

You insult me with your words, but
I'll bear it because you helped my
tribe. Next time, I won't be so
(MORE)

RUSLAN (cont'd)

slow to draw my blade. Farewell,
Inquisitor.

The player receives Josephine's Letter #4.

Choice 2: Help Arlessa Tamsin.

INQUISITOR

I'll stand with you, Arlessa.

RUSLAN

We'll not fall so easily! To arms!

FADE OUT.

EXT. RIVERBANK - DAY

The player fights RUSLAN with ARLESSA TAMSIN. After
RUSLAN and his warriors die, ARLESSA TAMSIN talks to
INQUISITOR.

ARLESSA TAMSIN

Inquisitor, your assistance in
bringing these bandits to justice
is most appreciated. I will inform
your ambassador that trade
negotiations will continue with my
full support.

INQUISITOR

Thank you, Arlessa.

ARLESSA TAMSIN
Safe travels, your worship.

The player receives Josephine's Letter #1.

Choice 3: Stay out of the fight.

INQUISITOR
Do what you will. I won't get
involved.

ARLESSA TAMSIN
Guards! Attack!

RUSLAN
The crows will dine on your corpse
today, city-dweller!

ARLESSA TAMSIN fights RUSLAN. ARLESSA TAMSIN wins and kills
RUSLAN and his warriors.

ARLESSA TAMSIN
Inquisitor, I appreciate your
assistance in tracking down these
rogues. But I am displeased by your
reluctance to engage them in
(MORE)

ARLESSA TAMSIN (cont'd)
combat. I will inform your
ambassador that trade negotiations
will cease.

So be it. ARLESSA
INQUISITOR TAMSIN
Farewell, Inquisitor.

The player receives Josephine's Letter #2.

Critical path resumes.

FADE OUT.

EXT. RIVERBANK - DAY

The player receives 4 variations of ending letters from
Josephine after the fights. They will pop up on the
screen.

If the player received Josephine's Letter #1;

JOSEPHINE

Arlessa Tamsin is quite pleased by your thoroughness in solving her troubles with the Chasind. She has agreed to begin supplying lumber to Skyhold at a generous rate. I expect the next shipment will arrive shortly. Whether Cullen will allow us to thatch his roof is a different matter entirely.

If the player received Josephine's Letter #2;

JOSEPHINE

Arlessa Tamsin is impressed by your thoroughness in tracking the Chasind. However, she is unhappy that the Inquisition did not intervene during the skirmish. Given these circumstances, opening trade relations with her arling will be a difficult task. I am in the process of negotiating with her representatives. With luck, the arlessa will reconsider her position.

If the player received Josephine's Letter #3;

JOSEPHINE

Master Ruslan and his band have settled in with the rest of Skyhold's forces. Most were quite startled to see a contingent of Chasind appear at Skyhold's ranks, but they have been subject to more curiosity than distrust. Visiting courtiers have been especially interested in soliciting Master Ruslan's opinions regarding hunting locations near the Korcari Wilds. His tribe appears to have kept their word. None of their number have been spotted on the arlessa's land. I assume they have retreated to their former home. I have received scathing letters from several of the late arlessa's relatives. They are outraged that Master Ruslan was offered refuge among our ranks. I am in the process of negotiating with their

representatives. With luck, I may soothe their tempers.

If the player received Josephine's Letter #4;

JOSEPHINE

Ruslan and his tribe appear to have kept their word. None of their number have been spotted on the arlessa's land. I assume they have retreated to the Korcari Wilds. I have received scathing letters from several of the late arlessa's relatives. They are outraged by the manner in which the Chasind tribe was handled. I am in the process of negotiating with their representatives. With luck, I may soothe their tempers.

FADE OUT.

The quest ends here. The player may receive prestige from recruiting RUSLAN or securing a trade agreement with ARLESSA TAMSIN. Possible consequences and war table missions may include attacks from RUSLAN'S tribe or ARLESSA TAMSIN'S relatives.