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The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Modding Dragon Age: Inquisition (DAI) can significantly enhance your gameplay experience, from new characters and storylines to improved graphics and gameplay mechanics. To manage these mods efficiently, using a reliable mod manager is essential. This guide covers everything you need to know about using the Mod Manager for Dragon Age: Inquisition, with insights into the Classic DAI Modding Tool, Frosty Mod Manager, and tips for ensuring a seamless modding experience. Dragon Age: Inquisition (DAI) Mod Manager Download Dragon Age: Inquisition (DAI) Mod Manager Download Dragon Age: Inquisition Mod Manager Classic DAI Mod Manager Visit Nexus Mods: Go to Nexus Mods and create an account. Search for DAI Mod Manager: Use the search bar to find the Classic DAI Mod Manager. 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Run the Installer: Open the downloaded file and follow the installation prompts. Locate DAI Executable: Navigate to your Dragon Age: Inquisition game folder and select the DragonAgeInquisition.exe file. Set Mod Paths: Choose a directory for your mods and mod manager files. How to Use Mods in Dragon Age: Inquisition Mod Manager Using Classic DAI Mod Manager Add Mods: Download mods from Nexus Mods and place them in your designated mod folder. Open Mod Manager: Launch the Classic DAI Mod Manager and select the mods you want to install. Merge Mods: Click the merge button to integrate the mods into your game. Launch the Game: Start Dragon Age: Inquisition to see if the mods are working correctly. What Is Dragon Age: Inquisition Mod Manager? The Dragon Age: Inquisition Mod Manager is a utility program that helps you organize, manage, and install mods for the game Dragon Age: Inquisition. Developed and improved by Eham, Zhentar, and Dawnless Sky, this modding tool is designed to handle most mods for the game, with some mods even requiring it to be installed before they can be used. Despite being one of the older mod managers for DAI, it remains one of the best due to its reliability and comprehensive features. Guides for Using Dragon Age: Inquisition Mod Manager Detailed Installation Guide Backup Your Game Files: Before starting, make sure to backup your DAI patch folder located in the game directory. Install Mods: Download and install mods using either Classic DAI Mod Manager or Frosty Mod Manager. Check Compatibility: Ensure mods are compatible and check for any required dependencies listed on the mod pages. Backup Patch Folder: Create a backup of your original patch folder and another one named patch_do_not_touch. Install .dai Mods: Install .dai mods using the Classic DAI Mod Manager and ensure they are working in-game. Rename Folders: Rename patch_mod_manager_merge to patch. Install Frosty Mods: Install Frosty mods using Frosty Mod Manager. Launch Game: Launch the game to see if both types of mods are working correctly. Advanced Features and Tips Configuration Management Access Config Files: Easily access and edit mod configuration files directly from the manager. Custom Settings: Modify settings to customize your mod experience. Compatibility Checks Automatic Checks: The manager will automatically check for mod compatibility issues and missing dependencies. Resolve Conflicts: Follow the manager's prompts to resolve any issues that arise, ensuring a smooth modding experience. Troubleshooting Error Logs: Access detailed error logs to diagnose and fix issues. Community Support: Utilize community forums and support channels for additional help. Using the right mod manager can make your Dragon Age: Inquisition modding experience seamless and enjoyable. Whether you opt for the user-friendly Classic DAI Mod Manager or the versatile Frosty Mod Manager, both tools offer unique benefits that cater to different user needs. Download and install your preferred mod manager today and elevate your Dragon Age: Inquisition gameplay with a plethora of mods! 2014 video game 2014 video gameDragon Age: InquisitionDeveloper(s)BioWarePublisher(s)Electronic ArtsDirector(s)Mike LaidlawProducer(s)Scylla CostaPat LaBineCameron LeeKyle ScottProgrammer(s)Jacques LebrunArtist(s)Matthew GoldmanWriter(s)David GaiderComposer(s)Trevor MorrisSeriesDragon AgeEngineFrostbite 3Platform(s)PlayStation 3PlayStation 4WindowsXbox 360Xbox OneReleaseNA: November 18, 2014EU: November 20, 2014AU: November 21, 2014Genre(s)Action role-playingMode(s)Single-player, multiplayer Dragon Age: Inquisition is a 2014 action role-playing video game developed by BioWare and published by Electronic Arts. The third major game in the Dragon Age franchise, Inquisition is the sequel to Dragon Age II (2011). The story follows a player character known as the Inquisitor on a journey to settle the civil unrest in the continent of Thedas and close a mysterious tear in the sky called the "Breach", which is unleashing dangerous demons upon the world. Dragon Age: Inquisition's gameplay is similar to its predecessors, although it consists of several semi-open worlds for players to explore. Players control the Inquisitor or their companions mainly from a third-person perspective, although a traditional role-playing game top-down camera angle is also available. The release of Dragon Age II was met with a mixed reception from players who lamented the loss of the complexity of the first game, Dragon Age: Origins (2009). BioWare sought to address player feedback for Dragon Age II as a major goal, which influenced the design decisions of its sequel. Ultimately, BioWare wanted the third Dragon Age game to combine the elements of the first two games in the series. Having begun development in 2011, BioWare used EA DICE's Frostbite 3 engine to power the game, though this created many development challenges for the team. They had to crunch extensively during development, and because of hardware limitations on older generation consoles, several gameplay features had to be cut. Trevor Morris composed the game's soundtrack, replacing Inon Zur, the composer used for the previous games. Officially announced in September 2012 as Dragon Age III: Inquisition, the game was released worldwide in November 2014 for PlayStation 3, PlayStation 4, Windows, Xbox 360, and Xbox One. Upon release, the game received positive reviews from critics, who praised it for its exploration, gameplay, combat, visuals, writing, characters and customization. The game received some criticism for its filler content, technical issues, tactical view, and aspects of its narrative. Commercially, it was one of the most successful games released by BioWare. It was awarded numerous accolades and nominated for more, including Game of the Year by several gaming publications. Several narrative downloadable content (DLC) packs were released to support Inquisition. A sequel, Dragon Age: The Veilguard, was released in October 31, 2024. Dragon Age: Inquisition is an action role-playing game similar to its predecessors. At the beginning of the game, the player chooses a race for their player character: human, dwarf, elf, or Qunari, a playable race for the first time in the series.[1] Players customize the Inquisitor's physical appearance and gender, among other things.[2] Players can access a cloud-based online interactive story creator called Dragon Age Keep, and detail the major plots of the previous two Dragon Age games and import a world state in Inquisition without requiring replay of the initial games.[3] The game has a semi-open world structure, as the world is broken up into several sections, which players can freely explore.[4] To allow players to navigate the game's world faster, mounts, creatures players can ride, are introduced.[5] The various regions that make up the game world do not scale in level, meaning players can be too weak or strong for the enemies found in a region.[6] In each hub world, players can complete side activities such as sealing Fade rifts and capturing keeps or forts, and establishing camps, which are used to provide fast travel and resupply points.[7] Performing these acts will grant players resource points in Influence, which can be used to unlock global upgrades for the Inquisition (called Inquisition perks), and Power, which is required for progressing the story and unlocking new areas.[8] In addition, the player can complete side missions, fetch quests, collect magical shards,[9] and solve Astrarium puzzles.[10] Players can also collect codex entries, allowing them to have a deeper understanding about the world of Thedas.[11] At Skyhold, the Inquisition's base of operations, players can access the war table to unlock locations, receive rewards, gain influence and/or progress the story. As the Inquisitor, players deploy agents and troops of the Inquisition to complete various text-based operations through their primary advisors, which influences the rewards and time requirements of the effort undertaken.[12] In Inquisition, players can interact with numerous non-playable characters, some of whom can be recruited as agents for the Inquisition.[13] A dialogue wheel offers several dialogue options for the player to select.[14] Depending on the Inquisitor's race and class, additional dialogue options are available for players to select.[15] Throughout the game, the Inquisitor needs to make important decisions that might change the state of Thedas and have long-lasting consequences.[16] Companions will sometimes approve or disapprove of the Inquisitor's decision.[17] At Skyhold, the Inquisitor can talk to their companions and learn more about their backstory, and initiate their personal quests.[18] Among the nine companions, who assist players in battle and three advisors, eight can be romanced. Some of these party members can decide whether to fall in love with the Inquisitor based on their gender and race.[19] In addition, the Inquisitor can "judge" certain people on their actions and decide their fate at Skyhold.[20] In this gameplay screenshot, the Inquisitor is fighting the Fereldan Frostback, one of the game's ten optional high dragons, with companions Cassandra and Varric.[21] Players choose from three classes: warrior, mage, and rogue.[22] Warriors are sword and heavy weapon wielders who can absorb a lot of damage from hostiles; rogues are equipped with either daggers or bows and arrows; and mages are practitioners of magic that can cast spells on enemies. Each class has their own stats and attributes. For instance, rogues may favor dexterity for critical hits, while strength is more important to warriors for inflicting powerful damage.[15] Stamina or mana governs the use of active abilities. As the player character attacks hostile opponents, the whole team gains Focus, which can be used to unleash special abilities.[23] Combat in Inquisition focuses on the player's ability to form a cohesive team with their party members.[24] During combat, players can switch to control other party members, while artificial intelligence (AI) will take control of the Inquisitor and the remaining members in the party.[25] This action-oriented system follows the player in a typical over-the-shoulder third-person style. Players can access the Tactics menu to modify the behaviors of the AI companions during combat.[26] The player can also access Tactical View, which allows them to pause the game, assign locations and orders to the party members and then resume the game to see it played out.[27] During the use of this combat system, the camera will be closer to that of a top-down perspective.[28][29] Killing enemies and completing quests earn players experience points (XP). Once the players have enough XP, the inquisitor will level up, which increases the player character's health and stats, and gives players skill points they can use to unlock new talents.[30] Players can specialize their character further, which grants them specific abilities.[31] At Skyhold's Undercroft, players can craft and customize armor or weapons from crafting recipes using the materials they have collected; rarer materials give the particular weapon or armor piece better attributes.[32] Weapons and armor can be upgraded with accessories and enchanted with runes, which introduce new properties to the weapon on which they are inscribed.[15] The inquisitor and party members can be equipped with accessories such as rings, amulets and belts, which can further alter the character's stats.[33] Research items can be given to Skyhold's researchers, which can then provide players an XP and damage boost against the researched enemies.[34] Players can customize their keeps, such as rebuilding a garden as a Chantry church or an herb garden. These upgrades have minor effects on the Inquisition's espionage, commerce or military capabilities.[35][36] Dragon Age: Inquisition introduces multiplayer, which BioWare describes as a "dungeon crawling experience". The game features a co-operative multiplayer mode which tasks players to play as an Agent of the Inquisition.[37] Players have to play through levels, and fight against increasingly difficult AI.[38] The mode can be played with three other players, or be completed solo.[37][39] At launch, the game features three multiplayer campaigns and nine playable characters.[40] This mode is completely separate from the main campaign. As a result, the progress made by the player in the multiplayer mode does not carry over to the campaign. Players can upgrade and craft items and unlock new characters in the multiplayer mode. Players can purchase an in-game currency called Platinum to speed up unlocking new characters.[41] Two multiplayer DLCs introduced additional features: Destruction added new routes to existing multiplayer maps, armor sets, and wild creatures that roam the battlefield and attack both friend and foe.[42] Dragonslayer adds the Fereldan Castle multiplayer map, High Dragons as enemies, and three new characters, including Isabela, a companion from Dragon Age II.[43] See also: Characters of Dragon Age: Inquisition Following the explosion of the Kirkwall Chantry in Dragon Age II and the events of the 2011 novel Dragon Age: Asunder, the Circle of Magi has gone rogue and the Templar Order seceded from the Chantry to wage their own war on the world's mages. The Mage-Templar war is temporarily halted by a Conclave near the village of Haven in the Kingdom of Ferelden, where Divine Justinia V, leader of the Chantry, has orchestrated a peace conference prior to the events of the game. The 2014 tie-in prequel novel to Inquisition, Dragon Age: The Masked Empire by the game's writing team member Patrick Weekes, details the civil war which broke out in Ferelden's neighbouring country of Orlais between the loyalists of the ruling Empress Celene and a powerful noble faction led by her cousin Grand Duke Gaspard de Chalons, as well as the rise of a neutral elven faction led by Celene's handmaiden Briala.[44][45] Returning characters from the previous games include Cullen and Leliana serving as the Inquisition's military commander and spymaster respectively, and Cassandra Pentaghast and Varric who serve as party companions. New companions introduced in the game include Solas, an elven apostate mage well-versed in the Fade and its spirit denizens; Blackwall, a lone Free Marcher Grey Warden; Sera, an elven thief and member of a secret society called the Friends of Red Jenny; The Iron Bull, a Qunari warrior leading a mercenary company called the Bull's Chargers, and agent of the Ben-Hassrath; Vivienne, the official enchanter to the Imperial Court of Orlais; Dorian Pavus, a mage from the Tevinter Imperium; and Cole, a mysterious being who is first introduced in Asunder. Josephine Montilyet, an Antivan noblewoman and diplomat, serves as the Inquisition's ambassador. Hawke, the protagonist of Dragon Age II, and Morrigan, a companion from Dragon Age: Origins, serve as important allies to the Inquisitor. Gareth David-Lloyd voiced Solas, an elven mage companion. A massive explosion destroys the Conclave and creates a hole in the Veil — the metaphysical boundary between the physical world and the Fade, the world of spirits and demons — referred to as the "Breach". The only survivor of the blast is the player character, who emerges with a mark on their hand capable of closing rifts in the Veil that have sprung up in the Breach's wake, but who retains no memory of what happened. Witnesses claim the player character was ushered out of the Fade by a mysterious female figure, rumored to be the prophet Andraste, the historical Bride of the Maker. After closing several rifts, the player character begins to be referred to as the "Herald of Andraste". With the Chantry effectively leaderless, Leliana and Cassandra Pentaghast invoke one of the Divine's last orders to re-establish the Inquisition, an organization originally formed to defend against the dangers of magic and heretics. After closing the Breach with help from rebel mages or remnants of the Templar Order, Haven is attacked by a force led by Corypheus, an ancient Darkspawn mage, who was responsible for opening the Breach. Aided by a dragon, Corypheus overcomes Haven's defences and confronts the Herald. Corypheus refers to the mark as "the Anchor", which he means to use to physically enter the Fade, with the goal of attaining apotheosis for himself. He attempts to remove the Anchor with a magical orb-shaped elven artifact, but the Herald sets off an avalanche, burying Haven and decimating Corypheus's army. Solas leads the survivors to the abandoned fortress of Skyhold, which becomes the Inquisition's new base of operations. The Herald is appointed as the Inquisitor, leader of the Inquisition. With Hawke's assistance, the Inquisitor investigates the disappearance of the Grey Wardens and discovers they are being manipulated by Corypheus into raising an army of demons. During a battle against the Wardens, the Inquisitor enters the Fade and regains their memories, discovering that they obtained the Anchor at the Conclave after stumbling onto a ritual being carried out on Divine Justinia V by Corypheus, and then coming into contact with the orb. Either Hawke or their Grey Warden ally sacrifice themselves to help the others escape the Fade, after which the Inquisitor must either exile or recruit the remaining Wardens. The Inquisitor also attends a ball at the Winter Palace in an attempt to resolve the ongoing Orlesian civil war and gain the assistance of Orlesian forces. Afterwards, the Empress' arcane advisor, Morrigan, joins the Inquisition as an Imperial liaison. She directs the Inquisitor to the Temple of Mythal to stop Corypheus from obtaining an Eluvian, an artifact which could enable him to enter the Fade. Inside the temple, either the Inquisitor or Morrigan gains the powers of the Well of Sorrows, a store of magical energies tied to the elven goddess Mythal. The party escapes Corypheus through the Eluvian, which shatters behind them. Mythal is later revealed to be Morrigan's mother, Flemeth; whoever drinks from the Well of Sorrows is the recipient of wisdom from previous servants of Mythal, but also binds them to her will. They discover that Corypheus' dragon is the key to stopping him, then confront Corypheus as he reopens the Breach and defeat him and his dragon, resealing the Breach permanently. In the process, the orb carried by Corypheus is irreversibly damaged. The Inquisition returns to Skyhold to celebrate their victory, while a dismayed Solas vanishes after recovering the device. An epilogue narrated by Morrigan details the outcomes of the Inquisitor's major decisions. A post-credits scene shows a meeting between Flemeth and Solas, who is in fact the Dread Wolf Fen'Harel, a previously inactive deity figure and the original owner of the orb. Their conversation reveals that Solas is indirectly responsible for the events of Inquisition, as he had allowed the artifact to come into Corypheus' possession so that it could be unlocked on his behalf. He petrifies Flemeth and seemingly absorbs Mythal's power. Mark Darrah, Inquisition's executive producer Development for Dragon Age: Inquisition began in 2011. BioWare's biggest single-player video game at the time of its release, development for the project revolved around five core "design pillars": "story", "characters", "open world", "choices", and "personalise".[46] The central idea for the game, namely that there would be an institution inspired by the historical Inquisition and the player character would be its leader, was intended originally to be the follow-up to Dragon Age: Origins, though its progress was halted completely when EA forced BioWare to rush the development of Dragon Age II.[47] Conception of the game began in 2011;[48] production began in 2012.[48] Initially, the team had the choice to revisit Jade Empire (2006), or create a new intellectual property (IP). However, they were content to develop a new installment in the Dragon Age franchise as they believed it had more "pull" and consumer "awareness" than Jade Empire, and recognized that creating a new IP would be too large an undertaking.[49] David Gaider returned as the game's lead writer, while Mike Laidlaw and Mark Darrah served as its creative director and executive producer, respectively. Jeremie Voillot and Michael Kent served as joint audio directors of Inquisition, reprising their similar roles from Dragon Age II.[50] The game cost "tens of millions" of dollars to develop.[51] More than 200 people worked on it, including eight writers, 70 artists, 75 game-testers, and more than 30 actors.[51] "I think at launch we still didn't actually have all our tools working. We had our tools working enough." —Mark Darrah on the challenges of using Frostbite 3 for Inquisition While previous Dragon Age games used BioWare's own Eclipse game engine, it was not designed to handle features such as open world and multiplayer, and its renderer was not powerful enough to create great visuals. Publisher Electronic Arts also had a vision to use the same game engine for all its games. As a result, BioWare approached its sister studio DICE and used their Frostbite 3 engine, which was previously used to power the Battlefield games. As the BioWare team had never created games with the engine before, it began experimenting with its features with a multiplayer-based Dragon Age project named Blackfoot. Transitioning into Frostbite was a huge project for BioWare, and it had to cancel Exalted March, the last downloadable content pack originally planned for II in order to better manage its resources and manpower.[52] As the team began working on Inquisition, they faced many development troubles because of the technical limitations of DICE's engine. Frostbite was initially designed for making first-person video games. It did not have features that could accommodate stats, game saving, conversations, and cutscenes, all of which are elements commonly found in a role-playing video game, and the team had to update the engine extensively to incorporate these features in Inquisition. It also cannot animate custom characters and quadrupeds. Many designers reported having a frustrating experience working with the Frostbite engine. John Epler, Inquisition's designer, called it "the worst tools experience" he had during his tenure at BioWare. The issue was made worse when DICE began incorporating new features on its own, meaning that the development build BioWare was working on was often not updated, causing it to become unstable.[53] While BioWare intended to release the game for PC, PlayStation 4 and Xbox One, EA worried that the popularity of mobile gaming would hinder game console sales, and forced BioWare to release the game for older hardware including PlayStation 3 and Xbox 360.[47] The technical limitations of these older consoles created many development challenges. Many features that worked on more advanced platforms had to be removed as Laidlaw and Darrah wanted the game to be consistent across the five platforms.[54] Laidlaw and Darrah demonstrated these features in a game demo at PAX Prime 2013. They included environmental destructibility and a war simulation system which tasked players to maintain the military strength around the Inquisition's strongholds. Laidlaw added these features were removed because they "were not fleshed out and proven enough" and might interrupt the flow of gameplay.[55] In the book Blood, Sweat & Pixels by journalist Jason Schreier, Laidlaw and Darrah admitted that the gameplay in the PAX Prime demo was not real, and its sole purpose was to show transparency in light of Dragon Age II's divisive reception.[47] The technical challenges meant the game's development was behind schedule. Art director Matthew Goldman said of development, "basically we had to do new consoles, a new engine, new gameplay, build the hugest game that we've ever made, and build it to a higher standard than we ever did, with tools that don't exist". The game was unplayable during the first several years of development. Darrah later asked EA to delay the game for a year because of these development troubles, on the condition that BioWare incorporated more features into the game, such as multiple playable races.[47] The problem was alleviated during the game's later stages of development, as BioWare and DICE managed to cooperate better, resulting in faster progress in 2014.[53] However, the development team did not have sufficient time for development because the game had to ship in late 2014. As II was internally considered a misfire, Inquisition had to be a success to win back alienated fans. The team resorted to crunching extensively in late 2014.[47] The Frostbite engine helped the art team significantly in terms of productivity, as they were able to create a large variety of environments in a short time using the engine's art tools.[47] Nevertheless, Director of Art and Animation Neil Thompson drew a comparison between BioWare's artists coming to grips with the intricacies of the Frostbite engine to European artists learning to master the challenges of realistic oil painting during the Northern Renaissance period when reflecting on his experiences leading the art direction for Inquisition.[56] Ultimately, the adoption of new systems and technologies provided visual benchmarking for the game's iterations on next generation consoles.[57] The project's game artists and animators drew inspiration from traditional art media, film, photography and architecture; at the same time, thematic consistency had to be maintained when dealing with multiple character factions due to the need to stay true to the intellectual property.[57] For Inquisition, where the game systems and tools had to be completely rebuilt as a result of the change to the Frostbite engine, BioWare had to construct an AI system that would work well in the larger combat environments of an open-world game; AI is typically iterated on between titles in multi-game franchises to provide a sense of continuity in development.[58] According to gameplay engineer Sebastian Hanlon, BioWare leveraged the modular approach for constructing creature AI.[58] The transition into an open world system for Inquisition not only necessitated rethinking an approach to enemy AI by Hanlon's team, they also had to ensure that players retain control over the flow of combat by refining the AI for the party members who are not directly controlled by the player to keep up with the action.[59] Dragon Age II received a lot of criticism for reusing environments, as the game was set almost entirely in the city-state of Kirkwall. To address the issue, BioWare management decided that Inquisition would have more open environments. BioWare added games such as The Elder Scrolls V: Skyrim, which the team was "checking out aggressively", would influence Inquisition.[60] Darrah also remarked that BioWare games since Baldur's Gate II "have been getting progressively smaller", and that the goal for Inquisition was to bring back scale and exploration.[61] The developers' goal for the project was to generate anywhere between 20 and 200 hours of gameplay for Inquisition.[46] The design team were split into various specialist groups, each handling an aspect of game design, which was a departure from BioWare's previous approach to development when team members used to function as generalist designers.[46] Instead of having one gigantic world, Inquisition features multiple hub worlds instead. Laidlaw added that by having multiple locations, the team can increase the game's visual variety and "give the player a break from the visual fatigue of seeing the same thing over and over again". The hub worlds had a more linear design than Skyrim's open world in that their content would eventually be fully exhausted. This was done to ensure players would return to their home base and either re-engage with the story or unlock new area.[49] While the game features open spaces, the objectives within the world were often of little significance. This was largely because the team could not playtest the game because of troubles with the engine; it was too late for the team to change when they realized the problem. In hindsight, Laidlaw recognized the quest design was "a little hollow", and that Inquisition had a pacing problem for completionist players.[49][62] Following players' negative reactions to Dragon Age II and the ending controversy of Mass Effect 3, another tentpole title from BioWare, the Inquisition team looked at players' feedback and asked on the BioWare forum what players would like to see in the game.[63] After two consecutive games with significant fan backlash, the team strove to create a game that would cater to the series' fans. Laidlaw added the team "wanted Inquisition to be the one which people would point to and say, 'they've found their feet. They've finally nailed down what this series is about'". According to BioWare founder Ray Muzyka, Inquisition was a "mixture of both Dragon Age: Origins and Dragon Age II" .[64] Darrah said the return of the tactical view, the higher difficulty, and the more extensive customization system, were direct responses to criticisms of Dragon Age II and their attempt to bring Inquisition closer to that of Origins, which had a slower and more deliberate combat system.[65] Players can also select the Inquisitor's race, an option re-introduced in Inquisition after players complained of being unable to choose a background for Hawke in II.[66] Responding to criticisms that Dragon Age II was compromised to support console players, the user interface for the game's PC version was designed to be unique and different from that of the console versions.[61] Technical designer Mark Wilson and narrative designer Kaelin Lavallee during their presentation about the game's story and systems at GDC 2015 BioWare faced the challenge of seeding story content in the largest single-player game world it had created at the time with relatively few design staff.[67] The developmental team decided to split up and experimented with disparate techniques in order to achieve the desired content scope and density.[67] The narrative design team's goal was to generate discrete narrative content, while the technical design team wanted to implement standalone, dynamic systems.[67] The end result was that the narrative designers discovered that the content they wrote had scaled poorly, whereas the technical team found that their work had a disconnected impact.[67] During their presentation at the GDC in 2015, narrative designer Kaelin Lavallee and technical designer Mark Wilson explained that their respective teams decided to meet somewhere in the middle and work out a collaborative approach in order to build a large fantasy world that could properly scale in design.[68] Examples of gameplay features given by Lavallee and Wilson which combine storytelling and level design include interactive objects that litter gameplay levels like the Astrarium puzzles and Ocularum artifacts which detect "shards", as well as a dynamic banter system which superseded banter system from previous games in the series which were triggered at specific locations in the game world.[46] Lavallee and Wilson suggested that the teams were able to overcome some of the challenges of populating the large game world of Inquisition by combining story and systems, and concluded that the game's story content was a responsibility for everyone involved regardless of their defined role in the developmental cycle.[67] The development team recognised that Hawke's story lacked "clarity" and was "convoluted" and identified it as the main reason why Dragon Age II did not resonate with some players. This was because the story does not have an overarching villain and mainly explores how major events in the world influence Hawke's life.[69] As a result, the storytelling for Inquisition aligned closer to that of Origins, and the Inquisitor was a more active hero than Hawke as they influence the world through their actions.[65] While the critical path follows the Inquisition's attempts to foil Corypheus' plan to achieve apotheosis, the story also focuses on how players can actively turn the Inquisition into an important organization in Thedas through exploration and engaging in activities such as closing rifts and helping other non-playable characters.[65] The writing team implemented changes to the conversation system. Additional dialogues are now hidden behind an option called "investigate"; the team wanted to allow players to pace the story on their own. The tone icons from Dragon Age II were pared back in Inquisition, as some players reported being confused by these icons in II causing them to make wrong choices. However, the team expanded the number of emotional response options available to choose from when these tone icons show up. The writing team felt it was essential to let players to react to the important events in the story and express themselves.[62] Inquisition saw the return of many characters from the previous two installments. Laidlaw said they only chose characters who would "add something, emotionally, to the texture of the game". The team worked to ensure that the game's cast had a balance in gender, race, and gameplay class. Characters who can be killed off in Origins and II would have a less significant role in Inquisition because not every player would have them in their world states. Gaider cited Varric as an easy inclusion because he was always going to survive Dragon Age II, and he had important roles to play in both II and Inquisition. Including characters from the previous games also allowed players to understand the significance of their choices in those games. While Hawke returns in Inquisition, the Warden from Origins does not make an appearance because they were not voiced in Origins and the team cannot create a character model that resembled their appearance in Origins.[62] The Warden was set to appear in "Here Lies the Abyss" quest with Hawke, but this was cut late during the game's development.[70] The team hired a former crime reporter whose role was to inspect every piece of Dragon Age media to ensure Inquisition had not deviated from the lore established. An internal wikia was created so that the team could keep track of the status of all the characters.[71] Unlike previous games in the series, Inquisition removed the gift system for party companions to make friendship and romance more organic. The companions would now react to game's events as they unfold and respond to the players differently. Gifts could no longer be exploited to gain or regain approval. The approval bar were removed, and players have to gauge how their companions perceive them based on subtle clues like how they greet the Inquisitor.[72] Persona 4, The Darkness and The Last of Us inspired the new relationship system.[73] Unlike Dragon Age II where nearly all romance options are bisexual by orientation, the romanceable characters in Inquisition have different sexual orientations.[62] Dorian Pavus, for instance, is BioWare's first "fully gay" male companion.[74] Voillot was primarily responsible for technical matters, while Kent focused on the creative side.[50] They delegated many distinct audio areas to individual employees who took ownership of the tasks they were assigned responsibility for.[50] Voillot and Kent noted that the creative and technical vision for Inquisition, as well as relevant audio guidelines, were defined very early in pre-production.[50] A large amount of content had been created at this stage, often with mere pictures as inspiration.[50] Some of the important decisions they made include choosing the type of microphone that would achieve their desired dialogue direction, or locking down a composer.[50] The decision to have Trevor Morris compose the game's original soundtracks was an intentional change, as Voillot and Kent wanted to introduce to the franchise a new emotional flavour.[50] For Kent and Voillot, the key challenges for Inquisition were centered on creating high quality audio across the enormous scale of content the player encounters, while at the same time creating a "dynamic, believable soundscape" to immerse them in the setting of Thedas.[50] Voillot also liaised with audio programmers in harnessing the audio functionality of the Frostbite engine for a role-playing game, which he said differs greatly from first-person shooters in terms of technical requirements. Voillot pushed for the removal of key rote tasks including tagging animations or the placement of sound emitters so that the programmers can concentrate on producing high quality sounds.[50] Semi-procedural systems were adopted, though audio programmers had to manually hand-script key story moments.[50] Raney Shockne composed a series of songs which are performed by a non-player character named Maryden Halewell, voiced by singer Elizaveta Khripounova, at a tavern in the player's base of operations.[75] Elizaveta described the recording process for a video game as somewhat secretive, and controlled without any scope for collaboration or input from the performer as clients usually know exactly what they want and specifically request for it.[75] Instructed to do a "folky ballad, Celtic troubadours-style", she received the instrumentals and lyrics from Shockne and recorded the songs in her bedroom with only a microphone to her laptop.[75] Because the pronunciation for the tavern songs was meant to be very specific, she had to re-record on a number of occasions.[75] The tavern songs and song sheets were collected into Dragon Age Inquisition: The Bard Songs, which are separate from the digital original soundtrack (OST) included with the game's Deluxe Edition.[76] Due to popular demand, The Bard Songs were made free to download from January 26, 2015, to February 9, 2015, by BioWare,[76] after which they were offered for sale on various digital platforms.[77] Publisher Electronic Arts first announced the game as Dragon Age III: Inquisition in September 2012. It was revealed that Inquisition was a collaboration between BioWare studios in Edmonton and Montreal.[78] The game was initially targeting a late 2013 release date, until it was revealed at E3 2013 it was delayed to late 2014.[79] EA dropped III from the game's title because it was an "all-new chapter inside of the Dragon Age universe", rather than a straightforward follow-up to Dragon Age II.[80] Originally scheduled for release on October 7, 2014, the game was delayed for six weeks as the team needed additional time to polish the game. BioWare confirmed on October 31, 2014, that Inquisition had declared gold, indicating it was being prepared for duplication and release.[81] Electronic Arts released the game on November 18 in North America and November 21 in Europe.[82] The game was not released in India to "avoid a breach of local content laws".[83] EA released Dragon Age Keep, a "companion web experience", which allows players to customize the state of the world before beginning a playthrough of Inquisition.[84] Within Dragon Age Keep, players can access Dragon Age: The Last Court, a companion game developed by Failbetter Games, although EA deactivated it in late 2020.[85] BioWare offered a mini-game titled "Quest for the Red Lyrium Reapers" on the official Dragon Age: Inquisition website, which unlocked red lyrium-themed weapons as promotional rewards upon completion of the mini-game. This was later made available to all players in a "special delivery chest" as of Patch 11 released in October 2015.[86] The Golden Nug statue was introduced in Patch 10 to allow players who already completed at least one playthrough to synchronize their previous collections of collectible items, recipes and schematics.[87] In addition to the standard version, other editions of Inquisition were made available for purchase. The Digital Deluxe Edition and Inquisitor's Editions come bundled with a digital copy of the game's OST as well as multiple in-game bonus items, such as a throne made out of a dragon's skull for Skyhold, mount skins, and the Flames of the Inquisition equipment series.[88] The multiplayer DLC packs Destruction and Dragonslayer were released in December 2014 and May 2015 respectively, and both were available free of charge.[89][90] New playable agents were also added in post-launch patches.[91] The first single-player DLC Jaws of Hakkon was released on March 24, 2015, for PC and Xbox One and May 26, 2015, for PlayStation 3, PlayStation 4, and Xbox 360. It focuses on the previous Inquisition and the fate of the Inquisitor's predecessor, and introduces a new open area called the Frostback Basin.[92] The Black Emporium, released on May 5, 2015, and available free of charge, adds a new vendor that sells exclusive items, and the "Mirror of Transformation", which allow players to change the appearance of their Inquisitor as many times as they want.[93][94] On July 6, 2015, BioWare announced that they intended to cease support for the remaining downloadable content of Inquisition for the seventh generation of video game consoles, though players can transfer their saved games to the newer hardwares.[95] Spoils of the Avvar, which adds new in-game items, schematics, and customization options, was the last content pack released for the PlayStation 3 and Xbox 360 on June 9, 2015,[96] while Spoils of the Qunari was the first content pack released exclusively for the eighth generation of video game consoles on July 22, 2015.[97] The second single-player DLC, The Descent, developed by BioWare's Austin studio, was released on August 11, 2015.[49] It brings the Inquisitor to the Deep Roads, where recurrent earthquakes threaten the worldwide lyrium trade, and potentially Thedas as a whole.[98] The last single-player DLC, Trespasser, was released on September 8, 2015, set two years after the defeat of Corypheus. It expands upon the ending of Inquisition and concludes multiple story threads set up by the main game.[87] EA released a Game of the Year edition of the game, which bundled the base game and all post-launch additional content, on October 6, 2015.[99] ReceptionAggregate scoresAggregatorScoreMetacritic(PC) 85/100[100](PS4) 89/100[101](XONE) 85/100[102]OpenCritic92% recommend[112]Review scoresPublicationScoreDestructoid8.5/10[103]Eurogamer8/10[104]Game Informer9.5/10[105]GameSpot9/10[106]GamesRadar+[107]IGN8.8/10[108]Joystiq[109]PC Gamer (US)87/100[110]Polygon9.5/10[111] Dragon Age: Inquisition received "generally favorable" reviews, according to review aggregator Metacritic.[100][101][102] OpenCritic determined that 92% of critics recommended the game.[113] Many critics regarded it as a significant improvement over Dragon Age II, and helped revitalize the series.[114] Chris Carter of Destructoid liked the new combat system for its successful integration of the fast gameplay in Dragon Age II and the more tactical combat in Origins. In particular, he applauded the return of the tactical view.[103] Polygon's Phillip Kollar agreed, saying that Inquisition "finds the best of both worlds with this system".[111] Writing for Eurogamer, Richard Cobbett believed that the overhauled combat system was not entirely successful, and the repetitive battles disappointed him. He added none of the enemy encounters were tactically interesting.[104] Joe Juba of Game Informer praised the combat as "satisfying" and felt it tasked players to "manage the flow of battle" during tense encounters. However, he criticized the tactical camera for being "unreliable".[105] GameSpot's Kevin VanOrd described the combat system as "fun" and "colorful", though he too lamented the clumsiness of the tactical view, and believed that tactics and strategy were not required in most enemy encounters.[106] GamesRadar's Maxwell McGee praised the expanded customization options and wrote that the combat system was further elevated by the game's vibrant and colorful visuals.[107] Several critics noted the game's technical issues in their reviews.[108][105] Phil Savage of PC Gamer enjoyed the main campaign writing that "each mission is distinct, memorable, and significantly moves the story along". He enjoyed how the game showed the Inquisition's growth as an organisation.[110] Carter appreciated the writing for the companions, singling out Varric and Dorian. However, he felt the script was weak in the early portion of the game, and that the story was "by-the-books fantasy" and "less nuanced than Origins".[103] Cobbett felt the story was uninspiring, though he noted it eventually gained momentum. The portrayal of returning characters whose personalities were completely changed in Inquisition disappointed him.[104] Juba lamented that many important story beats were poorly told, writing that "many of the would-be defining events feel abrupt or poorly explained", but he enjoyed interacting with the game's cast of characters and praised BioWare for reflecting player choices in Origins and II in Inquisition.[105] Vince Ingenito, writing for IGN, also criticized the central plot, calling it "frustratingly vague", saying it "[lacked] the heart and pathos of BioWare's best games".[108] While Cobbett was disappointed that the choices were not as impactful as he had hoped, Joystiq's Alexander Sliwinski wrote many choices were significant and that they brought both immediate and long-lasting impacts. Savage also wrote the main campaign is filled with "tough, world-shifting decisions".[110] VanOrd liked the cast and enjoyed hearing the party banter, calling it "one of Inquisition's highlights". McGee described the characters as "eclectic" and "interesting", but wrote newcomers to the series may feel easily overwhelmed by

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With the release of Dragon Age: Inquisition, EA introduced an online site called The Keep where players could catalogue all their game choices across the franchise, creating colorful tapestries that could then be imported into a new save file in Inquisition. With an abundance of choices throughout the games that dramatically impact Thedas, being able to mold and shape the world state to one's customized preferences alters the canon default and allows the player to pick up in a world they've already influenced and continue shaping that world in future games. With Dragon Age 2, players could import their Origins save on to influence world choice decisions. However, if a player switched between consoles or to PC, those saved choices were lost and the canon world state implemented. The Keep makes it possible for players across multiple consoles to import a world state no matter where those original games were played. Getting Started The first step to using The Keep is creating an account on the official site and launching the sign-in tool. Set up an EA account (formerly Origin) and log in to arrive at the main screen for The Keep. Once logged into The Keep, take a moment to link your Xbox gamertag or PlayStation ID so it appears in the login screen. After these accounts are linked, launching the game on console or PC will prompt an in-game login that connects the accounts to import world saves but before launching the game those world states will need to be set up. PC players can import save data to The Keep, but console players will need to create their world states from scratch. While this seems like a difficult process, it gives players a chance to relive their choices or even alter them to achieve a different outcome than they originally managed. In the left hand toolbar, clicking on World States will launch all imported saves and tapestries that have been created. If there are no imported saves, players can create their own tapestries. To create a new world state, simply click on one of the empty slots and drag it into the central slot at the top. Choosing "Edit In Tapestry" from the right hand side allows users to modify choices from the default world state spanning Origins and Dragon Age 2, allowing players to create their own story. Launching the Tapestry brings up all previous games, and players can edit each of the choices presented. These include companion choices and romances, prologue decisions and all actions taken throughout gameplay. Once all choices have been decided, the world state can be exported to be tracked in Inquisition. When launching Inquisition on PC or console, a prompt will appear asking the player to log into their EA account. Connecting to EA is essential for the game to access world states. Starting a new game walks players through the process of character creation, choosing their race, class and difficulty settings. Once those choices have been made, the game will ask to import a world state from The Keep. An Internet connection is required to do this, so be sure the system is connected. Once the world state has been imported, double-check to make sure the timestamp on your state in The Keep matches the one on the imported save in-game. If the timestamps match, continue into the game and watch as the world state created unfolds in various scenes throughout the game. As the player makes choices during Inquisition, those choices will update in the game's tapestry in The Keep. Each time the game saves through the EA server, important decisions that alter the world state for future Dragon Age games are logged, and the tapestry reflects those choices. Players can then go into The Keep and edit the tapestry if they wish, updating or altering choices to their preference. One of the great things about The Keep is that it not only logs player choices and keeps everything tidy for future games in the franchise, but it displays information about all heroes the player has created, achievements logged during gameplay and explorable world lore. Though BioWare has only released limited information about Dragon Age 4, it is definitely coming. Getting The Keep primed with previous data ensures a world state that reflects a player's personal game canon as they start a new adventure. KEEP READING: Dragon Age: Who Is Corypheus, the Darkspawn Magister? Popular Mods War Table - No WaitingWar Table - No Waiting[www.nexusmods.com] mod by Tahira. Every War Table mission will be completed upon activating, save ones which can Cause Bugs. The "Truth or Dare: A Dangerous Game" mission takes one minute to avoid a known bug.MoreLoot - RemadeThe remake of Dheuster's More Loot Mod[www.nexusmods.com], uploaded by tirnoney, allows players to add overrides to about 200 of the over 400 random loot tables in the game to increase the chances of enemies dropping gold, rare items, crafting items, and schematics. The player can control what specifically they want more drops of.Search Radius IncreasedAnother Inquisition Perk players can pick up from the War Table is Eagle Eyed, a perk that improves the radius size of the search function to point out easy-to-miss loot. The radius size does not improve all that much using this Perk. Created by jerrybullet Search Radius Increased [www.nexusmods.com], Search Radius Increased allows players can decide how much larger they want the search radius to be, either by 50% or 100%. The mod also eliminates the line-of-site requirement, allowing the search feature to pick up items that may be out of reach or behind walls.More BanterBecause relationships are such a huge part of the game, this is easily the best mod, and one fans almost universally love. More Banter[www.nexusmods.com] was created by jerrybullet on Nexus Mods to fix a bug that prevented party banter from triggering while exploring the different areas of Thedas.More Banter ensures the party talks during side quests once every 15 minutes, and any time the player changes their party at camp. With over 5 hours of recorded party banter between every possible combination of characters, players can now hear the relationships between their companions grow and develop.Multiple Romance ModFor a more realistic take on relationships, borglet created the Multiple Romance Mod[www.nexusmods.com]. With it, players can select the characters they may want to flirt with in a game and add them to the Mod Manager. This way, if the player chooses a romantic partner, they can still use the flirt and romance options with the selected character or characters simultaneously, which is typically not allowed.Enhanced Inquisitor SlidersFor a more holistic Inquisitor appearance overhaul, players will want to pick up the Enhanced Character Creation[www.nexusmods.com] mod from kingslayvr. This mod allows players to fully customize the Inquisitor's appearance, including full use of the color wheel for hair, eyebrows, eyelashes, and stubble.More Inquisition LevelsThe More Inquisition Levels[www.nexusmods.com] mod was created by Ghostfish on Nexus Mods and increases possible Inquisition levels to 30. Players will also get up to 34 Perk points, allowing them to unlock every possible Inquisition Perk. This mod will not work with NewInfluenceTable or Ardent Blossom Misc Store.Speed LaunchBoot the game faster than ever, and with benefits!Completely skip the BioWare Logo movieCompletely skip the Save Reminder screenAutologin; You do not need to press start ever again!Offline mode; If you go offline on Origin, you'll still be able to quickly access your saved games!Developer launcher; A "jump to map" feature that allows you to quickly launch any playable level in the game!No More Fog of WarAfter multiple playthroughs, players got tired of having to clear away the fog of war. So... maps are now always clear of it!This mod turns the fog of war completely off for the maps modified. If you uninstall it, maps will revert back to their pre-mod appearance.Choose the FBMOD version, not the DAIMOD version, since we will use Frosty mod manager not DAI mod manager. The same principle should be used for other mods.This mod isn't perfect, but I hope you still find it useful! Dragon Age: Inquisition is such a massive game with a wide-open world for players to explore, a tailor-made story based on branching plotlines decided by the player, and seemingly endless side quests to keep you busy for hours. Because of its branching story path, the game has plenty of replay value and players usually learn from the mistakes they make on their first playthrough to create a better Thedas and a better Inquisitor on the next run. There are a few mistakes that players often make on their first adventure as the Inquisitor; check out a list of the most common ones just below. Updated on August 18, 2021: We've added even more entries for various mistakes that most first-time players make, as well as adding in plenty of handy links to guides that will ensure you don't fall into these pitfalls yourself. They Use A Default World State One of the great things about Inquisition is that it draws on elements of the previous two titles in the Dragon Age series. For those who have played all the games, you'll want your past decisions to echo throughout Thedas, creating some awesome cameos or references to your past lives. You can ensure you customize Thedas your way by using an online tool called Dragon Age Keep to import all your past choices from previous titles or rebuild/change your choices however you want them. There are over 300 choices that can be made and then imported into Inquisition for a past uniquely tailored to you. This does require an EA account. Anyone who doesn't utilize this automatically receives a default world state and this will make the game less personal to them. Players love customizing their own heroes and the better the character customization, the more personal each player can make their Inquisitor. The Inquisition character creator is quite in-depth and saw players recreating well-known characters from other franchises on release. However, many players don't realize that the race and class that they choose will have various consequences in the gameplay. Depending on the race chosen, players receive different racial bonuses: Human: Given one additional ability point. Dwarf: 25 percent damage resistance to Magical Attacks. Elf: 25 percent damage resistance to Ranged Attacks. Qunari: +10 percent Physical Resistance. Additionally, based on your race and background, your conversational options will change as you will be able to bond with certain NPCs over shared heritage or beliefs, while others will have a racial stigma against you. For example, dwarves, elves, Qunari, and even humans if they are mages will immediately lose court favor during the "Wicked Eyes and Wicked Hearts" main quest. Additionally, race and class can dictate the armor you are able to equip; for instance, the Qunari have a special kind of headwear as opposed to the other armor that can be worn by the other races. Inquisition begins with the destruction of the Temple of Sacred Ashes and the death of Divine Justinia V as a result. During the main game's closing scenes, you will see who became the next Divine, but many players don't realize that they actually affect who the next Divine might be by the choices they make throughout the storyline. There are three potential candidates: Leliana, Cassandra, or Vivienne. In fact, when it comes to Leliana, there are two possible outcomes for her path to Divine too. We have a complete guide on how to influence who becomes the next Divine right here. Throughout the game, you will find and meet various characters that you can recruit to the Inquisition, gaining them as "agents" that work under Cullen, Leliana, or Josephine. This helps reduce the amount of time it takes each of your advisors to complete war table operations. However, it's all too easy to miss out on agents by not making the correct choice, failing to complete required sidequests, or not having the right party members with you. We have a complete guide on all agents right here. As with any RPG, it's wise to keep a whole range of save files that encompass your playthrough and this is especially true of Inquisition. Many of the choices you make will have consequences, but they're not always immediately obvious. Being able to reload a save file so that you can fix your poor decision can be a godsend. They are numerous elements that you can accidentally lock yourself out of, such as gaining certain agents, achievements/trophies, or important story decisions. Being able to have a do-over is definitely handy. dragon age inquisition scout harding Granted, it's not a real romance like the other relationships that you can have and is more of a pseudo one instead, but there is definitely wiggle room to romance one of the more prominent side characters — Scout Harding. It's tricky to do as you have to shut yourself off from other romances, pick particular options, and then eventually confess your feelings. However, we do have a guide right here on how to romance this fan favorite. Rather frustratingly, your romance with Harding won't seem as clear-cut until you play the Trespasser DLC, in which your relationship status is properly clarified. While it's all too easy to pick your favorite companions and have them at your side throughout your entire playthrough, it's wiser and more beneficial to mix them up on occasion. Having certain characters in your party during specific side quests or main quests can help you as they will open up dialogue choices unique to their race, background, or class. For example, when trying to recruit the human mage Ellendra to join the Inquisition as an agent, this is only possible if your character is a human mage, has the Acane Knowledge Perk, or you have Vivienne in your party, as she is a human mage too. Knowing your NPC audience and playing to your strengths is a great help. Additionally, mixing up your companions can also save you losing face with them. If you know you're going to do something that will annoy a certain companion, don't bring them along so you don't lose approval with them. However, this only works with side quests and not main quests, as any major plot-related decision will always affect all companion approval ratings regardless of who is in your party. Once you've unlocked Skyhold, sitting on the throne in the main hall will allow you to decide the fate of any characters the Inquisition has arrested. Many players forget about this feature or don't use it at all, which is a shame as there are multiple characters you can sentence throughout your playthrough (some of which can be quite funny) and you can earn different things depending on your choices. Sometimes you can gain new agents, other times you unlock new war table operations, as well as unlocking new thrones, and approval responses. We have a complete guide on Sit in Judgment right here. Though this is only an optional side quest that doesn't really impact the story, this is often a sticking point with players as they want to save everyone to prove they are the hero the game expects them to be. During the "In Your Heart Shall Burn" main quest, a side quest called "Evacuate Haven" will appear, asking the player to save seven Haven townspeople in total. If the player does not help them quickly enough then they will die and will no longer appear in the game. As stated before, this doesn't really impact the game as even the merchants you save will no longer be merchants in Skyhold, having been replaced. However, saving them will reward you with 128 XP and 80 Influence for each person saved, and that's quite a decent reason to help them. Near the beginning of the game, players must decide whether to align themselves with either the mages or the templars, and whichever they choose results in the other becoming their enemy. For example, siding with the templars will result in the Inquisition clashing with the Venatori mages led by Calpernia, and siding with the mages will result in the Inquisition having to fight with the Red Templars led by Samson. You'll have to fight the forces of your enemy throughout the game, but during the main quest "What Pride Had Wrought", you'll have to take on their leader at the Temple of Mythal. A lot of players run into this headfirst and don't utilize the Nemesis side quests that can make the final battle with Calpernia/Samson a lot easier. Completing Cullen's side quest "Before the Dawn" will help you to uncover a secret to Samson's armor that will make him a lot easier to destroy. On the other hand, Leliana's side quest "Under Her Skin" will allow you to dig up some dirt on Calpernia and you can avoid battling her entirely. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Welcome to another modding tutorial! Today we’re going to do a Frosty Installation guide. As a fair warning, this tutorial is going to go step-by-step into modding, so it’s as beginner friendly as possible. I also have a detailed video you can watch to follow along as well.This method should work on all Frosty modded games, including Dragon Age: Inquisition and Mass Effect: Andromeda!You’ll need a few things before we get started modding for the game. The first is some kind of compressed file opening program, as you’ll run into both .rar and .zip files while modding this game. I personally suggest using 7-Zip as it’s free and easy to use.You’ll also need to create a ‘Frosty Mod Manager’ folder to install your mod manager too. I’d suggest installing it somewhere easy to find and not in your game folder.Now it’s time to download the mod manager! You can find it either on the Frosty Tool Suite website or on GitHub. I’ll leave a link for both in the description box. It’s worth noting that you might want to check both locations before downloading to make sure you’re getting the most up to date version of Frosty!Once that’s downloaded, open up the compressed file, and drag and drop your files into your ‘Frosty Mod Manager’ folder. Then open up the FrostyModManager.exe file to run it. If you run into a ‘Windows protected your PC’ pop up, select ‘more info’ and then ‘run anyway’.You’ll pull up, at this point, a blank window with a few options in the bottom. You can either hit ‘scan for games’ to let Frosty Mod Manager automatically find your games, OR, you can select ‘new’. If you opt to hit ‘new’ to manually find your game, and you aren’t sure of your game’s file path, there’s a few different ways to find it.If you’re on Steam, you can right click the game, go to manage, then browse local files, and it should pop up the game folder. To make it even easier, you can highlight the address bar at the top and hit ctrl+c to copy it, then highlight the address bar in the mod manager window and press ctrl+v to paste it, then hit enter. It will then bring you to the game folder, where you can select the game’s exe and select open.For Origin, EA’s old gaming client, the best way is to go to the top of the program, hit ‘Origin’, then ‘Application Settings’. From there you’ll have an option for installs & saves, which should give you the game library location. Navigate to that in the mod manager and then select your game folder of choice, and the game’s exe should be in there!If you’re using the new EA gaming client, EA App, look in the upper right corner of the game in the ‘My Collection’ section, click the three dots, then hit view properties, and it’ll give you the install location. Alternatively, in the ‘Installed Games’ section you can select the game, and then ‘manage’, then select view properties to get the game location. You can then hit the browse option, use ctrl+c to copy the pathway link in the address bar, then use ctrl+v to paste it in the address bar of the mod manager window and hit enter. Then select the game’s exe and hit open.Once that’s done, click on the game of your choice, then press ‘select’ in the bottom right corner to open the mod manager. The first time you load into the mod manager it’ll need to load some data. Fair warning, this can take a few minutes to do!Now that Frosty is set up, it’s time to install mods! Download your mod or mods of choice. I’d suggest starting with one mod that’s easy to see if it’s correctly installed or not, for proof that everything works.You can first try to drag and drop the mod as downloaded into your Frosty Mod Manager. I’ve recently found that this seems to be working less and less, and is often the reason you might get an “unhandled exception” error when adding a mod. Instead, you can uncompress the mod file using your program of choice (such as 7-Zip or WinRAR), drag and drop the file that’s inside somewhere like an empty folder or your downloads folder, and then drag and drop that file into the mod manager. From there, you should now see it showing in the Available Mods window on the left-hand side.Once the mod is viewable, double click it. It should now be showing in the Applied Mods section on the right-hand side. Ensure that the mod is checked off, and, when you’re ready, hit the ‘launch’ button in the upper left-hand portion of the window. From there, Frosty should launch into the game. An additional window will pop up to show it’s running, and you might even get an additional window asking for permission; grant it and then you should load into the game. Now you should be all set to see if your mod was successfully applied to your game! Please note that depending on the mods and amount of them you’re using it can sometimes take a few minutes for Frosty to launch your game.To uninstall your mod, simply either uncheck it in the Applied Mods section or, while it’s selected, hit the ‘x’ option at the top to remove from your load order but NOT your mod manager. If you’d like to delete the mod from the mod manager all together, in the Available Mods section on the left-hand side, select it, and, closer to the top, hit the ‘remove mod’ option.Please note: every time you use Frosty, you have to launch the game from Frosty Mod Manager or your mods won’t appear in game. I’ve also found that it works better overall if I make sure either Origin, EA App, or Steam is loaded into prior to hitting the launch button. Also, it’s worth noting, that if the mod manager has issues loading, make sure to try it in administrator mod by right clicking FrostyModManager.exe, and selecting run as administrator.1.) Sometimes, a way to get Frosty “unstuck” if it won’t load into a game, is to go into your game folder and delete the ‘mod data’ folder. Frosty will create a new Mod Data folder, as it’s needed to run it, but it acts as more of a refresh and can sometimes snap it into working if you’re having issues.2.) If you’ve installed any kind of hair mod or texture based mod, and it’s only showing up in certain cases, you’ll need to make sure your meshes are set to ultra in the game’s graphics settings, as that usually fixes the issue!3.) Load order is only important if you have two mods doing the same thing and want one to take priority over the other. In that case, select the mod (but don’t uncheck it) and use the two arrows at the top of the mod manager to move them to your spot of choice. The general rule of thumb is that mods that are at the bottom of your list are loaded in last, so they’ll actually take priority (i.e. overwrite your other mods).4.) I’d also highly suggest backing up your patch folder now somewhere safe. That way if you decide to do both Frosty & DAI Modding in the future or just need a fresh patch folder you’re all set! Patch folder location can vary from game to game for DAI it’s located in the game folder, inside the “update” folder.5.) If you’re using the new EA App or Steam and Frosty Mod Manager isn’t launching correctly into the game, or your mods aren’t showing make sure your launch platform is set correctly. If you’re just using EA App, then switch it to EA App, if you’re using steam try either steam or EA App and see which will work for you — I’d suggest starting with EA App as most people have had better luck with that. In order to do this, go to Tools in the upper bar, then select Options, then the Launch Option Tab. Enable Platform Launching and set the Platform to the one you need, then hit save. If you mod multiple Frosty games note that you’ll have to do this for each of them.6.) If you load into a game and you’re finding it’s taking forever on the “waiting for platform or game ” part, I’d suggest closing out of that window specifically to cancel the launch, then re-launching. I’ve found that it loads in no problem after. If however, it won’t cancel the launch, close out of frosty all together, then try again — I have had this take me a few tries occasionally!7.) If you find an unhandled exception error when switching games just re launch the mod manager and it should fix it for you. One way to avoid it is if you’re modding for two frosty games, close out of the mod manager and then switch to a new game after relaunching it!8.) You can also try installing .DAI mods into Frosty when modding Dragon Age: Inquisition — it can be hit or miss if it works, depending on the mod, but it is worth trying. However, it’s worth noting how finicky it can be, so just keep that in mind. The mod may not work, or it could cause other strange issues.Last thing I’d like to

for the new drama starring Madelyn Cline and KJ Apa. The Last of Us picks up more than a dozen Emmy Award nominations, including Best Actress, Best Actor, and most importantly Best Drama. DC Comics is packed with excellent stories, but some of the most hyped-up tales are actually not nearly as good as many readers think. While the Pokemon anime may have left Ash as a world champion, it didn't resolve every mystery he was involved with. These 2000s video game failures found second lives as cult classics thanks to their bold ideas and lasting fan devotion. A rare piece of draft artwork by Akira Toriyama from The Cell Saga features the Earth's most powerful fighters. Dragon Ball Super made Broly seem like a big deal, only to instantly sideline him. Page 11 Guy Ritchie's heist movie starring John Krasinski and Natalie Portman is quietly dominating the streaming charts in 80 countries. The 2010s introduced some of anime's most cracked characters of all time. Criminal Minds: Evolution has set a new standard for hte genre, but a Kevin Bacon show helped to make it such an instant hit. James Gunn's Superman is finally in theaters, leaving audiences with plenty of questions about the future of the Man of Steel and the DCU. Glenn Powell starred in a sequel to a hit 1990s disaster movie that was even better than the original, and it's now dominating the streaming charts. Some sitcoms still stand the test of time, while others, no matter how popular, are difficult to rewatch even today. Following The Last of Us' Emmy nomination announcement, the series gets a major update on its future. Scream and A Nightmare on Elm Street director Wes Craven made one of the most underrated thrillers, starring Rachel McAdams and Cillian Murphy. Charles M. Schulz's Peanuts features so many quote-worthy moments, that perfectly demonstrate why the comic strip has stood the test of time. Ian Somerhalder is most famous for his time on The Vampire Diaries, but there's another vampire show he's in that fans will love. While anime series like Air and Flowers of Evil are phenomenal, their artwork is not always viewed as accessible by some fans. I Know What You Did Last Summer Returning I Know What You Did Last Summer star Jennifer Love Hewitt makes a big promise about how the upcoming reboot will end. As someone who enjoyed what Neon brought the horror genre with Longlegs, I can't wait to see what they do next when Together finally hits theaters. Sean Connery did a multitude of James Bond movies, but only one of them stands above the rest as Connery's favorite Bond film. Mushoku Tensei Season 3 gets an accidental update, with its release window revealed in a new financial report by official producer Toho Animation. Battlestar Galactica was a gritty, politically charged, and deeply human drama that just happened to be set in space. The most iconic kaiju of all time has just been unleashed by the Fantastic Four's most underrated enemy in Godzilla Destroys the Marvel Universe. While fans were sad to see Henry Cavill leave the DCEU, James Gunn could have brought him back with a tongue-in-cheek role that paid off his history. The death of a major character means that 9-1-1 will never be the same again. The critically acclaimed series has the most Emmy nods of any drama, overcoming other Apple TV+ and HBO Max hits. Page 12 Michael Douglas' most deranged role gets reimagined with a comedic twist. Though clearly inspired by Sailor Moon, the anime included on this list are remarkably unique and noteworthy in their own rights. Directors pick up all kinds of new skills while working on sets. For Ryan Coogler, one major Marvel movie taught him how to swim. The Pitt star and executive producer Noah Wyle is breaking his silence about Tracy Ifeachor's surprising exit from the HBO Max show ahead of Season 2. Zack Snyder reveals what happened with his planned third installment of the Rebel Moon movie series. DC Studios co-CEO James Gunn opens up about when the DCU's Endgame-style narrative will be revealed to the masses. Frieren: Beyond Journey's End Frieren: Beyond Journey's End has revealed the release date for its long-awaited return, following the series' sudden hiatus in January. Online multiplayer games like Marvel Rivals, Minecraft, Fortnite, and Final Fantasy XIV let players from different consoles and PC play together. Insiders with insight into the ongoing South Park dilemma explain where Skydance and Paramount are in terms of reaching an agreement. Star Trek: Strange New Worlds Star Trek: Strange New Worlds Season 5 will include Paul Wesley's James T. Kirk as a Starfleet captain, but not in the way fans might expect. Solo Leveling has become a series anime fans generally view as "shallow, mindless fun" - but its storyline is actually better than many acknowledge. Ariana Grande is teaming back up with Wicked director Jon M. Chu to bring to life one of Dr. Seuss' most beloved stories. Move over, Gachiakuta, this battle shonen is the real anime of the summer. Seth Rogen's critically acclaimed Apple TV+ series The Studio just set a record at the Emmy Awards -- and beat fan-favorite Ted Lasso in the process. That Time I Got Reincarnated as a Slime Reincarnated as a Slime fans get an exciting update and teaser trailer for the franchise's new anime movie, Tears of the Azure Sea. Squid Game fans get surprising news about the show's presence at the Emmys. Guy Gardner has historically served a specific role in Superman comics over the years, and James Gunn nailed that role in the new Superman film Fullmetal Alchemist: Brotherhood Anime like Tokyo Ghoul and Deadman Wonderland stumbled the first time around, but a faithful, high-quality reboot could fix everything. Detectives These Days Are Crazy! Detectives These Days Are Crazy! Episode 3 is the anime's first major misstep, as it squanders the grand entrances of two new characters. Based on Arash Amel's graphic novels of the same name, Butterfly promises a character-driven spy thriller with six action-packed episodes. Page 13 Kathy Bates is setting records at 77 years old. Fans get a whole new sneak peek at and trailer for the upcoming Rebel Moon prequel comic book series, Rebel Moon: Nemesis, from Titan Comics. A forgotten Jamie Foxx movie from the filmmaker behind the Netflix sci-fi series Dark has found a new and much bigger audience thanks to streaming. Against all odds and anime tropes, couples like Inuyasha and Kagome, and Nagisa and Tomoya made it work, giving fans real closure. Harrison Ford's career is still thriving. Star Trek: Strange New Worlds If all goes to plan, a new Star Trek series will be on the way soon. Mark Gatiss's new show shares some DNA with Sherlock, but it takes its main character to a place Sherlock Holmes never went. Blue Beetle actor Xolo Maridueña offers an exciting new update about his character's upcoming DCU animated series. A big update has been revealed for the long-gestating revival of the beloved sitcom. This 2023 survival horror movie is one of the most underrated thrillers released in the last five years, and fans can watch it on Shudder now. While sitcoms are mostly populated by adults, some of the best characters happen to be children. From Dewey to Urkel, here are some of the best. Tom Cruise's Oscar winner Top Gun: Maverick has been dethroned on streaming by an unknown action movie starring an Oscar-winning actor. One of the best and most highly sought after Mobile Suit Gundam model kits is getting a limited restock. The Matrix is one of the greatest sci-fi movies of all time, but its 1999 release completely stepped on this underrated David Cronenberg sci-fi flick. HBO Max has a lot to celebrate after its recent makeover. This 2024 dark comedy romance won five Oscars during the 2025 awards season. While recent romance anime releases are known for their stellar writing, nostalgic romances are classics worth revisiting, as well. Despite being a sequel spinoff to WandaVision, Marvel Television's Agatha All Along was unable to replicate its predecessor's Emmy success. EXCLUSIVE: A new BTS clip breaks down the BASE-jumping scene in M3GAN 2.0. Only Murders In The Building After each earning an Emmy nomination last year, only one of Only Murders in the Building's main three stars gets a nod this year. Page 14 One of the most unexpected remakes of the past two decades is tearing through the competition on the Amazon Prime streaming charts. In a CBR review of Krypto: The Last Dog of Krypton #1, see how DC's goodest boy ever received a brand-new origin story DC Studios' acclaimed drama series The Penguin racks up far more Emmy nominations than all but one competitor. With iconic movies like Furiosa, 1917, and Dune: Part Two on Netflix, subscribers will have no trouble finding a good watch. The best Yellowstone spinoff from Taylor Sheridan, which fans were sad to see come to an end, is now a PVOD hit. Your Friends and Neighbors Your Friends & Neighbors starring Jon Hamm is officially a streaming sensation ahead of the release of its hotly-anticipated second season. The Duttons have a long history of finding trouble and finding themselves out of it, evident through multiple flashbacks on Yellowstone. Edi Gathegi was delighted with one short Superman scene in particular. Before his run as Captain America, Mackie starred in this forgotten sci-fi film that's climbing the streaming charts. Hello Kitty and her iconic friends have been given the tropical treatment multiple times over in a trio of brand-new releases from Sanrio. Superman sees multiple fan-favorite scenes cut from overseas markets thanks to international censorship boards and standards. The Hot Fuzz actor will have a new take on Rubeus Hagrid, the Groundkeeper at Hogwarts. A popular crime novel series is finally getting the TV adaptation treatment. A Matthew McConaughey legal thriller that has a sneaky in-universe connection to Bosch is finding new success on streaming. The David Ayer-directed action film has become a sleeper hit. Nathan Fillion talks about how he landed a larger role in the MCU after appearing in a deleted scene in Ryan Reynold's Deadpool. With a new entry out in theaters, the Jurassic Park franchise is extremely popular on PVOD, as well. Jim Shooter had quit working in comics soon after graduating from high school, but a visit from some Legion of Super-Heroes fans changed comic history The clip sees the Superdog looking very guilty after getting busted. Mortals in The Lord of the Rings were doomed to one day die, and those who tried to fight their fate only made things worse for themselves. Page 15 Gunn took inspiration from one of his favorite films and with good reason. Continuing the celebration of Gundam's 45th anniversary, the spiritual successor to Gundam Wing is crossing over with famed Vocaloid Hatsune Miku. The polarizing film will get a second chance at life on streaming with its move to Netflix. Cowboy Bebop's absolutely breathtaking finale is the greatest anime ending of all time. One of the most impactful times for Calvin and Hobbes is the start of summer, which means more freedom and fun for the adventurous duo. The identity of Blackbeard's father sends shockwaves through the fandom, raising new questions about his powers and motivations. It’s official: the Dragon Ball Super manga is not coming back for at least the rest of 2025, but it could mean new hope for the anime series. Amazon's Citadel replacement series gets an exciting trailer. Before Ballard, Maggie Q led Nikita a bold, underrated action series that redefined the genre with grit, heart and ahead-of-its-time storytelling. The original Red Ribbon Army was filled with iconic villains, and most met a grisly end. Scream is one of the most influential horror movies, and other films, such as Leslie Vernon and Thanksgiving, follow in the slasher's footsteps. Spike was introduced as a villain in Buffy the Vampire Slayer, but his redemption arc led to an unexpected relationship with Buffy. These binge-worthy shows from the past decade are critically acclaimed, emotionally resonant, and ready to stream across major platforms. These seinen anime all have more than enough romance to keep fans entertained. Tom Hardy's passion project is a must-watch for fans of his latest crime-drama series Mobland. Brilliant Minds adds a former Criminal Minds star to its already star-studded cast ahead of the hit medical drama's second season. ABC's High Potential is well named because this new show has everything it takes to be a great procedural that could go the distance. These slithering serpents have some of Yu-Gi-Oh's most intriguing mechanics Dragon Ball Daima gave Goku a new voice actor, but what was the change made? Dominique Thorne discusses the level of secrecy behind Ironheart's final supernatural twist and why Riri Williams ultimately takes Mephisto's deal. Page 16 Fans of Kiki's Delivery Service can show off their favorite anime this summer with a brand-new line of denim from Studio Ghibli's official store. Superman is the latest DC film from James Gunn to deliver a warm reception, something the franchise has struggled with in recent years. Guillermo del Toro's 2006 dark fantasy masterpiece has stood the test of time; however, a sequel to the film has yet to be made. Rick and Morty is about to bring back a long-lost fan-favorite character more than a decade after the last time he was seen on television. For those in need of a short neo-Western series to watch over the weekend, look no further than the George R. R. Martin produced series Dark Winds. Chainsaw Man - The Movie: Reze Arc In an exclusive interview with CBR, MAPPA execs discuss upcoming Chainsaw Man – The Movie: Reze Arc, Denji's love life, and pressure to top Season 1. The so-called "weak" Dragon Ball characters throughout the series would probe to be god-tier in another series. High Potential adds a fan-favorite ER star to its ever-expanding cast for the breakout hit procedural series' upcoming second season. Bruce Willis has an underrated action buddy-cop mystery movie from the early '90s that is just as great as Die Hard, and fans need to watch it. Fantasy books can make for fantastic movies, but some of them are so good that movies and television could never do them justice. Destiny 2's Edge of Fate expansion is about to launch and brings a new era for Destiny. There are some last minute preparations players should do. This Daily Planet reporter gained superpowers in All-Star Superman. The original eight summons of the Final Fantasy franchise debuted in Final Fantasy 3, but a ninth one was planned but never made it into the game. Young Vegeta and young Piccolo look dramatically different in Dragon Ball DAIMA, but why were they changed? New information in a Peacemaker trailer placed ahead of Superman screenings reveals how season 2 might intertwine with the older DC universe. The first-ever physical Dragon Ball store has been announced to open in celebration of the hit manga & anime series' 40-year anniversary. Indiana Jones has been a beloved character since his 1981 debut in Raiders of the Lost Ark, although some of the hero’s actions don’t always add up. Dragon Ball is full of entertaining sagas that culminate in suspenseful showdowns, but some of these storylines are deeper than they get credit for. An unexpected enemy furthered the growing divide between Wolverine and Cyclops that led to a devastating and lasting split in the X-Men: Schism event. Stephen King is the king of the horror genre and gave his seal of approval to one of the scariest haunted house movies, The Legend of Hell House. Page 17 Some creatures don't need to be fancy to get the job done The Morphin' Masters are a key part of Power Rangers that have become so powerful they've even changed the lore more than a few times. Against all odds and logic, weak shōnen leads like Jonathan Joestar and Kazuma Satou keep pulling off last-second victories. Ratatouille's Patton Oswalt addresses the possibility of returning for a live-action version of the Disney-Pixar classic. While James Cameron is most known for Terminator, the Titanic, Aliens and Avatar, one of his forgotten films, The Abyss, only works with one version. Sarah Jessica Parker offers an optimistic update on Hocus Pocus 3, confirming that the cast have talked to Disney about returning for another movie. Negan may be an iconic villain in The Walking Dead, but his most vile role came from a largely forgotten movie that challenges his TV outings. Star Trek: Strange New Worlds Fans get a sneak peek at Season 3 of Paramount+'s Star Trek: Strange New Worlds. James Gunn's Superman dived deep into the comics for some of the DCU debut's best moments, and fans can check out these comics to keep the fun going. Prepare to see the Yoga Flame in action on the big screen. Solo: A Star Wars Story subtly recontextualized a conversation between Han Solo and Leia Organa in Star Wars: Episode IV - A New Hope. The 1960s is the golden era for retro style cartoons. Even today, many of the colorful animated shows are still funny and adventurous. Matt Reeves revealed an interesting horror influence behind the DC Comics film that also influenced the design of one of The Batman's best elements. The Dark Knight trilogy celebrates its 20th anniversary this summer with a special offer that fans of Christopher Nolan's films will enjoy. Ridley Scott is no stranger to excellent sci-fi, and this 2015 Matt Damon film is one of his very best in the genre. Many of Solo Leveling's most popular A-Rank Hunters deserved a much larger feature in the anime. Not every four-panel comic strip is going to use words in every strip, and Calvin and Hobbes has quite a few speechless comics that are excellent. Donnie Wahlberg in Blue Bloods remains an iconic role, but he also starred in an equally impressive series that, unfortunately, was canceled too soon. Marvel Comics has just confirmed exactly why one Predator is more terrifying than the rest, and why the others will stop at nothing to put him down. Kaiju No.8 may be great at fighting other enemies of its kind, but there are monsters from other anime that can drag him through the mud. Page 18 The very raw look of the boot camp is what sets Stanley Kubrick's Full Metal Jacket apart from other films on the Vietnam War. As Tyler Perry's Madea Destination Wedding enjoys chart-topping success, another recent entry from the award-winning director sparks renewed interest. Dandadan has been awarded a perfect 100% RT score by fans as it surges on streaming. This week, catch brand-new episodes of Bob's Burgers, Family Guy, American Ninja Warrior, Sullivan's Crossing, and It's Always Sunny In Philadelphia. The Walking Dead: Dead City The Season 2 finale of The Walking Dead: Dead City left fans in a difficult state, and, in hindsight, it makes sense that some are giving up. Demon Slayer: Kimetsu no Yaiba The Twelve Demon Moons were among the most powerful foes in Demon Slayer, but they all were eventually defeated. Here's how. Star Trek: Strange New Worlds Star Trek: Strange New Worlds returns for its third season this week on Paramount+. The Naked Gun's suggestive popcorn bucket also pays homage to the original film with Leslie Nielsen. Dragon Ball fans love to argue, but there comes a time when a subject has been debated to death. A new report offers the first plot and character details for the DCU movie, Clayface, as well as a surprising connection to Matt Reeves' The Batman. James Gunn loves this movie - and it's similar in many ways to Superman. Anime titles have become longer and longer over the years, with many requiring nicknames, like Watamote and Anohana. Law & Order franchise star Chris Meloni is heading to Netflix for his next movie role, joined by several other new cast members. Supernatural redefined horror and fantasy TV, but there's another underrated fantasy series that's a perfect replacement for the beloved show. A G.I. Joe prequel starring James Bond contender Henry Golding has a second chance at success when it debuts on streaming later this month. Cowboy Bebop has a fantastic, arguably perfect, dub. As a result, fans have passed around the idea that even Shinichiro Watanabe prefers it. Oscar-winning actor Lupita Nyong'o's smash animated hit featuring another Marvel Cinematic Universe star gets another theatrical run. While some DnD 5e magic items are limited by the attunement mechanic, there are plenty of powerful items that don't require attunement. The New Avengers' next biggest problem just so happens to be the most influential super team in the Marvel Universe, and they are worse than ever. Studio Ghibli's produces stellar anime films, such as Spirited Away and Princess Mononoke, with complex female leads with diverse personalities. Page 19 Miraculous: Tales of Ladybug & Cat Noir Miraculous fans are getting the chance to meet the stars and glimpse the future of their favorite series during San Diego Comic-Con. A departing Law & Order: SVU series regular is jumping from NBC to CBS to star in a different Dick Wolf-created procedural drama series. Sesame Workshop has issued an apology after vulgarity-laced antisemitic posts were shared on Elmo's X account. Nintendo and Universal have registered a copyright that hints at a major motion picture in development starring one of gaming's biggest icons. The MCU has made many of its stars household names over the years, but there are still many famous actors who most fans forgot were ever in the MCU. One of the standout Deadpool & Wolverine variants was Nathan Fillion's Headpool. Takopi's Original Sin deals with heavy themes, and other anime such as Made in Abyss and Neon Genesis Evangelion could be great for its fans. Z-O-M-B-I-E-S 4: Dawn of the Vampires An underrated zombie franchise is back on the streaming charts following the release of its latest installment. It's Always Sunny in Philadelphia For fans of It's Always Sunny, these other sitcoms will also do a great job in serving up smiles while you wait for the newest seasons. Star Trek: Strange New Worlds The actor is preparing to put a new spin on a classic Star Trek character. Gary Cooper's High Noon is a beloved Western, but John Wayne saw the film in a much different light than the general public did. One of Dragon Ball's most beloved but forgotten characters finally has her mysterious absence explained by the official voice actor herself. Johnson sees renewed interest in his ill-fated holiday comedy film following its critical and commercial struggles. Ncuti Gatwa shocked fans when he stepped down from the role of the Doctor. My Hero Academia has countless villains with unique quirks that they can easily use to save thousands of lives, had they decided to become heroes. The Fantastic Four: First Steps Fans on social media can't get enough of Galactus' immense aura as it is seen in a new clip from The Fantastic Four: First Steps. There have been some major rumors circulating about Tracy Ifeachor not returning for Season 2 of The Pitt. The notoriously litigious Nintendo has found its next victim: a website that was selling pirated Switch 2 games. John Wayne and Clint Eastwood are arguably the two greatest Western actors of all time, but a rift between them kept the duo from working together. The highly underrated fantasy horror was a major critical and commercial disappointment. Page 20 The cast continues to expand for Prime Video's upcoming Viking drama Bloodaxe. The sci-fi series has been a major hit with the critics. In a CBR review of Absolute Superman #9, see the Man of Steel gain a power boost from an unlikely source as he teams up with the Omega Men When Lost ended Season 1 with a massive cliffhanger it angered fans but also made them love the show even more. The Harry Potter TV show has received an exciting update. While Dandadan already has had some dark twists and turns, these fan theories show that Momo and Okarun's futures could go even darker. Sanrio's Hello Kitty gets a transformation for summer 2025 that sees her trademark red bow and accents traded in for a more 'refreshing' color scheme. One of the most controversial superhero films climbs up the streaming charts, further sparking debate about its legacy. A look back to 2015, when Marvel launched what turned out to be sort of a precursor to the hit TV series, X-Men '97, with X-Men '92! Despite just hitting theaters last Friday, Superman writer-director James Gunn is already teasing a sequel to the first DCU blockbuster. The movie received negative reviews from both critics and the audience, but that didn't stop it from becoming a worldwide streaming hit. Spider-Man: Brand New Day Holland offers some insight into Spider-Man: Brand New Day's filming, saying fans will be "over the moon." Though Aragorn was descended from the first King of Gondor, a different member of the Fellowship had much more in common with Isildur. With Superman's impressive box office success, DC Studios is already looking to the next decade of superhero projects. Todd Harris explains the inspiration behind Marvel Studios' upcoming animated series. Gunn explains how Cooper ended up playing an important role in the DCU movie. Learn the surprisingly weird history of how Metropolis came to be located in Delaware, and see the iconic Marvel creator who was behind it all! In a CBR review of Amazing Spider-Man #7, Spider-Man meets Hellgate, who is either a scary villain, or an even scarier ally Demon Slayer: Kimetsu no Yaiba Infinity Castle Demon Slayer's first Infinity Castle anime movie is poised to break Mugen Train's record after world premiere tickets sell out in mere minutes. The third season of The Gilded Age has been mocking a historical movement, and its being very wrongheaded in its approach Page 21 This 1989 horror comedy starring Nicolas Cage is a bizarre cult classic that shaped his wildest roles—and inspired a vampire legacy years later. Despite the overwhelming success of KPop Demon Hunters!, it would be a shame to see the film adapted to live-action. These broody anime are an absolute blast to watch from beginning to end. With canon continuing to be a messy debate for Dragon Ball fans, it's common knowledge that these antagonists are the ones fans want to be canon. Krysten Ritter discusses the challenges of keeping Jessica Jones' Daredevil: Born Again comeback a secret. Jared Padalecki may be most famous for his role on Supernatural, but his best TV role is in another unlikely but beloved series. Action Comics is the most legendary ongoing superhero comic, and it's given readers around the world many of Superman's best comic stories. Star Wars: The Last Jedi director Rian Johnson explains how far along his canceled Star Wars trilogy got during its short development period. Although these anime characters aren't powerhouses, they're all capable of besting One Piece's Roronoa Zoro in a fight. Reign of Fire remains one of Christian Bale's strangest films, but it's also one of the most underappreciated dark fantasies ever made. From purgatory to redemption and terrible parents, there are plenty of problematic things in Supernatural that have clearly not aged well. Here's one thing fans can expect from Gunn's DCU strategy. Jurassic World Rebirth star Jonathan Bailey recalls Jeff Goldblum's reaction to his casting and the Hollywood icon's best advice. The Evil Eye has finally made his appearance, so fans need to be ready to watch the third episode of this amazing anime. Ironheart introduces a brand-new character to the Marvel Cinematic Universe who just might be what it takes to revive this long-delayed movie. Surprisingly, Pokémon and Godzilla have quite a few things in common. Many Pokémon actually look like the kaiju in Godzilla movies. Characters like Nezuko and Kuwabara might not be the main characters, but their loyalty, grit and heart stole the spotlight anyway. Hermione Granger can sometimes lay it on thick with her cleverness, but this can lead to entertaining moments, both funny and insightful. The Dark Brotherhood is widely known as one of the Elder Scrolls series' best questlines, but which game has the best version of this story? Some Justice League members, like Doctor Fate, need makeovers that will put them back into the spotlight. Page 22 Characters like Bell Cranel and Subaru Natsuki have got heart and grit, but a terrible win rate. These heroes just can’t catch a break. HBO's Game of Thrones explored many major moments from the books, but one major moment was cut from the series, and it made no sense. Continuing to go from strength to strength, Quentin Tarantino managed to provide a fresh take on the Western genre with Django Unchained. Smallville is a definitive era of Superman storytelling, but the show's biggest mistake inspired improvements in every live-action project after. During a crucial resurgence of the Western genre in the 1990s, Clint Eastwood made his masterpiece and it changed the genre forever. Dragon Ball Super's Tournament of Power has astronomical stakes, but its events play out quite differently in its anime and manga adaptations. While Spider-Man: The Animated Series adapted several storylines and characters for the show, there were a few glaring omissions kept from the show. A major Star Trek actor is currently leading NBC's House replacement show, and it is exciting that the upcoming Season 2 premiere is almost here. There's a reason so many people love the Persona franchise, as it goes some far out places that no other JRPG series will ever dare to tread. In the world of politics and royalty, there are a ton of morally gray characters in The Apothecary Diaries that serve an important purpose. Goku and Vegeta’s long-held rivalry has received a new chapter with a new piece of official Dragon Ball Super art portraying their strongest forms. From terrifying zombies to harmful spirits lurking in the shadows, horror anime covers all sorts terrors that exist in the world. Your Friends and Neighbors This tense series channels Fargo's blend of unease and moral unraveling through striking visuals and haunting sound design. One of horror's most controversial films that James Gunn couldn't stomach is easier to watch than ever. EXCLUSIVE: Captain Nemo shares more details about his past in a clip from the newest episode of Nautilus. Robert Rodriguez’s science fiction horror film failed commercially but earned a cult following by honoring other classics of the genre. Many cartoonists reuse jokes, but few do so as well as Gary Larson in The Far Side thanks to his subtle alterations and creative twists. Dragon Ball is full of unforgettable fights, but there are also some astounding showdowns that are finished before they even get started! Apple TV isn't afraid to take risks, and its latest sci-fi venture may be the streamer's most risky endeavor yet. Dragon Ball is full of eclectic characters, some of whom know how to effortlessly turn on the charm like it's a Super Saiyan transformation. Page 23 The Midsommar actor has horror taste that is beyond reproach when it comes to this classic. Attack on Titan isn't as hard to watch correctly as other long-running anime, but it can get confusing. While James Gunn's Superman movie embraces many comic book conventions, Jor-El and Lara Lor-Van go in a much different direction and it works. Castiel is a mainstay character in Supernatural, but after watching this crime thriller, I can't see the character the same ever again. The Fire Emblem has changed a lot in 35 years, and that's thanks to games that were willing to take big swings in new directions. Harry Potter is a beloved franchise for many reasons, but the rich world that was created in the first film is still full of surprises. The first bounties of the Straw Hat Pirates may not reflect their current status, but they do say a lot about the status of the crew at many points. Invincible and Atom Eve are regarded as one of the best superhero couples in comics but their relationship has been through many ups and downs. Resident Evil reboot director Zach Cregger reveals what not to expect from his upcoming adaptation of Capcom’s hit horror video game series. Although The Blair Witch Project made found footage horror films a hit, a British hoax from 1992 was far more terrifying. Kid Icarus has long been Nintendo's best underdog series, but its future has always remained murky and uncertain. Reese Witherspoon had her film debut role in Robert Mulligan's 1991 coming-of-age drama, which makes most viewers cry by the end. Even after three years since its cancelation, Westworld could finally see a comeback and the ending it always deserved. This 2021 horror movie might seem like a simple imitation, but it is a self-aware film that highlights Nicolas Cage's talent while clearly having fun. James Gunn's Superman movie introduces an Ultraman that differs from the comics, but his fate in the film could set up a more accurate adaptation. Demon Slayer: Kimetsu no Yaiba Infinity Castle The Demon Slayer franchise gears up for its upcoming theatrical release with a new popcorn bucket decked out with eye-catching franchise artwork. Shipping is a big part of the Hazbin Hotel fandom, but these ships don't make a whole lot of sense and can even be problematic. Steven Spielberg has been blessed with a long career but his first short film managed to get a seven-year TV deal on a modest budget. One Piece Chapter 1154 humanizes Loki with tragic flashbacks from his past, all while paving the way for the debut of a true villain: Rocks D. Xebec. Brad Pitt is a Hollywood icon, but one of his earliest roles saw him join an iconic HBO horror anthology, and fans are sure to love it. Page 24 If it sounds too weird to be real, it’s probably canon in Chainsaw Man. This world runs on blood, trauma and pure insanity. Dragon Ball fans can track Gohan's Power Level throughout the entire Dragon Ball series thanks to the plot and supplemental material. James Gunn says there's one Quentin Tarantino movie he watches at least once a year. Fans of the classic anthology series should journey through another dimension into these stellar speculative sci-fi TV shows. Titanic's lavish production was filled with odd moments, but few were as strange as its climactic sinking sequence. A look back to 1950, when the historic first issue of Tales From the Crypt was released by EC Comics There are several slightly confusing moments in Jujutsu Kaisen that fans need a larger explanation for. The SNES has some of the best boss fights in video game history, with classic titles featuring some of the biggest and nasties foes of all time. The 2003 remake of a 1969 heist film hits all the right notes, featuring a great cast, top-notch action sequences, and plenty of Mini Coopers. Based on Julia May Jonas’ novel, Vladimir stars Rachel Weisz in a twisted, sharp Netflix miniseries about power and temptation. Gol D. Roger still has the biggest bounty of any character in One Piece, but that may change once Luffy reaches Laugh Tale. 10/10 games only come around once in a while, and anybody that's missed these 10 can't call themselves a true gamer. Star Trek: The Next Generation One of sci-fi's greatest shows celebrated many seasons and even delivered one of the best endings in both sci-fi and television as a whole. Draco Malfoy is a fan-favorite Harry Potter character, but the movies didn't include some of his worst lines from the books, which really define him. James Gunn might not have cast David Corenswet as Superman if he didn't happen to see the actor in an acclaimed slasher film most filmgoers skipped. Goten has struggled to make a name for himself in Dragon Ball Super, but the manga's next story arc could finally be his time to shine. Director Mamoru Hosoda returns to write a brand-new project for the anime movie The Girl Who Leapt Through Time 19 years after its premiere release. Looney Tunes is certainly iconic, but Tom and Jerry goes above and beyond in its execution of classic slapstick. Back in the 90s, Disney had a string of box office hits. But this incredible sequel struggled to hit the mark with mass audiences. Momo's bold fashion choices defy expectations, but which of her many outfits is Momo's best look? Page 25 Wake Up Dead Man: A Knives Out Mystery Director Rian Johnson talks about his storytelling thought process and how Wake Up Dead Man: A Knives Out Mystery takes this genre back to its roots. The Boys' Jensen Ackles opens up about the series' upcoming prequel, Vought Rising, and what it means for his portrayal of Soldier Boy. A long-forgotten rebellion casts a shadow over Jon Snow's destiny, hinting at a darker fate than the show revealed. Nicholas Hoult takes on an "inspiring" new role. The X-Men movies may be a mixed bag, but Easter eggs and character details throughout reveal a real reverence for the comic book source material. Ahmed Best recalls his life's darkest moment after the backlash to his portrayal of Jar Jar Binks in 1999's Star Wars: Episode I – The Phantom Menace. Doc Holliday's favorite phrase has puzzled audiences since Tombstones' release in 1993. The phrase provides key insight into Holliday's motivations. In a CBR review of Ultimate Spider-Man: Incursion #2, see how Miles trip to the Ultimate Universe has expanded the world of the heroes there I want to believe... that The X-Files didn't have these errors. Love The Expanse? These clever and gritty sci-fi shows offer political intrigue, deep world-building and complex characters in space and beyond. Jensen Ackles revealed that his favorite episode of Supernatural was on of the most heartbreaking and divisive episodes of the show. The Fantastic Four: First Steps The Fantastic Four: First Steps' Julia Garner explains why she isn't concerned with the online backlash her Silver Surfer casting received. Former Shonen Jump editor Kazuhiko Torishima has slammed Attack on Titan’s complex storyline, saying it lacks appeal. Pokemon Trading Card Game These fiery friends can easily burn through the competition - these are the greatest Fire-type cards in the Pokémon TCG. With James Gunn's Superman set to majorly kick off the new DCU, these underrated teams could easily join the ranks of the all-new universe. Sam Neill is best known for his role in Jurassic Park, but he also starred in this criminally underrated John Carpenter horror film. The next Nintendo icon to get a movie after the Mario and Zelda films has seemingly been revealed. Poker Face creator and writer Rian Johnson explains why Season 2 featured a fake-out ending and why the network pushed back against it. SAG-AFTRA Union Elections are coming later this summer. Emmy-winning actor Betty White stole the show in this 1999 cult classic. Page 26 Damon Lindelof's controversial action horror movie has an unexpected streaming resurgence more than five years after its release. After changing the industry with the Batman: Arkham series, Rocksteady may be back with yet another instalment to the Arkhamverse. Pedro Pascal and Matt Damon starring in a Chinese creature feature movie, but it's success on the streaming charts is starting to falter. The actress recalled struggling with the role after her casting. Dragon Ball Super fans are in for some bad news as the long-suspended manga by the late Akira Toriyama and Toyotarou will not return anytime soon. These cartoons are some of the best that modern-day animation has to offer, with their rich storytelling and exciting worlds. A recent fantasy film based on a short story by Game of Thrones author George RR Martin flopped at the box office, but it's now a streaming hit. Richard Dreyfuss addresses his health diagnosis in a new video. GL manhwa like Pulse, Her Tale of Shim Chong, or What Does the Fox Say? feature beautiful romance stories yuri fans will love. Issues with the digital rights to the long-running series are getting messy. The DCU is off to a great start. Specific scenes from anime like Attack on Titan and Death Note hit so hard, they changed the way people talked about anime. An overlooked Taron Egerton-led Cold War thriller, with a video game twist, is climbing the streaming charts more than two years after its release. The Time Travel Pokémon Celebi has important roles in the games and the anime, yet it also has a lesser-known role in Pokémon Mystery Dungeon. Even though the action flick has been holding on to the charts, it was defeated by the Oscar-nominated comedy. Sigourney Weaver appears in the highly underrated monster movie, and it's surging up the streaming charts months after its premiere. The thriller underwhelmed in theaters but is finding success on streaming. Next April, English-speaking JoJo's Bizarre Adventure fans will finally have a chance to enjoy the obscure sequel novel first released in 2011. Set to release on MGM+ on July 13, The Institute may end up being one of the strongest King adaptations yet, maybe even better than IT. Charisma Carpenter shined as Cordelia Chase in Buffy the Vampire Slayer and Angel, and there's a perfect place for her in the Buffy reboot. You can’t perform that action at this time. Page 2 You can’t perform that action at this time. Page 3 You can’t perform that action at this time. Page 4 You can’t perform that action at this time. Page 5 You can’t perform that action at this time. Page 6 You can’t perform that action at this time. Page 7 You can’t perform that action at this time. Page 8 You can’t perform that action at this time. Page 9 There isn't any commit history to show here You can’t perform that action at this time.

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