GENERAL

something wicked dragon age

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Introduction

When you dive into the sprawling world of **Dragon Age: Inquisition**, you'll discover countless quests that test your tactical acumen, moral compass, and narrative curiosity. Among these, one mission stands out for its eerie atmosphere, intricate plot twists, and the promise of uncovering a hidden threat: the quest titled **"Something Wicked"**. This article offers a deep dive into that quest, exploring its lore, gameplay mechanics, and strategic tips to help you navigate its challenges. Whether you're a seasoned Inquisitor or a newcomer eager to uncover every secret, this guide will equip you with the knowledge you need to master the most chilling mission in the series.

What Is Something Wicked in Dragon Age?

The quest "Something Wicked" is an optional side mission that appears in **Dragon Age: Inquisition**. It's set in the northern reaches of the Tevinter Imperium, a region known for its strict hierarchy and powerful mages. The storyline revolves around a cult that threatens to unleash a dark power upon the world, and it's up to the Inquisition to investigate, confront, and ultimately neutralize the threat. The mission is a perfect blend of investigative gameplay, narrative depth, and intense combat, making it a fan-favorite for those who love a good mystery.

Why Is It So Popular?

- Atmosphere: The quest's setting in a grim, snow clad monastery provides a stark contrast to the lush environments most players have explored.
- Lore: "Something Wicked" delves into the political tensions between the Inquisition and the Tevinter mages, adding layers to the game's already rich worldbuilding.
- Gameplay Variety: From stealth infiltration to full scale battles, the mission offers a wide range of combat styles.
- Character Development: Players can interact with key NPCs, influencing future quests and story arcs.

Quest Overview: How It Begins

The quest is triggered after you complete the main story arc in the region of the *Inquisition's* headquarters. Once you've secured the **Inquisition's** foothold, you'll receive a message from a Tevinter envoy named **Alaric**. He warns of a cult that has taken over a monastery in the north, threatening the delicate balance of power in the region. The envoy asks for your assistance to investigate the situation.

Key Steps

1. Accept the Quest: Respond to Alaric's request in your in-game journal.
2. Travel to the Monastery: Use the map to navigate to the snowy fortress, avoiding hostile patrols.
3. Gather Intel: Explore the monastery's interior, uncovering clues about the cult's motives.
4. Confront the Cult: Engage in combat with cultists and their enigmatic leader.
5. Resolve the Threat: Choose your approach—exorcise the dark magic, negotiate, or eliminate the cult.
6. Return to Alaric: Report your findings and receive rewards.

Deep Dive Into the Lore

"Something Wicked" is more than just a side quest; it's a narrative thread that weaves together political intrigue,

ancient magic, and the ever present tension between the Inquisition and the Tevinter Imperium. Understanding this backdrop can enhance your experience and provide context for your choices.

The Tevinter Imperium

Tevinter is a powerful, feudal empire that wields sorcery as a political tool. The cult in question has been manipulating the region's mages, exploiting their fears and ambitions to gain influence over Tevinter's ruling class. The cult's ultimate goal is to harness an ancient, forbidden spell that could shift the balance of power.

The Monastery's History

The monastery was originally built as a sanctuary for mages who fled the Tevinter court. Over centuries, it became a haven for those who opposed the empire's oppressive use of magic. The cult's presence within its walls threatens to tarnish the monastery's reputation and could potentially ignite a civil war.

Key NPCs

- Alaric: A high-ranking Tevinter envoy who seeks your help to maintain stability.
- Brother Aidan: The monastery's elder who has been secretly investigating the cult.
- Lady Seraphine: A charismatic cult leader who believes in the power of darkness.

Gameplay Mechanics: What to Expect

The "Something Wicked" quest is designed to test multiple facets of your Inquisition. Below are the primary gameplay elements you'll encounter.

Stealth and Investigation

Before engaging in combat, you'll need to gather information. Use stealth to infiltrate the monastery's inner chambers, avoiding patrols and gathering evidence. Pay attention to environmental clues—mysterious sigils, hidden passages, and secret notes can reveal the cult's plans.

Combat Challenges

Once you've uncovered the cult's location, the mission transitions into a combat scenario. The cultists are heavily armed with dark magic, and their leader wields a powerful, forbidden spell. Here's what you'll face:

- High-level enemies with unique resistances.
- Environmental hazards such as collapsing walls and magical barriers.
- Strategic positioning to avoid area-of-effect spells.

Decision-Making

Throughout the quest, you'll have the option to choose between various approaches:

- Exorcise the Dark Magic: Use holy magic or the Inquisition's special abilities to cleanse the cult.
- Negotiate: Attempt to persuade Lady Seraphine to surrender or negotiate a truce.
- Eliminate: Use brute force to eliminate the cult, ensuring no future threat.

Combat Strategy: Winning the Fight

Success in "Something Wicked" hinges on your ability to adapt to the evolving battlefield. Below are tactical tips that can help you secure victory.

Prepare Your Party

1. Choose the Right Composition: A balanced team with a frontline tank, a damage dealer, and a healer or

mage is ideal.

2. Equip the Right Gear: Focus on items that boost resistance to dark magic and enhance your party's healing capabilities.
3. Select Appropriate Spells: Prioritize spells that can debuff enemies or provide crowd control.

Use Terrain to Your Advantage

In the monastery, the environment is a double-edged sword. Use high ground for archers, avoid open squares that expose you to area attacks, and take advantage of broken walls for cover.

Target Priority

- Lady Seraphine: The cult's leader is the most dangerous. Focus on taking her down early.
- High Level Cultists: These enemies often have powerful spells. Target them after neutralizing the leader.
- Support Units: Keep an eye on any cultists that can summon additional minions.

Use Special Abilities Wisely

The Inquisition's unique abilities—such as the **Exorcism**spell—can turn the tide of battle. Save these for moments when the cult's forces overwhelm your party.

Tips & Tricks: Making the Most of the Quest

Here are some practical tips to help you navigate the challenges of "Something Wicked."

Stealth First, Combat Second

Invest time in stealth infiltration. By eliminating key cult leaders before the main battle, you can reduce the number of enemies and lower the overall difficulty.

Keep Your Party Healthy

Always have a healer or a character with strong restorative abilities. The cult's magic can drain health quickly, so timely healing is essential.

Explore Thoroughly

Hidden items such as scrolls and potions can provide significant advantages. Search every corner, and don't overlook seemingly innocuous objects.

Use the Environment

Leverage the monastery's architecture—trap doors, hidden passages, and collapsing walls—to surprise enemies and create tactical advantages.

Pay Attention to Dialogue Choices

When interacting with NPCs, choose dialogue options that favor diplomacy or gather information. These choices can unlock alternative paths or provide extra rewards.

Side Effects: Impact on the Game World

Completing "Something Wicked" can have lasting repercussions in the game's narrative and world state.

Political Repercussions

Depending on your approach, the Tevinter's perception of the Inquisition can shift. A diplomatic resolution may strengthen alliances, while a violent outcome could sow distrust.

Character Relationships

Alaric may offer future quests or assistance based on your performance. Likewise, Brother Aidan may provide unique rewards or lore insights.

World Events

Neutralizing the cult may prevent a larger conflict in the region, affecting the availability of certain resources and quests later in the game.

Conclusion

The quest “Something Wicked” in **Dragon Age: Inquisition**is a masterclass in narrative depth, strategic gameplay, and worldbuilding. By understanding its lore, preparing your party, and employing tactical combat strategies, you can not only succeed in this mission but also shape the future of the Inquisition’s relationship with the Tevinter Imperium. Whether you choose to confront the cult head on or seek a more diplomatic path, the choices you make will echo throughout the game’s world. So, gear up, steady your resolve, and step into the snow covered monastery—there’s a wicked plot waiting to be unraveled, and it’s up to you to bring it to light.

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