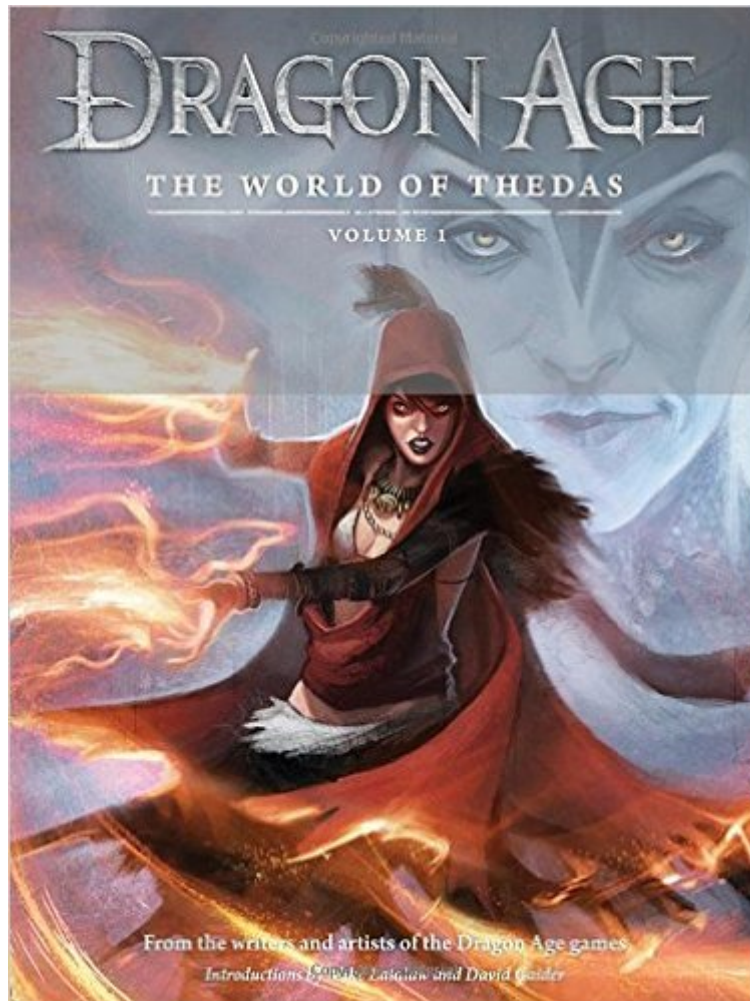


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Dragon Age: The World Of Thedas Volume 1



Synopsis

For Dragon Age newcomers, this comprehensive volume brings you up to speed on everything you need to know about the regions, religions, monsters, magic, and more! For dedicated fans, never before have the secrets of BioWare's epic fantasy been revealed so completely and so compellingly! * Filled with never-before-seen art by the creators of the games! * New Dragon Age game coming in 2013! * From the writers and artists of the Dragon Age games. The definitive guide!

Book Information

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (100 customer reviews)

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Customer Reviews

Edited 5 Jun 2013 to add that there is a World of Thedas errata sheet (written by Brother Genitivi, of course) available now on the BioWare blog. I can't put a clickable URL in the review but it is located at [blog.DOT.bioware.DOT.com/2013/06/05/world-of-thedas-volume-1-an-errata/](http://blog.bioware.com/2013/06/05/world-of-thedas-volume-1-an-errata/) bought the Collector's Edition through Bioware as well as the regular hardcover from [Amazon](#) and both of those get four and a half out of five stars. Five for art and design, four for content and accuracy. The Kindle version gets one star, for reasons enumerated in the last paragraph. For a book that Mike Laidlaw claims is "ruthlessly fact checked" it has a number of obvious errors, and John Green's review already covered many of them. Examples of a few timeline inconsistencies that John didn't cover:- Dragon Age: The Calling covers the events of King Maric's return to the Deep Roads in the company of some Orlesian Grey Wardens including Duncan. Someone editing the World of Thedas timeline got very confused and decided that the events at the end of The Calling took place in 9:10 and the ones that make up the bulk of the book took place in 9:14.- The timeline claims that Empress Celene was

born in 9:6, but the body of the text says she became Empress at age 16 in 9:20.- Early in the timeline the Avvars split off from the Alamarri in -1815 Ancient and the Chasind split off and move into the Wilds in -1415. In 1:50 Divine they combine forces and Hafter holds them off, becoming the first teyrn in the Ferelden valley. In 5:42 Exalted, the timeline says that Calenhad united Ferelden.

This is one of those books that's long overdue, given the success of the franchise. World of Thedas Vol 1 doesn't expand all that much on the Dragon Age universe and falls short in key areas. Chapters include: Legend, Map of Thedas, Races, Nations, Magic, Religion, The Fade, The Blight, Bestiary and Glossary. It reads like an RPG sourcebook; granted it's derived from an RPG so that's hard to avoid, but I felt like I should have some dice handy while I was going through it. The layout is gorgeous- some stunning artwork from familiar names like Joy Ang, Fran Gaulin, Jae-Keum, Steve Klit, Caspar Konefal and Nick Thornborrow. Simply beautiful. There's cameos from some old friends- Varric, Leliana, Morrigan, Anders, and even Flemeth and Corypheus. Brother Genitivi acts as the resident scholar, often supplying commentary on the entries as well. Much of the information presented is not new, simply fleshed out. And that's where the problems come in: while there are some interesting nuggets and pearls, too many times you'll see either a contradiction to the established canon or something so lacking you wonder why they even bothered with it. And others just leave you scratching your head. Here's a few examples: Endrin Aeducan is stated to be mourning the loss of his eldest and youngest sons (it's supposed to be his eldest and middle child). Seems small but it's a huge error if you know the franchise... and how'd they miss it? Noble ranks in Ferelden- the place we're all most familiar with- are also off, listing an arl as the equivalent of a mayor. Really? Isn't an arl supposed to be an earl or something? Heck, the Bioware chatrooms have better and more detailed info than this 'official' release.

Three stars for a book that has a number of positives and negatives. First, the positives! The illustrations, as many have said, are quite beautiful. Be aware that they follow the concept art style of Dragon Age 2 and subsequent material (Silent Grove, etc) more than Dragon Age: Origins. Not unexpected, as that seems to be the overall art direction of the franchise. A little more vibrant, a little more stylized, but you lose that edge of realism if it's what you prefer. Either way, it's a personal preference issue, and the art in the book is plentiful, high quality, and much of it is brand new. The layout is excellent, reminiscent of a textbook with main sections and plentiful sidebars, the latter of which range from more detailed analysis of a topic briefly touched on in the main body of the text to humorous anecdotes, timelines, and more. While the layout is 'textbook,' the author's have done a

good job of making sure the text itself never lingers on one topic long enough to become dry - this is intended as an entertaining reference to a fictional world, and it pulls that off nicely. Unfortunately, there are negatives, as well. One is not rightly attributed to this book alone - canon issues within the greater Dragon Age universe. They are numerous at this point, and there is nothing this book could have done about them within it's pages, though it does introduce some inconsistencies that are all its own, as well, which have already been pointed out in other reviews. Be aware however that the information here should be taken with a grain of salt, especially if being used as a reference for a tabletop campaign, fan fiction, etc.

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