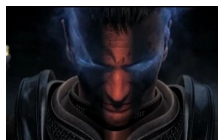


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The backbone of the Dragon Age party, the tank
BioWare

[An Action Packed Dragon Age: Origins Trailer Has Emerged](#)

And the fight is the only thing to keep the stars of the clip warm

Dragon Age: Origins has received a brand-new trailer and, unlike the previous one, it is a bit more in line with classic trailers role-playing games usually have. It's also a lot more fluid than the others, it's action packed and it's long. At 4 minutes this clip is pretty long for a trailer. The game may be well past the teaser period of its life, but still, it's a pretty long full-length cinematic video. Maybe BioWare are trying to compensate for the quirker ones that they released in the past, which were all great and stirred up a lot of commotion, but were also pretty vague and a little too artistic maybe.

Skipping past the [credits](#) section, the first seconds of the trailer bring a somewhat familiar picture. The heroes, hooded figures with sarcastic remarks about the weather, are crossing a white, snow-covered mountain during a heavy snowfall, which kinda reminds us of the journey to the Mines of Moria. But this time around the grouch isn't a 5-foot-tall dwarf with a chip on his shoulder but a brunette with a whole staff. The action picks up pretty quickly from here, as orcs descend from the mountain and engage our party. The odd thing would be that they aren't spotted by the ranger of this little gathering of champions, but by the plate wearing soldier.

As we move past the "300" scene of pushing enemies over a cliff, the trailer pretty much starts to unfold as a classic [RPG](#) party on the move. The tank and the melee damage-guy start to dish out punishment to everything in sight, the archer takes care of the high-threat enemy caster and our dark spell weaver shows off her classic "exploding corpse" trick. She then shapeshifts into a giant spider and joins the melee fighters in destruction. All in all, the scene gives some classic Hollywood action.

The trailer ends with the motive behind the whole game making a personal appearance. A dragon becomes the enemy of our group, and even if it finds itself taking on the entire party, it still goes down a little bit too fast. After a few grazes and a lighting bolt to the eye the giant beast crashes with a ground-shaking dive. The one thing that is as clear as the winter sky is that this game has people fired up and will sell like hotcakes.

If things sounded a little vague, the actual trailer can be found right beneath, courtesy of GameTrailers.