

## PROLOGUE

- A Medical Necessity (*before going inside; can be buggy*)
- The Survivors of Vigil's Keep (*all inside*)

## VIGIL'S KEEP

- Letters for The Commander
  - A Daughter Ransomed
    - Bensley's Gratitude (*only if daughter was saved*)
  - Far Afield
  - Salvage Operations
- A Brewing Conspiracy
  - And You, Esmerelle
- Cost of Doing Business
- A Day In Court
- A Master's Work (*Wade*)
  - Golem's Might (*from Hal'Hrol*)
  - Heart of the Forest (*from Wending Wood*)
  - Worked to the Bone (*kill dragon in Blackmarsh*)
- Adria's Plight
- Bombs Away! (*Lyrium Sands*)
- Defending the Land
- Elemental Requirements
  - Veridium Ore – Basement (*Herren*)
- It Comes from Beneath
  - The Shrine of Korth
    - The Wraith's Vengeance (*4 keys in basement*)
- Oaths of Fealty
- The Peasant Revolution
- Trade Must Flow (*1 is random encounter on south road*)
- What is Built Endures (*Wending Wood*)

## CITY OF AMARANTHINE

- Ines the Botanist (*If Wynne is alive*)
- Law and Order / Smuggler's Run
- Till Death Do Us Part
- Blight Orfans' Notis Board
  - The Blight Orphans?
  - The Blight Orphans (Again)
  - Moonshine for the Children
  - The Sermons of Justinia II
  - Those Sweet Orphans
  - The Scavenger Hunt
  - A Present for Melisse
  - Making Amends
- Chanter's Board
  - A Donation of Injury Kits
  - A Donation of Poultices
  - From the Living Wood (*Wending Wood*)
  - Out of Control
  - Preying on the Weak
- Merchant's Guild Board
  - Keep Out of Reach of Children
  - Maferath's Monuments (*Wending Wood*)
  - The Merchant's Goods (*Wending Wood*)
  - Rumbings from Beneath (*side w/Smugler*)
  - Ser Alvard's Missing Sword (*Blackmarsh*)

## KNOTWOOD HILLS

- The Long-Buried Past (*Amaranthine*)
- Iron Ore – Kal'Hrol Trade Quarter (*Herren*)
- Lucky Charms
- Lyrium Sand – Main Hall & Trade Quarter
- Memories of the Stone (*Vigil's Keep*)

## THE WENDING WOOD

- Brothers of Stone
- Last Wishes (*Amaranthine*)
- Trading Troubles (*Amaranthine*)

## SILVERITE MINE

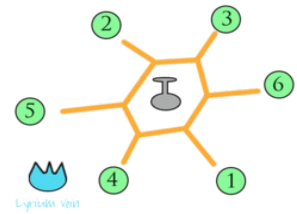
(*remove gear when first entering to prevent a bug*)

- Lyrium Sand
- Silveriate Ore (*Herren*)
- Trade: Armaas

## THE BLACKMARSH

- A Maiden in Distress
- The Burden of Guilt
- The Lost Dragon Bones
- Tears in the Veil
- The Trail of Love

Fade circle puzzle:



## COMPANIONS

- Anders
  - Freedom for Anders (*Amaranthine*)
- Justice
  - Justice for Kristoff (*actually in Chantry*)
- Nathaniel
  - The Prisoner
  - Nathaniel's Joining
  - The Howe Family (*Amaranthine Market area*)
- Oghren
  - Oghren the Family Man (*may need to cheat to get his approval up*)
- Sugurn
  - Sigrun's Joining (*get her not last*)
  - Sigrun's Roguish Past (*Amaranthine*)
- Velanna
  - Velanna's Joining
  - Velanna's Exile

## LAIR OF THE MOTHER

- Crystals of the Imperium (*Sockets are filled without backtracking*)

## CHEATS

Add all recipes. They don't appear in your inventory, you just learn them.  
runscript sdw\_recipes\_daa

Add points

```
runscript giveattrib # (101 to start)
runscript giveskill #
runscript givetalent #
runscript givespec #
```