

DLC (Play in this order)

- Leliana's Song
- A Tale of Orzamar
- Origins
- The Darkspawn Chronicles *(no mods!)*
- Awakening
- The Golems of Amgarrak
- Witch Hunt

OSTAGAR

- The Mabari Hound: Korcari Wilds
- The Hungry Deserter: after Korcari Wilds
- Ser Garlen's Sword *(unmarked, elf named Pick)*

KORCARI WILDS

- The Missionary
- Last Will and Testament *(finish in Redcliffe)*
- A Pinch of Ashes *(unmarked)*
- Chasind Trail Signs



LOATHERING

(available only until 1st group recruited)

- Chanter's Board
 - Bandits, Bandits Everywhere
 - A Last Keepsake
 - When Bears Attack
- Blackstone Barrel: Patter - Chantry
- A Fallen Templar
- A Poisonous Proposition *(Poison-Making 1)*
- Bandits on the Road *(Ser Bryant in Chantry)*
- More Than Just Pants *(Herbalism 1)*
- The Qunari Prisoner
- Traps are a Girl's Best Friend *(Trap-Making 1)*
- The Unscrupulous Merchant *(unmarked)*

ORIGINS DLC

- The Stone Prisoner *(Sulcher's Pass)*
Puzzle at end, direction is into the blank space

↑ ← ← ↓ ← ↑ ↑ → → ↓ ← ↑ ↑ ← ↓ ← ↑ → ↓

- Return to Ostagar *(Bann Loren's Lands)*
if you've already used the key in the opening
runscript zz_createmagekey
- Warden's Keep / Soldier's Peak
- Meteor Metal Ore forged

REDCLIFFE

- A Missing Child *(before Attack)*
- Blackstone Barrel: Dernal - House
- Blackstone Notice: Irenia - Chantry
- Correspond (Love Letter): Castle Basement
- Correspond (Love Letter): Village Windmill
- Favor Drop: Near Dwyn's House
- Lost in the Castle

HAVEN

- Correspond (Love Letter): Villager House
- Forgotten Verses *(finish at Denerim Chantry)*
- ScrollBanastor: Ruined Temple Library
- ScrollBanastor: Ruined Temple Cult Room
- Unbound: Ruined Temple 1st hallway to left
- Drake Scales collected
- Dragon Scales collected

Gauntlet Answers:

dreams, tune, home, vengeance,
jealousy, mountains, mercy, hunger

Gauntlet Bridge Puzzle:

- 1) L3, L6, R2
- 2) L3 → R4, R2 → L1
- 3) L6 → R5, R4 → L2

LAKE CALENHAD DOCKS

OUTSIDE

- Blackstone Duty: Sammael
- Favor Witness: Skinny Frank

SPOILED PRINCESS TAVERN

- Blackstone Notice: Larana
- Correspond (Love Letter)
- Favor Drop

CIRCLE TOWER

APPRENTICE QUARTERS

- Mages' Coll: Power
- Summoning Sciences *(pickpocket 2nd & 4th)*
1st: tome (repeat until 1st circle disappears)
2nd: rodercom's, magus
3rd: elvorn's, common, spiritorum, magus, novice
4th: tome, rodercom's, magus, elvorn's, common,
spiritorum, magus, novice
- Watchguard of the Reaching notes

SENIOR MAGE QUARTERS

- Scroll of Banastor
- Black Vial
- Correspond (Love Letter)
- Friends of Red Jenny *(Box to Denerim)*
- Watchguard of the Reaching notes

GREAT HALL

- Scroll of Banastor
- FivePages, FourMages *(random encounter later)*
- Watchguard of the Reaching note
then statues: bowl, up, down, shield

DALISH CAMP

- Cammen's Lament
- Correspond (Love Letter): in a chest
- Elora's Halla *(Survival 2)*
- Lost to the Curse: East Brecilian Forest
- Rare Ironbark: West Brecilian Forest

WEST BRECILIAN FOREST

- Favor: Sign of Safe Passage *(need a bow)*
- Mages' Coll: Power: near gravestone
- Mage's Treasure: 3rd gravestone *(return later)*
- Wounded in the Forest : near waterfall

EAST BRECILIAN FOREST

- Mages' Coll: Thy Brother's Killer
- Mage's Treasure - 1st gravestone north
- Mage's Treasure - 2nd gravestone south
(return to 3rd now)

BRECILIAN RUINS

- Correspond (Love Letter): UpperLevelSecretDoor
- Black Vial: Lower SE room
- Unbound: Adventurer's Corpse fire trap room
- The Arcane Warrior: phylactery lower mid east
- The Elven Ritual: lower NE
- Fountain: take, fill, leave
- Altar: place, kneel, examine jug, sip, take, leave
- Fountain: dump
- Mage's Treasure: 4th coffin after ritual

LAIR OF THE WEREWOLVES

- Scroll of Banastor: N of Lady, SE room
- Black Vial : N of Lady, NW room

FROSTBACK MOUNTAIN PASS

- Blackstone Duty: Tornas
- Mages' Coll: Notice: Starrick
- Favor Drop: Near Ahern
- Favor Witness: Brian

ORZAMMAR

1st, go to the Assembly for the main quest

- The Key to the City – codex scrolls
(quest triggers when all collected)
 - Hall of Heroes
 - Dust Town
 - Commons
 - Proving
 - Diamond Quarter

CARTA HIDEOUT

- Correspond (Love Letter)
- Jammer's Stash (take: silver, iron, garnet)

DUST TOWN

- Zerlinda's Woe: Dust Town
- Precious Metals *(Circle and back)*

COMMONS

- The Chant in the Deep: Shaperate
- A Lost Nug (5)
- A Mother's Hope: Ortan Thaig
- Of Noble Birth *(male dwarf noble only)*
- Proving After Dark *(Armsman)*
- Shaper's Life Rune – near Deep Roads
- Unbound: Adventurer in Tapster's
- An Unlikely Scholar: *(Circle and back)*

SHAPERATE – Diamond Quarter

- Lost to the Memories: Ortan Thaig
- The Shaper's Life *(unmarked, looks like Marker)*
- Thief in the House of Learning

ROYAL PLACE – Diamond Quarter

- Black Vial
- Caged in Stone *(unmarked, before naming king)*
- Correspond (Love Letter)
- Exotic Methods *(Herbalism 4)*
- Trial of Crows: Gainley

THE DEEP ROADS

AEDUCAN THAIG

- Asunder: Bag of Limbs

CARIDIN'S CROSS

- Asunder: Head in a bag
- Asunder: Torso in a bag
- Black Vial (*SE of middle*)
- The Drifter's Cache (*4 piles of rubble*)
- Topsider's Hilt (*drops off a darkspawn*)
- Shaper's Life Rune – NE caves

ORTAN THAIG

- An Admirable Topsider Ending (*after Trenches*)
- Asunder: finish on altar
- Ortan Thaig Chest
- Ruck found
- Topsider's Pommel
- Mages' Coll Power site

DEAD TRENCHES

- Shaper's Life Runes
- Topsider's Blade (*drops off a darkspawn*)
- The Dead Caste (*finish in Shaperate "book"*)
 - Gangue Shade
(*unmarked, need to wear all Legion Armor*)

ANVIL OF THE VOID

- The Golem Registry (*finish in Shaperate*)

DENERIM – BEFORE HOWE'S ESTATE

- Drake Scale Armor (*from Haven Ruins*)
 - Dragon Scale Armor (*no shop after*)
- Friends of Red Jenny (*Box from Circle Tower*)
- Honor Bound (*unmarked, Ser Landry*)
- The Last Request: Deserted Building
(*from Run-Down Back Alley*)
- Pearls Before Swine
 - The Crimson Oars (*follow-up is unmarked*)
- Unbound: Dirty Back Alley (*after 3 steps above*)

Blackstone Irregulars

- Restocking the Guild
- Dereliction of Duty
 - Layson – Run-Down Back Street
- Grease the Wheels (Hooded Couriers)
 - Market District
 - The Pearl
 - Dark Alley
 - Run-Down Back Street
- Notices of Death
 - Sara - Market
 - Tania - Dirty Back Alley
- Scraping the Barrel

Crime Wave

- (*Stealing 1, and say "I want to know about it all."*)
- 1st Mark: Gems (Market)
- 1st Burglary: Chest (Gnawed Noble)
- 2nd Mark: Sword (Wonders of Thedas)
- 2nd Burglary: Silver (Market Warehouse)
- 3rd Mark: Key to Open Chests (Market)

After Arl Eamon is in town

- 4th Mark: Loghain's Crown (Tavern)
- 3rd Burglary: Bann Franderel's Estate
- 4th Burglary: Bann Franderel's Estate Again

Chanter's Board

- Back Alley Justice: 3 on Denerim Map
- Brothers and Sons (*after Redcliffe*)
- Caravan Down (*after Redcliffe*)
- Desperate Haven (*after Redcliffe*)
- Fazzil's Request (*Alienage*)
- Loghain's Push: World Map
- Jowan's Intention (*if Jowan freed when met if bugged: runscript zz_ran_debug 1. Forest, 4. Jowan*)
- Missing in Action (*Howe's Estate*)
- Skin Deep (*after Redcliffe*)
- Unintended Consequences (*Brecilian random*)

Favors for Interested Parties

- Harsh Decisions/New Ground
(*depending on results of D's and K's quests*)
- Correspondence Interruptus
 - Arl Eamon's Estate
 - Market: Wade's Emporium
 - The Pearl
- D's Quests---
 - Solving Problems
 - Market Warehouse
 - Market across from Mages' Collective
 - The Pearl
 - Sign of Safe Passage (*West Becilian*)
 - False Witness
 - Cam - Wonders of Thedas

---K's Quests

- Negotiation Aids
- Untraceable (*before Harsh Decisions*)
- Dead Drops
 - Market – Near Cesar and cage

The Trial of Crows

- (*messenger boy near Mages' Collective*)
- Kill Paedan: The Pearl
(*password from Market poster*)
- Mercenary Hunt: World Map
- Kill Gainley: Orzammar Royal Palace
- The Ransom: Denerim Map

Mages' Collective

- Herbal Magic
- Black Vial: Dirty Back Alley
(*after all other vials*)
(*if needed: runscript zz_den_revenant*)
- Blood of Warning
 - Denerim Market District
 - Dirty Back Alley
 - Dark Alley
- Have You Seen Me? – *World Map random*
- Herbal Magic
- Places of Power
- The Scrolls of Banastor
- Careless Accusations – *World Map random*
- Have You Seen Me? – *World Map random*
- Justice Must Be Served / A Gift of Silence
- Notices of Termination
 - Fayd - Market
 - Sheth - Wonders of Thedas
- Thy Brother's Killer (*East Becilian*)

HOWE'S ESTATE

- Lost Templar: Market Tavern
- Missing in Action: Market Chantry
- Tortured Noble: Market Tavern
- Captured! (*only if you surrender*)

DENERIM – AFTER HOWE'S ESTATE

ALIENAGE

- Blackstone Barrel: Varel
- Blackstone Grease (Hooded Courier)
- Mage's Coll Power site: tree
- Fazzil's Sextant: Run-Down Apartments
- Something Wicked
 - Hearing Voices

AFTER THE ALIENAGE

- Blackstone: A Change in Leadership (*Market*)
- Mages: Defending/Defying the Collective

COMPANIONS

- Alistair's Family (*in party in Denerim Market*)
- Leliana's Past (*in party Wolrd Map random*)
- Morrigan: Flemeth's Real Grimoire
- Oghren's Old Flame (*lie on 3rd choice*)
- Shale: A Golem's Memories
- Sten: The Sword of the Beresaad
- Wynne's Regret
- Zhevran: Taliesen (*in party in Denerim Random*)

CONSOLE CHEATS

Don't use the numpad!
There is a mod to make the console visible

Add all recipes. They don't appear in your inventory, you just learn them.

```
runscript sdw_recipes  
runscript sdw_recipes_daa
```

Add points

```
runscript givetalent #  
runscript givespec #  
runscript giveattrib #  
runscript giveskill # (for later quests, 9 to start:  
1 each in Traps, Poisons, Stealing;  
2 in Survival; 4 in Herbalism.)
```

Stuff to give to armies at the end:

```
runscript additem gen_im_upg_cry_mas_dwe 99  
runscript additem gen_im_gem_sap 99  
runscript additem gen_im_cft_reg_elfroot 99
```

*Use the save editor to give:
inventory size
approval*

AWAKENING SIDE QUESTS

PROLOGUE

- A Medical Necessity (before going inside)
- 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
- Oaths of Fealty
 - Defending the Land
 - A Brewing Conspiracy
 - And You, Esmerelle?
- Cost of Doing Business
 - What is Built Endures (Wending Wood)
- 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)
- Bombs Away! (Lyrium Sands)
- Elemental Requirements
 - Veridium Ore (Vigil's Keep Basement)
 - Iron Ore (Kal'Hrol Trade Quarter)
 - Silveriate Ore (Silverite Mine)
- It Comes from Beneath
 - Adria's Plight
 - The Shrine of Korth
 - Lyrium Sand
 - The Wraith's Vengeance (4 keys in basement)
 - Master Lyrium Potion Recipe
- The Peasant Revolution
- Trade Must Flow
 - Armaas (Silverite Mine)
 - Lillith (World Map random on south road)

CITY OF AMARANTHINE

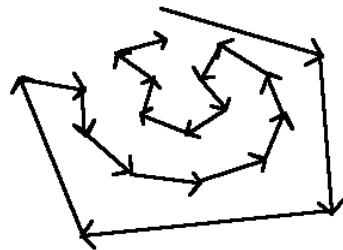
- Ines the Botanist (If Wynne is alive)
- Law and Order / Smuggler's Run (Bugged! Do this after getting Sigrun)
- Till Death Do Us Part
- Blight Orfans' Notis Board
 - The Blight Orphans?
 - The Blight Orphans (Again)
 - Moonshine for the Children (near Octhen)
 - The Sermons of Justinia II
 - Those Sweet Orphans
 - The Scavenger Hunt
 - A Present for Melisse
 - Making Amends
- Chanter's Board
 - A Donation of Injury Kits (5)
 - A Donation of Poultices (5)
 - 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)
 - Rumbblings from Beneath (side w/Smugler)
 - Ser Alvard's Missing Sword (Blackmarsh)

KNOTWOOD HILLS

- The Long-Buried Past (surface)
- Lucky Charms (surface)
- Iron Ore – Trade Quarter (Herren)
- Lyrium Sand (Main Hall)
- Lyrium Sand (Trade Quarter)
- Memories of the Stone (Trade Quarter)
- Hrol's Defense Armor Set (some are damaged and will be repaired at anvil)
- Steafan (find in Amaranthine if let go)

THE WENDING WOOD

- Brothers of Stone
 - Trading Troubles (Amaranthine)
 - Granite Deposit
- Stone Circle Puzzle:

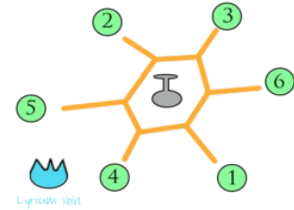


SILVERITE MINE

- remove player's gear when first entering to prevent a bug
Persuade Seranni to get Key for later chest
- Lever puzzle: R L L L R
- Last Wishes (Amaranthine)
 - Lyrium Sand
 - Silveriate Ore (Herren)
 - Trade: Armaas

THE BLACKMARSH (do this last)

- The Burden of Guilt
 - The Lost Dragon Bones (5)
 - Tears in the Veil (unmarked, clear in fade)
 - The Trail of Love
 - A Maiden in Distress (in fade)
- Fade circle puzzle:



COMPANIONS

(cheat to get max approval upon recruiting)

- Anders
 - Freedom for Anders (Amaranthine)
- Justice
 - Justice for Kristoff (actually in Chantry)
- Nathaniel
 - The Prisoner (loot chest before taking to him)
 - Nathaniel's Joining
 - The Howe Family (Amaranthine Market area)
- Oghren
 - Oghren the Family Man
- Sigrun
 - Sigrun's Joining (get her not last)
 - Sigrun's Roguish Past (Amaranthine, before Law or Smuggler's)
- Velanna
 - Velanna's Joining
 - Velanna's Exile (random encounter)

LAIR OF THE MOTHER

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

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