

# ACTI

## COMPANION UPGRADES

- Aveline – Underpadding – Lowtown Day: Armor Merchant shop
- Bethany/Carver – Protective Sigils / Fereldan Girded Plating – Quest: Birthright, Crate in last room
- Varric – Inscribed Leather Harness – Lowtown Day: Apparel shop

## COMPANION GIFTS

- Bethany/Carver – Portrait of Your Mother / Tobrius's Documents – Quest: Birthright, Crate in cellar

## WALK AND DROP QUESTS

- Bottled Scar 5:34 Exalted – Viscount's Keep ,office, desk
- Caste Treatise and House Accounting – Dead Man's Pass, corpse
- Eustice's Pommel – Bone Pit, mines sack
- Grimmoire of the Apprentice – Darktown, Sanctuary, sack
- Locks of the Golden Fool – Chantry, upstairs, book
- Map of Occupied Kirkwall – Sundermount, crate
- The Paragon's Toe – Hightown, Blooming Rose, upstairs crate
- Redblossom Special – Wounded Coast, crate
- Remains of the Outlaw "Bearded Beast" – Bone Pit, corpse
- Remains of the Outlaw Half-Braid Silsam – Docks, Disused Passage, remains
- The Remains of Sister Plinth – Darktown, remains
- The Seal of House Talwain – Sundermount Passage, crate
- Shawl of Dalesdottir – Hanged Man Day, chest

## SECONDARY QUESTS

- An Errant Letter
- The Bone Pit
  - Get Back to Work
- Finders Keepers
- The First Sacrifice
- Herbalist's Tasks
- Loose Ends
- Magistrate's Orders
- The Unbidden Rescue

## SIDE QUESTS

- Changing One's Nature (DAO: sided with werewolves)
- The Conspirators (DAO: if Vigil's Keep survived)
- Dark Epiphany / Terror on the Coast
- Last of His Line (DAO: Bhelen was king)
- Miracle Makers (DAO: didn't defile ashes & Genitivi expedition)
- Night Lies (Hightown Gang)
- Pier Pressure (Docks Gang)
- Secret Rendezvous
- Sharp Little Pinpricks (Lowtown Gang)

## COMPANION QUESTS

- Anders
  - Tranquility
  - Talk to Anders
- Aveline
  - The Way it Should Be
- Bethany/Carver
  - Birthright
  - Portrait of the Past / Family History
- Fenris
  - Bait and Switch
  - Fenris Recruited
- Isabela
  - Fools Rush In
  - Isabela's Contract
- Merrill
  - Welcome Home
  - Nice Crime You Have Around Here
- Sebastian
  - Duty
- Varric
  - Questions and Answers

## EXPLORATION

### KIRKWALL

Black Emporium	Visit		
Darktown	Visit		
Docks	Day	Night	Gang
Disused Passage		Night	
Gallows	Day		
Hightown	Day	Night	Gang
Blooming Rose	Day	Night	
Chantry	Day	Quest	
Keep	Day	Quest	
Lowtown	Day	Night	Gang
Gamlen's House	Day		
Hanged Man	Day	Night	Friend
Merril's House	Visit		
Lirene's Imports	Visit		

### FREE MARCHES

Bone Pit	Visit
Sundermount	Visit
Wounded Coast	Visit

## LEGACY DLC

### SIDE QUESTS

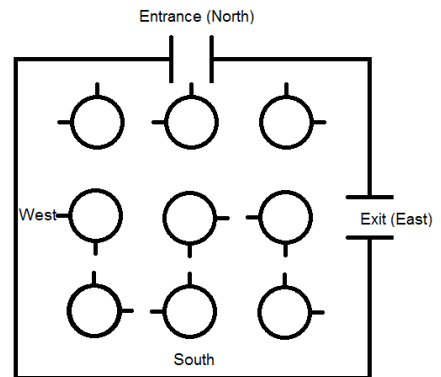
- Malcom's Will
- Altar of Dumat
- The Paragon's Heir

### TORCH ROOM ORDER

(altar)		
X	X	
1/5	2	
<b>4</b>	<b>3/6</b>	

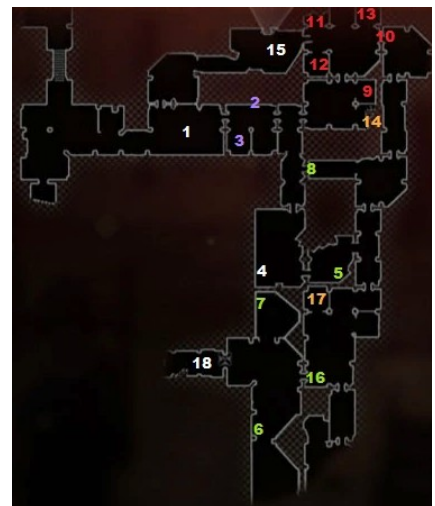
## NEXUS PUZZLE – only if you side with Larius

After activating the four Power Nexi, return and align bottom yellow nexi thusly:



## BARRIER PUZZLE – only if you side with Janeka

Upon starting the floor, click the Barrier Nexi in the following order to get all the loot on the way:



# ACT II

## COMPANION UPGRADES

### Anders

- Lyrium Weave: Gallows – Mage Goods
- Armor Struts: Lowtown – Lirene's Fereldan Imports
- Spirit Essence: Quest: Dissent – Gallows Dungeon

### Aveline

- Flex-Chain: Quest: Raiders on the Cliffs – Fell Orden
- Impact Plating: Lowtown – Armor Merchant

### Fenris

- Lyrium Scales: Docks – Shady Merchandise
- Reinforced Straps: Quest: A Bitter Pill – Abandoned Slaver Den
- Tevinter Spirit Symbol: Hightown - Robes by Jean Luc

### Isabela

- Lambswool Insoles: Quest: To Catch a Thief – Lost-End Foundry
- Rigid Boning: Lowtown – Apparel Shop
- Supportive Corset: Hightown – Robes by Jean Luc

### Merril

- Silver-Threaded Embroidery: Sundermount Outside – top of the path
- Carved Ironwood Buttons: Sundermount Outside - Ilen's Crafts
- Samite Lining: Hightown – Robes by Jean Luc

### Sebastian

- Enchanted Articulation: Gallows – Armor Shop
- Mail Undertunic: Quest: Repentance – Harriman Estate (*ESC when it freezes*)
- Reinforced Bracers: Hightown – Olaf's Army

### Varric

- Silverite-Reinforced Buckles: Quest: Family Matter – Bertrand's Estate
- Coat Lining with Pockets: Docks – Shady Merchandise

## COMPANION GIFTS

- Anders – Tevinter Chantry Amulet – Quest: A Bitter Pill, Abandoned Slaver Den
- Aveline – Shield of the Knight Herself – Quest: Offered and Lost, Ser Vernel's Refuge
- Fenris – The Book of Shartan – Lowtown Night: Sack in the Elven Alienage
- Isabela – Ship in a Bottle – Quest: Blackpowder Courtesy, Smuggler's Cut
- Merrill – Wooden Halla Carving – Sundermount Outside: Buy at Ilen's Craft shop
- Sebastian – Strakhaven Longbow – Quest: Repentance, Found in Harimann Estate
- Varric – The Tethras Signet Ring – Lowtown Day: Buy at Trinkets Emporium

## WALK AND DROP QUESTS

- The Eyes of Azure Jamos – Sundermount Summit, mage's corpse
- Lyrium-Laced Bilge Hoop – Deep Roads barrel (*DAO: if Nathaniel died*)
- The One True Pantaloon – Quest: Dissent, dwarf corpse
- Ream-Rot Knife – Sundermount, either Caverns sack or Summit recess
- Seal of the Old God Dumat – Docks Disused Passage, crate
- "South-Song" Gerralt's Corpse – Sundermount Thais, corpse
- Swatch of the Jackyard – Quest: Raiders on the Cliffs, Fel Orden's corpse
- Waxler's Hat - Docks Disused Passage, sack
- Wentworth's Sixth Finger – Bone Pit, sack

## SIDE QUESTS

- A Debt in the Family (*if Keran kicked from templars in Act 1*)
- Bounty Hunter (*if pro templar in Act 1*)
  - Goosegirl Cameo (*may be bugged*)
- Elves at Large (*if pro templar in Act 1*)
- The Fixer (*if bodies burned in "Offered and Lost"*)
- Hometown Breed (*Lowtown Gang*)
- Ladies' Lights Out (*Hightown Gang*)
- The Lost Patrol
- The Lowdown (*Docks Gang*)
- The Midnight Meeting (*if templars killed in Act 1*)
- The Underground Railroad (*if pro mage in Act 1*)
  - Search and Rescue (*if pro mage in Act 1*)
  - How to Frame a Templar (*if pro mage in Act 1*)

## □ "FORBIDDEN KNOWLEDGE" QUEST

*Note: You must DESTROY the books, otherwise the quest bugs out and can't be completed.*

### Evil Tome Locations:

- Chantry: upstairs
- Viscount's Keep: in Throne room
- Bone Pit: Cave
- Wounded Coast: Dank Cave at top
- Sundermount: Recently Opened Passage
- Darktown: Evil Pit for the Fel Grimoire (*after all others*)

## EXPLORATION

### KIRK WALL

- Black Emporium Visit
- Darktown Visit
- Docks Day Night Gang
- Disused Passage Night
- Gallows Day
- Hightown Day Night Gang
- Blooming Rose Day Night
- Chantry Day Quest
- Keep Day Quest
- Lowtown Day Night Gang
- Gamlen's House Day
- Hanged Man Day Night Friend
- Lirene's Imports Visit

### FREE MARCHES

- Bone Pit Visit
- Sundermount Visit
- Wounded Coast Visit

## □ "NIGHT TERRORS" QUEST BARREL PUZZLES

layout: A B C D

E F G H

solve: C G F B A E F B C G H D

layout: A B C D E F

G H I J K L

solve: B H E K G A L F B C E D I H J K

## □ "SKETCHY ON THE DETAILS" QUEST

*kill a band of mercenaries at each of these locations*

- Hightown Night – stairs to Keep
- Lowtown Day – near Alienage
- Darktown – Abandoned Mining Tunnels
- Gallows – east of Herbalist shop
- Hanged Man Night – upstairs hallway
- Docks Night – talk to Sketch after all of the above

## COMPANION QUESTS

### Anders

- Visit Anders
- Dissent
- Anders in the Fade (*if taken to fade*)

### Aveline

- Calling on the Captain
- The Long Road
- Doubts that Linger (*if taken to fade*)
- The Captain's Condolences

### Fenris

- Speak to Fenris
- A Bitter Pill (go to Free Marches with Fenris)
- Fenris Night Terrors (*if taken to fade*)

### Isabela

- Isabela's Ongoing Search
- Isabela's Apology (*if taken to fade*)

### Merril

- Consoling Words (*if sibling NOT taken to Deep Roads*)
- Mirror Image
  - Honoring the Fallen
- Back from Sundermount
- Merrill, An Apology (*if taken to fade*)

### Sebastian

- Repentance

### Varric

- Plans for the Future
- An Update
- Family Matter
- Story Being Told/Rumor Making Rounds
- Varric's Apology (*if taken to fade*)
- Friendly Concern (*after consummating a relationship*)

## SECONDARY QUESTS

- Fool's Gold (*DAO: if Nathaniel died*)
- Herbalist's Tasks
- Inside Job
  - Cave Crawling
  - Cavern of Dead
  - Pick Up Pickaxes
- Raiders on the Cliffs

# ACT III

## COMPANION UPGRADES

- Anders – Sigil of Mage Underground – Quest: Best Served Cold, Secret Meeting Place
- Aveline – Deflecting Joints – Quest: Favor and Fault, on Jevan's corpse
- Fenris – Enchanted Resin – Quest: Mine Massacre, on the Dragon
- Isabela – Boiled Leather Plates – Quest: A Murder of Crows
- Merrill – Halla Horn Buckles – Quest: A New Path, on Pride Demon's corpse
- Sebastian – Protection of the Faith – Quest: Best Served Cold, Hightown Night
- Varric – Drakeskin Leg Straps – Quest: Finding Nathaniel (*DAO: if Nathaniel survived*)

## COMPANION GIFTS

- Fenris – Blade of Mercy – Quest: Best Served Cold, in Secret Meeting Place
- Isabella – Rivani Talisman – Docks Night: in Dissused Passage
- Merrill – Sylvanwood Ring – Quest: Murder of Crows, on Thief Leader

## SECONDARY QUESTS

- A Murder of Crows (*DAO: Zevran Arainai survived*)
- Finding Nathaniel (*DAO: Nathaniel Howe survived*)
- Gamlen's Greatest Treasure
- Herbalist's Tasks
- Mine Massacre (*bring ranged*)
- Visit Gamlen

## SIDE QUESTS

- A Noble Agenda / The Last Holdouts
- Beware of Dog
- Kind of Want (*Lowtown Gang*)
- King Alistair (*DAO: Alistair was made king*)
- Red Run Streets (*Hightown Gang*)
- Reining it In (*Docks Gang*)
- Who Needs Rescuing? (*if Feynriel sent to Tevinter*)

## COMPANION QUESTS

### Anders

- Check on Anders
- Justice

### Aveline

- Champions and Captains
- Favor and Fault

### Fenris

- Speak to Fenris
- Alone

### Isabela (*if relic returned*)

- Isabela's Regret
- No Rest for the Wicked

### Merrill

- The New Place (if romanced)
- A Talking To
- A New Path
- Merrill, Friend or Foe? (100% friend/rival)

### Sebastian

- Faith

### Varric

- The Storm and What Came Before It
- A Small Problem
- Haunted
- Closure
- An Anniversary

## “LOST SWORDS” QUEST

### KIRKWALL

- Anders' Clinic: Crate
- Docks Night: Bones in Harbormaster's Area
- Docks Night: Western Warehouse District Locked Chest
- Gallows: Weapon Shop
- Hightown Day: Korval's Blades
- Hightown Night: Quest: On the Loose, in Compt de Launce's Mansion
- Lowtown Day: Weaponsmithy
- Lowtown Night: Rubble in Foundry Area

### FREE MARCHES

- Wounded Coast: bones at top of mountain camp
- Wounded Coast: bones in NW camp

## EXPLORATION

### KIRKWALL

- |                  |       |       |        |
|------------------|-------|-------|--------|
| Black Emporium   | Visit |       |        |
| Darktown         | Visit |       |        |
| Docks            | Day   | Night | Gang   |
| Disused Passage  |       | Night |        |
| Gallows          | Day   |       |        |
| Templar Hall     | Visit |       |        |
| Hightown         | Day   | Night | Gang   |
| Blooming Rose    | Day   | Night |        |
| Chantry          | Day   | Quest |        |
| Keep             | Day   | Quest |        |
| Lowtown          | Day   | Night | Gang   |
| Gamlen's House   | Visit |       |        |
| Hanged Man       | Day   | Night | Friend |
| Lirene's Imports | Visit |       |        |

### FREE MARCHES

- |               |       |
|---------------|-------|
| Bone Pit      | Visit |
| Sundermount   | Visit |
| Wounded Coast | Visit |

## “AWIERGAN SCROLLS” QUEST

### First Aspect

The Wounded Coast, head south from the entrance to the first dead end path on the left. The Scroll is next to a corpse found at the end. Your journal will update telling you that a new "Hidden Lair" has opened, but the location is out in the open, just past the branch leading down to the peninsula ruins.

### Third Aspect

(*this can bug – just come back later and pick it up again*)

Actually found before the 2<sup>nd</sup>. Located in Sundermount Outside before reaching the Dalish Camp. After getting the scroll, go up the path up the mountain. There should be an Arcane Horror waiting for you.

### Second Aspect

In Sundermount Outside, found in the area where you fought the “Third” Arcane Horror, behind one of the walls at the ruins. Your journal will update telling you a new "Hidden Lair" has opened, but it's outside. Go through the Passage and past the Mountain Graveyard. Partway up you'll fight three daemons and their entourage.

### Pride Unbound

After all three other encounters are cleared. Near Ander's Clinic, it's the same door used for the Quest "Birthright" in Act I. Inside the lair, you will encounter a Pride Demon named Hubris. Kill it and its minions

## MARK OF THE ASSASSIN DLC

(*sibling becomes selectable after intro*)

## SIDE QUESTS

- The Cult of the Sky
- The Master's Salve
- Baiting A Wyvern
- The Lost Hounds
- Wishing Well
- Hard to Stomach

## CAPRICES

There are 5:

- 3 laying outside
- 1 bought from quartermaster
- 1 from Cyril as part of main quest

## HARD TO STOMACH

- 2 Lutefisks (4 total)
- 1 Slices of Cheese (3 total)
- 5 Navets (5 total)

## TILE PUZZLES

### Facing the fire:

Northern	Western	Eastern
X _ X	_ X _	X _____
xxx _ x	_ xxx	xxxxxx
X _ X _ X	_ X _ X	X _____

### BIG ONE in East

A	B	_	_	_
C	D	_	E	F
_	_	G	H	I
_	_	J	K	L
_	M	N	_	O