

HAVEN

SIDE QUESTS

- Haven's Best and Brightest
- Know Thy Enemy
- Lotus and Root (*from Mother Giselle*)
- Mixing Potions
- Passing Notes
- Piece by Piece
- Requisition for Weapons
- The Right Armor

COLLECTIBLES

- Song: Andraste's Mabari – stairs near Seggrit
- Song: Empress – heard from the bard
- Song: Enchanters – heard from the bard
- Song: I am – heard from the bard
- Song: Maker – heard from the bard
- Song: Nightingale's – heard from the bard
- Song: Once – heard from the bard
- Song: Rise – heard from the bard
- Song: Sera – heard from the bard

HINTERLANDS

ZONE CHAIN

- The Treat Remains
- Horses for the Inquisition
 - Master of Horses
 - Farmland Security
 - Trouble with Wolves
 - Agent: Master Dennet (*Cassandra/Dortan/Vivianne*)

SIDE QUESTS

- Agrarian Apostate
- Apostates in Witchwood (*before choosing sides*)
- Bergrit's Claws
- Blood Brothers
- Conscientious Objector
- East Road Bandits
- Failure to Deliver
- Hinterland Who's Who
- Holding the Hinterlands
- Hunger Pangs
- In the Elements
- In the Saddle(3) (*close nearby rift first*)
- Letter from a Lover (*EmpriseDuLion or plant at Skyhold*)
- Love Waits
 - Agent: Lord Berand
- Map of Farmland Cave
- Map to a Waterfall
- Memories of the Grey
 - Calenhad's Foothold
 - SE of Forest Camp
- My Lover's Phylactery
 - Agent: Enchanter Ellendra (*Vivienne*)
- The Mercenary Fortress
- One Less Venatori (2)
- Open a Vein
- Praise the Herald of Andraste
 - Agent: Speaker Anais
- Playing with Fire (*easier before claiming landmark*)
- Return Policy
- Rifts at Dwarfson's Pass
- Rifts at the Foothold
- Rifts on the Farm
- Rifts in the Woods
- Rifts on the Outskirts
- Safeguards Against Looters
- Shallow Breaths
- Sketch of Calenhad's Foothold
- Stone Dreams
- Strange Bedfellows
 - Agent: Ritts (*Varric/Dwarf/Underworld*)
- Templars to the West (*before choosing sides*)
- Unfinished Business – Ser Rebenger Torn
- Where the Druffalo Roam

HINTERLANDS

COLLECTIBLES

- Agent: Vale's Irregulars (*after many local quests*)
- Astariums
- Bottle: Butterbile – house near Blood Brothers quest
- Bottle: Carnal – Redcliffe Farms Dennet's house
- Bottle: Vint-9 – Lornan's tavern 2nd floor
- Bottle: Wardens Steed – Redcliffe Wheelhouse
- Dragon: NE of map
- Landmarks (17)
- Mosaic Pieces (10)
- Nursery Seed: Deep Mushroom
- Regions (29)
- Shards (22)
- Song: Saga – find all Trydda Landmarks

REDCLIFFE (*after Val Royeaux, before choosing sides*)

- A Common Treatment
 - An Advanced Treatment
 - A Rare Treatment
 - A Healing Hand (*Solas/Elf/Nobility*)
- The Ballad of Lord Woolsley
- Business Arrangements
 - Agent: Tanner (*Varric/Cassandra/Dwarf*)
- Flowers for Senna
- A Spirit in the Lake
- In Hushed Whispers (*must be done before choosing sides*)
 - Agent: Clemence (*before leaving Tavern*)
- Song: Hero – Redcliffe shack behind Jimmy

VALAMMAR

- Deep Trouble
- The Vault of Valammar
- Mosaic Pieces (2)

STORM COAST

ZONE CHAIN

- Vigilance on the Coast
 - Agent: Blades of Hessarian (*challenge leader*)
- Cleaning House
- Wardens of the Coast

SIDE QUESTS

- Fragment of Inadequate Chain Mail (*Island, E of boat*)
- A Glowing Key (*drop from wandering rebel mage*)
- Holding the Storm Coast
- Keeping the Darkspawn Down (*unlocked by operation*)
- Memories of the Grey
 - Camp SE of Stone Tree Landmark
 - Hut E of Driftwood Margin Camp
- Red Water (*unlocked by operation, level 16*)
(*if no key, travel to camp and re-enter, loot by boats*)
- Rifts on the Coast
- Rift at the Falls

COLLECTIBLES

- Astariums
- Bottle: Warden Anras – SE of Grove Camp, top of cliff
- Bottle: Warden Riordan – hut E of Driftwood Margin Camp
- Dragon: Dragon Island, after operation
- Landmarks (5)
- Regions (10)
- Shards (13)
- Song: The Storm Coast's Claim – book on cliffside

FALLOW MIRE

ZONE CHAIN

- Rescue Soldiers Missing in Ferelden
 - Agent: Sky Watcher (*help him at beginning*)
 - Agent: Movran the Under (*Judgement*)

SIDE QUESTS

- Beacons in the Dark
- Beneath the Mire
- Cabin Fever
- Holding the Mire
- Memories of the Grey
 - Locked Room atop Battlements (*Deft Hands Perk*)
 - Hargrave Keep, door opposite hostages
- Rifts in the Mire
- These Demons Are Clever

FALLOW MIRE

COLLECTIBLES

- Bottle: Dragon Piss - 2nd house NW of 4th beacon
- Bottle: Garbolg's – house NW of Fisher's End
- Landmarks (4)
- Mosaic Piece (1)
- Regions (8)
- Song: Shred – Hargrave Keep

VAL ROYEAUX

COLLECTIBLES

- Agent: Belle (*before leaving zone*)
- Song: She – Nailed to the gallows
- Song: Three – shop across from café

THERINFAL REDOUBT – *if siding with Templars*

SIDE QUESTS

- Demonic Dogma (*during Fade area*)
(*backtrack to war room for key with veilfire*)
- Under Her Skin (*Leliana*)
 - Corypheus' Memories (3 upstairs, 3 downstairs)

COLLECTIBLES

- Agent: Barris (*automatic, if he survives - get back to main hall frequently*)
- Promoting Ser Berris (*Judgement*)

REDCLIFFE CASTLE – *if siding with mages*

SIDE QUESTS

- Before the Dawn (*Cullen*)

COLLECTIBLES

- Agent: Gereon Alexius (*Judgement*)

ADAMANT FORTRESS

THE FADE – inside Adamant

SIDE QUESTS

- Broken Window (4,1,3,5,2)
- Fears of the Dreamers
- Eluvians (5) (*unmarked*)
- Agent: Livius Aramond (*Judgement*)

WINTER PALACE

SIDE QUESTS

- Montbelliard's Ring (*before entering main door*)
- The Great Blackmail Hunt (30) → Social Leverage
- Herd of Stone Halla (11)
- Red Jenny's Stashes (*if Sera brought along in party*)
- Throwing Away Money (15) → Caprice Coin Toss

COLLECTIBLES

- Agent: Florianne de Chalons (*if she survives*)
- Agent: Mercenary Captain (*Underworld*)
- Agent: Nobles in Guest Garden

CRESTWOOD

ZONE CHAIN

- Agent: Jana (*before Flooded Caves, Solas/Nobility*)
- Capturing Caer Bronach
 - High Stakes
 - Weeding out Bandits
- Still Waters

SIDE QUESTS

- Burdens of Command
- Holding Crestwood
- Homecoming
- The Naturalist
 - Wrym hole
- Rift Near the North Gate
- Rifts at Three Trout Farm
- Rift at Caer Bronach

COLLECTIBLES

- Astariums
- Bottle: Antivan Sip – Glenmorgan Mine, near wyvern
- Bottle: Warden Daedalam – SE of Fisherman landmark
- Bottle: Warden Gibbins – SW of spirit in drained lake
- Bottle: Hiro's – house SE of spirit in drained lake
- Dragon: S of Village of Crestwood
- Landmarks (10)
- Mosaic Pieces (5) – 2 in Flooded Caves
- Regions (19)

WESTERN APPROACH

ZONE CHAIN

- Into the Approach
- The Venatori
- Agent: Servis (*Judgement, Underworld*)

SIDE QUESTS

- The Abyssal High Dragon
 - Draconology
 - Frederic's Livelihood
 - How to Lure a Dragon
 - Hunting Patterns
 - A Manuscript of Some Authority (*op to complete*)
 - Sharper White Claws
- Assault on Griffon Wing Keep
 - This Water Tastes Funny (*after Keep*)
 - The Trouble with Darkspawn (*unlocked by operation*)
 - Fortress Squatters (*after Landmark*)
- Holding the Western Approach (*after Keep*)
- Memories of the Grey
 - Dustytop Fort, near Rift
 - Echoback Fort
- On the Chantry Trail
- Rifts in Sand and Dust
- Rifts in the Canyons
- Rifts in Echoback (*after Keep*)
- Rifts off the Pass
- Unfinished Business – Leo of Lucien Bay

COLLECTIBLES

- Astariums
- Bottle: Eval'lal – Ritual Tower
- Bottle: Jain – Dustytop Fort
- Bottle: West – Tower above astarium cave
- Dragon: Abyssal, S area after quest chain
 - Agent: Frederic (*after killing dragon*)
- Landmarks (15)
- Mosaic Pieces (13)
 - 1 in Corcavus, 1 is Astarium Cave
- Regions (25)
- Shards (14)

STILL RUINS

- A Tevinter Relic Hunt
- The Heart of the Still Ruins
- A Stranger Rift in the Ruins
- Mosaic Piece (1)

EXALTED PLAINS

ZONE CHAIN

- Silence on the Plains
- Undead Ramparts to the West
- Lay Rest the Western Ramparts
- Another Side, Another Story
- No Word Back
- Lay Rest the Eastern Ramparts
- For the Empire (*operation, finish in Keep*)
 - Pressed for Cache

SIDE QUESTS

- By the Grace of the Dalish (*15 points total*)
 - A Dalish Perspective
 - From the Beyond (*don't loot graves 'till after*)
 - The Golden Halla
 - Someone to Lose
 - Something to Prove
 - A Well-Stocked Camp
 - The Spoils of Desecration (*do after finishing favor*)
 - Agent: Loraniil (*favor with the Dalish*)
- Calming Victory Rise
- A Familiar Ring (*get quick before she dies! Finish in Keep*)
- A Father's Guidance
- Ghilan'nain's Grove (*operation*)
- Holding the Exalted Plains
- Left to Grieve
- Map of Enavuris
- Map of Halin'sulahn
- One Less Venatori
- Scattered Glyphs → Operation, opens Dirthamen
- Sketch of Enavuris River
- Rifts in the Old Plains
- Rifts in the Fens
- Rifts on the Battlefield
- Unfinished Business – Ser Hildebrant

EXALTED PLAINS

COLLECTIBLES

- Bottle: Alvarado's – Eastern Ramparts tower
- Bottle: Finale – Riverside Garrison basement
- Bottle: Korenic – Ville Montevellan yellow house
- Bottle: Tontiv – SW of Riverwatch, in red house
- Dragon: Crow Fens, NE of map, after operation
- Landmarks (18)
- Mosaic Pieces (5)
 - 1 in Spoils of Desecration (*don't give key to keeper*)
- Regions (21)
- Shards (16)
- Song: Silver – pink house S of Point Agur Landmark

LOST TEMPLE OF DIRTHAMEN

- God of Secrets
- Runes in the Lost Temple
 - Mosaic Pieces (2)

EMERALD GRAVES

ZONE CHAIN

- Fairbanks' Trust
- Watcher's Reach Refugees
- The Freeman of the Dales
- A Fallen Sister
- A Vicious Thug
- A Corrupt General
- A Deluded Chevalier
- Victims of War
- Noble Deeds, Noble Heart
 - Agent: Fairbanks
- A Puppet Master (*unlocked by operation*)

SIDE QUESTS

- A Bear to Cross (*after nearby rift closed*)
- Chateau d'Onterre
 - Mosaic Pieces (2)
 - Song: Girl (*upstairs S Library*)
 - Devotion
- Din'an Hanin (*after Winter Palace*)
 - Knights' Tomb (*after Dalish Favor in Exalted Plains*)
 - Mosaic Piece
- Holding the Emerald Graves
- Last Wishes
- A Lover's Promise
- Map of Elgar'nan's Bastion
- Map of Watcher's Pass
- Motherly Encouragement
- Not Everyone's Free
- Observing the Menace
- Parson's Battered Notebook (*NW4, NE2, SE3*)
- Rifts at the Pavilion
- Rifts at the Cove
- Rifts near the Sighs
- Rifts at the Reach
- The Tiniest Cave (*start (unmarked)*)
- Unfinished Business – Jepler the Unbound
- Villa Maurel
 - Safe Keeping
 - Mosaic Piece

COLLECTIBLES

- Astariums
- Bottle: Absence – Argon's Lodge
- Bottle: Chasind – Lyrium Camp N of Southfinge Tower
- Bottle: Mackay's – bear cave N of Chateau D'Onterre
- Bottle: Sun – Silver Falls S of Direstone
- Dragon: N of map
- Landmarks (22)
- Mosaic Pieces (3)
- Regions (26)
- Shards (13)

EMPRISE DU LION

ZONE CHAIN

- A Timely Intervention
- The Corruption of Sahrnia
- Take Back the Lion
- Call Me Imshael
 - Agent: Michel de Chevin (*don't side with Imshael*)
- Capturing Suledin Keep

SIDE QUESTS

- They Shall Not Pass (*get before building bridge*)
- Breeding Grounds (*get before killing a local dragon*)
- Securing Safe Passage – after Dragons cleared
- Caged Confession
- Mama's Ring
- Memories of the Grey
 - Valeska's Watch, on an Altar
 - Valeska's Watch, near Landmark
- Quarry Quandary
- Red Captors
- Rift on Frozen Water
- Rift at Elfsblood Tower
- Rifts at Drakon's Cleft
- Rifts in the Springs
- Rocky Rescue
- Sifting Through Rubble
- Stalker
- The Tiniest Cave (*end (unmarked)*)
- Turning the Tables
- Valeska's Watch
 - (get the note to the NE to open Cradle of Sulevin)*
- Unfinished Business – Gordon the Frank
- Words Not Hollow

COLLECTIBLES

- Bottle: Abyssal Peach – Suledin Keep
- Bottle: Legacy – Ssahrnia quarry tower
- Dragons (3): E of map after operation
- Landmarks (11)
- Regions (16)
- Shards (13)

HISSING WASTES

ZONE CHAIN

- Sand and Ruin
- The Tomb of Fairrel

SIDE QUESTS

- Field of Bones
- Holding the Hissing Wastes
- Let's Slay the Beast (*a hunter in random places*)
- Notes on the Wastes
- Rifts at the Sunstop Mountains
- Rifts near the Canyon
- Rifts near the Cove
- Rifts near the Sand Crags

COLLECTIBLES

- Bottle: Aqua Magus – outside Burial Grounds Tomb
- Bottle: Flames – quarry NW of Sunstop Mountain
- Bottle: Silent – Ventatori camp SE of Sunstop Mountain
- Dragon: E of map, near Tomb of Fariel
- Landmarks (8)
- Mosaic Pieces (12)
- Regions (12)
- Shards (8)

CRADLE OF SULEVIN – unlocked by operation

(*note in Emprise, NNE of Valeska's Watch*)

SIDE QUESTS

- Ruined Blade
- Mosaic Piece (1)

FORBIDDEN OASIS

(pick up one shard anywhere, then war table operation)

ZONE CHAIN

- Shard Collector
- The Temple of Pride (requires Shards from all other zones)
 - The Cold Endured
 - The Fire Captured
 - The Spirit Calmed
 - A Proudful Place

SIDE QUESTS

- Holding the Oasis
- Rifts High and Low
- Rifts in the Oasis
- What it's Worth (Miner wanders lower parts)
 - The Door in Par'as Cavern

COLLECTIBLES

- Bottle: Golden – bottom of Spiral Mine
- Landmarks (8)
- Mosaic Piece (1) (cave N of N camp)
- Regions (16)
- Shards (15)

FROSTBACK BASIN

ZONE CHAIN

- What Yet Lingers
- The Basin Beckons
- On Ameridan's Trail (light puzzle: 2, 6, 8, 5, 4, 1, 5, 7, 3, 9)
- Guests of the Hold (also 2 operations)
 - A Father's Name
 - Hakkon's Trials
 - It Remains to be Seen
 - In Exile
 - Agent: Sigrid Guldsdotten (if let go)
 - Up and Away
 - Storvacker Caged
 - Agent: Storvacker (Judge her at hold)
- Ameridan's End
- Hakkon Wintersbreath
- Where Once We Walked (beach, cavern, ruin, shrine, island)

SIDE QUESTS

- Avvar Allies
- Beasts at Bay (after visiting island)
 - The Nox Morta
- Holding Frostback Basin
- Lead the Charge
 - Jawbreaker
 - The Loss of a Friend
- The Mystery of Winter (requires shards found in zone)
- Rifts Along the River
- Rifts in the Basin
- Rift in the Floor
- Rifts on the Bank
- They Came from Somewhere Else (4 codex entries)
 - Agent: Helsdim Rolfsen
- Worthy of Publication

COLLECTIBLES

- Astariums
- Landmarks (10)
- Regions (22)
- Shards (12)

THE DEEP ROADS

SIDE QUESTS

- A Warm Welcome
- Builder's Towers
- Chronicles of Forgotten Wars (5 codex entries)
- Exploring the Deep Roads (local war table)
- Holding the Deep Roads
- Killing Me Softly (gears) (4 codex entries)
- The Nug King (war table op, cheese, throne)
- On Broken Knees
- Sacrificial Gates of Segrummar (gears)

COLLECTIBLES

- Landmarks (6) (last one can't be gone back for)
- Regions (6)
- MUGS
 - Nalthur – room with Treasure Expedition table
 - Wraith – Builder's Towers room, break crates
 - Branon's – near Central Heidrun Bridge Op point
 - Everd's - 7th Gate of Segrummar
 - Lost – bottom of Heidrun Bridge
 - Enchanted – after 4th Gate of Segrummar
 - Sacrificial – NE Bastion of pure, kill Arcane Horror
 - Cobalt – after Buried Sea Bridge, at the end
 - Ancients - 3rd codex of Chronicles
 - Titan's – after Excavation operation, near a skeleton
- GEARS
 - Darkspawn Warrens (8) (main quest gears don't count)
 - Ruins of Heidrun Thaig (22)
 - Forgotten Caverns (12)
 - Bastion of the Pure (12)

SKYHOLD

SIDE QUESTS

- Inquisition Trappings
- Major Upgrades
 - A Better Courtyard
 - A Greener Garden (build herb garden for Song)
 - A Superior Tower
- Rune Crafting
 - Advanced Crafting (put a rune in a weapon)
- Scattered in Skyhold (Enhanced Studies Perk, respawning)
- Quizquisition (Elite Cleintele Perk and 100k to open vault)
- Welcome to Skyhold

COLLECTIBLES

- Song: Bull's – have drinks with the Chargers
- Song: Garden – only if you put in the Herb Garden
- Song: Oh, Grey – heard from the bard, after Adamant
- Song: Samson's – heard from the bard
- Song: Take – scroll behind the bard

TRESPASSER – War Table after the main game

COLLECTIBLES

- Expensive Dog Treats (10)
- Fireworks – at night, SW corner, (explode at high point, score 100+)
- Halla Treasure Hunt (5) – in order:
 - map on skeleton in Crossroads, L as you first enter
 - NE of the bar behind a statue
 - inside central fountain
 - on roof of bathhouse
 - balcony above stairs E of main gate
 - return to skeleton at Crossroads
- Harlequin Tag (5) – all over Winter Palace, takes hours
- Painting Correction (5) – Winter Palace
 - in the bar
 - in the little room NW of bar

in the bathhouse

after 1st council meeting, climb trellises (big pics)

INNER CIRCLE & COMPANION QUESTS

BLACKWALL

- The Lone Warden (recruitment, after Threat Remains)
- Memories of the Grey (see zones for locations)
- Explanations (romance)
- Revelations (after Adamant, must do to keep in Trespasser)

CASSANDRA

- Unfinished Business (see zones for locations)
- Promise of Destruction
- Guilty Pleasures
- The Ideal Romance (romance)

COLE

- The Forgotten Boy (recruitment)
- Subjected to His Will (after Adamant)

CULLEN

- Perseverance (after Adamant)
- Happier Times (romance)

DORIAN

- One Less Venatori
- Last Resort of Good Men (buggy– save inside, reload)
- The Magister's Birthright (romance)

IRON BULL

- The Captain of the Chargers (recruitment)
- Demands of the Qun (betrays in Trespasser if not saving Chargers)
- Tough Love (romance)

JOSEPHINE

- Of Somewhat Fallen Fortune
- Heraldry from a Herald (romance)
- Unexpected Engagement (romance)

LELIANA

- The Left Hand of the Divine (after Adamant & Palace)

SERA

- A Friend of Red Jenny (recruitment)
- The Verchiel March
- Woman Wants Nothing (romance)

SOLAS

- Measuring the Veil
- All New, Faded for Her
- What Lies Dormant (requires high approval)

VARRIC

- Seeing Red (multiple zones, more than 12 exist)
- Well, Shit (after Adamant)

VIVIENNE

- The Imperial Enchanter (recruitment)
- Favors for the the First Enchanter
- Bring Me the Heart of Snow White (after Winter Palace) (bugged: don't loot any other corpses)

SECRET SOLAS ENDING CODEX LOCATIONS:

Elven Mountain Ruins

- North of “cathedral” in grassy area by shore

Deep Roads

- After meeting ex-Templar, dark caves, near blue fire

Library

- Northernmost section, Scholar's Retreat, past blue fire

Darvaarad

- In tower, on table at top

In the final conversation with Solas

- choose the Elf Knowledge option 1st