

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

HINTERLANDS

ZONE CHAIN

- The Treat Remains
- Horses for the Inquisition
 - Master of Horses
 - Farmland Security
 - Trouble with Wolves

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
- Map of Farmland Cave
- Map to a Waterfall
- Memories of the Grey
 - Calenhad's Foothold
 - SE of Forest Camp
- My Lover's Phylactery
- The Mercenary Fortress
- One Less Venatori (2)
- Open a Vein
- Praise the Herald of Andraste
- 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
- Templars to the West (*before choosing sides*)
- Unfinished Business – Ser Rebenger Torn
- Where the Druffalo Roam

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
- Flowers for Senna
- A Spirit in the Lake
- In Hushed Whispers (*must be done before choosing sides*)

VALAMMAR

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

STORM COAST

ZONE CHAIN

- Vigilance on the Coast
- 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

FALLOW MIRE

ZONE CHAIN

- Rescue Soldiers Missing in Ferelden
- Lost Souls
 - 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

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*)
- Promoting Ser Berris (*Judgement*)

REDCLIFFE CASTLE – *if siding with mages*

SIDE QUESTS

- Before the Dawn (*Cullen*)

ADAMANT FORTRESS

THE FADE – *inside Adamant*

SIDE QUESTS

- Broken Window (*4,1,3,5,2*)
- Fears of the Dreamers
- Eluvians (5) (*unmarked*)

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

CRESTWOOD

ZONE CHAIN

- 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

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

STILL RUINS

- A Tevinter Relic Hunt
- The Heart of the Still Ruins
- A Stranger Rift in the Ruins

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*)
- 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

LOST TEMPLE OF DIRTAMEN

- God of Secrets
- Runes in the Lost Temple

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
- A Puppet Master *(unlocked by operation)*

SIDE QUESTS

- A Bear to Cross *(after nearby rift closed)*
- Chateau d'Onterre
 - Devotion
- Din'an Hanin *(after Winter Palace)*
 - Knights' Tomb *(after Dalish Favor in Exalted Plains)*
- 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

EMPRISE DU LION

ZONE CHAIN

- A Timely Intervention
- The Corruption of Sahrnia
- Take Back the Lion
- Call Me 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

HISSING WASTES

ZONE CHAIN

- Sand and Ruin
- The Tomb of Fairel

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

CRADLE OF SULEVIN – unlocked by operation

(note in Emprise, NNE of Valesko's Watch)

SIDE QUESTS

- Ruined Blade

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

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
 - Up and Away
 - Storvacker Caged
- 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)*
- Worthy of Publication

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)*

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 Cleintelet Perk and 100k to open vault)*
- Welcome to Skyhold

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)*