

SIDE QUESTS & COLLECTIBLES

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

- Mount: Armored / Inq Charger – DLC
- Mount: Asaarash – DLC, shipments
- Mount: Avvar Mixed – Radeon Promotion
- Mount: Avvar Nug - DLC
- Mount: Breclian Sure-Foot – buy from stables
- Mount: Frostback Mountain Horse – DLC
- Mount: Greater Bog Unicorn – War Table
- Mount: Greater Frostback Elk – DLC
- Mount: Hunter Shade Dracolisk – Kill a dragon
- Mount: Light-Torn – Newegg Promotion
- Mount: Mountain Dracolisk – DLC
- Mount: Oath-Bound - DLC
- Mount: Primal-Trained Longma – Collector's DLC
- Mount: Taslin Strider – buy from stables
- Song: Andraste's Mabari – stairs near Merchant 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

SIDE QUESTS

- Agrarian Apostate
- Apostates in Witchwood
- Bergrit's Claws
- Blood Brothers
- Conscientious Objector
- East Road Bandits
- Failure to Deliver
- Farmland Security
- Hinterland Who's Who
- Holding the Hinterlands
- Horses for the Inquisition
- Hunger Pangs
- In the Elements
- In the Saddle
- Letter from a Lover (*EmpriseDuLion or plant at Skyhold*)
- Love Waits
- Map of Farmland Cave
- Map to a Waterfall
- Master of Horses
- My Lover's Phylactery
- The Mercenary Fortress
- Open a Vein
- Praise the Herald of Andraste
- Playing with Fire
- 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
- Trouble with Wolves
- Templars to the West
- Where the Druffalo Roam

HINTERLANDS

COLLECTIBLES

- Agent: Speaker Anais (*after her quest*)
- Agent: Lord Berand (*after his quest*)
- Agent: Master Dennet (*Cassandra/Dorian/Vivienne*)
- Agent: Enchanter Ellendra (*after her quest, Vivienne*)
- Agent: Ritts (*Varric/Dwarf/Underworld*)
- Agent: Vale's Irregulars (*after many local quests*)
- Astariums
- Banner – Grand Forest Villa
- Banner – Redcliffe Farms Dennet's house
- Banner – Valammar Vaults
- 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)
- Mount: Ferelden Forder – talk to Master Dennet
- Mosaic Pieces (10)
- Nursery Seed: Deep Mushroom
- Regions (29)
- Shards (22)
- Song: Hero – Redcliffe shack behind Jimmy
- Song: Saga – find all Trydda Landmarks

REDCLIFFE (*after Val Royeaux*)

SIDE QUESTS

- A Common Treatment
 - An Advanced Treatment
 - A Rare Treatment
 - A Healing Hand (*Solas/Elf/Nobility*)
- The Ballad of Lord Woolsey
- Business Arrangements (*Varric/Cassandra/Dwarf*)
 - Agent: Tanner (*Cassandra or Varric or Dwarf*)
- Flowers for Senna
- A Spirit in the Lake

VALAMMAR

SIDE QUESTS

- Deep Trouble
- The Vault of Valammar

COLLECTIBLES

- Mosaic Pieces (2)

STORM COAST

SIDE QUESTS

- Cleaning House
- A Glowing Key (*drop from wandering mage*)
- Holding the Storm Coast
- Keeping the Darkspawn Down
- Red Water (*unlocked by operation*)
- Rifts on the Coast
- Rift at the Falls
- Vigilance on the Coast
- Wardens of the Coast

COLLECTIBLES

- Agent: Blades of Hessarian (*challenge leader*)
- Astariums
- Banner Crown – Daerwin's Mouth Behemoth site
- Banner Crown – Astarium Cave
- Bottle: Warden Anras – SE of Grove Camp, top of cliff
- Bottle: Warden Riordan – hut E of DriftwoodMarginCamp
- Dragon: Dragon Island, after operation
- Landmarks (5)
- Nursery Seed: Black Lotus, after Red Water Operation
- Nursery Seed: Prophet's Laurel; Dragon Island
- Nursery Seed: Spindleweed
- Regions (10)
- Shards (13)
- Song: The Storm Coast's Claim – book on cliffside

FALLOW MIRE

SIDE QUESTS

- Beacons in the Dark
- Beneath the Mire
- Cabin Fever
- Holding the Mire
- Lost Souls
- Rifts in the Mire
- These Demons Are Clever

COLLECTIBLES

- Agent: Sky Watcher (*help him, then finish zone quest*)
- Bottle: Dragon Piss - 2nd house NW of 4th beacon
- Bottle: Garbolg's – house NW of Fisher's End
- Landmarks (4)
- Mosaic Piece (1)
- Nursery Seed: Dawn Lotus
- Regions (8)
- Song: Shred – Hargrave Keep

THE RINFAL REDOUBT – *if siding with Templars*

SIDE QUESTS

- Demonic Dogma (*during Champions of the Just*)
(*backtrack to war room for key*)

COLLECTIBLES

- Banner – Great Hall upper level chest
- Agent: Barris (*automatic, if he survives*)
get back to main hall quick

REDCLIFFE CASTLE – *if siding with mages*

COLLECTIBLES

- Agent: Clemence (*before leaving Tavern*)
- Banner – Upper Royal Wing

VAL ROYEAUX

COLLECTIBLES

- Agent: Belle (*before leaving zone*)
- Beds – Skyhold customization merchant
- Banner Crown – Skyhold customization merchant
- Drapes – Skyhold customization merchant
- Mounts: 5 Nugs – MysteryBox from Deraboam, WarTabl
- Song: She – Nailed to the gallows
- Song: Three – shop across from café
- Windows – Skyhold customization merchant

CRESTWOOD

SIDE QUESTS

- Burdens of Command
- Capturing Caer Bronach
- High Stakes
- Holding Crestwood
- Homecoming
- The Naturalist
 - Wrym hole
- Rift Near the North Gate
- Rifts at Three Trout Farm
- Rift at Caer Bronach
- Still Waters
- Weeding out Bandits

COLLECTIBLES

- Agent: Jana (*before Flooded Caves, Solas or Nobility*)
- Astariums
- Banner Crown – Fisherman's Hut, S of astarium
- Bottle: Antivan Sip – Glenmorgan Mine, near wyvern
- Bottle: Warden Daedalam – SE of Fisherman's 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
- Nursery Seed: Blood Lotus
- Nursery Seed: Elfroot
- Nursery Seed: Embrum
- Regions (19)

WESTERN APPROACH

SIDE QUESTS

- The Abyssal High Dragon
 - Draconology
 - Frederic's Livelihood
 - How to Lure a Dragon
 - Hunting Patterns
 - Sharper White Claws
- Assault on Griffon Wing Keep
- Fortress Squatters (*after Landmark and Adamant*)
- Holding the Western Approach
- Into the Approach
- On the Chantry Trail (*mage*)
- Rifts in Sand and Dust
- Rifts in the Canyons
- Rifts in Echoback
- Rifts off the Pass
- The Trouble with Darkspawn (*unlocked by operation*)
- The Venatori
- This Water Tastes Funny

COLLECTIBLES

- Agent: Frederic (after killing dragon)
- Astariums
- Banner – Still Ruins Main Chamber chest
- Bottle: Eval'lal – Ritual Tower
- Bottle: Jairn – Dustytop Fort
- Bottle: West – Tower above astarium cave
- Dragon: Abyssal, S area after quest chain
- Landmarks (15)
- Mosaic Pieces (13)
 - 1 in Corcavus, 1 is Astarium Cave
- Nursery Seed: Amrita Vein
- Nursery Seed: Ghoul's Beard
- Nursery Seed: Vandal Aria
- Regions (25)
- Shards (14)

STILL RUINS

- The Heart of the Still Ruins
- A Manuscript of Some Authority
- A Stranger Rift in the Ruins
- A Tevinter Relic Hunt
- Mosaic Piece

EXALTED PLAINS

SIDE QUESTS

- Another Side, Another Story
- By the Grace of the Dalish (*15 points total*)
 - A Dalish Perspective
 - From the Beyond
 - The Golden Halla
 - Someone to Lose
 - Something to Prove
 - A Well-Stocked Camp
 - The Spoils of Desecration (*give key to keeper*)
- Calming Victory Rise
- A Familiar Ring (*get quick before she dies!*)
- A Father's Guidance
- For the Empire (*complete in keep*)
 - Pressed for Cache
- Ghilan'nain's Grove
- Holding the Exalted Plains
- Lay Rest the Eastern Ramparts
- Lay Rest the Western Ramparts
- Left to Grieve
- Map of Enavuris
- Map of Halin'sulahn
- No Word Back
- Scattered Glyphs → Operation, opens Dirthamen
- Silence on the Plains
- Sketch of Enavuris River
- Rifts in the Old Plains
- Rifts in the Fens
- Rifts on the Battlefield
- Undead Ramparts to the West

EXALTED PLAINS

COLLECTIBLES

- Agent: Loraniil (favor with the Dalish)
- Banner – Eastern Ramparts Tower
- Banner Crown – complete quest For the Empire
- 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*)
- Nursery Seed: Arbor Blessing
- Nursery Seed: Rashvine
- Nursery Seed: Rashvine Nettle
- Regions (21)
- Shards (16)
- Song: Silver – pink house S of Point Agur Landmark

LOST TEMPLE OF DIRTAMEN

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

EMERALD GRAVES

SIDE QUESTS

- A Bear to Cross (*after nearby rift closed*)
- Chateau d'Onterre
 - Mosaic Piece
- A Deluded Chevalier
- Devotion
- Din'an Hanin (*after Winter Palace*)
 - Knights' Tomb (*Dalish Favor*)
 - Mosaic Piece
- Fairbanks' Patrol Under Attack
- Fairbanks' Trust
- A Fallen Sister
- The Freeman of the Dales
- Holding the Emerald Graves
- Last Wishes
- A Lover's Promise
- Map of Elgar'nain's Bastion
- Map of Watcher's Pass
- Motherly Encouragement
- Noble Deeds, Noble Heart (*rogue*)
- Not Everyone's Free
- Observing the Menace
- Parson's Battered Notebook (*unmarked*)
- Rifts at the Pavilion
- Rifts at the Cove
- Rifts near the Sighs
- Rifts at the Reach
- The Tiniest Cave (start) (*unmarked*)
- Villa Maurel
 - Safe Keeping
 - A Corrupt General
 - Mosaic Piece
- A Vicious Thug
- Victims of War
 - A Puppet Master (*after operation*)
- Watcher's Reach Refugees

COLLECTIBLES

- Agent: Fairbanks (*after his quest*)
- Astariums
- Banner – Argon's Lodge, barrel in shack near entrance
- Banner Crown – Villa Maurel
- Bottle: Absence – Argon's Lodge
- Bottle: Chasind – Lyrium Camp N of Southfinger 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)
- Song: Girl – inside Chateau d'Onterre

EMPRISE DU LION

SIDE QUESTS

- A Timely Intervention
- They Shall Not Pass (*get before building bridge*)
 - Breeding Grounds (*get before killing a local dragon*)
 - Securing Safe Passage – after Dragons cleared
- Caged Confession
- Call Me Imshael
- Capturing Suledin Keep
- The Corruption of Sahrnia
- Mama's Ring
- Quarry Quandary
- Red Captors
- Rift on Frozen Water
- Rift at Elfsblood Tower
- Rifts at Drakon's Cleft
- Rifts in the Springs
- Rocky Rescue (*rogue*)
- Sifting Through Rubble
- Stalker
- Take Back the Lion
- The Tiniest Cave (end) (*unmarked*)
- Turning the Tables
- Valeska's Watch
- Words Not Hollow

EMPRISE DU LION

COLLECTIBLES

- Agent: Michel de Chevin (don't side with Imshael)
- Bottle: Abyssal Peach – Suledin Keep
- Bottle: Legacy – Ssahrnia quarry tower
- Dragons (3): E of map after operation
- Landmarks (11)
- Nursery Seed: Felendaris
- Regions (16)
- Shards (13)

CRADLE OF SULEVIN – unlocked by operation

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

SIDE QUESTS

- Ruined Blade
- Mosaic Piece (1)

HISSING WASTES

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
- Sand and Ruin
- The Tomb of Fairel

COLLECTIBLES

- Banner – Canyon Tomb
- Banner Crown – burial grounds tomb
- Banner Crown – camp chest E of Golden Oasis
- 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)

FORBIDDEN OASIS

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

SIDE QUESTS

- The Door in Par'as Cavern
- Holding the Oasis
- Rifts High and Low
- Rifts in the Oasis
- Shard Collector
- What it's Worth
- The Temple of Pride*(requires:Shards from Previouszones)*
 - The Cold Endured
 - The Fire Captured
 - The Spirit Calmed
 - A Proudful Place *(after other three)*

COLLECTIBLES

- Bottle: Golden – bottom of Spiral Mine
- Landmarks (8)
- Mosaic Piece (1)
- Nursery Seed: Dragonthorn
- Nursery Seed: Witherstalk
- Regions (16)
- Shards (15)

FROSTBACK BASIN

SIDE QUESTS

- Avvar Allies
- The Basin Beckons
- Beasts at Bay
- Guests of the Hold *(also 2 operations)*
 - A Father's Name
 - Hakkon's Trials
 - It Remains to be Seen
 - In Exile
 - Up and Away
- Hakkon Wintersbreath
- Holding Frostback Basin
- Lead the Charge
 - Jawbreaker
- The Loss of a Friend
- The Mystery of Winter *(requires shards)*
- The Nox Morta
- The Old Temple
- On Ameridan's Trail
 - Ameridan's End
 - What Yet Lingers
 - Where Once We Walked *(start at beach)*
- Rifts Along the River
- Rifts in the Basin
- Rift in the Floor
- Rifts on the Bank
- Storvacker Caged
- They Came from Somewhere Else *(4 codices)*
- Worthy of Publication

COLLECTIBLES

- Agent: Helsdim Rolfsen *(after his quest)*
- Agent: Sigrid Guldsdotten *(after her quest, if let go)*
- Agent: Storvacker *(Judge her at hold)*
- Astariums
- Landmarks (10)
- Nursery Seed: Royal Elfroot
- Regions (22)
- Shards (12)
- Decorations: Avvar Hold – Trader Helsdim
 - Bed
 - Decor
 - Drapery
 - Glass
 - Heraldry
 - Throne

THE DEEP ROADS

SIDE QUESTS

- The Descent – main quest
 - Disaster in the Deep Roads
 - Rune-Warded Gate of Segrummar
 - A Second Rune-Warded Gate
 - Reclaiming the Thaig
 - The Way Forward
- Builder's Towers
- Chronicles of Forgotten Wars *(5 codices)*
- Exploring the Deep Roads *(local war table)*
- Holding the Deep Roads
- Killing Me Softly *(gears)(4 codices)*
- The Nug King *(hidden, war table op, then cheese)*
- On Broken Knees
- Sacrificial Gates of Segrummar *(gears)*
- A Warm Welcome

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 – end of Heidrun Bridge
- Everd's - 7th Gate of Segrummar
- Lost – bottom after 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)
- Ruins of Heidrun Thaig (22)
- Forgotten Caverns (12)
- Bastion of the Pure (12)

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

- Banner – Guest Garden Halla Door
- Agent: Mercenary Captain *(Underworld Perk)*

ADAMANT FORTRESS

COLLECTIBLES

- Banner – 2nd siege point

THE FADE – inside Adamant

SIDE QUESTS

- Broken Window
- Fears of the Dreamers

SKYHOLD

SIDE QUESTS

- Advanced Crafting
- Fragment of Inadequate Chain Mail
 - (Storm Coast: Dragon Island, E of boat)*
- Inquisition Trappings
- Major Upgrades
 - A Better Courtyard
 - A Greener Garden
 - A Superior Tower
- Promoting Ser Berris *(if sided with Templars)*
- Rune Crafting
- Scattered in Skyhold *(Enhanced Studies Perk)*
- Sit in Judgment
- Quizquisition *(100k gold to open vault)*
- Welcome to Skyhold

SKYHOLD

COLLECTIBLES

- Agent: Gereon Alexius *(Judgement, if sided w/mages)*
- Agent: Florianne de Chalons*(if alive after Winter Palace)*
- Agent: Movran the Under *(Judgement)*
- Agent: Servis *(Judgement, Underworld Perk)*
- Banner – capture any keep
- Banners – Undercroft Special Requisitions chest
- Banner Crown – capture all keeps
- Banner Crown – choose Mage Tower upgrade
- Banner Crown – Choose Chantry Garden upgrade
- Mount: Abyssal Hang-Tooth - CaerBronachWarTable
- Mount: Amaranthine Charger – buy after Wicked Eyes
- Mount: Anderfel Courser – buy after Here Lies Abyss
- Mount: Basking Longma – buy after Emprise du Lion
- Mount: Blue River Bane – buy from stables
- Mount: Dalish All-Bred – buy from stables
- Mount: Desert Lightning – GriffinWingKeep WarTable
- Mount: Free Marches Ranger – buy after Wicked Eyes
- Mount: Green Dales Feral – buy from stables
- Mount: Imperial Warmblood – buy after Here Lies Abyss
- Mount: Orlesian Courser – buy from stables
- Mount: Pride of Arlathan – buy from stables
- Mount: Red Hart – War Table, after Haven
- Mount: Royal Sixteen -WarTable Protect Clan Lavellan
- Mount: Sharp-Tail – WarTable, then buy
- Mount: Tirashan Swiftwind – buy after Emerald Graves
- Mount: Wild Hart – buy after Exalted Plains
- 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
- Throne: Andrastian – Casandra quest
- Throne : Chasind – judge Avvar Tribesman
- Throne: Dragon– own digital deluxe
- Throne: Enchanter's/Mage's – Vivienne quest
- Throne: Fereldan – judge Crestwood Mayor
- Throne: Inquisition – default
- Throne: Kirkwall – own DAO
- Throne: Legacy Fereldan – own DAO
- Throne: Orlesian – judge Mistress Poulin
- Throne: Par Vollen – own Spoils of the Qunari
- Throne: Qunari Bench – Iron Bull Quest
- Throne Accessories: *do coin and resource operations*
 - Andrastian
 - Chasind
 - Enchanter's/Mage's
 - Fereldan
 - Orlesian
 - Inquisition
 - Qunari

BALANCE OF POWER

Connections
Secrets
Forces

DIVINE ELECTION

Cassandra
Leliana
Vivianne

INNER CIRCLE & COMPANION QUESTS

BLACKWALL

- The Lone Warden (*recruitment, after Threat Remains*)
- Memories of the Grey
- Explanations (*romance*)
- Revelations (*after Adamant*)

CASSANDRA

- Unfinished Business
- Promise of Destruction
- Guilty Pleasures
- The Ideal Romance (*romance*)

COLE

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

CULLEN

- Perseverance
- Before the Dawn (*sided w/ mages*)
- 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
- 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*)
- Under Her Skin (*sided w/Templars*)
 - Corypheus' Memories (*3 up, 3 downstairs*)

SERA

- A Friend of Red Jenny (*recruitment*)
- The Verchiel March
- WomanWantsNothing (*romance*)

SOLAS

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

VARRIC

- Seeing Red
- Well, Shit (*after Adamant*)

VIVIENNE

- The Imperial Enchanter (*recruitment*)
- Favors the First Enchanter
- Bring Me the Heart of Snow White (*after Winter Palace*)

TRESPASSER – War Table after the main game

COLLECTIBLES

- Expensive Bones(10)
- Fireworks – at night, SW corner,
(*explode at high point, score 100+*)
- Halla Treasure Hunt(5)
 - 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
- 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 ones*)

SECRET SOLAS ENDING CODEX LOCATIONS:

- Elven Mountain Ruins
 - North of “cathedral” in grassy area by shore
- Deep Roads
 - Southwesternmost part of map, before flooding
- Library
 - Northernmost section, Scholar's Retreat, through blue fire
- Darvaarad
 - In tower, on table at top

In final conversation with Solas,
choose the Elf Knowledge option