

## 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

- 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

#### REDCLIFFE (*after Val Royeaux*)

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

#### VALAMMAR

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

### 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
- Bottle: Butterbile – house near Blood Brothers quest
- Bottle: Carnal – Redcliffe Farms Dennet's house
- Bottle: Vint-9 – Lorman's tavern 2<sup>nd</sup> floor
- Bottle: Wardens Steed – Redcliffe Wheelhouse
- Dragon: NE of map
- Landmarks (17)
- Mosaic Pieces (10)
- Regions (29)
- Shards (22)
- Song: Hero – Redcliffe shack behind Jimmy
- Song: Saga – find all Trydda Landmarks

### 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
- 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

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

### THERINFAL REDOUBT – *if siding with Templars*

#### SIDE QUESTS

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

#### COLLECTIBLES

- Agent: Barris (*automatic, if he survives*)  
(*get back to main hall quick*)

### REDCLIFFE CASTLE – *if siding with mages*

#### COLLECTIBLES

- Agent: Clemence (*before leaving Tavern*)

### VAL ROYEAUX

#### COLLECTIBLES

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

### 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
- 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
- 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
- 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
- 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

### COLLECTIBLES

- Agent: Loranil (favor with the Dalish)
- 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

### 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 Freemen 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
- 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)
- 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 Fairl

### 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 Fairiel
- 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 Previous zones)
  - 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)
- 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)
- Regions (22)
- Shards (12)

## 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 Thaug
    - 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 - 7<sup>th</sup> Gate of Segrummar
- Lost – bottom after Heidrun Bridge
- Enchanted – after 4<sup>th</sup> Gate of Segrummar
- Sacrificial – NE Bastion of pure, kill Arcane Horror
- Cobalt – after Buried Sea Bridge, at the end
- Ancients - 3<sup>rd</sup> codex of Chronicles
- Titan's – after Excavation operation, near a skeleton

### GEARS

- Darkspawn Warrens (8)
- Ruins of Heidrun Thaug (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 – 2<sup>nd</sup> 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

### 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*)
- 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

## 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*)

## INNER CIRCLE & COMPANION QUESTS

### 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*)

## BALANCE OF POWER

- Connections
- Secrets
- Forces

## DIVINE ELECTION

- Cassandra
- Leliana
- Vivianne

## 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 1<sup>st</sup> 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