

SIDE QUESTS ONLY

HAVEN

- 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

- 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 Woosley
- 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

STORM COAST

- Agent: Blades of Hessarian (*challenge leader*)
- 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

FALLOW MIRE

- Agent: Sky Watcher (*help him, then finish zone quest*)
- Beacons in the Dark
- Beneath the Mire
- Cabin Fever
- Holding the Mire
- Lost Souls
- Rifts in the Mire
- These Demons Are Clever

REDCLIFFE CASTLE – *if siding with mages*

- Agent: Clemence (*before leaving Tavern*)

THERINFAL REDOUBT – *if siding with Templars*

- Demonic Dogma (*during Champions of the Just*)
(*backtrack to war room for key*)
- Agent: Barris (*automatic, if he survives*)
(*get back to main hall quick*)

SKYHOLD

- 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

CRESTWOOD

- 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

WESTERN APPROACH

- 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

STILL RUINS

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

EXALTED PLAINS

- Agent: Loraniil (favor with the Dalish)
- 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
- Shards (16)

LOST TEMPLE OF DIRTHAMEN

- God of Secrets
- Runes in the Lost Temple

EMERALD GRAVES

- 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'nian'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

EMPRISE DU LION

- 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

CRADLE OF SULEVIN – unlocked by operation

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

HISSING WASTES

- 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

FORBIDDEN OASIS

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

- The Door in Par'as Cavern
- Holding the Oasis
- Rifts High and Low
- Rifts in the Oasis
- Shard Collector
- What it's Worth

THE DEEP ROADS

- The Descent – main quest
 - Disaster in the Deep Roads
 - Rune-Warded Gate of Segrummar
 - A Second Rune-Warded Gate
 - Reclaiming the Thaic
 - 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
- A Warm Welcome

BALANCE OF POWER

Connections
Secrets
Forces

DIVINE ELECTION

Cassandra
Leliana
Vivianne

FROSTBACK BASIN

- Agent: Helsdim Rolfsen (*after his quest*)
- Agent: Sigrid Guldsdotten (*after her quest, if let go*)
- Agent: Storvacker (*Judge her at hold*)
- 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

WINTER PALACE

- Agent: Mercenary Captain (*Underworld Perk*)
- 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

ADAMANT FORTRESS

THE FADE – inside Adamant

- Broken Window
- Fears of the Dreamers

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*)

INNER CIRCLE & COMPANION QUESTS

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