

AREA SIDE QUESTS

HAVEN

- Haven's Best and Brightest
- Know Thy Enemy
- Lotus and Root
- Mixing Potions
- Passing Notes
- Piece by Piece
- The Right Armor
- Requisition: Inquisition Weapons

HINTERLANDS

- Agrarian Apostate
- An Advanced Treatment
- Apostates in Witchwood
- The Ballad of Lord Woolsley
- Bergrit's Claws
- Blood Brothers
- Business Arrangements
- A Common Treatment
- Conscientious Objector
- East Road Bandits
- Failure to Deliver
- Farmland Security
- Flowers for Senna
- A Healing Hand
- Hinterland Who's Who
- Holding the Hinterlands
- Horses for the Inquisition
- Hunger Pangs
- In the Elements
- In the Saddle
- Letter from a Lover
- 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
- A Rare Treatment
- 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
- A Spirit in the Lake
- Stone Dreams
- Strange Bedfellows
- Trouble with Wolves
- Templars to the West
- Where the Druffalo Roam
- Requisition: Prisoner Cages
- Requisition: Drakestone Survey
- Requisition: Dwarven Puzzle Box
- Requisition: Field Tent
- Requisition: Inquisition Tapestries
- Requisition: Iron Survey

VALAMMAR

- Deep Trouble
- The Vault of Valammar

STORM COAST (2)

- Cleaning House
- A Glowing Key
- Holding the Storm Coast
- Keeping the Darkspawn Down
- Red Water
- Rifts on the Coast
- Rift at the Falls
- Vigilance on the Coast
- Wardens of the Coast
- Requisition: Antivenom
- Requisition: Iron Survey
- Requisition: Salvage Ships

...Area Side Quests Continued

FALLOW MIRE

- Beacons in the Dark
- Beneath the Mire
- Cabin Fever
- Holding the Mire
- Lost Souls
- Rifts in the Mire
- These Demons Are Clever
- Requisition: Artifact
- Requisition: Blue Vitriol Survey
- Requisition: Plague Elixir
- Requisition: Summer Stone Survey

THERINFAL REDOUBT – if siding with mages

- Demonic Dogma

SKYHOLD

- A Better Courtyard
- Advanced Crafting
- Fragment of Inadequate Chain Mail (Dragon Island)
- A Greener Garden
- Inquisition Trappings
- Rune Crafting
- Scattered in Skyhold (*farmable*)
- Sit in Judgment
- A Superior Tower
- Quizquisition / Trifles Minutae (*unmarked*)
- Welcome to Skyhold

CRESTWOOD

- Burdens of Command
- Capturing Caer Bronach
- High Stakes
- Holding Crestwood
- Homecoming
- The Naturalist
- Rift Near the North Gate
- Rifts at Three Trout Farm
- Rift at Caer Bronach
- Still Waters
- Weeding out Bandits
- Wrym hole
- Requisition: Fereldan Caravans
- Requisition: Iron Survey
- Requisition: Nevarran Longbows
- Requisition: Obsidian Survey
- Requisition: Truth / Inquisition Propaganda

WESTERN APPROACH

- The Abyssal High Dragon
- Assault on Griffon Wing Keep
- Draconology
- Fortress Squatters
- Frederic's Livelihood
- Holding the Western Approach
- How to Lure a Dragon
- Hunting Patterns
- Into the Approach
- On the Chantry Trail
- Rifts in Sand and Dust
- Rifts in the Canyons
- Rifts in Echoback
- Rifts off the Pass
- Sharper White Claws
- The Trouble with Darkspawn
- The Venatori
- This Water Tastes Funny
- Requisition: Code / Venatori Intelligence
- Requisition: Fauna / Wildlife
- Requisition: Lazurite Survey
- Requisition: Luster Survey

STILL RUINS

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

Area Side Quests Continue...

...Area Side Quests Continued

EXALTED PLAINS

- Another Side, Another Story
- By the Grace of the Dalish
- Calming Victory Rise
- A Dalish Perspective
- A Familiar Ring (get quick before she dies!)
- A Father's Guidance
- For the Empire
- From the Beyond
- Ghilan'nain's Grove
- The Golden Halla
- 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
- Pressed for Cache
- Scattered Glyphs → Operation, opens Dirthamen
- Silence on the Plains
- Sketch of Enavuris River
- Someone to Lose
- Something to Prove
- The Spoils of Desecration
- Rifts in the Old Plains
- Rifts in the Fens
- Rifts on the Battlefield
- Undead Ramparts to the West
- A Well-Stocked Camp
- Requisition: Ceremonial Burial Armor
- Requisition: Bloodstone Survey
- Requisition: Imperial Harness
- Requisition: Lore
- Requisition: Obsidian Survey
- Requisition: Serault Spyglass

DIRTHAMEN

- Dirthamen - God of Secrets
- Dirthamen - Runes in the Lost Temple

WINTER PALACE

- The Great Blackmail Hunt (30) → Social Leverage
- Herd of Stone Halla (11)
- Red Jenny's Stashes – if Sera brought along
- Throwing Away Money (15) → Caprice Coin Toss

EMERALD GRAVES

- A Bear to Cross
- Chateau d'Onterre
- A Corrupt General
- A Deluded Chevalier
- Devotion
- Din'an Hanin - The Knights' Tomb
- Fairbanks' Trust
- A Fallen Sister
- The Freemen of the Dales
- Holding the Emerald Graves
- Last Wishes
- A Lover's Promise
- Map of Watcher's Pass
- Map of Elgar'nan's Bastion
- Motherly Encouragement
- Noble Deeds, Noble Heart
- Not Everyone's Free
- Observing the Menace
- Parson's Battered Notebook (*unmarked*)
- A Puppet Master
- Rifts at the Pavilion
- Rifts at the Cove
- Rifts near the Sighs
- Rifts at the Reach
- Safe Keeping
- The Tiniest Cave (start)(*unmarked*)
- A Vicious Thug
- Victims of War
- Watcher's Reach Refugees
- Requisition: Dalish Artifacts
- Requisition: Giant Lure
- Requisition: Obsidian Survey
- Requisition: Pyrophyte Survey
- Requisition: Improved Poison Remedy

Area Side Quests Continue...

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...Area Side Quests Continued

CRADLE OF SULEVIN – unlocked by operation

- Ruined Blade

EMPRISE DU LION

- A Timely Intervention
- Breeding Grounds (*bugged*)
- 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
- Securing Safe Passage – after Dragons cleared
- Sifting Through Rubble
- Stalker
- Take Back the Lion
- They Shall Not Pass (*bugged*)
- The Tiniest Cave (end)(*unmarked*)
- Turning the Tables
- Valeska's Watch
- Words Not Hollow
- Requisition: Bloodstone Survey
- Requisition: Dawn Braziers
- Requisition: Dawnstone Survey
- Requisition: Heavy Coats
- Requisition: Patrol Shelters

HISSING WASTES

- Field of Bones
- Holding the Hissing Wastes
- Let's Slay the Beast
- 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
- Requisition: Artifacts / Dwarven History
- Requisition: Lazurite Survey
- Requisition: Navarrite Survey
- Requisition: Relief / Sun Ointment
- Requisition: Sand Shelters

FORBIDDEN OASIS

- The Cold Endured
- The Door in Par'as Cavern
- The Fire Captured
- Holding the Oasis
- A Proudful Place
- Rifts High and Low
- Rifts in the Oasis
- Shard Collector
- The Spirit Calmed
- The Temple of Pride
- What it's Worth
- Requisition: Alloy
- Requisition: Luster Survey
- Requisition: Mining Equipment
- Requisition: Serpentstone Survey
- Requisition: Cave Spider Study

Area Side Quests Continue...

...Area Side Quests Continued

FROSTBACK BASIN

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

THE DEEP ROADS

- Builder's Towers
- Chronicles of Forgotten Wars
- The Descent
- Disaster in the Deep Roads
- Exploring the Deep Roads
- Holding the Deep Roads
- Killing Me Softly
- On Broken Knees
- Reclaiming the Thaig
- Rune-Warded Gate of Sefrummar
- Sacrificial Gates of Segrummar
- A Second Rune-Warded Gate
- A Warm Welcome
- The Way Forward

THE FADE (INSIDE ADAMANT FORTRESS)

- Broken Window
- Fears of the Dreamers

INNER CIRCLE & COMPANION QUESTS

BLACKWALL

- The Lone Warden
- Memories of the Grey
- Explanations (romance)
- Revelations

CASSANDRA

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

COLE

- The Forgotten Boy
- Subjected to His Will

CULLEN

- Perseverance
- Before the Dawn (sided w/ mages)
- Happier Times (romance)

DORIAN

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

IRON BULL

- The Captain of the Chargers
- 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
- Under Her Skin (sided w/Templars)

SERA

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

SOLAS

- Measuring the Veil
- All New, Faded for Her
- What Lies Dormant

VARRIC

- Seeing Red
- Well, Shit

VIVIENNE

- The Imperial Enchanter
- Favors the First Enchanter
- Bring Me the Heart of Snow White

TRESPASSER DLC – after finishing the main game

- Expensive Bones(10)
- Fireworks – at night, SW corner, explode at high point
- Halla Treasure Hunt(5) – map on skeleton in Crossroads
 - in 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 at Winter Palace
- Painting Correction (5) – Winter Palace
 - in the bar
 - in the little room N of bar
 - in the bathhouse
 - after climbing trellises