

Purpose - Mostly to provide a checklist and searchable list of items to find/use/craft in Horizon Zero Dawn. Feel free to download this document and use as your own checklist, several of the pages are specifically set up for this.

This spreadsheet is mostly spoiler free, at least of major storyline spoilers. [Caveat: it looks like the titles of the datapoints could be very spoilerish, avoid that page if you do not want some major plot points revealed.] If you really want to avoid spoilers do not look at the notes sections or potentially at the notes inserted on individual cells. I have also added a spoiler tab at the end for information that I think is definitely more spoilery. The tips section contains a few items that could be considered spoilers but I have only tried to include those that may make you want to rage quit the game if you miss them (not many of those fortunately). The tips are mainly about mechanics and things you can do to make your life a bit easier. Feel free to ignore.

The FAQ tab does contain mild spoilers since players get "stuck" or confused at different parts of the game.

If you wish to contribute information (corrections or new) to building the spreadsheet please send it to my email address (ebhyder@gmail.com) and I will credit your contribution. I have also added permission to comment to anyone who views. I will keep comments open as long as they do not get out of hand and I can keep up with them. If you want to play a more active role let me know and we can discuss permissions and access to this google doc.

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| Merchants | Most merchants "sell" free sample boxes. Go to their treasure box selection and it will be the first one in the list. Select it and buy it. Any merchant will buy anything you want to sell except wood, nobody wants to buy wood. There is no difference in inventory sold by merchants, except the higher level weapons are only sold by merchants you find outside a certain geography. Karst will "sell" you two boxes if you meet him in the wilds, and then again at Mother's Heart. |
| Inventory | Upgrade inventory pouches that you are using as soon as you can. If you are having trouble deciding what to keep check the Merchandise and Upgrades tabs to see what you will need to buy merchandise and upgrade gear. In general, if you have four stacks of something you can get rid of a few stacks. Guide for what is safe to sell, and what you should keep: https://www.reddit.com/r/horizon/comments/63vtp0/what_to_sell_an_inventory_control_guide/ . In general you should not need more than 2-3 stacks of each resource, unless you tend to run through a particular resource. See bottom of this page for a summary of parts, machine and animal, needed for gear, upgrades, and quests. Details on these are provided in the Merchandise, Upgrades, and Quests tabs. |
| Treasure boxes | Make sure to check your box supply after quests, quest rewards (e.g., gear) are usually in a box. Some NPCs you meet in the the random encounters will reward you with boxes if you save them from the machines/bandits. So be sure to talk to the NPCs out in the wilds who try to get your attention with dialog along the lines of, "Hey there, can I talk to you?" Also, if you are finding yourself running low on inventory space you do not have to completely unload your boxes. You seem to be able to carry an infinite number of these and you can take out one item at a time, leaving the rest in the box. I found this useful when I unknowingly ended up in a very long quest sequence and could not resupply. This tactic as been reported to get a bit buggy if you have too many pages of boxes. I have never run into a problem with 20-30 pages of boxes but I have tried to keep the number of box pages under 25 just in case. You may also run into boxes in the towns, you can find supply boxes by scanning. |
| Animals | Kill them, all of them. You will need their parts for upgrading your inventory capacity, and for a few merchant items. You are mostly looking for bones and skins which are random, and not frequent, drops. Meat can be used for potions if you get too much. If you get really tired of hunting small animals the Mystery Box merchant has an item that has random animal parts - still subject to rng though. Check the Merchandise section for details. You cannot kill animals in settlements, they are set to invulnerable. Very disappointing when you really, really want that goose skin. |
| Boars | These are the toughest animals to kill and can require multiple shots when you have low gear weaponry. What works best for me is the fire arrow, one shot and they are done. This strategy works for animals (goats!) in TFW as well, and works pretty well on humans. |
| NPCs | Always talk to named NPCs. Just for fun seek out the NPCs after a quest - can be some good follow-up dialog. Commentary also changes depending on where you are in the story, and also depends on what you are wearing. Check out what the Meridians have to say about you in your different outfits! Make sure to talk to Dervahl at the end of the relevant quest, you will know when you get there. You don't actually get a dialog but if you keep pressing the "talk to Dervahl" option you get some pretty funny rejoinders. Just keep hitting that button until he runs out of things to say. Make sure to talk to him before talking to both Avad and Erend, otherwise the optional dialog will disappear. For anyone who missed it you can look at Dervahl's comments here: https://www.reddit.com/r/horizon/comments/61azyf/talking_to_dervahl_spoilers/ |
| Nil | Look for and talk to this NPC before clearing out the first bandit camp you run into. |
| Focus | Always use it. To find machines and their vulnerabilities, collectibles, named NPCs, loot and more. Another useful feature is to tag enemies. You can tag multiple enemies and one enemy path, you just have to be careful not to untag them when they are close to each other. Tagging only works for a certain distance; if the tagged enemy moves too far away the tag will disappear. |
| Skills | Silent Kill and Lure should be the first ones you pick. Useful ones to work towards are Tinker and Double or Triple shot. Use of the other ones will vary based on your playing style. You will eventually be able to get all skills as you wander around killing machines and completing quests. There is no respec so your main task is to think a bit about which path through the skills you want to take. |
| Levelling up | In addition to completing quests killing anything gives you xp, if your companion kills something you do not get xp. Getting xp gives you two things when you level up, health points and skill points. |
| Melee vs Ranged - Combat. | This is, by and large, a ranged and stealth game. You can play it different ways but the skills are certainly mostly geared to ranged weapons. Some players, including me also very much like the trip and rope casters. If you find yourself thrashing around with your spear and getting killed, it might be time to rethink your strategy. Some helpful advice here if you are feeling overwhelmed in combat: https://www.reddit.com/r/horizon/comments/81hh09/feeling_pretty_weak/ . And another excellent post by EruditeAF on weak points on the machines: https://www.reddit.com/r/horizon/comments/8bhs48/how_weak_points_work/ . |
| Quests | There is almost no way to miss out on quests; you can usually circle back to an area and find a quest giver. There is a point towards the end of the storyline where quest giving will be closed off, but even then you can go back and pick up any missed quests after the end of the main quest line. Look at your map to see if there are any unexplored areas, one quest is particularly hard to find, and often missed. See the Spoilers tab for a few exceptions. In the main game, in addition to the main storyline quests there are 22 Side Quests and 14 Errands. TFW has 4 storyline quests, 8 Side Quests (counting the hunting grounds, bandit camp, and Tallneck), and 6 Errands. Some quests (e.g., cauldrons) can take a longer time to complete and there are no player saves within the areas. Make sure you save at the nearest campfire. |
| Quest levels | These are weird, just weird. Some level suggestions you can ignore (most of the tutorial quests), some are relatively easy to tackle at lower levels, and some are lying to you (there is something much, much bigger on the way to or at the end of the quest). Take the level suggestions with more than a grain of salt. I tend to err on the side of being overleveled, but underleveled works also. It really depends on how skillful you are using the gear you have. |
| Creating Quests | You can create a quest for crafting or buying merchandise. Select the item and look for the create quest icon. When activated the map will show the nearest place you can find the items you need for crafting or purchase, except for animal parts. |
| Tutorial quests | These are easy to miss at the beginning but are worth doing because they give a lot of xp and help you figure out how to use your weapons. (Hunting Lodge quests are good for that as well.) Make sure the Tutorial Quest is active or else the quest conditions will not trigger. Why? I don't know - kind of painful. You will get a tutorial quest every time you get a new piece of gear, including for higher levels. |

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| Climbing | Always look for places to climb (yellow). These will often lead to goodies of various kinds. And, at a minimum, interesting ways to get places. Be prepared to die when climbing, especially with that last fatal step back to admire the view. You can climb, sort of, outside of the yellow area by carefully picking your path and doing crazy frog jumps. This will also get you to some interesting places and potential death. |
| Cauldrons | Take them on as soon as you can, the skills (overrides) you receive are very useful. |
| Equipment | Experiment with all of your equipment, each one has its purpose. Upgrade as you can afford it, just be careful not to use up all of your metal shards on purchases since you also need those for crafting ammunition. Upgraded weapons will not change your base stats but will add more ammunition types to your arsenal, and more mod slots. Armor will give you higher protection against different types of damage and/or more mod slots. You can buy multiple elemental weapons of the same type so that you can stack mods for a particular element (and usually handling). For instance one tripcaster each for blast damage, fire damage, and shock damage. The other option is to switch out mods as you need them, e.g., loading up all your highest level freeze mods on the warbow, then switching the mods to shock when those are needed. |
| Tripwires/Traps | There is a 30/15 item limit on wires/traps. Once you pass this limit the first wires/traps you set will vanish. Wires count as 2 (one for each end of the wire) and traps count as 1. This means you can only set 15 wires or 30 traps, or 10 wires and 10 traps, etc. |
| Fast travel | Use any campfire or "town" to fast travel when you get tired of walking around. You get a lot of travel pack drops (or at least I did) but you can buy an unlimited travel pack once you get to Meridian. |
| Crafting | You can craft ammunition from the weapon wheel if the weapon and ammunition type are selected. |
| HUD | You can customize your HUD and decide what YOU want to see on your screen. |
| Other settings | You can change: Whether your mount follows the trail or not, default is "on." |
| Stealth | You do not have to take on all of the hostiles all of the time. Sometimes you want to get to that Level 12 quest and avoid those Level 20 machines. You also get extra xp if you can kill while in stealth. And save ammunition. |
| Harvest Arrows | If you are running low on supplies, or need to complete a certain quest, Harvest Arrows can be used on downed machines before you loot them. Yep, shoot off that cannister after it is dead. I have only really had to do that for Blaze, especially for the DLC. A good farming area for Blaze is the first hunting ground you encounter - Nora Hunting Grounds. |
| Corruption | Sometimes you do want to take on a herd of Level 20, or whatever, machines. If there is more than one machine (or human) use Corruption arrows (plus Tearblaster) so that they fight each other first, giving the little tiny human a better chance. This ammunition does not work on already corrupted/daemonic machines. |
| Override | Another great way to get help in a fight is to override one of the machines. You can also ride a mount into battle, leap off and let it battle on by itself while you go hide in the grass and snipe. Just be a bit cautious with this tactic. Sometimes the overridden machines (especially the mounts) decide they are just too tired to fight - at least, that is my interpretation of their behavior. |
| Patience | Always scope out the territory, find good hiding/sniping places and escape paths. Be a good hunter, lay traps and tripwires along an exit/kill path. |
| Headshots | Snipe humans in the head for more xp, higher damage. |
| Compass | Keep an eye out for points of interest that show up on the compass. Especially keep an eye out for white cubes (datapoints) and green exclamation points (quests). |
| Quest Items | When you have to gather materials for quest items you do not have to go to the locations indicated on the map. Which is fortunate since I could not find one of the machines I needed at the marked location. |
| Photo Mode | To cycle through the options R1/L1 and dpad. To take a picture once you have the settings the way you want then hit the Share button. |
| Ultra Hard | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. Consider either farming to get the things you need before starting UH, or take a pass through NG+ at a lower level to unlock/buy the adept gear. |
| DLC - TFW | Has additional skill unlocks, gear, and quests. Mods can be found outside of the DLC area, weapons are only available in Banuk territory. |
| Multiple Runs | For an excellent summary of order and list of items to acquire read through Crasp27's post here: https://www.reddit.com/r/horizon/comments/7qbnoa/speed_ng_run_questions/ |
| Parts needed for non TFW Adept Weapons - UH [1] | Machine Parts: 2 Lancehorn Heart, 2 Charger Heart, 2 Watcher Heart, 2 Stormbird Heart, 2 Snapmaw Heart, 2 Shellwalker Heart, 2 Sawtooth Heart, 2 Longleg Heart, 2 Crystal Braiding, 2 Luminous Braiding, 2 Scrapper Heart, 2 Grazer Heart, 2 Trampler Heart, 2 Thunderjaw Heart Skins - 2 Goose, 2 Rat, 2 Raccoon |
| Parts needed for Shadow Weapons | Machine Parts: Lancehorn Heart, Watcher Heart, Scrapper Heart, Snapmaw Heart, Sawtooth Heart, Trampler Heart, Crystal Braiding Skins - Boar, Rabbit, Fox |
| Parts needed for Fast Travel Pack and Maps | 10 Fatty Meat Bones - 2 Badger, Goat Skins - Fox, Goat |
| Parts needed for Specialty Merchant boxes | Slagshine Glass, Desert Glass, Metal Block, Luminous Braiding, Crystal Braiding, Tiny Meat, Bluegleam (in TFW) |
| Parts needed for Quests [2] | Lens - Lancehorn, Longleg, Snapmaw Hearts - Thunderjaw, Snapmaw |
| Animal Parts needed for Inventory Upgrades | Meat - 15 Bony; 30 Fatty; 25 Rich Bones - 3 Boar; 7 Fish; 4 Fox; 4 Rabbit; 2 Raccoon; 3 Rat; 4 Turkey Skins - 3 Boar; 6 Fish; 3 Fox; 1 Goose; 3 Rabbit; 2 Raccoon; 2 Rat; 4 Turkey |

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| Animal Parts needed for Inventory Upgrades - TFW | Meat - 10 Bony; 10 Rich; 10 Fatty Bones - 1 Squirrel; 1 Rat; 1 Badger; 1 Owl; 1 Goat; 1 Fish Skins - 1 Squirrel; 1 Rat; 1 Badger; 1 Raccoon; 1 Goat; 1 Owl |
| Parts needed to buy Banuk Quest Reward Weapons - TFW [3] | 1 Lens (base) or Heart (improved) Frostclaw, Scorcher, Fireclaw |
| Parts needed to buy Banuk Outfits - TFW [4] | 48 Bluegleam, 1000 Shards + 10 Desert Glass + 10 Slagshine |
| Parts needed to buy Banuk Weapons - TFW [5] | 42 Bluegleam |
| Parts needed to buy Banuk Adept Outfits - TFW [6] | 48 <i>Bluegleam</i> [7] |
| Parts needed to buy Banuk Adept Weapons - TFW [8] | 42 <i>Bluegleam</i> [9] |
| Parts needed to buy Bluegleam Boxes - TFW [10] | 1 Thunderjaw Lens, 1 Stormbird Lens, 1 Bellowback Lens, 1 Rockbreaker Lens |
| Other sources | EruditeAF on reddit: https://www.reddit.com/r/horizon/comments/6z4h58/tips_advice_and_recommendations_for_new_and/ |

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| Do the dialog choices (heart, fist, brain) make a difference? | Not for quests. Dialog will change somewhat. |
| Where is my reward (outfit/weapon)? | Check the boxes in your inventory. Rewards are given in boxes which need to be opened to retrieve the reward. This is one the mostly easily missed mechanics for beginners. |
| When I create a job for an inventory upgrade the map is not showing me where the resources are for the animal parts I need. | Animal parts will not be shown on the map since there is no one place where you will find the animals. The Random Stuff tab has some suggested hunting areas for animals. |
| I am missing "x." | To find a missing trophy compare your trophies to the Trophies tab; for quests check the Quests tab; for collectibles buy the maps from HZD merchants. For missing corruption zones or towers, cauldrons, and Tallnecks check the interactive maps on the sidebar of the HZD reddit site: https://www.reddit.com/r/horizon/new/ . For a full list if you cannot figure out that missing .05%: https://www.reddit.com/r/horizon/comments/60ebuz/horizon_zero_dawn_100_completion_guide/ |
| I cannot find that collectible! | If you bought the maps the indicators for the collectibles are approximately where the collectible will be. Use your focus to try to find the item. |
| Do I need the datapoints to get 100% completion? | No. |
| Are the machines getting more difficult? | It is not your imagination, the machines do get harder to kill as you progress through the game. They develop shielding around their tender parts that needs to be removed. |
| Buildings and other "modern" structures | In the real world the structures you see in the game would not exist after that long a period of time. They would be worn down by erosion, and certainly not tower over and litter the landscape. |
| Where does the game take place? | In the US West, specifically Utah/Colorado/Arizona. DLC is in Wyoming. Additional information on main game landmarks can be found here: https://www.reddit.com/r/horizon/comments/5ws33f/real_world_landmarks_in_horizon_zero_dawn/ . And this link is kind of fun if you want an actual road trip through the game (potential spoilers): http://www.gameinformer.com/b/features/archive/2017/03/10/horizon-zero-dawn-makes-for-an-amazing-road-trip.aspx And here is an overlay of the game map (which is not exactly true to scale) fitted onto Google Earth: https://www.reddit.com/r/horizon/comments/b0rw44/hzd_map_overlaid_onto_the_google_earth/ |
| Where is Sobeck Ranch? | You cannot get to this destination in game. It is probably in western Nevada. |
| Should I finish the side quests/errands (do the DLC) before finishing the Main quests? | Order does not matter for the questline: tackle the DLC/quests when you feel like it; there is no major reason to do it one way or the other. You can get small dialog changes depending on what you have done, but that is pretty much the only difference. If you are concerned about your level for a particular quest you can always go test the waters for a quest/DLC and return to the storyline. There is one storyline quest that locks you out of doing sidequests/fast travel. But once you get past that point you can do other things in the game. Caveat: I do recommend meeting and interacting with Sylens a bit before tackling the DLC, you will get interesting information about him. There is at least one opportunity to ask an NPC more questions after progressing in the game but I do not know if you can get the same information about Sylens if you go back to TFW after meeting him. |
| Why aren't my corruption arrows affecting the machines? | Corruption arrows do not effect corrupt or daemonic machines. |
| What's up with the save files? | There are five manual saves, five quick saves, and five auto saves. You can only do manual and quick saves at campfires. With long quests auto saves will occur at major points in the quest. If you start NG+ you will get five more NG+ manual saves. You can switch back to your nonNG+ manual saves but you have to do that from the main title menu. Highly recommend manually saving often and occasionally copying those saves somewhere else (USB stick). |
| Do I have to play NG+ on UH to get the Adept gear? | No, you can play NG+ on any level of difficulty to get the Adept gear. But ... you cannot change NG+ difficulty after selection. So choose wisely. And be aware, you lose the stalwart armor since it is quest related - remove any mods from it before starting NG+. More information on NG+ here: http://horizonzerodawn.wikia.com/wiki/New_Game%2B |
| How is UH different from the other difficulty modes? | https://www.reddit.com/r/horizon/comments/6lmw5l/a_list_of_uh_gameplay_and_stat_modifications/ |
| Where can I farm purple mods? | There are some suggested farming areas in the Spoiler tab. But is probably more fun to find them yourself. |
| Why can't I get into Mother's Watch? | Once you leave Mother's Watch after the Proving you will not be able to get back into it for a while. But there is no real point to doing so, you will be able to return later. And you cannot use anything you find in there until much later in the game. |
| I was returned to the Main questline after finishing the game. | It is not a bug that you are returned to the state of the world prior to The Looming Shadow after you complete the storyline quests. This is intentional so that you can complete any open quests, errands, or trophies, redo the last mission, explore more of the world, kill machines to your heart's content, etc. |

| Done | Type | Name | General Location | Landmark | Prereqs | Trigger [11] | Skill Point [12] | Blue- gleam | Level | Allies [1 | Note |
|------|-----------|-------------------------|------------------|------------------------------------|--|---|------------------|-------------|-------|-----------|--|
| | Bandit | Devil's Thirst | The Embrace | S of Devil's Thirst ruins | | | | | | | |
| | Bandit | Hollow Fort | The Embrace | NE of Devil's Grief | | | | | | | |
| | Bandit | Two-Teeth | The Embrace | W of Hunter's Gathering | | | | | | | |
| | Bandit | Gatelands | Carja | S of Lone Light | | | | | | | |
| | Bandit | Shattered Kiln | | | | | | | | | |
| | Bandit | Blackwing Snag | Carja | S of Meridan | | | | | | | |
| | Bandit | Stone Yield | TFW | | | Revealed through wandering or For the Werak | y | | | | No Nil :(|
| | Cauldron | Sigma | Sacred Lands | North of Mother's Crown | | Revealed through Dral (Mother's Crown), Tallnecks or wandering. | y | | | | Gain override: Grazer, Scrapper, Sawtooth. Encounters: Watchers, Shell-Walkers, Fire Bellowback. |
| | Cauldron | Rho | Carja | South of Daytower | | Revealed through Tallnecks or wandering. | y | | | | Gain override: Lancehorn, Longleg, Ravager, Snapmaw, Trampler, Shell-walker. Encounters: Watchers, Ravagers, Longleg, Snapmaw. |
| | Cauldron | Xi | Carja | South of Meridian | | Revealed through Tallnecks or wandering. | y | | | | Gain override: Behemoth, Bellowback, Stalker, Glinthawk |
| | Cauldron | Zeta | Carja | North of Sunfurrow Hunting Grounds | | Revealed through Tallnecks or wandering. | y | | | | Gain override: Thunderjaw, Stormbird |
| | Cauldron | Epsilon | TFW | | Firebreak | | | | | | |
| | Corruptio | Corrupted Zones | All over | | | Revealed through Tallnecks or wandering. | | | | | There should be 11 in total. |
| | Errand | Odd Grata | Mother's Embrace | | | Rost | | | | | You can also get this by finding Odd Grata if you miss the Rost dialog. |
| | Errand | Hunting for the Lodge | Many | Many | | Any Hunting Ground Keeper | | | y | | Completing three trials at one hunting grounds will open up the Hunting Lodge in Meridian. Then you need to collect trophies: The quest will highlight places on the map to hunt, I was able to collect trophies outside these locations. |
| | Errand | Sanctuary | Sacred Lands | Mother's Crown | | Den | | | | | |
| | Errand | Shortage of Supplies | Sacred Lands | Mother's Watch | Revenge of the Nora | Sona | | | | | Lancehorn lens and Chillwater - took them automatically since I had them in stock. |
| | Errand | Luck of the Hunt | Sacred Lands | Mother's Crown | | Taim | | | | | |
| | Errand | To Old Acquaintance | Sacred Lands | Hunter's Gathering | | Gera | | | | | |
| | Errand | Deadliest Game | Meridian | Hunter's Lodge | Hunter's Blind | Completing Hunter's Blind | | | y | | Do this at the same time as Acquired Taste since you have to go after the same creatures. |
| | Errand | Demand and Supply | Meridian | Near Meridian Village | | Two arguing merchants | | | | | Get them one each of Longleg+Snapmaw Lens |
| | Errand | Hammer and Steel | Carja | Free Heap | | Kaeluf | | | | | |
| | Errand | In Foreign Lands | Carja | Daytower | | | | | | | |
| | Errand | Collateral | Carja | | At the end of City of the Sun | Talk with Olin | | | | | |
| | Errand | Sun's Judgement | Carja | Brightmarket | | Grumbling merchant - Gulahni | | | | | |
| | Errand | A Curious Proposal | Carja | Brightmarket | | Fernud | | | | | |
| | Errand | Healer's Oath | Carja | Sunfall | | Abas - In refugee camp outside city. | | | | | Thunderjaw heart - can be any thunderjaw heart. This is true any time there is a part request. |
| | Hunting | Nora - Parts Alone | Sacred Lands | | | 1:30 min - Remove 10 canisters on Grazer's backs. | | | 8 | | An easy way to do this is by hiding in tall grass and shooting the Grazers with tearblast arrows. |
| | Hunting | Nora - Logpile | Sacred Lands | | | 2 min - Use logpile traps to kill 3 machines. Get the machines to run then shoot the log traps to activate. | | | 8 | | This was a pain for me, the machines would not run down the middle corridor. What finally worked was chasing them at the front of the grounds where they are hanging out. They ran out and clumped together below the log piles on the far corridor. Sneaking up then let me shoot the logpiles on top of them. |
| | Hunting | Nora - Blast Wire | Sacred Lands | | | 3 min - Kill 6 grazers using the Blast Wires. | y [14] | | 8 | | Set the wires up in the corridors and then spook the machines. Shoot the canisters to spook and reduce health. |
| | Hunting | Valleymeet - Fire Fight | Sacred Lands | | Can talk to Lut in Mother's Crown to find out more about this hunting grounds. | 40 sec - Shoot strider canisters with fire arrows and injure 4 machines with explosions. | | | 18 | | Groan. Keep (re)trying until the striders bunch up enough. This is a pain. I totally lucked out eventually with striders being bunched close enough that one fire arrow to a canister damaged four machines in 19 seconds. This took at least 10 runs, probably more, to get that blazing suns. |
| | Hunting | Valleymeet - Shock | Sacred Lands | | | 1 min - Stun Bellowbacks and shoot canisters on their undersides. | | | 18 | | There are two bellowbacks, a fire bellowback is closest to the ropes. Stun it with shock arrows (or bombs) and then shoot gullet with tearblast arrows. Preload with multiple arrows if you have them before going up to groundskeeper, you cannot preload on top. I only had to shoot one bellowback to get all of the canisters I needed, making this the easiest trial at this hunting grounds. |
| | Hunting | Valleymeet - Freeze | Sacred Lands | | | 1:30 min - Kill 5 machines while frozen. | y [15] | | 18 | | Focus on the striders, use frost grenades from a sling and keep in mind the effect is applied only when the meter fills up (and the target is covered in ice). They will also run fast even shortly after they are frozen. First time I tried I just missed the blazing sun because the striders ran too far away and I was spending a lot of my time running after them. If you can hit them with the freeze blast while you are close to a strider you can take it down before it runs too far away. |

| Done | Type | Name | General Location | Landmark | Prereqs | Trigger [11] | Skill Point [12] | Blue-geam | Level | Allies [1] | Note |
|------|---------|-------------------------------------|------------------|----------------|---------|---|------------------|-----------|-------|------------|--|
| | Hunting | Spurflints - Watch Out | | | | 2 min - Kill 4 watchers silently. | | | | | Arrow to the eyes or Silent Kill from the bushes. [16] |
| | Hunting | Spurflints - Stalker Kill | | | | 2 min - Kill 2 stalkers | | | | | If you are finding this one difficult wait until you have the shield weaver armor and good mods. Then just run through the grounds killing everything in sight. The stalkers will find you :). |
| | Hunting | Spurflints - Sleight of Crate | | | | 1:05 min - Loot 4 Shell-Walker crates | y [17] | | | | Sneak behind, one hardpoint arrow to the crate clamp drops the crate. I looted 2 on the ground and made them drop 2 more. (whatdoynamyself@reddit) - https://www.youtube.com/watch?v=DFIPu0qCIE8&feature=youtu.be You can still loot 3 crates on the left first and then loot the other one on the right. Just get high stealth with stealth mod and try avoiding alerting any enemies so shell walkers wont pick those crates that early. Been doing this after the update. (Mostrop@reddit). One of several discussions on Reddit: https://www.reddit.com/r/horizon/comments/6eqhh2/bug_s_pur_flints_hunting_trial_sleight_of_crate/ And here: https://www.reddit.com/r/horizon/comments/80poy1/the_sl_eight_of_crate_trial_is_the_only_thing/ Yet another suggested alternative: https://www.reddit.com/r/horizon/comments/7ojw3j/yes_an_other_take_on_postpatch_sleight_of_crate/ |
| | Hunting | Sun Furrows - Ravager vs Machines | | | | 1:10 min - Use Ravager cannon on 2 machines to take them down - can use cannon yourself or override the Ravager | | | | | |
| | Hunting | Sun Furrows - Ravager Control | | | | 2:40 min - Control 2 Ravagers and take down a Thunderjaw | | | | | |
| | Hunting | Sun Furrows - Thunderjaw vs Ravager | | | | 2:00 min - Use Thunderjaw cannon on Ravagers to take them down - can use cannon yourself or override | y [18] | | | | The instructions are not entirely correct, the cannon is not necessary to kill the Ravagers, it is the Thunderjaw, or its cannon that needs to kill the the Ravagers. I found it easiest to override the Thunderjaw, who then took out everything else. A few other strategies below https://www.reddit.com/r/horizon/comments/6nq9dj/tip_for_uh_tj_vs_ravager_hunter_trail/ https://www.reddit.com/r/horizon/comments/6nx0mv/thunderjaw_vs_ravager_hunting_trial_strategy/ https://www.reddit.com/r/horizon/comments/8cd2vv/finally_my_suffering_can_end/ |
| | Hunting | Greatrun - Parts Wrangling | Carja | NW of Daytower | | 1:30 min - Tie down 2 Trampplers using the ropecaster and shoot off processing units. | | | | | This is much easier to do once you have shield-weaver, because you are going to be attacked by glinthawks and Trampplers. Otherwise it is not that hard, just make sure to shoot off the processing units while the Trampplers are completely tied down. |
| | Hunting | Greatrun - Pace | Carja | NW of Daytower | | 1:30 min - Race Glinthawks to Watcher corpses. | | | | | Take the rope down that is closest to keeper, there are two peaks SW and then W. Ignore everything trying to kill you and climb up those first, jump off (heal if necessary) and then head north towards the next closest peak, which is right up against the cliff. |
| | Hunting | Greatrun - Tie Down | Carja | NW of Daytower | | 2 min - Perform 3 critical hits while Glinthawk(s) tied down. | y [19] | | | | Short timing means you are better off trying to just catch one (or two) Glinthawk and perform 3 critical hits on it while it is tied down. You will have to reapply rope at some point to make sure the tie down is still active. Ignore everything else, so try to keep your actions on the ledges above the middle grounds, just below the keeper, so left rope again. I am still working on this one, sigh. Try to do this before you get the upgrades to your spear, otherwise they can die too fast, especially at lower difficulties. I cannot get 3 critical hits on one glinthawk, which means I need to tie down two of them. And then there was that fun incident of being interrupted during this trial by Oserams fighting the nearby Stormbird. |
| | Hunting | Snowchants - Control | TFW | | | 55s - Kill 6 machines and Ravager with the Stormslinger | | | | | https://www.reddit.com/r/horizon/comments/7u99ew/frozen_wilds_control_trial_easiest_gold_strategy/ [20] |
| | Hunting | Snowchants - Onslaught | TFW | | | 3:30 min - Kill waves of machines | | | | | https://www.reddit.com/r/horizon/comments/7u99ew/frozen_wilds_control_trial_easiest_gold_strategy/ |
| | Hunting | Snowchants - Chieftan's | TFW | | | 4:30 min - Kill all major machines | | | | | 3 different arenas: 2 Scorchers, 2 Bellowbacks, then 2 Frostclaws |
| | Main | A Gift From The Past | | | | | | | | | |
| | Main | Lessons of the Wild | | | | | | | | | |
| | Main | The Point Of The Spear | | | | | y | | | y | |
| | Main | Mother's Heart | | | | | y | | | y | |

| Done | Type | Name | General Location | Landmark | Prereqs | Trigger [11] | Skill Point [12] | Blue- gleam | Level | Allies [1 | Note |
|------|------|---------------------------|------------------|--|---------------------------|---|------------------|----------------|------------|-----------|--|
| | Main | The Proving | | | | | y | | | y | |
| | Main | The Womb of the Mountain | | | The Proving | | y | | | y | Look around for a power cell before you leave the Womb |
| | Main | A Seeker at the Gates | | | The Womb of the Mountain | | y | | | y | |
| | Main | The War-Chief's Trail | | | The War-Chief's Trail | | | | | y | |
| | Main | Revenge of the Nora | | | Revenge of the Nora | | y | | | y | |
| | Main | The City of the Sun | | | | | y | | | y | |
| | Main | The Field of the Fallen | | | | | | | | y | |
| | Main | Into The Borderlands | | | | | | | | y | |
| | Main | Maker's End | | | | | y | | | y | Look around for a power cell before you come down. Actually, look around a lot. |
| | Main | The Grave-Hoard | | | | | y | | | y | |
| | Main | The Sun Shall Fall | | | | | | | | y | |
| | Main | To Curse the Darkness | | | | | y | | | y | |
| | Main | Deep Secrets of the Earth | | | | | y | | | y | I missed the entry point for this, in case you do as well: there is a break in the balustrade at the top of the balcony on the left. Start your drop down there. Once you get to the entry point Sylens will warn you that this will take a while, so make sure you have everything you want to take with you. Wire! |
| | Main | The Terror of the Sun | | | | | y | | | y | |
| | Main | The Heart of the Nora | | | | | y | | | y | |
| | Main | The Mountain That Fell | | | | | y | | | y | |
| | Main | The Looming Shadow | | | | | y | | | | After finishing the Main quests you will be brought back to the time before The Looming Shadow. This is intentional so that you can go and finish up any outstanding Side quests, Errands, and Trophies, rerun the last mission, and/or explore to your heart's content. |
| | Main | The Face of Extinction | | | | | y | | | | |
| | Side | The Forgotten | Mother's Embrace | South of Mother's Watch | | Olara | | | | | She is on top of a rock. |
| | Side | In Her Mother's Footsteps | Mother's Embrace | NE of Mother's Watch, W of Northern Embrace Gate | | Thok | | | | | |
| | Side | Insult to Injury | Sacred Lands | Mother's Rise | | Fia | | | | | |
| | Side | A Daughter's Vengeance | Sacred Lands | Mother's Rise | | Yan | | | | y | |
| | Side | Ancient Armory | Sacred Lands | Bunker Ruins, | | Finding one of the power cells. | | | | | |
| | Side | A Moment's Peace | Sacred Lands | Banuk Encampment | | Tikuk in Banuk Encampment, Vilgund in Meridian | | | | y | This one can be discovered after talking to Vilgund in Meridian or coming across the Banuk camp. Strongly recommend Vilgund for the dialog. |
| | Side | Underequipped | Sacred Lands | Cauldron Sigma | | Approach Marzavid. | | | | | S of campsite SE of Sigma. |
| | Side | Robbing the Rich | Meridian | Market Place | | Noble shouting about a theft | | | | | |
| | Side | Honor the Fallen | Meridian | Upper Level | | Mournfall Namman | | | | y | |
| | Side | Fatal Inheritance | Meridian | Meridian Village | | Ranaman | | | | | |
| | Side | Weapons of the Lodge | Meridian | Hunter's Lodge | Hunting for the Lodge | Talk to Aidaba in the Lodge | y | | | | Half Suns: Lodge Blast Sling Full Suns: Lodge Ropecaster Blazing Suns: Lodge War Bow [21] |
| | Side | Hunter's Blind | Meridian | Hunter's Lodge | Hunting for the Lodge | Talanah | | | | y | Snapmaw Heart - Check your inventory after completing the quest, there is an easy to miss reward. If this is not enough information check the spoiler tab. |
| | Side | Redmaw | Meridian | Hunter's Lodge | Deadliest Game | Talk to Ligan | y | | | y | |
| | Side | Acquired Taste | Carja | House west of Sun-steps Tallneck | | Talk to Brin | y | | Many steps | | Do this at the same time as Deadliest Game since you have to go after the same creatures. Link to map to find quest giver: http://imgur.com/lz6t8s2 [22] |
| | Side | Heap of Trouble | Carja | Free Heap | | Petra | | | | | |
| | Side | Death from the Skies | Carja | Road west of Free Heap | | Hakert - two campfires east of Cauldron Zeta, w of Trampers | | | | | |
| | Side | Blood on Stone | Carja | Cut Cliffs | | Quarry foreman | | | | | |
| | Side | Sun and Shadow | Carja | Brightmarket | | Lahavis | | | | y | |
| | Side | Sunstone Rock | Carja | Sunstone Rock | | Approach the settlement | | | | y | |
| | Side | Cause for Concern | The Sacred Lands | Bandit Camp | | Meet Nil | | | | | Look around for Nil whenever you find one. It is ok if he is not always there. |
| | Side | Cause for Concern - Farew | Carja | Bandit Camp | | Talk to Nil after defeating all Bandit Camps | | | | | |
| | Side | Traitor's Bounty | Sacred Lands | | Deep Secrets of the Earth | Reach Citadel in Deep Secrets of the Earth | | | | y | If you are having trouble on that first leap across the stream you have to be running to make the ledge. |
| | Side | Queen's Gambit | Sacred Lands | | Traitor's Bounty | Will receive at end of Traitor's Bounty | y | | | y | |
| | TFW | Into the Frozen Wilds | The Cut | NW of Grave Hoard | | Several quest givers | | | >=30 | | DLC; Can receive quests from various points in the main map. |
| | TFW | The Shaman's Path | Song's End | | After opening cut scene | Talk to Burgrend | | | 6 | | Stormslinger |
| | TFW | For the Werak | Ourea's Retreat | | The Shaman's Path | | | | 3 | | |
| | TFW | Firebreak | | | For the Werak | | | | 3 | | |
| | TFW | The Forge of Winter | Thunder's Dome | | The Forge of Winter | | y | | 7 | | |
| | TFW | Waterlogged | Song's End | | After opening cut scene | Talk to Lulai | | | 3 | | |
| | TFW | A Secret Shared | Song's End | | After opening cut scene | Talk to Kalmut | | | 1 | | Spear upgrade - unlocks mods |

| Done | Type | Name | General Location | Landmark | Prereqs | Trigger [11] | Skill Point [12] | Blue-geam | Level | Allies [1] | Note |
|------|----------|----------------------------|---------------------------|----------|---|---|------------------|-----------|--------|------------|---|
| | TFW | The Survivor | Keener's Rock | | | Talk to White Teeth Chieftan | | | 3 | | |
| | TFW | Ikrie's Challenge | Snowchants Hunting Ground | | The Survivor | Talk to Ikrie | | | 1 | | Kill lots of machines with a bow and ammo you are given - 5 Fire, 30 Hunter, 25 Hardpoint. Choose your armor before starting the challenge, you cannot change out once you start, and you cannot create more ammo. Ikrie will stand on top of a rock and throw ice bombs at the machines and give you confidence boosts. Isn't that nice? No timer, thank goodness. Machine order - 4 Scrappers; 3 Grazers; 2 Trampers; 1 Bellowback. |
| | TFW | The Hunter's Three | Song's End | | | Talk to Burgrend | | | 3 | | |
| | TFW | Geared Up - Stormslinger | Longnotch | | Talk to Burgrend, The Shaman's Path | Talk to Varga | | | 1 [23] | | Improve Stormslinger |
| | TFW | Geared Up - Forgefire | Longnotch | | Talk to Burgrend, Stone Yield Bandit Camp | Talk to Varga | | | | | Improve Forgefire |
| | TFW | Geared Up - Ice Rail | Longnotch | | Talk to Burgrend, For the Werak | Talk to Varga | | | | | Improve Ice Rail |
| | TFW | The Claws Beneath | Longnotch | | For the Werak | Talk to Umnak | | | 1 | | |
| | TFW | Out of the Forge | | | The Forge of Winter | Will receive automatically after talking to Aratak upon completion of The Forge of Winter | | | 1 | | More fireclaws! |
| | TFW | Frontier Justice | Song's End | | The Forge of Winter | Talk to Inatut | | | 3 | | |
| | TFW | Tallneck | | | For the Werak or found on map | | | | | | |
| | TFW | Snowchants Hunting Grounds | | | For the Werak or found on map | | | | 2 [24] | | |
| | Tallneck | Devil's Thirst | | | | | y | | | | Once you override one Tallneck the others will show on your map. |
| | Tallneck | Copper Deeps | | | | | y | | | | Once you override one Tallneck the others will show on your map. |
| | Tallneck | Sun-Steps | | | | | y | | | | Once you override one Tallneck the others will show on your map. |
| | Tallneck | Spearshafts | | | | | y | | | | Once you override one Tallneck the others will show on your map. |
| | Tallneck | Rustwash | | | | | y | | | | Once you override one Tallneck the others will show on your map. https://www.reddit.com/r/horizon/comments/81g48w/tallneck_spearshafts/ |
| | Tutorial | Sharpshot Bow | | | | Purchase weapon and quest must be active to get credit. | | | | | Kill three Watchers with Precision Arrows to their eyes |
| | Tutorial | War Bow | | | | Purchase weapon and quest must be active to get credit. | | | | | Shoot power cells with Shock arrows - Scrapper work well. |
| | Tutorial | Tripcaster | | | | Purchase weapon and quest must be active to get credit. | | | | | Trip any three machines with Shock Wires. |
| | Tutorial | Sling | | | | Purchase weapon and quest must be active to get credit. | | | | | Use Freeze Bombs on three machines weak to frost: Lancehorns, Trampers. |
| | Tutorial | Blast Sling | | | | Purchase weapon and quest must be active to get credit. | | | | | Kill two or more enemies at a time with one Blast Sling - Bandits or weak machine groups, like Striders and Grazers. |
| | Tutorial | Ropecaster | | | | Purchase weapon and quest must be active to get credit. | | | | | Tie down three small machines - Striders, Watchers, Grazers. |
| | Tutorial | Rattler | | | | Purchase weapon and quest must be active to get credit. | | | | | Kill three humans with Metal Bolts. |
| | Tutorial | Carja Sharpshot Bow | | | | Purchase weapon and quest must be active to get credit. | | | | | Remove three machine elements, canisters or weapons (not armor), using Tearblast Arrows - Striders, Grazers. |
| | Tutorial | Carja War Bow | | | | Purchase weapon and quest must be active to get credit. | | | | | Shoot freeze containers using Freeze Arrows - Lancehorns. |
| | Tutorial | Carja Tripcaster | | | | Purchase weapon and quest must be active to get credit. | | | | | Trip any three machines with Blast Wires. |
| | Tutorial | Carja Sling | | | | Purchase weapon and quest must be active to get credit. | | | | | Use Shock Bombs on three machines weak to shock - Scrappers. |
| | Tutorial | Carja Blast Sling | | | | Purchase weapon and quest must be active to get credit. | | | | | Attach three Sticky Bombs to machines. |
| | Tutorial | Carja Ropecaster | | | | Purchase weapon and quest must be active to get credit. | | | | | Tie down three medium-sized machines - Sawtooths, Bellowbacks, Shell-Walkers. You can tie down the same machine several times just make sure it is completely free before tying it up again. |
| | Tutorial | Carja Rattler | | | | Purchase weapon and quest must be active to get credit. | | | | | Use Shock bolts on three machines weak to shock - Longlegs. |
| | Tutorial | Shadow Hunter Bow | | | | Purchase weapon and quest must be active to get credit. | | | | | Shoot ten armor plates off machines. Use a high tear arrow on the body. You can tell you have knocked off plating by slight color changes in the machine, it will look darker. Try to nullify any ranged attack first so that you are more likely to survive the attempt to strip the armor. |
| | Tutorial | Shadow Sharpshot Bow | | | | Purchase weapon and quest must be active to get credit. | | | | | Shoot elemental canisters off machines with Harvest Arrows - Grazers, Striders, Lancehorns. |
| | Tutorial | Shadow War Bow | | | | Purchase weapon and quest must be active to get credit. | | | | | Enrage three machines with corruption arrows. Works on any machines but go for lower level machines that are in groups. Hit one in stealth and watch the fury. |
| | Tutorial | Shadow Tripcaster | | | | Purchase weapon and quest must be active to get credit. | | | | | Trip any three machines with Fire Wires. |

| Done | Type | Name | General Location | Landmark | Prereqs | Trigger [11] | Skill Point [12] | Blue- gleam | Level | Allies [1 | Note |
|------|----------|--------------------|------------------|----------|---------|---|------------------|-------------|-------|-----------|--|
| | Tutorial | Shadow Sling | | | | Purchase weapon and quest must be active to get credit. | | | | | Use Fire Bombs on three machines weak to fire - Sawtooth, Freeze Bellowback, Glinthawk, Corruptor, Ravager, Snapmaw. |
| | Tutorial | Shadow Blast Sling | | | | Purchase weapon and quest must be active to get credit. | | | | | Kill three machines with Proximity Bombs. Either find weaker machines are weaken higher level machines first, e.g., blow off/up a canister. |
| | Tutorial | Shadow Ropecaster | | | | Purchase weapon and quest must be active to get credit. | | | | | Tie down three large machines - Thunderjaws, Stormbirds, Rockcrushers. |
| | Tutorial | Shadow Rattler | | | | Purchase weapon and quest must be active to get credit. | | | | | Use Freeze Bolts to freeze three machines weak to freeze damage: Trampers, Fire Bellowbacks, Rockbreakers |
| | Tutorial | Tearblaster | | | | Acquire weapon and quest must be active to get credit. | | | | | Remove fifteen machine parts, armor plating does not count, with Tearblaster arrows on the Sharpshot Bow. You can kill a machine first and then shoot off the parts before looting it. |
| | Tutorial | Banuk Stormslinger | TFW | | | Acquire weapon and quest must be active to get credit. | | | | | |
| | Tutorial | Banuk Icerail | TFW | | | Acquire weapon and quest must be active to get credit. | | | | | |
| | Tutorial | Forgefire | TFW | | | Acquire weapon and quest must be active to get credit. | | | | | |

| Item [25] | Level [26] | Mod slots | Base/Ammo | Who | Where | Shards/Blue-gleam [27] | Machine Part [28] | Container | Animal [29] | Human | Notes |
|---------------------------|------------|-----------|--|---------------------|----------------------------------|------------------------|--|--------------------|---|--------------------------------|--|
| Blast Sling | Adept | 4 | | | | 2800/14000 | 1/2 Lancehorn Heart+1/2 Charger Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Hunter Bow | Adept | 4 | | | | 1300/6500 | 1/2 Watcher Heart+1/2 Stormbird Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Rattler | Adept | 4 | | | | 1900/9500 | | | Skins - 1/2 goose, 1/2 rat, 1/2 raccoon | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Ropecaster | Adept | 4 | 50 Handling; 150 Tear | | | 1000/5000 | 1/2 Snapmaw Heart+1/2 Shellwalker Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Sharpshot | Adept | 4 | 20 Handling; Precision - 54 Damage; 30 Tear; Tearblast - 100 Tear; Harvest - 9 Damage; 50 Tear | | | 1600/8000 | 1/2 Sawtooth Heart+1/2 Longleg Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Sling | Adept | 4 | Handling - 40; 50 Elemental; Freeze - 18 Dam; Shock - 18 Dam; Fire - 9 Dam; | | | 1500/6500 | 1/2 Crystal Braiding+1/2 Luminous Braiding | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Tripcaster | Adept | 4 | Handling - 30; 160 Shock; 225 Damage; 160 Fire | | | 1500/7500 | 1/2 Scrapper Heart+1/2 Grazer Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| War Bow | Adept | 4 | Handling - 50; 25 Elemental; 5 Damage for Freeze and Shock; 50 Corruption | | | 1600/8000 | 1/2 Trampler Heart+1/2 Thunderjaw Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Hunter Bow (Striker) | Banuk | 3 | Hunter - 36 Damage, 65 Tear; Fire - 14 Damage, 50 Elemental; Hardpoint - 63 Damage, 90 Tear; 80 Handling | TFW Merchant | TFW | 16 | | | | | |
| Sharpshot (Powershot) | Banuk | 3 | Precision - 90 Damage, 50 Tear; Tearblast - 100 Tear; Harvest - 45 Damage, 60 Tear; 20 Handling | TFW Merchant | TFW | 14 | | | | | Harvest arrows can be used on "dead" machines. |
| War Bow (Champion) | Banuk | 3 | Shock - 5 Damage, 50 Elemental; Freeze - 5 Damage, 50 Elemental; Corruption - 80 Elemental; 50 Handling | TFW Merchant | TFW | 12 | | | | | How long Corruption lasts depends on the size of the enemy. Small machine = 10s; Medium machine = 15s; Large machine = 20s; Human = 30s. |
| Hunter Bow (Striker) | Adept | 4 | | TFW Merchant | TFW | 16 | | | | | |
| Sharpshot (Powershot) | Adept | 4 | | TFW Merchant | TFW | 14 | | | | | |
| War Bow (Champion) | Adept | 4 | | TFW Merchant | TFW | 12 | | | | | |
| Banuk Stormslinger | Banuk | 1 | 85 Damage; 15 Shock; 70 Handling | Reward - The Sham | TFW | 825 | Frostclaw Lens | | | | Can purchase after receiving as quest reward - check treasure boxes! |
| Banuk Icerail | Banuk | 1 | 75 Freeze; 70 Handling | Reward - For the W | TFW | 750 | Fireclaw Lens | | | | Can purchase after receiving as quest reward - check treasure boxes! |
| Forgefire | Banuk | 1 | 75 Fire; 70 Handling | Reward - Stone Yiel | TFW | 800 | Scorcher Lens | | | | Can purchase after receiving as quest reward - check treasure boxes! |
| Improved Stormslinger | Banuk | 2 | | Upgrade quest with | TFW | 1650 | Scorcher Heart | | | | |
| Improved Icerail | Banuk | 2 | | Upgrade quest with | TFW | 1500 | Frostclaw Heart | | | | |
| Improved Forgefire | Banuk | 2 | | Upgrade quest with | TFW | 1600 | Fireclaw Heart | | | | |
| Improved Stormslinger | Adept | 3 | | Upgrade quest with | TFW | | | | | | |
| Improved Icerail | Adept | 3 | | Upgrade quest with | TFW | | | | | | |
| Improved Forgefire | Adept | 3 | | Upgrade quest with | TFW | | | | | | |
| Blast Sling | Lodge | 3 | Blast - 90 Damage; Sticky - 135 Damage; Proximity - 68 Damage; 70 Handling | | Meridian - Aidaba, Hunting Lodge | | 15 Half Suns | | | | Receive from completing Hunting Trials. The Adept versions have 4 mods. |
| Ropecaster | Lodge | 3 | | | Meridian - Aidaba, Hunting Lodge | | 15 Full Suns | | | | Receive from completing Hunting Trials. The Adept versions have 4 mods. |
| War Bow | Lodge | 3 | | | Meridian - Aidaba, Hunting Lodge | | 15 Blazing Suns | | | | Receive from completing Hunting Trials. The Adept versions have 4 mods. |
| Blast Sling | Shadow | 3 | | Hunting Merchant | Meridian and beyond | 1400 | Lancehorn Heart | | | | |
| Hunter Bow | Shadow | 3 | | Hunting Merchant | Meridian and beyond | 650 | Watcher Heart | | | | |
| Rattler | Shadow | 3 | | Hunting Merchant | Meridian and beyond | 950 | | | Skins - boar, rabbit, fox | | |
| Ropecaster | Shadow | 3 | | Hunting Merchant | Meridian and beyond | 500 | Snapmaw Heart | | | | |
| Sharpshot | Shadow | 3 | | Hunting Merchant | Meridian and beyond | 800 | Sawtooth Heart | | | | Harvest arrows can be used on "dead" machines. |
| Sling | Shadow | 3 | | Hunting Merchant | All | 650 | Crystal Braiding | | | | |
| Tripcaster | Shadow | 3 | Handling - 30; 160 Shock; 225 Damage; 160 Fire | Hunting Merchant | Meridian and beyond | 750 | Scrapper Heart | | | | |
| War Bow | Shadow | 3 | Shock - 5 Damage, 25 Elemental; Freeze - 5 Damage, 25 Elemental; 50 Corruption; 50 Handling | Hunting Merchant | Meridian and beyond | 800 | Trampler Heart | | | | How long Corruption lasts depends on the size of the enemy. Small machine = 10s; Medium machine = 15s; Large machine = 20s; Human = 30s. |
| Banuk Ice Hunter | Adept | 3 | 50 Freeze | | | 1600/8000 | 2/4 Strider Heart | 40/80 Metal Vessel | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Banuk Sickness Eater | Adept | 3 | 50 Corruption | | | 1520/7600 | 1/2 Grazer Heart+1/2 Snapmaw Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Carja Blazon | Adept | 3 | 50 Fire | | | 1560/7800 | 1/2 Charger Heart+1/2 Scrapper | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Carja Trader (Silks) | Adept | 4 | None | | | 1500/7700 | 1/2 Longleg Heart+1/2 Rockbreaker Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Nora Protector | Adept | 3 | 30 Melee | | | 2000/10000 | 1/2 Shell-Walker Heart+1/2 Grazer Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Nora Silent Hunter | Adept | 3 | 30 Stealth | | | 1600/8000 | 1/2 Bellowback Heart+1/2 Sawtooth Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Nora Survivor | Adept | 3 | 15 Resistance to all Elements | | | 1800/9000 | 2/4 Watcher Heart | 120/240 Blaze | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Oseram Arrow Breaker | Adept | 3 | 30 Ranged | | | 2200/11000 | 1/2 Crystal Braiding+1/2 Behemoth Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Oseram Sparkworker | Adept | 3 | 50 Shock | | | 1600/8000 | 2/4 Luminous Braiding+1/2 Longleg Heart | | | | Prices are 5x higher for shards and 2x higher for parts for the Adept gear on Ultra Hard. |
| Shadow Stalwart | Adept | 4 | Blindness and sonic defense | | | 6800 | 2 Stalker Heart+2 Trampler Heart | | | | |
| Banuk Ice Hunter | Heavy | 2 | Freeze Resistance | Hunting Merchant | All | 800 | Strider Heart | Metal Vessel (20) | | | |
| Banuk Sickness Eater | Heavy | 2 | Corruption Resistance | Hunting Merchant | All | 760 | Grazer Heart | | | | |
| Carja Blazon | Heavy | 2 | Fire Resistance | Hunting Merchant | Meridian and beyond | 780 | Charger Heart | | | | |
| Carja Silks | Heavy | 3 | None | Hunting Merchant | Meridian and beyond | 770 | Longleg Heart | | | | |
| Nora Protector | Heavy | 2 | Melee Defense | Hunting Merchant | All | 1000 | Shell-Walker Heart | | | | |
| Nora Silent Hunter | Heavy | 2 | 30 Stealth Enhancement | Hunting Merchant | All | 800 | Bellowback Heart | | | | |
| Nora Survivor | Heavy | 2 | 15% resistance to all elements | Hunting Merchant | All | 900 | Watcher Heart (2) | Blaze (40) | | | |
| Oseram Arrow Breaker | Heavy | 2 | Projectile Defense | Hunting Merchant | Meridian and beyond | 1100 | Crystal Braiding | | | | |
| Oseram Sparkworker | Heavy | 2 | Shock Resistance | Hunting Merchant | Meridian and beyond | 800 | Luminous Braiding (2) | | | | |
| Shadow Stalwart | Heavy | 3 | Blindness and sonic defense | Hunting Merchant | Meridian and beyond | 680 | Stalker Heart | | | | Available after you receive the light version from a quest. |
| Shadow Stalwart | Medium | 2 | Blindness and sonic defense | Hunting Merchant | Meridian and beyond | 230 | Trampler Heart | | | | Available after you receive the light version from a quest. |
| Banuk Werak Runner | Light | 0 | Health recovery | TFW Merchant | TFW | 1000 | | | | 10 Desert Glass + 10 Stagshine | |
| Nora Silent Hunter Master | | 3 | 15 Stealth | TFW Merchant | TFW | 18 | | | | | |

| Item [25] | Level [26] | Mod slots | Base/Ammo | Who | Where | Shards/Blue-bleam [27] | Machine Part [28] | Container | Animal [29] | Human | Notes |
|---------------------------|------------|-----------|------------------------|--------------------|-------------------------------|------------------------|-------------------|-------------------|---|--|--|
| Banuk Ice Hunter Master | Heavy | | 3 60 Freeze Resistance | TFW Merchant | TFW | 14 | | Metal Vessel (20) | | | |
| Carja Blazon Master | Heavy | | 3 60 Fire Resistance | TFW Merchant | TFW | 16 | | | | | |
| Banuk Werak Chieftan | Heavy | | 2 Health recovery | Reward - For the W | TFW | 2200 | | | Squirrel Skin + Goat Skin + Badger Skin | | |
| Nora Silent Hunter Master | Adept | | 4 15 Stealth | TFW Merchant | TFW | | | | | | |
| Banuk Ice Hunter Master | Adept | | 4 60 Freeze Resistance | TFW Merchant | TFW | | | | | | |
| Carja Blazon Master | Adept | | 4 60 Fire Resistance | TFW Merchant | TFW | | | | | | |
| Banuk Werak Runner | Adept | | 3 Health recovery | Reward - For the W | TFW | | | | | 10 Desert Glass + 10 Slagshine | |
| Scavenger Box | Dark | | | Mystery box trader | Meridian | | Metal Block | | | | Meat, bone, and skins |
| Scavenger Box | Light | | | Mystery box trader | Meridian | | Metal Block | | | | Metal Shards, Fast Travel Pack, wood (200) |
| Hunter Game Box | Big | | | Mystery box trader | Meridian | | Crystal Braiding | | | | Machine Cores |
| Outlaw Box | Dark | | | Mystery box trader | Meridian | | Scorcher Lens | | | Desert Glass | Echo Shell, Metalburn, Metal Vessel, Rocks |
| Hunter Game Box | Tiny | | | Mystery box trader | Meridian | | Fireclaw Lens | | Tiny Meat (5) | | Machine Lens |
| Outlaw Box | Light | | | Mystery box trader | Meridian | | Frostclaw Lens | | | Slagshine Glass | Traps |
| Scavenger Box | Light | | | Mystery box trader | Meridian | | Metal Block | | 2 Squirrel Skin + 2 Goat Skin + 2 Badger Skin | | Meat, bone, and skins |
| Hunter Game Box | Small | | | Mystery box trader | Meridian | | Luminous Braiding | | | | Metal Shards, wood |
| Bluegleam Box | | | | Mystery box trader | Meridian | | Stormbird Lens | | | | 1 Bluegleam [30] |
| Bluegleam Box | | | | Mystery box trader | Meridian | | Thunderjaw Lens | | | | 1 Bluegleam [31] |
| Bluegleam Box | | | | Mystery box trader | Meridian | | Rockbreaker Lens | | | | 1 Bluegleam [32] |
| Bluegleam Box | | | | Mystery box trader | Meridian | | Behemoth Lens | | | | 1 Bluegleam [33] |
| Scrap Collector Box | | | | Mystery box trader | Meridian | | | | | Dirty Basket (small+medium+large) | Can only get one - 3 machine cores each of small, medium, large |
| Charcoal-Burner Box | | | | Mystery box trader | Meridian | | | | | Dirty Resin Chunk (small+medium+large) | Can only get one - |
| Sculptor Box | | | | Mystery box trader | Meridian | | | | | Dirty Rusted Bolt (small+medium+large) | Can only get one - 500 Metal Shards, 2 Crystal Braiding, 2 Luminous Braiding |
| Shard Gambler's Box | | | | Mystery box trader | Meridian | 10 | | | | | Can only get ten - Metal Shards, rock |
| Modification Box | Green | | | Mystery box trader | Meridian | 100 | | | | | Uncommon, rare, or very rare mods |
| Mysterious Box | | | | Mystery box trader | Meridian | | | | | Stranded: figure+schakles+necklace | Can only get one - mod box, special mod box, shards, socks |
| Modification Box | Special | | | Mystery box trader | Meridian, TFW | 1350 | | | | | Very rare mods |
| Banuk Gambler's Box | Purple | | | Banuk Merchant | TFW | 1 | | | | | 50 Shard Gambler's Boxes |
| Banuk Glacier Box | Purple | | | Banuk Merchant | TFW | 4 | | | | | Modification |
| Banuk Nesting Box | Purple | | | Banuk Merchant | TFW | 2 | | | | | 500 Metal Shards, 2 Luminous Braiding, 2 Crystal Braiding |
| Banuk Snowfall Box | Purple | | | Banuk Merchant | TFW | 2 | | | | | |
| Banuk Tundra Box | Purple | | | Banuk Merchant | TFW | 1 | | | | | |
| Hearts [34] | | | | Machine Merchant | Meridian | 200-840 | | | | | |
| Lenses [35] | | | | Machine Merchant | Meridian | 100-420 | | | | | |
| Golden Fast Travel Pack | | | | Hunting Merchant | Daytower and beyond | 50 | | | Fox Skin, Fatty Meat (10) | | |
| Maps - Banuk Figures | | | | Hunting Merchant | Any outside initial merchants | | | | | | There is one each for Vantage, Flowers, Ancient Vessels, Banuk Figures. |
| Maps - Metal Flowers | | | | Hunting Merchant | Any outside initial merchants | | | | | | There is one each for Vantage, Flowers, Ancient Vessels, Banuk Figures. |
| Maps - Mugs | | | | Hunting Merchant | Any outside initial merchants | | | | | | There is one each for Vantage, Flowers, Ancient Vessels, Banuk Figures. |
| Maps - Animal Figurines | | | | Hunting Merchant | TFW | 200 | | | Badger Bone | | |
| Maps - Bluegleam | TFW | | | Hunting Merchant | TFW | 200 | | | Goat Skin + Badger Bone | | |
| Maps - Pigment | TFW | | | Hunting Merchant | TFW | 200 | | | Goat Bone | | |

| Done | Type [36] | Level | Metal Shards | Wood | Machine Part | Container | Animal [37] | Notes [38] |
|------|-------------------------|-------|--------------|------|-----------------|-----------------|------------------------------|-------------------------------------|
| | Blast Sling Ammo Pouch | 1 | 5 | 10 | | Sparker | | |
| | Blast Sling Ammo Pouch | 2 | 20 | | | | 5 Fatty Meat+Rabbit Bone | |
| | Blast Sling Ammo Pouch | 3 | 125 | | | | Rabbit Skin+Rat Bone | |
| | Blast Sling Ammo Pouch | 4 | 500 | 200 | | | Rat skin | |
| | Hunter Bow Quiver | 1 | 5 | 10 | | Blaze | | |
| | Hunter Bow Quiver | 2 | 20 | | | | 5 Fatty Meat+Boar bone | |
| | Hunter Bow Quiver | 3 | 125 | | | | Boar Skin+Rabbit bone | |
| | Hunter Bow Quiver | 4 | 500 | 200 | | | Fox Skin | |
| | Modifications Satchel | 1 | 15 | 20 | | | | |
| | Modifications Satchel | 2 | 35 | 30 | | | 5 Rich Meat | |
| | Modifications Satchel | 3 | 75 | 40 | | | 2 Fox Bone | |
| | Modifications Satchel | 4 | 125 | 50 | | | Fox skin | |
| | Outfits Satchel | 1 | 15 | 20 | | | | |
| | Outfits Satchel | 2 | 35 | 30 | | | 5 Fatty Meat | |
| | Outfits Satchel | 3 | 75 | 40 | | | 2 Fish Bone | |
| | Outfits Satchel | 4 | 125 | 50 | | | Fish skin | |
| | Potions Pouch | 1 | 30 | 50 | | 15 Metal Vessel | | |
| | Potions Pouch | 2 | 70 | 100 | | 20 Blaze | Fish Bone | |
| | Potions Pouch | 3 | 250 | 200 | | 15 Echo Shell | Raccoon Skin | |
| | Rattler Ammo Pouch | 1 | 5 | 10 | | Chillwater | | |
| | Rattler Ammo Pouch | 2 | 20 | | | | 5 Fatty Meat+Rat bone | |
| | Rattler Ammo Pouch | 3 | 125 | | | | Rat Skin+Fish bone | |
| | Rattler Ammo Pouch | 4 | 500 | 200 | | | Fish Skin | |
| | Resources Satchel | 1 | 15 | 20 | | | | |
| | Resources Satchel | 2 | 35 | 30 | | | 5 Rich Meat | |
| | Resources Satchel | 3 | 75 | 40 | | | 2 Boar Bone | |
| | Resources Satchel | 4 | 125 | 50 | | | Boar skin | |
| | Ropecaster Ammo Pouch | 1 | 5 | 10 | | Metal Vessel | | |
| | Ropecaster Ammo Pouch | 2 | 20 | | | | 5 Bony Meat+Turkey bone | |
| | Ropecaster Ammo Pouch | 3 | 125 | | | | Turkey Skin+Fish bone | |
| | Ropecaster Ammo Pouch | 4 | 500 | 200 | | | Fish Skin | |
| | Sharpshot Bow Quiver | 1 | 5 | 10 | | Metal Vessel | | |
| | Sharpshot Bow Quiver | 2 | 20 | | | | 5 Rich Meat+Raccoon bone | |
| | Sharpshot Bow Quiver | 3 | 125 | | | | Raccoon Skin+Turkey bone | |
| | Sharpshot Bow Quiver | 4 | 500 | 200 | | | Rabbit Skin | |
| | Sling Ammo Pouch | 1 | 5 | 10 | 5 Wire | | | |
| | Sling Ammo Pouch | 2 | 20 | | | | 5 Fatty Meat+Fish bone | |
| | Sling Ammo Pouch | 3 | 125 | | | | Fish Skin+Rat bone | |
| | Sling Ammo Pouch | 4 | 500 | 200 | | | Turkey Skin | |
| | Tearblaster Ammo Pouch | 1 | 5 | 10 | 5 Wire | | | Available after completing a quest. |
| | Tearblaster Ammo Pouch | 2 | 20 | | | | 5 Rich Meat+Fish bone | Available after completing a quest. |
| | Tearblaster Ammo Pouch | 3 | 125 | | | | Fish Skin+Raccoon bone | Available after completing a quest. |
| | Tearblaster Ammo Pouch | 4 | 500 | 200 | | | Goose Skin | Available after completing a quest. |
| | Traps Pouch | 1 | 15 | 20 | | | | |
| | Traps Pouch | 2 | 35 | 30 | | | 5 Bony Meat | |
| | Traps Pouch | 3 | 75 | 40 | | | Turkey Skin | |
| | Tripcaster Ammo Pouch | 1 | 5 | 10 | | Blaze | | |
| | Tripcaster Ammo Pouch | 2 | 20 | | | | 5 Rich Meat+Fox bone | |
| | Tripcaster Ammo Pouch | 3 | 125 | | | | Fox Skin+Turkey bone | |
| | Tripcaster Ammo Pouch | 4 | 500 | 200 | | | Boar Skin | |
| | War Bow Quiver | 1 | 5 | 10 | | Chillwater | | |
| | War Bow Quiver | 2 | 20 | | | | 5 Bony Meat+Turkey bone | |
| | War Bow Quiver | 3 | 125 | | | | Turkey Skin+Fox bone | |
| | War Bow Quiver | 4 | 500 | 200 | | | Fish Skin | |
| | Weapon Satchel | 1 | 15 | 20 | | | | |
| | Weapon Satchel | 2 | 35 | 30 | | | 5 Fatty Meat | |
| | Weapon Satchel | 3 | 75 | 40 | | | 2 Rabbit Bone | |
| | Weapon Satchel | 4 | 125 | 50 | | | 1 Rabbit skin | |
| | Stormslinger Ammo Pouch | 1 | 50 | 40 | 10 Metal Vessel | | | |
| | Stormslinger Ammo Pouch | 2 | 100 | | | | 10 Bony Meat+1 Squirrel bone | |
| | Stormslinger Ammo Pouch | 3 | 200 | | | | 1 Squirrel skin+1 Rat bone | |
| | Stormslinger Ammo Pouch | 4 | 500 | 200 | | | 1 Rat Skin | |
| | Forgefire Ammo Pouch | 1 | 50 | 40 | 5 Echo Shell | | | |
| | Forgefire Ammo Pouch | 2 | 100 | | | | 10 Rich Meat+1 Badger Bone | |
| | Forgefire Ammo Pouch | 3 | 200 | | | | 1 Badger Skin+1 Owl Bone | |
| | Forgefire Ammo Pouch | 4 | 500 | 200 | | | 1 Raccoon Skin | |
| | Icerail Ammo Pouch | 1 | 50 | 40 | 5 Metalburn | | | |
| | Icerail Ammo Pouch | 2 | 100 | | | | 10 Fatty Meat+1 Goat Bone | |
| | Icerail Ammo Pouch | 3 | 200 | | | | 1 Goat Skin+1 Fish Bone | |
| | Icerail Ammo Pouch | 4 | 500 | 200 | | | 1 Owl Skin | |

| Done | Type [39] | Quest | General location on the map | Area [40] | Blue- gleam | Notes |
|------|-------------------------|---------------------|-----------------------------|---|----------------|--|
| | Vantage | | Various | Main game | | No rewards, but very cool to find. |
| | Ancient Vessel | | Various | Main game | | Merchant in Meridian |
| | Metal Flower | | Various | Main game | | Merchant in Meridian |
| | Banuk | | Various | Main game | | Merchant in Meridian |
| | Bluegleam map locations | | Various | TFW | 42 | Merchants in TFW - one location does appears in shadow on the map; it is inside the hangar for A Secret Shared. |
| | TFW Animal Figures | | Central | TFW - East and slightly north of Greycatch. First campfire to east. | 3 | Be sure to talk to Enjuk about the animals. His observations are hilarious. |
| | TFW Pigments | | Song's End | TFW - 1st encampment | 6 | Sekuli - Collection can be used to satisfy "For the Werak" |
| | Bandit Camp Box | | Stone Yield | TFW - East Central | 2 | Clearing out camp can be used to satisfy "For the Werak." Very easy to miss, near Opili after clearing camp. Easier to scan the camp before picking up the weapon, the box with bluegleam is in the last area where you fight. |
| | Untested Weapon Co | The Hunter's Three | | TFW | | Reward |
| | Hidebound Weapon Co | Animal Collection | Central | TFW - East and slightly north of Greycatch. First campfire to east. | | Reward from Enjuk |
| | Veteran's Weapon Co | TFW Hunting Grounds | | Snowchants | | Reward for all gold |
| | Painted Weapon Coil | Pigment collection | Song's End | TFW - 1st encampment | | Reward |
| | Drummer's Weapon Co | Waterlogged | | | | Look inside Greycatch after draining water. |
| | Pristine Weapon Coil | Out of the Forge | | | | Reward |
| | Heat Sink Outfit Wea | Firebreak | | Inside | | Need to look for it before choosing between going through or around. |
| | Reinforced Outfit Wea | Shaman's Path | | Halfway through Cave system | | Near the two ledges. |
| | Warror's Outfit Weave | | TFW | Frozen lake SW of Deep Din | | |
| | Survivor's Outfit Wea | Ikrie's Challenge | | Snowchants | | Reward |
| | Insulated Outfit Wea | The Claws Beneath | | At the base of the Control Tower | | |

| Met | Killed | Cauldron | Name | Type [41] | Notes |
|-----|--------|----------|-------------------|-------------|---|
| | | PSI | Broadhead | Acquisition | Mountable |
| | | PSI | Charger | Acquisition | Mountable |
| | | XI | Glinthawk | Acquisition | |
| | | SIGMA | Grazer | Acquisition | |
| | | SIGMA | Lancehorn | Acquisition | |
| | | ZETA | Rockbreaker | Acquisition | |
| | | SIGMA | Scrapper | Acquisition | |
| | | RHO | Snapmaw | Acquisition | |
| | | PSI | Strider | Acquisition | Mountable |
| | | RHO | Trampler | Acquisition | |
| | | | Corruptor | Combat | |
| | | | Deathbringer | Combat | |
| | | RHO | Ravager | Combat | |
| | | SIGMA | Sawtooth | Combat | |
| | | ZETA | Stormbird | Combat | |
| | | ZETA | Thunderjaw | Combat | |
| | | RHO | Longleg | Recon | |
| | | PSI | Redeye Watcher | Recon | |
| | | XI | Stalker | Recon | |
| | | PSI | Watcher | Recon | |
| | | ZETA | Behemoth | Transport | |
| | | XI | Fire Bellowback | Transport | |
| | | XI | Freeze Bellowback | Transport | Tended not to see this as much as the fire version. Can find in: SW Bellowback site in De |
| | | RHO | Shell-Walker | Transport | |
| | | | Corrupted Machine | | Any machine can be corrupted. |
| | | | Tallneck | Maps | |
| | | Epsilon | Scorcher | TFW | |
| | | Epsilon | Frostclaw | TFW | |
| | | Epsilon | Fireclaw | TFW | |
| | | | Daemonic Machine | TFW | Similar to corruption |
| | | | Control Tower | TFW | |

| Done | Trophy | Type | Details | Notes | Helpful resources [42] |
|------|---------------------------------|-----------|---|---|---|
| | All Trophies Obtained | Base game | | | |
| | Stealth Killed 10 machines | Base game | | | |
| | 3 Strikes from Above | Base game | | | |
| | Tore off 10 Components | Base game | | | |
| | 10 Vulnerable Machine Kills | Base game | Kill weak to fire/freeze machines while they are burning/frozen. | | |
| | Tore off 5 Heavy Weapons | Base game | Detach 5 heavy weapons during combat. | Ravagers, Thunderjaw | |
| | 7 Types of Machines Overridden | Base game | | You will need to go to a Cauldron for additional unlocks to get this. | |
| | Headshot 30 enemies | Base game | Kill humans with headshots. | | |
| | Downed 23 Grazer Dummies | Base game | Knock over Training Dummies | Locations of dummies: Mother's Cradle (2, the 2nd one is really near Karst's shop), Mother's Watch (2), Mother's Heart (2), Rost's (7), Mother's Rise (2), Nora Hunting Grounds (2), Devil's Thirst (1), Mother's Crown (2), Hunter's Gathering (2), Two Teeth (1). | http://www.guide4games.pro/guide/horizon-zero |
| | First Modification | Base game | Install a mod on weapon or armor | | |
| | All Acquisition Machines Killed | Base game | Kill at least one of each of this type | Corrupted versions do not count. | |
| | All Recon Machines Killed | Base game | Kill at least one of each of this type | Corrupted versions do not count. | |
| | All Combat Machines Killed | Base game | Kill at least one of each of this type | Corrupted versions do not count. | |
| | All Transport Machines Killed | Base game | Kill at least one of each of this type | Corrupted versions do not count. | |
| | Reached Level 10 | Base game | | | |
| | Reached Level 25 | Base game | | | |
| | Reached Level 40 | Base game | | | |
| | Reached Level 50 | Base game | | | |
| | All Skills Learned | Base game | | This will require completing side quests and errands (? less sure about the errands I was not tracking the rewards on these). | |
| | First Tallneck Overridden | Base game | | | |
| | First Bandit Camp Cleared | Base game | | | |
| | First Core Overridden | Base game | Reach the Core of a Cauldron and access its information | | |
| | All Suns at One Ground | Base game | Earn at least a Half Sun for each of the three trials at one Hunting Ground | | |
| | Blazing Suns at One Ground | Base game | Earn a Blazing Sun on] each of the three trials at one Hunting Ground | | |
| | First Corrupted Zone Cleared | Base game | Kill all the Corrupted machine in one zone. | | |
| | All Tallnecks Overridden | Base game | | 5 Tallnecks | |
| | Cleared all of the Bandit Camps | Base game | | 6 camps | |
| | All Cores Overridden | Base game | | | |
| | All Suns at All Grounds | Base game | Earn at least a Half Sun for all hunting trials | | |
| | Blazing Suns at All Grounds | Base game | | | |
| | All Corrupted Zones Cleared | Base game | | | |
| | All Machines Catalogued | Base game | Focus scan all machine types. | There are 25 different machines. | |
| | First Vantage Found | Base game | | Buy the maps. | |
| | First Metal Flower Found | Base game | | Buy the maps. | |
| | First Banuk Figure Found | Base game | | Buy the maps. | |
| | First Ancient Vessel Found | Base game | | Buy the maps. | |
| | All Vantages Found | Base game | | Buy the maps. | |
| | All Metal Flowers Found | Base game | | Buy the maps. | |
| | All Banuk Figures Found | Base game | | Buy the maps. | |
| | All Ancient Vessels Found | Base game | | Buy the maps. | |
| | Got the Shield-Weaver Outfit | Base game | Collect all power cells and install them at the Bunker | | |
| | Followed Rost's Teachings | Base game | Learned to hunt and fight alongside Rost | Will get as part of story line | |
| | Defeated the Sawtooth | Base game | Defeated the Sawtooth that threatened the Nora | Will get as part of story line | |
| | Triumphed in the Proving | Base game | Placed first in the Proving | Will get as part of story line | |
| | Fought Back the Corruption | Base game | Destroyed the corruption inside Nora valley | | |
| | Learned of the Ancient Past | Base game | Learned of the past at Maker's End | Will get as part of story line | |
| | Crashed the Eclipse Network | Base game | | Will get as part of story line | |
| | Discovered the Truth | Base game | | Will get as part of story line | |
| | Broke the Siege of All-Mother | Base game | | | |
| | Recovered a Powerful Weapon | Base game | | | |

| Done | Trophy | Type | Details | Notes | Helpful resources [42] |
|------|---------------------------------|------------|--|---|------------------------|
| | All Allies Joined | Base game | Gain allies through quests/actions | See spoiler notes for more information and quest list for which quests have potential allies. Unlocks only after you start Looming Shadow (after preparations). | |
| | Ended the War Machine Threat | Base game | | Will get as part of story line | |
| | Victorious with the War-Chief | Base game | Found the Nora War-Chief and defeated killers at Ring of Metal | Will get as part of story line | |
| | Saved Meridian from its Foe | Base game | Help Erend investigate Ersa's fate and foiled the plot | Will get as part of story line | |
| | Aided the Defectors | Base game | | Will get as part of story line | |
| | Hunted Redmaw with Talanah | Base game | | Pursue Hunter's Lodge quests. | |
| | Took the Shaman's Path | TFW-quests | | Will get as part of story line | |
| | Won the Werak Challenge | TFW-quests | | Will get as part of story line | |
| | Completed the Second Expedition | TFW-quests | | Will get as part of story line | |
| | Conquered the Mountain | TFW-quests | | Will get as part of story line | |
| | Drained the Flood | TFW-quests | | Complete Waterlogged | |
| | Won Ikrie's Challenge | TFW-quests | | | |
| | Fully Improved Weapons | TFW-quests | Go to Varga and complete the quests for each of the 3 new TFW weapons. | Improve the three weapons through Varga. | |
| | All Quests Completed | TFW-quests | | | |
| | All Activites completed | TFW-quests | | Tallneck, Bandit Camp, Hunting Grounds | |
| | First Spear Modification | TFW Feats | | | |
| | 5 Dismount Strikes | TFW Feats | | | |
| | 5 Machine Types Repaired | TFW Feats | | 5 different types of machines | |
| | Killed 15 Scorchers | TFW Feats | | | |
| | Killed 10 Frostclaws | TFW Feats | | | |
| | Killed 6 Fireclaws | TFW Feats | | | |
| | All Control Towers Disabled | TFW Feats | | | |
| | All Pigments Found | TFW Feats | | | |
| | All Animal Figurines Found | TFW Feats | | | |
| | First Bluegleam Trade | TFW Feats | | | |
| | All Frozen Wilds Skills | TFW Feats | | | |
| | Reached Level 60 | TFW Feats | | | |

| Done [43] | Type [44] | # | Name [45] | General area on the map [46] | Area/Quest [47] | Nearest landmark [48] | Notes [49] |
|-----------|-----------|----|-----------------------------|------------------------------|----------------------|--|--|
| | Audio | 1 | Connor Chasson | The Embrace | | Ruin where young Aloy finds the focus | |
| | Audio | 2 | Skylar Rivera | The Embrace | | Ruin where young Aloy finds the focus | |
| | Audio | 3 | Ella Pontes | The Embrace | | Ruin where young Aloy finds the focus | |
| | Audio | 4 | Jackson Frye | The Embrace | | Ruin where young Aloy finds the focus | |
| | Audio | 5 | Mia Sayied | The Embrace | | Ruin where young Aloy finds the focus | |
| | Audio | 6 | Connor Chasson | The Embrace | | Ruin where young Aloy finds the focus | |
| | Audio | 7 | Full Stop | The Embrace | | Ruin where young Aloy finds the focus | |
| | Audio | 8 | For Director Evans | The Embrace | | Ruin where young Aloy finds the focus | |
| | Audio | 9 | R&D/Lab Retooling | | Makers End | Floor 1 | |
| | Audio | 10 | Entangled Waveforms | | Makers End | Floor 1 | |
| | Audio | 11 | Regarding the Rumors | | Makers End | Floor 6 | |
| | Audio | 12 | Comms Log: Lt. Murell | Sacred Lands | Grave Hoard | Floor 1 | |
| | Audio | 13 | Comms Log: Sgt. Guliyev | Sacred Lands | Grave Hoard | Floor 1 | |
| | Audio | 14 | Comms Log: Cpl. Mills | Sacred Lands | Grave Hoard | Floor 1 | |
| | Audio | 15 | Comms Log: Sgt. Wandari | Sacred Lands | Grave Hoard | Floor 1 | |
| | Audio | 16 | Reminder. Again. | Sacred Lands | Grave Hoard | Floor 2 | |
| | Audio | 17 | Log: Cpl. Acosta (a) | Sacred Lands | Grave Hoard | Floor 2 | |
| | Audio | 18 | Log: Cpl. Acosta (b) | Sacred Lands | Grave Hoard | Floor 2 | |
| | Audio | 19 | Just a Little Longer | Sacred Lands | Grave Hoard | Floor 2 | |
| | Audio | 20 | So Sorry! | Sacred Lands | Grave Hoard | Floor 2 | |
| | Audio | 21 | Edited and Approved 1 | Sacred Lands | Grave Hoard | Floor 3 | |
| | Audio | 22 | Edited and Approved 2 | Sacred Lands | Grave Hoard | Floor 3 | |
| | Audio | 23 | I Believe in You | Sacred Lands | Grave Hoard | Floor 3 | |
| | Audio | 24 | Please Reply! | Sacred Lands | Grave Hoard | Floor 3 | |
| | Audio | 25 | Unit Status Report | Sacred Lands | Grave Hoard | Floor 3 | |
| | Audio | 26 | Code Nexus Reminder | Sacred Lands | Grave Hoard | Floor 3 | |
| | Audio | 27 | Securecom EVZD-XX1X01 | Sacred Lands | Grave Hoard | Floor 4 | |
| | Audio | 28 | Wife | Shadow Carja | To Curse the Darkn | First set of humans | |
| | Audio | 29 | Meridian's Fall | Shadow Carja | To Curse the Darkn | First set of humans | |
| | Audio | 30 | Prophecy | Shadow Carja | To Curse the Darkn | First set of humans | |
| | Audio | 31 | Itamen Coddled | Shadow Carja | To Curse the Darkn | First set of humans | |
| | Audio | 32 | Without Pity | Shadow Carja | To Curse the Darkn | First set of humans | |
| | Audio | 33 | Chosen of the Sun | Shadow Carja | To Curse the Darkn | First set of humans | |
| | Audio | 34 | Interview: Tom Paech | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 35 | Interview: Travis Tate | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 36 | Interview: Brad Andac | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 37 | Interview: Susanne Alpert | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 38 | Interview: Cpt. Okilo | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 39 | Interview: Ron Felder | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 40 | Interview: Dr. Hsu-Vhey | Shadow Carja | Deep Secrets | Zero Dawn Facility L1 | Can also see it above your head on L2 |
| | Audio | 41 | Interview 2: Brad Andac | Shadow Carja | Deep Secrets | Zero Dawn Facility L1 | |
| | Audio | 42 | Interview 2: Susanne Alpert | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 43 | Interview 2: Ron Felder | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 44 | Log: Tom Paech | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 45 | Log: Christina Hsu-Vhey | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 46 | Log: Travis Tate | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 47 | Herres Testimonial | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Audio | 48 | Code Nexus Problems | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | Emitter installed backwards |
| | Audio | 49 | [Lesson 57-6-a] | Mother's Watch | The Heart of the Nc | All Mother L2 | |
| | Audio | 50 | Gaia Prime Arrival Log | | The Mountain that Fe | Gaia Prime, L1 | |
| | Audio | 51 | Log: Charles Ronson | | The Mountain that Fe | Gaia Prime, L3 | |
| | Audio | 52 | Log: Charles Ronson | | The Mountain that Fe | Gaia Prime, L3 | |
| | Audio | 53 | Log: Margo Shen | | The Mountain that Fe | Gaia Prime, L3 | |
| | Audio | 54 | Rest in Peace | | The Mountain that Fe | Gaia Prime, L1 | |
| | Audio | 55 | The Future | | The Mountain that Fe | Gaia Prime, L1 | |
| | Audio | 56 | The Solution | | The Mountain that Fe | Gaia Prime, L2 | |
| | Audio | 57 | Log: Travis Tate | | The Mountain that Fe | Gaia Prime, L3 | |
| | Audio | 58 | Core Control Log | | The Mountain that Fe | Gaia Prime, L1 | |
| | Audio | 59 | | Gaia | The Mountain that Fe | Gaia Prime, L1 | |
| | Audio | 60 | First Meeting | | The Mountain that Fe | Gaia Prime, L1 | |
| | Audio | 61 | Buried Shadow | | The Mountain that Fe | Gaia Prime, L1 | |
| | Audio | 62 | Intercepted Transmission | | The Mountain that Fe | Gaia Prime, L1 | |
| | Audio | 63 | Recording Device | | | Dervahl's Lab at end of Into the Borderlands Behind Erend at the end of Field of the Fallen | |
| | Glyph | 1 | The Sun Kings | Meridian | Sun Palace | Meridian | Hunting Lodge, 2nd floor |
| | Glyph | 2 | Record of Redmaw 2 | Carja | Carja | Brightmarket | Near merchant |
| | Glyph | 3 | History of Sunfall | Carja | Carja | Meridian | Hunting Lodge, 1st floor |
| | Glyph | 4 | Bylaws of the Lodge | Carja | Carja | Meridian | Suspended on a platform with barrels and sandbags near Balahn. |
| | Glyph | 5 | The Claim | Daytower | Daytower | Daytower | Next to King Avad at the end of Field of the Fallen |
| | Glyph | 6 | Founding of Meridian | Meridian | Meridian | Meridian | On a picnic table |
| | Glyph | 7 | The Liberation | Meridian | Meridian | Meridian | Outside Sun Palace |
| | Glyph | 8 | The Mad Sun-King | Meridian | Meridian | Meridian | Top level, above market |
| | Glyph | 9 | The Sun Faith | Meridian | Meridian | Meridian | Hunting Lodge, 2nd floor |
| | Glyph | 10 | Legendary Hunts | Carja | Carja | Meridian | Hunting Lodge, 2nd floor |
| | Glyph | 11 | Record of Redmaw 1 | Carja | Carja | Meridian | Hunting Lodge, 2nd floor |
| | Glyph | 12 | Olin's Journal | Meridian | Meridian | Meridian | Olin's apartment |
| | Glyph | 13 | The Banuk | Carja | Carja | Carja | Lone Light |
| | Glyph | 14 | The Nora | Carja | Carja | Carja | Brightmarket |
| | Glyph | 15 | The Derangement | Carja | Carja | Carja | Daytower |
| | Glyph | 16 | The Old Ones | Carja | Carja | Carja | Lone Light |
| | Glyph | 17 | Captains and Capers | Carja | Carja | Carja | Sunset Rock |
| | Glyph | 18 | The Forbidden West | West | Shadow Carja | Blazon Arch | Before entering on right Near campfire, on a boat. |

| Done [43] | Type [44] | # | Name [45] | General area on the map [46] | Area/Quest [47] | Nearest landmark [48] | Notes [49] |
|-----------|---------------|----|---------------------------|------------------------------|----------------------|--|--|
| | Holo | 1 | Happy Bday Isaac! | The Embrace | | Ruin where young Aloy finds the focus | |
| | Holo | 2 | A Message for Olin | Meridian | | In Olin's place - questline | Will find with Erend during quest |
| | Holo | 3 | Welcome to FAS | | Makers End | Floor 1 | Activate Holo Projectors |
| | Holo | 4 | FAS-ACA3 Scarab | | Makers End | Floor 3 | Activate Holo Projectors |
| | Holo | 5 | FAS-FSP5 Khopesh | | Makers End | Floor 3 | Activate Holo Projectors |
| | Holo | 6 | FAS-BOR7 Horus | | Makers End | Floor 3 | Activate Holo Projectors |
| | Holo | 7 | Record: 31 Oct 2064 | | Makers End | Floor 12 | Activate files as part of quest |
| | Holo | 8 | Record: 1 Nov 2064 | | Makers End | Floor 12 | Activate files as part of quest |
| | Holo | 9 | Record: 3 Nov 2064 | | Makers End | Floor 12 | Activate files as part of quest |
| | Holo | 10 | The Bad News | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | Automatic |
| | Holo | 11 | The Good News | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | Automatic |
| | Holo | 12 | Gaia log: 27 March 2065 | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Holo | 13 | Gaia log: 5 June 2065 | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Holo | 14 | Gaia log: 13 January 2066 | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Holo | 15 | E981 Incident Log a | Mother's Watch | The Heart of the Nc | All Mother L2 | |
| | Holo | 16 | E981 Incident Log b | Mother's Watch | The Heart of the Nc | All Mother L2 | |
| | Holo | 17 | E981 Incident Log d | Mother's Watch | The Heart of the Nc | All Mother L2 | |
| | Holo | 18 | E981 Incident Log c | Mother's Watch | The Heart of the Nc | All Mother L2 | |
| | Holo | 19 | Welcome to the Lyceum | Mother's Watch | The Heart of the Nc | All Mother L3 | Lots of these recordings will show up on your compass. |
| | Holo | 20 | Gaia's Dying Plea | Mother's Watch | The Heart of the Nc | All Mother L2 | After passing through Level 3. |
| | Holo | 21 | Elisabet Sobeck Memorial | | The Mountain that Fe | Gaia Prime, L1 | Automatic |
| | Holo | 22 | Emergency Recording | | The Mountain that Fe | Gaia Prime, L2 | |
| | Text - Quests | 1 | All Good Things | The Embrace | | Ruin where young Aloy finds the focus | |
| | Text - Quests | 2 | Bio: Elisabet Sobeck | | Makers End | Floor 1 | Automatic |
| | Text - Quests | 3 | Bio: Ted Faro | | Makers End | Floor 1 | Automatic |
| | Text - Quests | 4 | History: FAS | | Makers End | Floor 1 | Automatic |
| | Text - Quests | 5 | Definition: Corporation | | Makers End | Floor 1 | Automatic |
| | Text - Quests | 6 | Reception Log | | Makers End | Floor 1 | |
| | Text - Quests | 7 | RE:Complaint | | Makers End | Floor 2 | |
| | Text - Quests | 8 | Banda Sea Incident | | Makers End | Floor 11 | |
| | Text - Quests | 9 | All Hands on Deck | | Makers End | Floor 7 | |
| | Text - Quests | 10 | Spiritual Summit | | Makers End | Floor 3 | |
| | Text - Quests | 11 | FAS Campus Log | | Makers End | Floor 3 | |
| | Text - Quests | 12 | Log: Cpl. Serai (a) | Sacred Lands | Grave Hoard | Floor 2 | |
| | Text - Quests | 13 | Log: Cpl. Serai (b) | Sacred Lands | Grave Hoard | Floor 2 | |
| | Text - Quests | 14 | USRC Deployment Record | Sacred Lands | Grave Hoard | Floor 3 | |
| | Text - Quests | 15 | Biosphere Degradation | Sacred Lands | Grave Hoard | Floor 4 | |
| | Text - Quests | 16 | We Need Support Too! | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 17 | Another Incident | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 18 | Sound Proofing? | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 19 | Restock or Else... | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 20 | Counselor Guildines (1) | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 21 | Counselor Guildines (2) | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 22 | Make your Selection | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 23 | Encapsulated DNA | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 24 | Apollo Update | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 25 | Simulation Results | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 26 | Full Steam Ahead | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 27 | Noise Complaints | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 28 | Hades Portocol | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 29 | Archive Abuse | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 30 | Cradle Sealed | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 31 | Cradle Servitor Personae | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 32 | FZ Chambers | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 33 | Odyssey Has Failed | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 34 | Artemis Status | Shadow Carja | Deep Secrets | Zero Dawn Facility L2 | |
| | Text - Quests | 35 | Chamber B1-001 | Mother's Watch | The Heart of the Nc | All Mother L2 | |
| | Text - Quests | 36 | [Gestation-3981] | Mother's Watch | The Heart of the Nc | All Mother L2 | |
| | Text - Quests | 37 | Operations Log | Mother's Watch | The Heart of the Nc | All Mother L2 | |
| | Text - Quests | 38 | [Nursery-E981] | Mother's Watch | The Heart of the Nc | All Mother L2 | After passing through Level 3. |
| | Text - Quests | 39 | [Kindergarten-E981] | Mother's Watch | The Heart of the Nc | All Mother L2 | |
| | Text - Quests | 40 | Sobek Journal, 11-19-64 | | The Mountain that Fe | Gaia Prime, L1 | Automatic |
| | Text - Quests | 41 | Sobek Journal, 7-16-65 | | The Mountain that Fe | Gaia Prime, L1 | Automatic |
| | Text - Quests | 42 | Sobek Journal, 10-31-65 | | The Mountain that Fe | Gaia Prime, L1 | Automatic |
| | Text - Quests | 43 | Sobek Journal, 1-15-66 | | The Mountain that Fe | Gaia Prime, L1 | Automatic |
| | Text - Quests | 44 | Gaia Log: 3 Feb 2065 | | The Mountain that Fe | Gaia Prime, L1 | Automatic |
| | Text - Quests | 45 | Sobek Journal, 11-19-64 R | | | | Automatic |
| | Text - Quests | 46 | Sobek Journal, 7-16-65 R | | | | Automatic |
| | Text - Quests | 47 | Sobek Journal, 10-31-65 R | | | | Automatic |
| | Text - Quests | 48 | Sobek Journal, 1-15-66 R | | | | Automatic |
| | Text - Quests | 49 | Dervahl's Journal | | | Dervahl's Lab at end of Into the Borderlands | |
| | Text - Quests | 50 | Tattered Letter | | | NE of Pitchcliff | Found during Death from the Skies |
| | Text - Quests | 51 | Ultraweave Progress | Sacred Lands | E of Mother's Rise | The Bunker | |
| | Text - Quests | 52 | Ultraweave Trials | Sacred Lands | E of Mother's Rise | The Bunker | |
| | Text - World | 1 | Refugee Museum Opens | | | | |
| | Text - World | 2 | Haere Mai | Sacred Lands | Devil's Thirst | In ruined buildings SW of Tallneck and WE of Campfire, just below road. | |
| | Text - World | 3 | Schott v. Frost | Sacred Lands | Devil's Thirst | Almost due south of Campfire closest to Devil's Thirst, in ruins off road. | |
| | Text - World | 4 | Jeff Andreatis Show | Sacred Lands | S of Devil's Thirst | NE of Campfire directly south of Devil's Thirst Camp. From the campfire head NE and go through building to other side of wall. | |
| | Text - World | 5 | UK Vets Struggle | Sacred Lands | S of Devil's Thirst | N of Campfire, and then vantage directly south of Devil's Thirst Camp. | |
| | Text - World | 6 | Leaks Spark Fears | The Embrace | E of Devil's Thirst | Next to North side Tallneck path near a tall building. SE of a Vantage point, and SW of the bellowback site. | |
| | Text - World | 7 | Hartz Wins Bahamas | The Embrace | SW of Devil's Thirst | Just NE of northmost Grazer site. Very close to Mother's Crown sign. | |

| Done [43] | Type [44] | # | Name [45] | General area on the map [46] | Area/Quest [47] | Nearest landmark [48] | Notes [49] |
|-----------|--------------|----|-------------------------|------------------------------|-----------------------|---|--------------------------------------|
| | Text - World | 8 | 1st Amendment Virtual? | The Embrace | W of Devil's Thirst | In same building as trapped Nora for Sanctuary Quest | |
| | Text - World | 9 | Harriet Choi Dies | The Embrace | NE of Mother's Rise | Just across from Mother's Rise sign. Midpoint, and a bit west between the two Grazer sites. | |
| | Text - World | 10 | Mourn Mosquitoes? | Shadow Carja | NW of Blazon Arch | Almost to edge of map in "caldesac" SW of Sunfall. Nearest campfire has watcher site to SE of it. Lots of machines to get through, Glinthawk, Sawtooth, Grazer, Watcher | |
| | Text - World | 11 | Turing Act Criticized | Carja | Unflinching Watch | Between the Watch and Campfire to SW (Robbing the Rich) on a rock in front of cliffs. | |
| | Text - World | 12 | Who Did This? #86 | Carja | NW of Cut Cliffs | Just south of campfire up the road nw from Cut Cliffs | |
| | Text - World | 13 | Lure of the Real | The Embrace | N of Hunter's Gather | Due N of HG, but easier to get to from the first campfire NE of the town. SW from campfire, just W of Watcher site. | |
| | Text - World | 14 | Destin Folds | Carja | W of Dawn's Sentinel | West of campfire at fork, at east edge of Snapjaw site, and south of Stormbird. | Several Ancient Debris piles nearby. |
| | Text - World | 15 | Reiker Building? | The Embrace | S of Two-teeth | On island where soldier is trapped by Snapmaws | |
| | Text - World | 16 | Get ti-d-o Started! | Sacred Lands | S of Two-teeth | West side of lake below merchant, below bandit camp, in small ruin. | |
| | Text - World | 17 | Robar is Coming | | | | |
| | Text - World | 18 | EZVenue Staffing | Sacred Lands | SE of Two-teeth | Easiest to get to from the campfire SE of Two-teeth then head NW towards Two-teeth, not on the road. Just below the two waterfalls, on the bank. | |
| | Text - World | 19 | Inebri8 Available! | The Embrace | NE of Mother's Cross | In the water on the West bank, west of Striders. Just past the river (in a side "creek", south of the building. | |
| | Text - World | 20 | RPGreet! | The Embrace | NE of Mother's Cross | Due south of Grazer site, in building on W side of Strider site (before the river). | |
| | Text - World | 21 | Get Tactile | The Embrace | NE of Mother's Cross | Due south of Grazer site, in building on W side of Strider site (before the river). | |
| | Text - World | 22 | Summer Sale! Yumnow! | Southwest | Carja | Just NE of Evening Sign, on the road past the campfire. | |
| | Text - World | 23 | It's Pizzaveet! | Carja | SW of Meridian | Almost due east (a bit north) of first campfire south of Evening's Sign. In Deathbringer hulk. Stalkers! | |
| | Text - World | 24 | Do not Ignore! | Carja | W of Meridian | Near ancient vessel, two bellowback, and a sawtooth site. NE of first campfire to west of Meridian, just NE past #22. | |
| | Text - World | 25 | Veeteats! | Carja | SW of Meridian | Almost due east (a bit north) of first campfire south of Evening's Sign. Just further NE of #23 on tank hulk. | |
| | Text - World | 26 | Vertivip Program | Carja | NE of Spurlints Hut | First campfire NE of Spurlints. In water's edge NE of campfire. Due south of merchant. | |
| | Text - World | 27 | Hey Subscriber! | Carja | NE of The Estate | First campfire N of the Estate. Go SE down road. Will be on the other side of the water from road. If you get to the triple fork while going SE you have gone to far. | |
| | Text - World | 28 | Greece is Calling | Carja | S of Meridian Village | First campfire south, then continue south to Strider site. At bottom of Sunstone Rock sign. | |
| | Text - World | 29 | Avoid the Tour! | Carja | W of Cauldron Xi | Just south of Bellowback site, in the water, before waterfalls. There are a lot of Bellowbacks here. And it is a beautiful location. | |
| | Text - World | 30 | We were Indonesia | Carja | SE of Lone Light | SW of Morning Watch. SE of Broadhead site, off road under rusting machine. | |
| | Text - World | 31 | Grey Swarms Diary | Carja | N of Greatrun HG | Campfire N of Stormbird site, then head SW. On tank next to Sawtooths. | |
| | Text - World | 32 | Metal vs Meat! | Carja | W of Cauldron RHC | South of Glinthawk site, SW of Shellwalker path. Off road, near rusting machine (8801). | |
| | Text - World | 33 | Vani in Concert | Carja | SE of Gatelands | SE of Strider site, on riverbank. | |
| | Text - World | 34 | Holo Listings | Carja | NW of Morning Watch | And NE of Lone Light. Go to first campfire N of these two points, head south, cross river and climb to top. Good view. | |
| | Text - World | 35 | Tormented Giveaway! | Carja | NW of Gatelands | Very close to campfire SW of Thunderjaw site, in the ruins. | |
| | Text - World | 36 | Naysay Doom | Carja | NE of The Estate | Second campfire N of the Estate. Go E down road to pond. Will be on the top of a rock near water's edge. | |
| | Text - World | 37 | Course Listing, 2063 | Carja | W of Free Heap | In the middle of Thunderjaw site, top pond, W of Free Heap | |
| | Text - World | 38 | \$\$\$ with MechBooker! | Carja | NW of Lone Light | In the middle of the Canyon, W of the Thunderjaw site. | |
| | Text - World | 39 | Holoskins Daily 6/6/61 | Carja | The Estate | First campfire NE of The Estate, just below Strider site. Head NE towards Snapmaw site, on top of rock about midpoint between the two sites. | |
| | Text - World | 40 | All the Same | Devil's Thirst | SW of Devil's Grief | Close to an Ancient Vessel & #40 | |
| | Text - World | 41 | China - Sick | Devil's Thirst | SW of Devil's Grief | Close to an Ancient Vessel & #41 | |
| | Text - World | 42 | She's the One | Devil's Thirst | SW of Devil's Grief | South of first campfire SW of Devil's Grief, and south of Datapoint 44. | |
| | Text - World | 43 | Mexico | Devil's Thirst | SW of Devil's Grief | NE of campfire in ruined building. NW of most southern camp to clear out in Revenge of the Nora. | |
| | Text - World | 44 | Cram | Devil's Thirst | SW of Devil's Grief | Just inside building south of first campfire SW of Devil's Grief. | |

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| | Text - World | 45 | Supplier | Devil's Thirst | NW of Devil's Grief | In the tallest building where you meet Sona. | |
| | Text - World | 46 | Sleeper | The Sacred Lands | NE of Devil's Grief | Almost to the water, under the bridge. | |
| | Text - World | 47 | Idiot Army | Devil's Thirst | SW of Ring of Metal | On a car south of the campfire below the Ring of Metal. | |
| | Text - World | 48 | Holo-Haunting | Devil's Thirst | N of Devil's Grief | Just on outside N of the closest campfire. | |
| | Text - World | 49 | Luna Here I Come | Devil's Thirst | W of Devil's Grief | Just past halfway to due west campfire of Devil's Grief. On top of girder jutting out from building. | |
| | Text - World | 50 | Log: 3/3/64 | The Sacred Lands | N of Hunter's Gate | Campfire N of Valleysmeet, W on road, just S of Broadhead site in wind farm. | |
| | Text - World | 51 | I Must Thank You | The Sacred Lands | N of Hunter's Gate | Campfire N of Valleysmeet, W on road, further S of Broadhead site from #50 in wind farm. W of Watcher site. | |
| | Text - World | 52 | To All Jessifans | The Sacred Lands | W of Cauldron Sigma | Campfire NE of Thunderjaw site. Due E on stage. | |
| | Text - World | 53 | Chocolate Box Log | The Sacred Lands | W of Cauldron Sigma | Campfire NE of Thunderjaw site. Due E on side of steps. | |
| | Text - World | 54 | Log: 5/18/63 | The Sacred Lands | W of Cauldron Sigma | Campfire NE of Thunderjaw site. Due E on side of steps. | |
| | Text - World | 55 | Special Orders | The Embrace | E of Mother's Cradle | In the building in the first corrupted zone. | |
| | Text - World | 56 | What Scares Me ... | Carja | Blackwing Snag | At edge of north side of camp, near downed plane(?), below platform. | |
| | Text - World | 57 | Do Your Part | West | Shadow Carja | Near campfire west of outpost where Shadow (Sun and Shadow) is being held. | |
| | Text - World | 58 | Your "Gift" | Carja | N of Cut Cliffs | N of campfire in area where you find Olin in City of the Sun (first campfire to NE of Dimmed Bones), in front of the cliffs, between the two roads. | |
| | Text - World | 59 | [No Subject] | Carja | S of Dawn's Sentinel | North of the cliffs just north of the campfire that is almost due south of Dawn's Sentinel. | Sawtooth and grazers right on top of it, which does not show up as a machine site. |
| | Text - World | 60 | This Sucks | Carja | SW of GAIA Prime | 2nd campfire SW of GAIA Prime, SE down road, on ground near debris. | |
| | Text - World | 61 | Phantom Limbs | Carja | SW of GAIA Prime | 2nd campfire SW of GAIA Prime, SW then cross river, on ground near debris. | |
| | Text - World | 62 | Just Got Back | NW | Carja | N of Sun Furrows Hunting Ground between the two campfires on the road to Cauldron Zeta. Under a dead tree. | |
| | Text - World | 63 | Odyssey Injustice | NW, Road to M | NN/W of Shattered | Just past the merchant near the Chargers, sort of looks like a lean-to. | |
| | Text - World | 64 | Odyssey Drives Ready | NW | SW of Maker's End | Past the merchant near the Chargers, almost to the southern corner of the western most building, near machine debris. | |
| | Text - World | 65 | Odyssey to Nowhere | NW, Road to M | S of Maker's End | Just past the Chargers, before a set of cultists. | |
| | Text - World | 66 | Dalgaard on FZ | | Rustwash Tallneck | Inside Tallneck path, center and west, inside plane, lots of machines. | |
| | Text - World | 67 | Odyssey Ready | | Rustwash Tallneck | Inside Tallneck path, southern end, lots of machines. | |
| | Text - Machine | 1 | Observer Log US-W-17 | SE | The Sacred Lands | Devil's Thirst | Tallneck |
| | Text - Machine | 2 | Observer Log US-W-18 | Center | Carja | Copper Deep's | Tallneck |
| | Text - Machine | 3 | Observer Log US-W-19 | Center | Carja | Sun Steps | Tallneck |
| | Text - Machine | 4 | Observer Log US-W-20 | West | Shadow Carja | Rustwash | Tallneck |
| | Text - Machine | 5 | Observer Log US-W-21 | South | Carja, S of Meridian | Spearshafts | Tallneck |
| | Text - Machine | 6 | M/Sigma: Core Log 763E | Almost to Carja | The Sacred Lands | Cauldron Sigma | Received when accessing core |
| | Text - Machine | 7 | M/RHO: Core Log 653z | South of Center | Carja | Cauldron Rho | Received when accessing core |
| | Audio - TFW | 1 | Secret Show | | | | |
| | Audio - TFW | 2 | Dam Family | | | | |
| | Audio - TFW | 3 | Limited-Edition Merch | | | | |
| | Audio - TFW | 4 | Compensatory Damages | | | | |
| | Audio - TFW | 5 | Farewell Tour | | | | |
| | Audio - TFW | 6 | I understand, Mr. Blevins | | | | |
| | Audio - TFW | 7 | Final Performance | | | | |
| | Audio - TFW | 8 | Visitor Center | | | | |
| | Audio - TFW | 9 | Inspection Failed | | | | |
| | Audio - TFW | 10 | Return to Firebreak | | | | |
| | Audio - TFW | 11 | | | | | |
| | Audio - TFW | 12 | | | | | |
| | Audio - TFW | 13 | Excessive Secrecy | | | | |
| | Audio - TFW | 14 | Firebreak Upgrades | | | | |
| | Audio - TFW | 15 | Supply Snafu | | | | |
| | Audio - TFW | 16 | Menu Prank | | | | |
| | Audio - TFW | 17 | OMG Blevins | | | | |
| | Audio - TFW | 18 | | | | | |
| | Audio - TFW | 19 | Incommensurable | | | | |
| | Audio - TFW | 20 | Holo-Lock Reset | | | | |
| | Audio - TFW | 21 | When you wake | | | | |
| | Audio - TFW | 22 | Last Goodbye | | | | |
| | Audio - TFW | 23 | Induced Coma | | | | |
| | Audio - TFW | 24 | The Swarm | | | | |
| | Audio - TFW | 25 | | | | | |
| | Text - TFW Qu | 1 | | | | | |
| | Text - TFW Qu | 2 | | | | | |
| | Text - TFW Qu | 3 | | | | | |
| | Text - TFW Qu | 4 | | | | | |
| | Text - TFW Qu | 5 | | | | | |
| | Text - TFW Qu | 6 | | | | | |
| | Text - TFW Qu | 7 | | | | | |

| Done [43] | Type [44] | # | Name [45] | General area on the map [46] | Area/Quest [47] | Nearest landmark [48] | Notes [49] |
|-----------|---------------|----|--------------------------|------------------------------|-----------------|-----------------------|------------|
| | Text - TFW Qu | 8 | | | | | |
| | Text - TFW Qu | 9 | | | | | |
| | Text - TFW Qu | 10 | | | | | |
| | Text - TFW Qu | 11 | | | | | |
| | Text - TFW Qu | 12 | | | | | |
| | Text - TFW Qu | 13 | | | | | |
| | Text - TFW Qu | 14 | | | | | |
| | Text - TFW Wc | 1 | Observer Log US-W-10 | | | | |
| | Text - TFW Wc | 2 | A Summons from the Claim | | | | |
| | Text - TFW Wc | 3 | Our final two weeks | | | | |
| | Text - TFW Wc | 4 | | | | | |
| | Text - TFW Wc | 5 | Emissions Joyride | | | | |
| | Text - TFW Wc | 6 | | | | | |
| | Text - TFW Wc | 7 | Park Status | | | | |
| | Text - TFW Wc | 8 | | | | | |
| | Text - TFW Wc | 9 | Return to Singapore | | | | |
| | Text - TFW Wc | 10 | Proposal Approved | | | | |
| | Text - TFW Wc | 11 | Will Trouists Return? | | | | |
| | Text - TFW Wc | 12 | Lafayettes' last supper | | | | |
| | Text - TFW Wc | 13 | | | | | |
| | Holo - TFW | 1 | The Toast | | | | |
| | Holo - TFW | 2 | Hephaestus Revealed | | | | |
| | Holo - TFW | 3 | Instability | | | | |

| What | Location | Notes |
|---|--|---|
| Good location to hunt animal parts | The Sacred Lands, SW of Hollow Fort. Machine free until you get closer to the ruins, lots of animals including fish and geese because of the water. Lots of rats can be found in ruins. | |
| Easter Egg - Jack and Jazz | Near a Metal Flower | The rabbits have parallel movements, and when you focus on them they will have names. The reference is to Arjan Brusse's work on Jazz Jackrabbit. |
| Easter Egg - Stranded items | Stranded Necklace - Grave Hoard; Stranded Shackles - Project Zero Dawn facility; Stranded Figure - All Mother bunker | References Kojima Production's Death Stranding. |
| Easter Egg - Ancient Vessel | | One "ancient vessel" references Killzone. |
| Easter Egg - Triforce Symbol | Various | Reference to Legend of Zelda. |
| Easter Egg - RIGS logo | Vantage Point - Denver Stadium | Reference to another GG title. |
| "Secret" Area | Tallneck Spearshafts | You can jump off the Tallneck to a grab point on a cliff. |
| Focus trail leading from campfire up to top of a peak | Campfire on road NW of Cut Cliffs | No visible way to get the to the peak to follow the trail. |
| Two stormbirds close together | North of Greatrun Hunting Grounds | Unfortunately no way to fight them at the same time. |
| If you feel like fighting more corrupted | Groups spawn around Devil's Grief. You will find most Tier I and II corrupted versions of machines somewhere around this area. | |
| Two Thunderjaws | Southwest of Free Heap. Take road north and curve back sw around peak. There is a campfire almost due north of the TJs. South of 'Old Acquaintance.' | |
| Farming | https://www.reddit.com/r/horizon/comments/6yy03x/i_started_ultrahard_ng_with_10000_s_hards_but/ | |
| God Mode - Flying | Anywhere | Have not tested this on latest patch: https://youtu.be/bpAoTeq6b3g |
| Challenge play - Create an arm | Override several machines to take out a nearby machine, or an incoming convoy. | |
| Challenge play - Just the Basic | Play through the game (difficulty level of your choice) with only your starting equipment. | |
| Challenge play - Vegan | Play through the game (difficulty level of your choice) only killing the machines, humans, and animals required by the main quest. | |
| QoL Wishlist | HUD - ability to turn off/on specific resource markers; tag/lock inventory items you do <u>not</u> want to sell; not have your character moved after completing a quest (e.g., bandit camps); automatically pick up resources at the end of a quest (e.g. fighting the behemoth); mark items for sale anytime you are inventory (e.g., after checkin out your loot drops); have mods marked as new when picked up (treated the same way as other new loot) | |

| | |
|----------------------------|---|
| Ancient armor | Power cell locations - 1) Ruin where young Aloy found the focus; 2) In All-Mother Mountain during The Womb of the Mountain - do not leave the Mountain before finding it; 3) Top of Faro's Skyscraper during Maker's End - get the cell while you are already up on the Skyscraper, you can come back to it get it but it is more painful; 4) Ruins during Graveyard Hoard, right after you turn power on and go through the door; 5) After talking to Sylens' hologram during The Mountain that Fell rappel down and then go up to your left where you can climb. If you go down to the zipline without seeing how to climb up you have gone too far. The Bunker is East of Mother's Rise and you have to dive into the water to get in there. |
| To gain allies | Include NPCs in your adventures in both the main and side quests before starting the Looming Mountain. |
| Purple mod farming | The culdesac to the SW of Rost's home is a great place to farm purple mods. It has four scrappers and two scrap piles that will often produce purple mods. Save at the campfire to the east of the scrappers and venture west. The scrappers and piles will respawn after you head back to the campfire. Save, repeat. Armor mods seem to have a lower drop rate. |
| Purple mod farming | There are scrapper piles at the Glinthawk site below the Banuk Encapmentment. The pile is only being mined by one Glinthawk. There are machine carcasses being scrapped by four Glinthawks (corruption arrow!). One of the carcasses and the scrapper pile usually contain a purple mod. |
| Purple mod farming | There are two Thunderjaws close together in Carja territory, NW of Lone Light. It can be especially fun to corrupt/override one and watch the mayhem. |
| Tearblaster weapon | Received in a rather ordinary treasure box after completion of Hunter's Blind. |
| Code for Graveyard Hoard | N, E, W, S |
| Stranded Shackles | Zero Dawn Facility L2 |
| Nil | Do not fight him to the death if you want to see him at the final fight - supposedly killing him in the duel does not negate receiving the allies joined trophy. I guess his ghost shows up. |
| Acquired Tastes | Most missed quest by players because of its location. House west of Sun-steps Tallneck. |
| Game Completion | For a full list if you cannot figure out that missing .05%: https://www.reddit.com/r/horizon/comments/60ebuz/horizon_zero_dawn_100_completion_guide/ |
| Rost | Including this here in case there is a player out there who does not know Rost dies. Go visit Rost's grave at different parts of the game. Aloy gives him a synopsis of events. |
| Quest: Revenge of the Nora | 1. It is useful to have Strike from Above, but not essential. 2. When you get to the Metal Ring after following Varl, talk to him to get up. 3. Make sure you know which building is the blaze shed before firing and stealth to position. You can silent kill some things along the way but you cannot kill everything as an alternative to completing the quest. This one is all about stealth, and timing. |

- [1] Need only one of each on any difficulty <UH
- [2] You can either hunt for these after receiving the quest or have them in inventory.
- [3] You will get these as quest rewards - but just in case you lose them.
- [4] You will get one outfit as a quest rewards, but you can only buy the other outfits.
- [5] You will get three weapons as a quest rewards, but you can only buy the other weapons.
- [6] You will get one outfit as a quest rewards, but you can only buy the other outfits.
- [7] Under development
- [8] You will get three weapons as a quest rewards, but you can only buy the other weapons.
- [9] Under development
- [10] You will get some Bluegleam as quest rewards, and on the map. These are the parts you need to buy the Bluegleam boxes from the Mystery Box Merchant in Meridian.
- [11] In general; 1) talk to all named NPCs - use your focus to find them, the focus knows all; 2) follow all conversation paths with an NPC.
- [12] Activities/Quests that give you skill points.
- [13] Complete these to gain allies and win the Alliance Trophy.
- [14] For earning Blazing Suns on all trials at a Hunting Ground
- [15] For earning Blazing Suns on all trials at a Hunting Ground
- [16] https://www.reddit.com/r/horizon/comments/6ebaeu/best_tips_for_last_2_hunting_grounds_so_i_can_get/
- [17] For earning Blazing Suns on all trials at a Hunting Ground
- [18] For earning Blazing Suns on all trials at a Hunting Ground
- [19] For earning Blazing Suns on all trials at a Hunting Ground
- [20] Have not tried these yet.
- [21] You can see which trials are completed/missing by looking through each of the hunting grounds in the quest menu.
- [22] Thank you Ivy0: <https://www.reddit.com/user/Ivy0>
- [23] You get one, without notification, after upgrading all weapons with Varga.
- [24] For achieving gold on all challenges.
- [25] Guide for what is safe to sell, and what you should keep: https://www.reddit.com/r/horizon/comments/63vtp0/what_to_sell_an_inventory_control_guide/
- [26] Adept requirements courtesy of thml7 at <https://www.gamefaqs.com/boards/168644-horizon-zero-dawn/75550302>

[27] Low numbers mean the currency is Bluegleam, high numbers are Shards. You can buy a map in TFW to find Bluegleam, you also gain it from quests and a few random spots. For a list of all Bluegleam locations you can check here: https://www.reddit.com/r/horizon/comments/7f4dxc/checklist_of_all_bluegleam_locations/

[28] Parts can be purchased from the Machine Parts Merchant in Meridian. Details on prices are not included below, at least not yet.

[29] Parts can be purchased from the Mystery Box Merchant in Meridian. Check below for details.

[30] May have miscounted; verify

[31] May have miscounted; verify

[32] May have miscounted; verify

[33] May have miscounted; verify

[34] Tier 1 and 2 machines

[35] Tier 1 and 2 machines

[36] These amounts are mostly a direct lift from segment next since I had almost completely upgraded all of my inventory before starting this spreadsheet. If I start another play through I will try verify the recipes. Original source for many of the crafting recipes are here: <http://segmentnext.com/2017/03/02/horizon-zero-dawn-satchels-and-pouches-crafting-guide/> and here: http://www.ign.com/wikis/horizon-zero-dawn/Satchels_and_Pouches. I am also looking through other sources for verification. Summarized list here: https://www.reddit.com/r/horizon/comments/64ubyt/how_many_more_of_these_things_do_i_need_a_concise/

[37] Parts can be purchased from the Mystery Box Merchant in Meridian. Check the Merchandise tab for details.

[38] Pouches become available as you acquire the weapons. In general, increase your resource satchel as soon as possible, and start collecting animal parts early and often.

[39] Everything but Vantage Collectibles can be sold to specialty merchants in Meridian.

[40] The Embrace, Carja, etc.

[41] These may not be correct, having trouble verifying.

[42] There are getting to be more resources for Horizon. Here are some that might be especially useful if you are having trouble.

[43] Will be blank, right now means all information confirmed.

[44] Look for a cube on your compass, this will point you to any datapoint within range.

[45] I have been entering these as I run across them but if you want a complete list you can look here: https://www.reddit.com/r/horizon/comments/5yda2p/compiling_all_datapoints/

[46] N/S/E/W/Center

[47] The Embrace, Carja, etc.

[48] There is very detailed information available now on where to find the data points. Personally I find text

instructions a bit more useful so I have included some descriptions here. Interactive maps can be found on reddit site under Important Links on the sidebar: <https://www.reddit.com/r/horizon/>. You can find the collection of TFW datapoints here: https://www.reddit.com/r/horizon/comments/7ca9v6/frozen_wilds_datapoint_guide/

[49] This is the important information, such as, dangers, how to spot if not obvious. And conflicts with information found at other sources.