

Dragon Age II Quest Checklist

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Warning: May contain spoilers!

Class and Gender (circle):
Warrior or Rogue or Mage
Male or Female

Potential Permanent Companions/Followers:

- 1) Carver (warrior) or Bethany (mage)
- 2) Aveline (warrior)
- 3) Varric (rogue)
- 4) Isabela (rogue)
- 5) Sebastian DLC (rogue)
- 6) Fenris (warrior)
- 7) Anders (mage)
- 8) Merrill (mage)
- 9) Loghain *{if he's kept alive and Alistair leaves the party at the Landsmeet}* (warrior)

Tips and Tricks:

Only rogue characters have the ability to unlock chests and disarm traps. In the early quests of the game, if you're not a rogue, you're out of luck. Once you secure your first permanent rogue character (usually Varric in Kirkwall), that character can open chests and disarm traps for you.

DA II has a complicated companion scaling system. Main character's actions, dialogue, and/or the giving of gifts can all provide big or small approval or disapproval points. When added together, you'll either end up with a friend or an enemy who eventually has to make a choice about continuing to support you or to abandon you and your cause. It is possible to secure the loyalty of most companions (except with Anders and Sebastian, where you do have to make a choice between these two characters whether you want to or not), but it can be hard to maintain loyalty with everyone, particularly since the stacking bad rating could mean a member in your party will rebel against you in the end (and you'll have to kill him or her). As a hard and fast rule always save before talking to any of your companions in case you say or do the wrong thing and you're permanently out favor points with that person. Also a hard and fast rule: Be very careful which companions you take with you for certain missions. Any companions you take someone with you will judge you for your actions and words during that mission. If you don't take them with you, they won't judge you either way, for the most part.

All across the board, *DA II* falls into morally obscure territory. It's possible to be neutral and do all the quests whether or not you agree with them (based on the slant of your champion) and provided you don't take the wrong companion with you on them (for instance, Fenris and Anders are a bad team every single time)--up until the final acts of the three sections. Then you have to make hard choices between certain factions and companions, etc. Generally, the companion you romance will take your side, even if they're morally opposed to it.

This particular game distinguishes between night and day and you'll find a whole new world to explore between the two times, including quests that aren't otherwise available.

This game is outrageously stingy with money. If you didn't get any of the DLC or add-on items, you'll have a hard time making ends meet and insure you have money to upgrade your companions' armor, enough potions, runes, etc. to get through each section of the game.

Main Quest Ideal Order:

In general, do all available side quests available to you as soon you come into new areas.

DA II is a hybrid linear/non-linear game. Certain quests lock you in and make it impossible to do anything else (sometimes permanently) so don't rush to complete main quests in any of the acts. The consequences could be disastrous. Many of the main quests only become available after completing a previous one in that "quest line". While you can usually do main quests in any order, as I said, I recommended holding off on most of the main quests in all three acts as long as possible. Even when you start a main quest, you don't necessarily want to follow it through from start to finish, as that may rush the timeline so badly, you can't complete everything necessary to leveling up, getting money, and increasing companion loyalty in time before the final quest of each act.

My suggested "ideal order" o main quests below gives access to new permanent companions ASAP (which I assume in this checklist that you want--though you may choose not to recruit some of them) as well as scaling appropriately to your level as a character.

In each of the three acts in the main story, companion quests for your companions should be a priority as soon as they become available. Be careful when giving gifts to companions since some of your responses might actually award you disfavor rather than favor.

Secondary quests and fetch and deliver quests should be done as soon as you get them.

Main Quest Prologue: The Destruction of Lothing and Kirkwall Introduction

- The main character's class and gender will decide whether your sister Bethany or your brother Carver survives and goes on to become your companion in Act I.
- Sponsor Questline: You'll decide whether you'll want to work for a smuggler or a

mercenary once you make it to Kirkwall. Your decision will have future consequences.

- Aveline is recruited during The Destruction of Lothering.
- The Black Emporium (DLC) is unlocked and open for business.

Act I: Opening Main Quest: A New Home

- Varric is recruited almost immediately while exploring Kirkwall.

Hawke Family Quest (Carver or Bethany): Birthright → Family History (Carver) or Portrait of the Past (Bethany)

Companion Quest (Varric): A Business Discussion → Questions and Answers

Companion Quest (Aveline must be re-recruited): A Friend in the Guard → The Way It Should Be

Companion Quest (Anders recruited): Tranquility → Talk to Anders

Companion Quest (Merrill recruited): Long Way Home → Welcome Home → Nice Crime You Have Around here

Companion Quest (Fenris introduction): Bait and Switch → Fenris Recruited → Magistrate's Orders → Elven Alienage, day reactive event if Kelder is killed

Companion Quest (Isabela recruited): Fools Rush In → Finder's Keepers → Isabela's Contact

Companion Quest (Sebastian introduction): Exiled Prince DLC: Duty

Jarvis Questline: Blackpowder Promise

Arishok Questline: Shepherding Wolves

Pro-Templar Questline: Enemies Among Us → The First Sacrifice

Feynriel Questline: Wayward Son → Sundermount reactive event

Pro-Mage Questline: Act of Mercy → An Errant Letter

Sponsor Questline: Loose Ends

Viscount's Son Questline: The Unbidden Rescue

Herbalist's Tasks Questline: Obtain 3 ingredients

Hubert's Questline: The Bone Pit → Get Back to Work

Import/Background Specific Quests:

These may or may not become available based on an import from DA Origins or Awakening, or the specific background you chose during DA II character creation.

- Dark Epiphany
- Changing One's Nature
- Last of His Line
- Miracle Makers
- Secret Rendezvous
- The Conspirators
- Terror on the Coast
- Wounded Coast reactive event
- Donation Box in Lirene's Fereldan Imports (donate 50 silver for 50 XP; 1 sovereign for 100 XP, or 5 sovereigns for 200 XP)

Gang Quests:

These quests are available at night in three separate locations. Basically, run around exploring each area thoroughly at night (sometimes you have to come back later to get them to respawn but it's best to try to do this all at once) until you're given a location to the base of operations, where he can delivered a final crushing blow to these particular criminals. Once that's done, you'll collect payment and be done with it.

- Night Lies (Hightown)
- Pier Pressure (Docks)
- Sharp Little Pinpricks (Lowtown)

Fetch and Deliver Side Quests:

These quests are contingent on you actually finding the item during your exploration of the DA II world. All net you 50 silver and 250 XP.

- Bottled Scar 5:34 Exalted
- Shawl of Dalesdottir
- The Remains of Sister Plinth
- The Paragon's Toe
- Locks of the Golden Fool
- Remains of the Outlaw Half-Braid Silsam
- Map of Occupied Kirkwall
- The Seal of House Talwain
- Caste Treatise and House Accounting
- Remains of the Outlaw Bearded Beast
- Eustice's Pommel
- Redblossom Special
- Grimoire of the Apprentice

Non-quest related, but valuable to explore: All of the settlement areas (caves and caverns, etc.) the Dalish elves inhabit.

Act I: Optional Pre-Closing Quest: Friends in Low Places

If you save enough money to pay your own way into the expedition (which is extremely

doubtful), you can avoid going the "sponsorship" route.

Act I: Closing Main Quest: The Deep Roads Expedition

Don't bring your brother or sister on this quest whatever you do. If Carver goes, he'll become a Grey Warden (and die). If he stays home, he'll become a Templar. If Bethany goes, she'll die. If she stays home, she'll be forced to enter the College of Magi.

Act II: Opening Main Quest: Finding Home

Hawke Family Quest: Prime Suspect → All That Remains

Companion Quest (Varric): A Story Being Told → Plans for the Future → An Update → Family Matter → Friendly Concern → Night Terrors Reactivity: Varric's Apology → Questioning Beliefs → Gift: The Tethras Signet Ring

Companion Quest (Aveline): Calling on the Captain → Night Terrors Reactivity → Doubts That Linger → The Long Road → Questioning Beliefs → Gift: The Shield of the Knight Herself → Captain's Condolences

Companion Quest (Anders): Visit Anders (Anders) → Dissent → Questioning Beliefs → Gift: Tevinter Chantry Amulet → Night Terrors Reactivity: Anders in the Fade

Companion Quest (Merrill): Consoling Words → Mirror Image → Back from Sundermount → Night Terrors Reactivity: An Apology → Questioning Beliefs → Gift: Wooden Halla

Companion Quest (Fenris): Speak to Fenris → A Bitter Pill → Night Terrors Reactivity → Questioning Beliefs → Gift: The Book of Shartan

Companion Quest (Isabela): Isabel's Ongoing Search → Night Terrors Reactivity: Isabela's Apology → Questioning Beliefs → Gift: A Ship for Isabela

Companion Quest (Sebastian recruited): Exiled Prince DLC: Repentance → Questioning Beliefs → Gift: The Starkhaven Bow

Jarvis Questline: Blackpowder Courtesy

Arishok Questline: Following the Qun

Pro-Templar Questline: A Debt in the Family

Feynriel Questline: Night Terrors (complete the barrel puzzles and catch the "Faded" book to receive attribute boosts!) → Lowtown market at night if Feynriel was possessed in Night Terrors

Pro-Mage Questline: Act of Mercy → An Errant Letter

Sponsor Questline: Profit and Lost (only if you accepted the sponsor's loan at the end of Act 1)

Viscount's Son Questline: Offered and Lost

Herbalist's Tasks Questline: Obtain more 3 ingredients

Hubert's Questline: Inside Job → Cave Crawling → Cavern of Dead → Pick up Pickaxes (never worth paying for)

Import/Background Specific Quests:

Fool's Gold (Nathaniel from *Awakening*)

Gang Quests:

These quests are available at night in three separate locations.

Ladies' Lights Out(Hightown)

The Lowdown (Docks)

Hometown Breed (Lowtown)

Fetch and Deliver Side Quests:

An upgrade to 1 sovereign and 750XP for completing these.

Lyrium-laced Bilge Hoop

Swatch of the Jackyard

The One True Pantaloons

Waxler's Hat

Seal of the Old God Dumat

The Eyes of Azure Jamos

South-Song Gerralt's Corpse

Ream-Rot Knife

Goosegirl Cameo

Side Quests:

Raiders on the Cliffs

Forbidden Knowledge

Sketchy on the Details

The Underground Railroad

The Lost Patrol

Honoring the Fallen

Search and Rescue

The Midnight Meeting

Bounty Hunter

A Debt in the Family

The Fixer

How to Frame a Templar

Elves at Large

Non-quest related, but valuable to explore: All of the settlement areas (caves and caverns, etc.) the Dalish elves inhabit.

Act II: Optional Pre-Closing Quest: To Catch a Thief (Isabela)

Isabela begs you to help her. If you do, she'll be there for the closing act. You can choose to lose her forever or save her from the Arishok.

Act II: Closing Main Quest: Demands of the Qun

Giving Isabel to the Arishock will seal her fate and she'll no longer be a companion or love interest (which won't improve your relationship status with anyone, including Aveline).

The Qunari questline is decided once and for all.

Act III: Opening Main Quest: Showdown

Unless you've managed to romance Aveline yourself (which I'm not sure is actually possible), she'll be married to Donnic now. A romantic relationship between Hawke and either Anders or Merrill will have resulted in them moving into the mansion. A scene to advance the romance will happen at the start of this act.

Hawke Family Quest: Visit Gamlen → Gamlen's Greatest Treasure

Companion Quest (Varric): The Storm and What Came Before It → A Small Problem → Haunted → Closure → Relationship Final-Stage: An Anniversary

Companion Quest (Aveline): Champions and Captains → Favor and Fault → Relationship Final-Stage: Questioning Beliefs

Companion Quest (Anders): Check on Anders → Justice → Relationship Final-Stage: Questioning Beliefs

Companion Quest (Merrill): A Talking To → A New Path (blame the Keeper for maximum favor with Merrill) → Gift: Momento of the Dalish → Relationship Final-Stage: Friend or Foe

Companion Quest (Fenris): Speak to Fenris → Alone → Gift: Blade of Mercy → Relationship Final-Stage: Questioning Beliefs

Companion Quest (Isabela): Isabela's Regret → No Rest for the Wicked → A Rivaini Talisman → Relationship Final-Stage: Questioning Beliefs

Companion Quest (Sebastian): Exiled Prince DLC: Faith → Relationship Final-Stage: Questioning Beliefs

Pro-Templar Questline: On the Loose

Pro-Mage Questline: Best Served Cold

Feynriel's Questline: Who Needs Rescuing?

Herbalist's Tasks Questline: Obtain a high dragon fire gland

Hubert's Questline: Mine Massacre (*prepare for this hard battle with a high dragon with plenty of potions, your strongest weapons and armor and companions who have ranged abilities since the high dragon turns wimp and frequently attacks you from above while you're being surrounded by its cannon-fodder offspring; once you undertake this task, there's no leaving until it's done, one way or the other*)

Import/Background Specific Quests:

A Murder of Crows (Zevran from *Origins*)

Gang Quests:

These quests are available at night in separate locations.

Red Run Streets (Hightown)

Reining It In (Docks)

Kind of Want (Lowtown)

Side Quests:

The Awiergan Scrolls: First, Second, and Third Aspect → Pride Unbound

King Alistair

The Lost Swords (*10 total, acquired all around the world, day or night--be sure to ask for gold in advance since you have to pay for most of these yourself*)

The Last Holdouts (Meredith's quests)

A Noble Agenda (Orsino's quests)

Beware of Dog

Who Needs Rescuing?

Non-quest related, but valuable to explore: All of the settlement areas (caves and caverns, etc.) the Dalish elves inhabit but do it before "A New Path", which will force the elves to attack you on sight forever afterward.

Act III: Pre-Closing Advice: Stock up on all poisons and potions, particularly resurrection vials, because the docks fight is one of the hardest when you and your companions are swarmed on all sides by demons. Revive any who fall quickly. Pay attention to the health of all during the battle. Try to level up magic defense for all your companions, since that will help them survive this perilous ordeal. Take your strong companions, make sure you have a healer, upgrade all your equipment to the best you can get and put runes in them. Don't go to the Gallows until you're sure you're ready because once it starts, there's no turning back.

Act III: Closing Main Quest: The Last Straw

You'll be forced to choose between siding with the mages or the templars--there's no way to be neutral. At least one of your companions will abandon you, some may die based on your choices, others may remain loyal regardless of whether you side with the mages or the

Templars (ideal). Your brother or sister (whoever survived) will join the fight. Once your decision is made, prepare for the hardest battle yet. Loot everything you see because mana, health, and stamina, potions are aplenty all through your journey.

Legacy DLC

- 1) A Memento of the Past
- 2) Acquisition
- 3) Vimmark Wasteland
- 4) Vimmark Chasm
- 5) Carta Hideout
- 6) Corypheus's Prison - Sashamiri's Floor
- 7) Corypheus's Prison - Farele's Floor
- 8) Corypheus's Prison - Tower Base
- 9) Corypheus's Prison - Riannon's Floor
- 10) Corypheus's Prison - Daneken's Floor
- 11) The Final Seal

Side quests:

Malcolm's Will

Altar of Dumat

The Paragon's Heir

Mark of the Assassin DLC

- 1) Acquisition
- 2) The Master's Salve
- 3) Baiting a Wyvern
- 4) Heart of the Many

Optional Side Quests:

- 1) The Lost Hounds
- 2) The Cult of the Sky
- 3) Wishing Well
- 4) Hard to Stomach

Party Configuration Potential Quests:

- 1) Literary Theft (Varric)
- 2) Arcane Feather (Anders)
- 3) A Warrior's Legacy (Fenris)
- 4) The Old Ensign (Carver)
- 5) Pirates and Their Curses and A Map of Sorts (Isabela)
- 6) A Symbolon (Bethany)
- 7) A Romantic Gift and The Du Lac Sign (Aveline)
- 8) A Secret Formula (Sebastian)