

Dragon Age: Inquisition Quest Checklist

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Warning: May contain spoilers!

Class and Gender (circle):

Warrior or Rogue (two types: bow or dual weapons) or Mage
Male or Female

Race and Background:

Human

Elf

Dwarf (note that Dwarves can't be mages)

Qunari

After reading the background story for your character, it will ask if you want to use the default world state. It is possible to customize this by going onto

https://dragonagekeep.com/en_US/.

Inner Circle

Potential Permanent Companions/Followers:

- 1) Cassandra (warrior)
- 2) Solas (mage)
- 3) Varric (rogue)
- 4) Iron Bull (warrior)
- 5) Vivienne (mage)
- 6) Sera (rogue)
- 7) Blackwall (warrior)
- 8) Cole (rogue)
- 9) Dorian (mage)

Advisors:

Cullen

Leliana

Josephine

Morrigan (after Wicked Eyes and Wicked Hearts)

Tips and Tricks:

Only rogue characters have the ability to unlock chests and disarm traps. Unless you're a rogue yourself, you can't open any chests until you have a rogue in your party. Rogues can only open high level chests by investing in the Deft Hands perk. You'll want to upgrade the

invisibility ability in your rogues. Makes sneaking past enemies you don't want to fight so much easier. Even if you're not a rogue yourself, you can swap to the viewpoint of the rogue in your party and sneak by.

Left button to access potions, poisons, etc. Lyrium really doesn't seem to do anything in this game, not like in previous ones, and most of the tonic potions are iffy. The grenade type seems useful. I found the jar of bees most useful. The best upgraded potion is the regeneration one (highest level has proximity heal), with the healing mist (group heal), and health being valuable as well. I like to equip everyone in my party with a potion or grenade belt so they can carry more.

In general, do all available side quests available to you as soon you come into new areas. While you can do the main and side quests in any order, I recommended my suggested sequence below because it 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.

After arriving in Haven, get the war table missions in progress so you can acquire some money and influence. Talk to everyone often. Then visit Val Royeaux ASAP to gain access to shopping, side missions, and new companions (Sera and Vivienne). Return to Haven, visit the war table to keep your advisors busy, and explore it from one end to the other to complete all the missions available in that location right away. Recruit Iron Bull by unlocking the Storm Coast, but just get him and come back. Avoid main missions as much as possible, concentrating on side quest location tasks (in the order presented). Reaching the Redcliffe Chantry in the Hinterlands will allow you to recruit Dorian eventually. Return to Haven periodically, keep the advisors working, unload since you can't carry much at this point, craft better equipment, and talk to everyone, particularly Leliana, who can get you interested in the Gray Wardens. That's how you unlock Blackwell. From there, you can go to the Hinterlands to recruit him.

Loyalty quests for your inner circle should be a priority at whatever point you are in the main story as soon as they become available. Inquisitions' inner circle scaling system isn't as complicated as previous DA games were. Main character's actions, dialogue, and/or the giving of gifts can all provide approval or disapproval points (whether or not you take companions on quests with you). It is possible to secure the loyalty of everyone in your inner circle.

You can choose whether Leliana is a softened (sympathetic) character or a hardened (ruthless) one with dialogue choice and actions.

War table missions should be undertaken with an eye toward the most gain. Assign the advisors who best fit the tasks. Use them to gain money, allies, rewards, and new quests. Your inner circle will also encourage many war table operations that could become side quests. Talk to Krem fully and often. Throughout the game, he'll give you war table missions. Keep in mind that war table missions are in real time. You'll have periods where there's nothing new there, but other times when there's so much you can't keep up with it

because there are so many and some of them are hours long. While I'm playing the game, I tend to log in to the game several times a day while I can't play to make sure the advisers are plugging away on war table missions at all times. Otherwise it's practically impossible to finish all the war table missions you're given in a single playthrough. Who you assign to particular missions can vastly change your rewards. For instance, the unmarked war table mission, Sutherland and Company, starts with Cullen undertaking the missions, but if you don't outfit them with Leliana and give her all the missions that follow with them, the quest stalls and dies. If you continue with Leliana handling them, you can finish the full quest, which culminates into an actual mission where you have to go save them. A couple notable war table missions:

- Judgment! The Good Works of Ser Ruth: If you accept being Andraste's Chosen right from the start, you'll get access to a new dialogue choice--bringing a bonus!--during Ruth's judgment.
- Power for a Price unlocks the influence merchant who come to Skyhold that you can actually buy influence from and therefore will be able invest in a lot more perks.

In every location, you can gain agents for your advisers and which provide you with added perks. They can also be recruited while judging prisoners at Skyhold. Always be on the lookout for potential agents you can recruit to the cause.

After your first playthrough, you gain access to the Golden Nug (you have to interact with it at least once each playthrough), which saves everything you've discovered in the course of playing the game: collectables like schematics, potion recipes, nursery seeds, Skyhold customizations and décor, etc. I like to purchase new schematics and customizations and décor each time I play so those will be available for my use immediately (right from Haven!) when I start a new game. That way, I start with the best possible armor and weapons schematics for myself and my team and we can also equip the best potions.

Main Quests

- Preliminary information
- The Wrath of Heaven
- The Threat Remains
- Champions of the Just (siding with templars) or In Hushed Whispers (siding with mages)
- In Your Heart Shall Burn
- From Ashes
- Here Lies the Abyss
- Wicked Eyes and Wicked Hearts
- What Pride Had Wrought
- The Final Piece
- Doom Upon All the World

Specializations for the Inquisitor

After Skyhold is reached, use the war table to bring trainers to the keep.

- First Quest

Warrior

- Reaver
- Templar
- Champion

Rogue

- Assassin
- Tempest
- Artificer

Mage

- Rift Mage
- Knight Enchanter
- Necromancer

The Inner Circle Loyalty Quests

- Preliminary information
- A Friend of Red Jenny - new party member (Sera)
- The Imperial Enchanter - new party member (Vivienne)
- The Lone Warden - new party member (Blackwall)
- The Captain of the Chargers - new party member (Iron Bull)
- Dorian is introduced the first time you go to Redcliffe Chantry, then recruited officially with In Hushed Whispers (or Champions of the Just)
- Cole is recruited with Champions of the Just or just before the fall of Haven
- Seeing Red (Varric)
- Well, Shit (Varric)
- Favors for the First Enchanter (Vivienne)
- Bring Me the Heart of Snow White (Vivienne)
- Memories of the Grey (Blackwall)
- Explanations (Blackwall, if romanced)
- Revelations (Blackwall, after Wicked Eyes & Hearts)
- The Forgotten Boy (Cole)
- Subjected to His Will (Cole)
- Of Somewhat Fallen Fortune (Josephine)
- Heraldry from a Herald (Josephine, if romanced)
- An Unexpected Engagement (Josephine, if romanced)
- Unfinished Business (Cassandra)
- Guilty Pleasures (Cassandra)
- The Ideal Romance (Cassandra, if romanced)
- Promise of Destruction (Cassandra)
- The Verchiel March (Sera)
- The Woman Who Wants for Nothing (Sera, if romanced)
- All New, Faded for Her (Solas)
- Measuring the Veil (Solas)
- What Lies Dormant (Solas)

- Last Resort of Good Men (Dorian)
- One Less Venatori (Dorian)
- The Magister's Birthright (Dorian)
- Demands of the Qun (Iron Bull)
- Tough Love (Iron Bull, if romanced)
- Before the Dawn (Cullen, if allied with Mages)
- Perseverance (Cullen)
- Happier Times (Cullen)
- Under Her Skin (Leliana, if allied with Templars)
- The Left Hand of the Divine (Leliana)

Side quests - Haven:

- Introduction
- Know Thy Enemy
- Haven's Best and Brightest
- Requisition for Weapons
- Passing Notes
- Mixing Potions
- The Right Armor
- Piece by Piece
- Lotus and Root
- Miscellaneous quests (usually via war table operations or talking to everyone there often)

Side Quests - Skyhold:

- Sit in Judgment
- The Greener Garden
- A Superior Tower
- A Better Courtyard
- Miscellaneous quests (usually via war table operations or talking to everyone there often)

Missable War Table Questline: Sutherland and Crew

- New to the Crew: A Young Hopeful (Part I) assign Cullen
- A Patrol for the Crew (Part II) assign Cullen
- Outfitting the Crew (Part III) assign Leliana
- A Test of Mettle and the Crew (Part IV) assign Leliana
- A Crew of Ambassadors (Part V) assign Leliana
- A Crew of Adventurers (Part VI) assign Leliana
- Sutherland and Company Missing (Part VII) assign Leliana (The Herald will find the crew at the Storm Coast, trying to fight off the recent darkspawn incursion. Save them to continue the questline. This quest might get in the way of Iron Bull's loyalty quest on the Storm Coast. Save Sutherland first before undertaking Bull's quest or Sutherland's crew dies.)

- A Company of Heroes (Part VIII) assign Leliana

Side quests - The Hinterlands (Level 4-7):

- Master of Horses
- In the Saddle
- Farmland Security
- Trouble with Wolves
- Horses for Inquisition
- Safeguard Against Looters
- Return Policy
- Map to Waterfall
- Where the Druffalo Roam
- Failure to Deliver
- Templars to the West
- In the Elements
- Conscientious Objector
- Bergrit's Claws
- Open a Vein
- Love Waits
- Strange Bedfellows
- Agrarian Apostate
- Praise the Herald of Andraste
- My Lover's Phylactery
- Shallow Breaths
- Hunger Pangs
- Apostates in Witchforest
- Deep Trouble
- The Vault of Valammar
- Sketch of Calenhad's Foothold
- Stone Dreams
- Playing with Fire
- East Road Bandits
- Map of Farmland Cave
- Hinterland Who's Who
- A Spirit in the Lake
- Flowers for Senna
- Healing Hand
- A Common Treatment
- The Ballad of Lord Woolsley
- Business Arrangements
- Blood Brothers
- Letter from a Lover
- Miscellaneous quests:
 - Requisitions

- Camps
- Shards
- Rifts
- Astrariums
- Landmarks
- Regions
- Dragon (Level 12+)

Side quests - The Storm Coast (Level 8-10):

- Vigilance on the Coast
- Cleaning House
- Holding the Storm Coast
- Wardens on the Coast
- A Glowing Key
- Keeping the Darkspawn Down
- Red Water

Miscellaneous quests:

- Requisitions
- Camps
- Shards
- Rifts
- Astrariums
- Landmarks
- Regions
- Dragon (Level 19+)

Side quests - The Fallow Mire (Level 8-10):

- Lost Souls
- Holding The Fallow Mire
- Beacons in the Dark
- Beneath the Mire
- These Demons Are Clever
- Cabin Fever

Miscellaneous quests:

- Requisitions
- Camps
- Shards
- Rifts
- Landmarks
- Regions

Side quests - The Forbidden Oasis (Level 8-12):

- Holding the Oasis
- The Temple of Pride

- The Spirit Calmed
- The Fire Captured
- The Cold Endured
- A Proudful Place
- What It's Worth
- The Door in Par'as Cavern
- Miscellaneous quests:
 - Requisitions
 - Camps
 - Shards
 - Rifts
 - Astrariums
 - Landmarks
 - Regions

Side Quests - Crestwood (Level 10-12):

- Still Waters
- The Naturalist
- Capturing Caer Bronach
- High Stakes
- Weeding Out Bandits
- Wurm Hole
- Holding Crestwood
- Homecoming
- Burdens of Command
- Miscellaneous quests:
 - Requisitions
 - Camps
 - Shards
 - Rifts
 - Astrariums
 - Landmarks
 - Regions
 - Dragon (Level 13+)

Side quests - The Western Approach (Level 10-13):

- Into the Approach
- The Venatori
- Holding the Western Approach
- Draconology
- Frederic's Livelihood
- Assault on Griffon Wing Keep
- A Tevinter Relic Hunt
- The Heart of the Still Ruins

- On the Chantry Trail
- This Water Tastes Funny
- The Trouble with Darkspawn
- Fortress Squatters
- How to Lure a Dragon
- Hunting Patterns
- Notes on the Wastes
- Let's Slay the Beast
- A Manuscript of Some Authority
- Sharper White Claws
- Miscellaneous quests:
 - Requisitions
 - Camps
 - Shards
 - Rifts
 - Astrariums
 - Landmarks
 - Regions
 - Dragon (Level 14+)

Side quests - Exalted Plains (Level 10-13):

To get to certain parts of this area that seem impossible to get to, go to Fens Camp and leave it through the back. You can go straight ahead to get all the rifts or make a left turn (where the dragon is).

- Undead Ramparts to the West
- Calming Victory Rise
- Lay Rest the Eastern Ramparts
- Lay Rest the Western Ramparts
- Another Side, Another Story
- No World Back
- Left to Grieve
- By the Grace of Dalish
- From the Beyond
- Someone to Lose
- Something to Prove
- The Golden Halla
- A Well-Stocked Camp
- The Spoils of Desecration
- Scattered Glyphs
- For the Empire
- Pressed for Cache
- A Familiar Ring
- A Father's Guidance
- Sketch of Enavuris River

- Map of Halin'sulahn
- Map of Enavuris
- The Dead Hand puzzle
- Miscellaneous quests
 - Miscellaneous quests:
 - Requisitions
 - Camps
 - Shards
 - Rifts
 - Astrariums
 - Landmarks
 - Regions
 - Dragon (Level 15+)

Side Quests - Emerald Graves (Level 14-16):

- Watcher's Reach Refugees
- The Freeman of Dales
- A Fallen Sister
- A Deluded Chevalier
- Vicious Thug
- Corrupt General
- Safe Keeping
- Devotion
- A Lover's Promise
- Not Everyone's Free
- Motherly Encouragement
- Victims of War
- Noble Deeds Noble Heart
- Watch Out for the Bear
- Last Wishes
- Threat Under Watch
- The Map of Elgar'nian Keep
- Watcher's Pass Map
- Chateau d'Onterre
- Fairbanks: Patrol Under Attack
- The Knights' Tomb
- Fairbanks' Trust
- A Puppet Master
- Miscellaneous quests:
 - Requisitions
 - Camps
 - Shards
 - Rifts
 - Astrariums

- Landmarks
- Regions
- Dragon (Level 17+)

Side quests - Emprise du Lion (Level 16-19):

- Take Back the Lion
 - Capturing Suledin Keep
 - Call me Imshael
 - The Corruption in Sahrina
 - Stalker
 - Mamas's Ring
 - Vlaeska's Watch
 - Turning the Tables
 - Sifting Through the Rubble
 - Rocky Rescue
 - Red Captors
 - Words Not Hollow
 - Caged Confession
 - Quarry Quandary
 - Securing Safe Passage
 - They Shall Not Pass
 - Rumors of the Sulevin Blade / Ruined Blade
- Miscellaneous quests:
- Requisitions
 - Camps
 - Shards
 - Rifts
 - Astrariums
 - Landmarks
 - Regions
 - Dragon 1, 2, 3 (Level 19-23+)

Side quests - The Hissing Wastes (Level 19-23):

- Sand and Ruin
 - The Tomb of Fairel
 - Holding the Hissing Wastes
 - Field of Bones
- Miscellaneous quests:
- Requisitions
 - Camps
 - Shards
 - Rifts
 - Astrariums
 - Landmarks

- Regions
- Dragon (Level 20+)

Side quests - Therinfal Redoubt:

- Demonic Dogma

Side quests - Lost Temple of Dirthamen:

- God of Secrets
- Runes in the Lost Temple

Jaws of Hakkon DLC (Level 20):

- War table operation: Investigate Frostback Basin (*Cost: 8 power*)

I treat this DLC like any other location side quest and finish it before the main game is over.

Main Quests:

- The Basin Beckons
- What Yet Lingers
- On Ameridan's Trail
- Ameridan's End
- Where Once We Walked
- Hakkon Wintersbreath (Dragon +25)

Side Quests:

- Worthy of Publication
- The Loss of a Friend
- Beasts at Bay
- The Nox Morta
- Jawbreaker
- Lead the Charge
- Storvacker Caged
- Avvar Allies
- Guests of the Hold (8 possible points of favor) including:
- Hakkon's Trials 1 point
- In Exile 1 point
- Up and Away 1 point
- It Remains to be Seen 1-2 points (You get 2 if you answer "Renewal" to the Augur's purpose for the quest question)
- A Father's Name 0-1 points (You get 2 if you don't help Finn; 0 if you do)
- War Table Operation: Send Skywatcher to Stone-Bear Hold 1point
- War Table Operation: Send Axe Relics of Tyrdda Bright 1 point
- The Mystery of Winter (Shards)

Miscellaneous quests:

- Camps
- Rifts

- Astrariums
- Landmarks
- Regions

Unmarked Quest: They Came from Somewhere Else

Collect all 4 notes, craft them into a book, and give them to Trader Helsdim. Be sure to have Varric in your party. A map with locations of the notes is here:

https://dragonage.fandom.com/wiki/They_Came_From_Somewhere_Else?file=Mysteries_of_the_Frostback_Basin_Map.png

Unmarked Quest: Veilfire Quartz (highest level crafting material in the game)

Information about this unmarked quest is here:

https://dragonage.fandom.com/wiki/Veil_Quartz?fbclid=IwAR1DrUIuVMVGBiO7yieX3PcKJu8pGqHolQYdOZTIHgtTudN1Ex3LZCwAtFs

A map with the locations of the veilfire and quartz is here:

https://dragonage.fandom.com/wiki/Veil_Quartz?fbclid=IwAR1DrUIuVMVGBiO7yieX3PcKJu8pGqHolQYdOZTIHgtTudN1Ex3LZCwAtFs&file=Frostback_Basin_Veil_Quartz_Map.png

The Descent DLC (Level 21):

- War table operation: Disaster in the Deep Roads (*Cost 16 power*)

I tend to do this DLC right after I finish the main quest and before Trespasser. Make sure your advisors are available (i.e., not undertaking any other war table operations) before you start this quest. You'll need them often. In fact, there's no way to finish all the war table operations you're given during this.

- Storm Coast Fissure
- A Warm Welcome
- Darkspawn Warrens
- Builder's Towers (puzzle)
- Chronicles of Forgotten Wars (find 5 collectible books)
- Deep Roads Expeditions
- Defend the Seal
- Exploring the Deep Roads/ Deep Roads Expeditions
- Ruins of Heidrun Thaig
- Killing Me Softly (locate 3 pages)
- On Broken Knees
- Reclaiming the Thaig
- Forgotten Caverns
- Bastion of the Pure
- The Way Forward
- The Wellspring
- The Guardian
- Conclusion
- Camps

- Gears in the Deep Roads Collection including:
- Rune-Warded Gate of Segrummar
- A Second Rune-Warded Gate
- Sacrificial Gates of Segrummar Gears in the Deep Roads Collection
 - Find 8 gears in the Darkspawn Warrens
 - Find 12 gears in the Forgotten Caverns
 - Find 12 gears in the Bastion of the Pure

Find map locations and details here: https://www.ign.com/wikis/dragon-age-inquisition/Gears_in_the_Deep_Roads?fbclid=IwAR3H0NnAIJPrKd5CetSJ0Z3cPThH7CmhtnvFlXc24du8UAIqQFShT-Uxs

- Mugs in the Deep Roads Collection

Find map locations and details here: https://www.ign.com/wikis/dragon-age-inquisition/Mugs_in_the_Deep_Roads?fbclid=IwAR2_BoHMlr12MURQNQy6Usv3fX-CbuFrf-tn7QUe4lqggILKSkWvnUm9bgQ

The Trespasser DLC (Level 20):

- War table operation: Attend the Exalted Council (*Cost: 8 power to activate*)

This is the absolute point of no return once you launch since you can't return to Skyhold or go to any other area on the world map once you set this quest in motion.

So many of these battles are more about longevity than strength. Rather than actually being harder to beat, many of the enemies simply take forever to finish off since their lifeline has been quadrupled.

You're given a new ability for this quest, the anchor discharge, which can be extremely useful dispatching exhausting enemies.

Be prepared to be (potentially) hopelessly lost as you navigate the endless eluvians you have to utilize to get around in this quest.

Your choices in the main campaign come into play in several ways during this quest. Notably, if you denied Morrigan her wish to enter the Well of Sorrows and did it yourself, you won't have to fight the elven guardians. Use the special dialogue option to make them allies.

Make sure you talk to the inner circle thoroughly each time you return to the Winter Palace. Depending on choices you made for their loyalty quests during the main campaign, you may find some of them aren't who you thought they were...

Main Quests:

- Attend the Exalted Council
- The Winter Palace Pt. 1
- The Crossroads Pt. 1
- Elven Mountain Ruins
- The Winter Palace Pt. 2
- The Crossroads Pt. 2
- The Deep Roads
- The Winter Palace Pt. 3
- The Crossroads Pt. 3
- The Shattered Library
- The Winter Palace Pt. 4

- The Crossroads Pt. 4
- The Darvaarad
- Elven Ruins
- Solas
- Epilogue

All possible endings are detailed here:

[https://dragonage.fandom.com/wiki/Epilogue_\(Trespasser\)?fbclid=IwAR3E4x137iPFI3rh5HAgE0hjd5agRQ7jK0HhR3doPnkAh22YHtfWEBLY3qM](https://dragonage.fandom.com/wiki/Epilogue_(Trespasser)?fbclid=IwAR3E4x137iPFI3rh5HAgE0hjd5agRQ7jK0HhR3doPnkAh22YHtfWEBLY3qM)

Unmarked quests:

PRIORITY! Charred/Qunari Notes: To unlock a secret ending (the ideal one), you must find all three of these notes so you can confront Solas about his true identity and purpose. Find instructions and map locations for the notes here:

https://dragonage.fandom.com/wiki/Note:_Qunari_Notes

Expensive Bones (pick up 10 of these throughout the main quest to net a Bee Mace--valuable)! https://dragonage.fandom.com/wiki/Expensive_Bones

Completing the following unmarked quests will give you attribute rewards:

Fireworks Game: <https://dragonage.fandom.com/wiki/Fireworks>

Halla Treasure Hunt (find 3):

https://dragonage.fandom.com/wiki/Halla_Treasure_Hunt

Harlequin Tag (play tag and catch the harlequin at the Winter Palace 5 times)

https://dragonage.fandom.com/wiki/Harlequin_Tag

Painting Correction (adjust 5 crooked paintings):

https://dragonage.fandom.com/wiki/Painting_Correction

Lateral Thinker (complete 4 puzzles that are either fairly easy or frustratingly complicated): https://dragonage.fandom.com/wiki/Lateral_Thinker