

Dragon Age: Origins Quest Checklist

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Warning: May contain spoilers!

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

Race and Background:
Human: Noble or Commoner
Elf: Dalish or City
Dwarf: Noble or Commoner

Potential Permanent Companions/Followers:

- 1) Alistair (warrior)
- 2) Morrigan (mage)
- 3) Leliana (rogue)
- 4) Sten (warrior)
- 5) Wynne (mage)
- 6) Zevran (rogue)
- 7) Shale (warrior)
- 8) Oghren (warrior)
- 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 Leliana in Lothering), that character can open chests and disarm traps for you.

Steps to craft potions (Xbox):

- 1) Buy/gain the recipe.
- 2) Gather materials.
- 3) In the radial menu, go to the potions slot that has a leaf for herbalism. If you don't have it, one of your companions may have the skill you can level up. From here, you can open the list of recipes you have available to craft. For some, you may need a higher potion mastery. Select it, press X, and you'll craft that potion.

Creating poisons, traps, and bombs can be done in a similar way.

Swap party members with the radial menu. You can't do that in every location though.

Origins Main Quest Ideal Order:

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

While you can do #8-14 main 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 leaving Lothering, you should visit Denerim to gain access to shopping and side quests. It's advisable to also visit Lake Calenhad Docks (without going to the Circle of Magi) and the Brecilian Forest, where the Dalish have settled, to gain access to shopping and side quests, but don't undertake the main quest objectives at any of these places right away.

Loyalty quests for your companions should be a priority at whatever point you are in the main story as soon as they become available. If you get the feastday gifts/pranks, sometimes giving too many all at once and/or gaining disapproval from a companion can glitch the character and you might not ever get their loyalty quest. Dole out gifts 5-10 at a time when visiting Party Camp. Gaining the loyalty of your companions is crucial because your attributes and stats are increased the higher the friendships go.

Note that higher grade equipment found during certain quests could be level dependent, as in, the higher level your character is, the better the items are, so sometimes it pays to wait to undertake a quest in order to get the best stuff.

#	Location	Quest Name	Comments
1	Character creation dependent	Joining the Grey Wardens	Various gender, class, race, and background choices you decide at the character creation stage decide the locations and nature of the origin stories/quests you'll undertake.
2	Ostagar and Korcari Wilds	Tainted Blood	Alistair becomes a permanent companion
3	Ostagar and Korcari Wilds	The Grey Wardens' Cache	
4	Ostagar and Korcari Wilds	After the Joining	
5	Ostagar and Korcari Wilds	The Tower of Ishal	Morrigan and the mabari dog become permanent companions
6	Lothering and the Imperial Highway	Lothering	Leliana and Sten become permanent companions, Party Camp is established with vendor Bodahn and his son Sandal, who offers enchantment abilities for your gear. <i>Note: Finish all quests in Lothering without leaving or you'll never be able to</i>

			<i>go back to finish them since the town is decimated by Darkspawn as soon as you depart. After you leave, you'll gain access to Party Camp, where your companions hang out and where you can go to interact with them, to buy and sell, and to level everyone up.</i>
7	Soldier's Peak	Warden's Keep DLC	<i>Note: Gives you access to a chest (and unique vendors) so you don't have to sell anything heavy you want to keep for when you're higher leveled or for future companions.</i>
8	College of Magi/Circle Tower	Broken Circle	Wynne becomes a permanent companion
9	Redcliffe Village and Redcliffe Castle	The Arl of Redcliffe	<i>Note that Zevran is available to become a permanent companion after the cutscene where Loghain hires the Antivan Crow to kill the main character, usually after Redcliffe and one major quest where the main character gains an ally for the final battle. It is possible to kill Zevran so be careful while interacting with him during his potential recruitment quest.</i>
10	Ostagar	Return to Ostagar DLC	<i>Note: You may want Alistair and Wynne as companions since they were directly involved in the initial Gray Warden quests. High level gear here! Be thorough and collect it all. You can also find the key to the chest you didn't have access to during the #1-4 main quests. It's very close to the starting point of this DLC so note on your game map where you come in as soon as you arrive. With your back to the entry location, the key is in/near a cage off to the right, just outside the crumbling ruin enclosure.</i>
11	Honnleath	The Stone Prisoner DLC	Shale becomes a permanent companion
12	Brecilian Forest	Nature of the Beast	
13	Denerim and Haven	The Urn of Sacred Ashes	
14	Orzammar	A Paragon of Her Kind	Oghren becomes a permanent companion

15	Redcliffe Castle	The Landsmeet	Loghain can become a permanent companion if you don't mind losing Alastair
16	Redcliffe, Redcliffe Castle, City Gates, Denerim, Elven Alienage, Palace District, Fort Drakon	The Final Onslaught	<i>Note: Don't forget to use the radial menu to call in allies you've gathered. Choose the right ally for the right location. Whatever ally you choose will fight to the death (and you can't call for any other allies until that group is all gone and/or until you reach certain checkpoint).</i>

Origins Side Quests:

Note that several of the quests favor certain factions, so you may choose not to do them or choose to do them in different ways. Additionally, many quests lines are morally ambiguous or even outright criminal, and may affect your approval rating with the companions you choose to take with you while completing them. Whether you do them or not is your choice.

Ostagar:

1. The Mabari Hound
2. The Hungry Deserter
3. Ser Garlen's Sword (unmarked quest in which you can relieve an elven messenger of a knight's long sword)

Korcari Wilds:

1. The Missionary
2. Signs of the Chasind
3. Last Will and Testament
4. A Pinch of Ashes (unmarked quest where you sprinkle some ashes you find and have to fight a demon)

Lothering:

1. Bandits on the Road
2. A Fallen Templar
3. Inside the Chantry: Ser Bryant
4. Inside the Chantry: Ser Donall
5. Inside the Chantry: Patter Gritch
6. The Unscrupulous Merchant (unmarked quest where you resolve an argument between a Chantry sister and an unscrupulous merchant)
7. Doomsayer: Talk down a crazy man shouting negativity near the Chanty (unmarked)
8. Dane's Refuge: Loghain's Men (meet and recruit Leliana, an unlikely nun/bard/spy, in the tavern)
9. Dane's Refuge: A Poisonous Proposition
10. The Qunari Prisoner (during this quest, you can convince Sten to join your party)

11. More Than Just Plants
12. Traps are a Girl's Best Friend

Chanter's Board Quests:

1. Bandits, Bandits, Everywhere
2. When Bears
3. A Last Keepsake
4. Brothers and Sons
5. Caravan Down
6. Desperate Haven
7. Jowan's Intentions
8. Loghain's Push
9. Skin Deep
10. Unintended Consequences
11. Back Alley Justice
12. Fazzil's Request
13. Missing in Action

The Blackstone Irregulars Quests:

1. Dereliction of Duty
2. Scraping the Barrel
3. Grease the Wheels
4. Notices of Death
5. Restocking the Guild
6. A Change in Leadership (choose to back either the father or the son in this power struggle inside the Irregulars)

The Mages' Collective Quests:

1. Blood of Warning
2. Careless Accusations
3. Defending the Collective/Defying the Collective
4. Have You Seen Me?
5. Herbal Magic
6. Justice Must Be Served or A Gift of Silence
7. Notice of Termination
8. Places of Power (4 locations)
9. The Scrolls of Banastor (5 scrolls to be collected from various locations)
10. Thy Brother's Killer

Denerim:

- 1) Drake Scale Armor
- 2) Dragon Scale Armor
- 3) Forgotten Verses
- 4) Hearing Voices
- 5) Honor Bound
- 6) The Last Request

7) Lost Templar

Sergeant Kylon's Quests:

- 1) Pearls Before Swine
- 2) The Crimson Oars
- 3) Something Wicked
- 4) Tortured Noble

Slim Couldry's Quests:

- 1) Crime Wave
- 2) The Absent Mistress
- 3) A Fistful of Silver
- 4) The Private Collection
- 5) Tears of Andraste
- 6) Lady in Waiting
- 7) A Stolen Blade
- 8) Market Day
- 9) The Traitor's Crown

Antivan Crows Quests:

- 1) The Trial of Crows
- 2) The First Test
- 3) Mercenary Hunt
- 4) An Audience with the Ambassador
- 5) The Ransom

Favors for Certain Interested Parties:

Correspondence Interruptus

"K" Quests:

- Negotiation Aids
- Untraceable
- Dead Drops
- New Ground

"D" Quests:

- Solving Problems
- Sign of Safe Passage
- False Witness
- Harsh Decisions

Companions' Loyalty Quests:

1. Alistair's Family
2. Flemeth's Real Grimoire (Morrigan)
3. Leliana's Past
4. Oghren's Old Flame
5. The Sword of the Beresaad (Sten)
6. Wynne's Regret

7. A Golem's Memories (Shale)

Redcliffe:

1. A Missing Child
2. The Dwarven Veteran
3. Every Little Bit Helps
4. The Maker's Shield
5. Spy!
6. Stiff Drink to Dull the Pain
7. Lost in the Castle

The Circle of Magi Quests:

1. Circles Within Circles
2. Desire and Need
3. Extracurricular Studies
4. Five Pages, Four Mages
5. Summoning Sciences
6. Watchguard of the Reaching
7. Friends of Red Jenny
8. Irving's Mistake
9. Maleficarum Regrets
10. Promises of Pride
11. The Spot

Brecilian Forest:

1. Cammen's Lament
2. Elora's Halla (2 or more survival skills invested for your character or any member currently in your party)
3. Elven Ritual
4. Lost to the Curse
5. Mage's Treasure
6. Panowen
7. Rare Ironbark
8. Wounded in the Forest
9. The Arcane Warrior (unmarked)
10. Shade Campsite

Orzammar:

1. A Lost Nug (if you're romancing Leliana, you can give her a nug of her own at the end of this quest)
2. A Mother's Hope
3. An Unlikely Scholar
4. Casteless Ambush
5. Political Attacks
6. The Chant in the Deeps
7. Precious Metals

8. Zerlinda's Woe
9. Exotic Methods
10. Thief in the House of Learning
11. Lost to the Memories
12. Of Noble Birth
13. The Key to the City
14. Jammer's Stash
15. Proving After Dark
16. Unintended Breakthrough
17. Caged in Stone (unmarked and hard enough to be impossible to complete since it involves trying to get your followers to stand in certain place around the throne, and if you can manage it, a dragon will be summoned that you have to defeat)
18. The Shaper's Life (unmarked and completed by finding and documenting three rune stones in the Memories of the Shaperate)

Underground Quests:

1. Topsider's Honor
2. Asunder
3. The Dead Caste
4. The Drifter's Cache
5. The Golem Registry
6. Stalata Negat
7. The Gangue Shade (unmarked)

Party Camp Quest:

- Restocking the Camp

Warden's Keep:

- Ancient History

Wide Open World/Random Encounters:

- 1) The Dog
- 2) The Black Vials (unmarked quest you complete by finding and destroying six Revenant vials hidden throughout Ferelden)
- 3) The Long Road
- 4) Dominance
- 5) Unbound
- 6) Darkspawn Ambush!
- 7) Harassed from the Past
- 8) Low Road
- 9) Axe in the Stump
- 10) Bandits
- 11) Demons
- 12) Demons2
- 13) Dwarven Army
- 14) Elven Army

- 15)Elves and Werewolves
- 16)Mages
- 17)One Ring
- 18)Orzammar Rebels
- 19)Redcliffe Army
- 20)Spiders
- 21)Stealing Payback
- 22)Super Metal (DLC)
- 23)Surprising the Bandits
- 24)Templars
- 25)Traveling Merchant
- 26)Twisted Beasts
- 27)Werewolf Army
- 28)Werewolves
- 29)Wild Sylvans
- 30)Wolves

Before the Landsmeet:

The following quests: Tortured Noble, Lost Templar, and Hearing Voices involve freeing people from dungeons. These encounters are critical to success at the Landsmeet (which is tricky to navigate regardless). These quests have critical follow-up that must be completed and includes finding relatives of these prisoners and talking with them, saying and doing the right things that will give you success during the Landsmeet because you'll gain the favor (and votes) of these relatives. Save just before the follow-up encounters and replay until you get the proper response. (Note: In the Xbox game, some of the prisoners can't be freed because of a glitch. Position your cursor higher above the cell and mash the button to open the cell until it releases.) Completing the Antivan Crows quests may also gain you additional favor during the Landsmeet.

During the Landsmeet Quest:

- Captured! (*Note: If you and your party are strong enough to survive the encounter with Ser Cauthrien in the Arl of Denerim's Estate at the end of the Rescue the Queen quest, you'll skip this fairly detailed quest in which you and the companions in your party are imprisoned in Fort Drakon and have to either escape on your own or wait for other companions to rescue you.*)

Post *Origins* DLC:

Darkspawn Chronicles Quests

- Introduction
- City Gates
- Market District
- Elven Alienage
- Palace District
- Fort Drakon

Leliana's Song Quests

- Denerim Market
- Noble's Estate (1st time)
- Hideout
- Noble's Estate (2nd time)
- The Dungeons
- Chantry
- Windswept Shore
- Orlesian Battledress

Golems of Amgarrak Quests

- Deep Roads Grotto
- Amgarrak
- Golem Research Notes

Witch Hunt Quests (Morrigan)

- Deep in the Wilds
- Circle Tower
- Cadash Thaig
- Elven Ruins
- Dragonbone Wastes

Awakening Expansion Main Quests

Potential Permanent Companions/Followers:

- 1) Anders (mage)
- 2) Oghren (warrior)
- 3) Nathaniel (rogue)
- 4) Justice (warrior)
- 5) Valenna (mage)
- 6) Sigrun (rogue)

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

While you can do #4-6 main 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 leaving Vigil's Keep, you can visit Amaranthine, Blackmarsh, the Wending Wood, and Knotwood Hills to gain access to shopping, side quests and all permanent companions, but don't undertake the main quest objectives at any of these places right away.

Loyalty quests for your companions should be a priority at whatever point you are in the main story as soon as they become available.

#	Location	Quest Name	Comments
1	Vigil's Keep	The Assault on Vigil's Keep	Permanent companions acquired during the battle: Anders (mage) and Oghren (warrior); after the battle, Nathaniel (rogue)
2	Vigil's Keep	Aftermath of the Battle/ Explore Vigil's Keep	After the opening battle, Nathaniel (rogue) can be recruited as a permanent companion
3	Amaranthine	Explore the City	
4	Blackmarsh	Shadows of the Blackmarsh	Justice (warrior) becomes a permanent companion
5	The Wending Woods	The Righteous Path	Velanna (mage) becomes a permanent companion
6	Knotwood Hills/Kal-Hirol	Last of the Legion	Sigrun (rogue) becomes a permanent companion
7	Vigil's Keep Amaranthine	Going to War: Siege of Vigil's Keep or Siege of Amaranthine	Choose your companions wisely because those you take with you may decide the quests you're allowed to undertake in <i>DA II</i>
8	Dragonbone Wastes, etc.	Lair of the Mother	<i>Note: Do not start this quest without a huge supply of potions! There's no way back once you get it started--either you finish this or you die.</i>

Awakening Side Quests:

Vigil's Keep Quests

Main Quest: The Assault on Vigil's Keep:

- 1) Exterior
- 2) Keep Interior (Anders and Ohgred recruitments)
- 3) Throne Room
- 4) Courtyard

Location Side Quests

During the Assault on and Aftermath of the Battle:

- 1) A Medical Necessity
- 2) Find the Survivors

3) The Prisoner (Nathaniel recruitment)

Politics:

- 1) Oaths of Fealty
- 2) A Brewing Conspiracy
- 3) Defending the Land
- 4) The Peasant Revolution
- 5) Desertion in the Ranks
- 6) Drunk and Disorderly

Upgrades:

- 1) Trade Must Flow
- 2) Cost of Doing Business (80 sovereigns)
- 3) What is Built Endures
- 4) Bombs Away!

Basement "The Dark Theurge":

- 1) It Comes From Beneath
- 2) And you, Esmerelle?
- 3) Adria's Plight
- 4) The Shrine of Korth
- 5) A Wraith's Revenge
- 6) Sealing the Great Barrier Doors

Master Wade's Custom Builds:

There are several items that you'll need to craft yourself and/or pick up from Vigil's Keep and Amaranthine vendors and around the world (keep them in your chest until you need it) to gain the best weapons and armor in the game, including:

- Wool padding, pure iron, oil, catgut
- Diamond
- Flawless ruby
- Greater warmth balm
- Master lyrium potion
- Grandmaster lightning rune
- Grandmaster flame ruin
- Fresh dragon egg
- Dragon bone
- Blood lotus

- 1) A Master's Work
- 2) Elemental Requirements
- 3) Golem's Might
- 4) Heart of the Forest
- 5) Worked to the Bone

Throne Duties:

A Day in Court including

- Sheepherder's Lament
- Solomon's Bridge
- The Fate of the Ox

Commander Requests:

- 1) A Daughter Ransomed/Bensley's Gratitude (contingent on the outcome of the daughter)
- 2) Far Afield
- 3) Salvage Operation

Companion Loyalty Quests:

Note: All must go through the Joining.

- 1) Freedom for Anders
- 2) Oghren the Family Man
- 3) The Howe Family (Nathaniel)
- 4) Justice for Kristoff
- 5) Velanna's Exile
- 6) Sigrun's Roguish Past

Gifts for Companions

Anders

Gold Earring

Located: Vigil's Keep

Kitten

Located: Vigil's Keep

Knitted Scarf

Located: Amaranthine - Chantry of Our Lady Redeemer

Engraved Silver Bracers

Located: Kal'Hiol - Trade Quarter

Phylacteries: A History Written in Blood

Located: Architect's Lab in Silverite Mine

Bell Collar

Located: Amaranthine

Oghren

Aqua Magus

Located: the Abandoned Warehouse

"Dragon Piss"

Located: Hubert's Den

Hiol's Lava Burst

Located: Knotwood Hills.

Mackay's Epic Single Malt

Located: Amaranthine

Toy Horse
Located: Blackmarsh
West Hill Brandy
Located: Vigil's Keep's Wine Cellar

Nathaniel

Bronze Sextant
Located: Wending Wood - Corpse
Howe Bow
Located: Vigil's Keep
Becomes: Howe Bow
Delilah Howe's Letters
Located: Vigil's Keep - Basement
Golden Vase
Located: Sold in Amaranthine
Locksmith's Tools
Located: Smuggler's Cove
Whetstone
Located: Kal'Hiol

Justice

Elven Prayer for the Dead
Located: Wending Wood - Destroyed Dalish Camp
Lyrium: The Voice of the Maker
Located: Amaranthine - Abandoned Warehouse
Kristoff's Locket
Located: Blackmarsh - Kristoff's camp
Kristoff's Mementos
Located: Amaranthine - Crown and Lion
Lyrium Ring
Located: Kal'Hiol - Main Hall
Verses of Dreams
Located: Next to Ambassador Cera at Vigil's Keep in a Pile of books

Velanna

Elven Runestone
Located: Vigil's Keep - Deep Roads Gem Mine
Discarded Journal
Located: Amaranthine - Village
Blank Journal
Located: Amaranthine - Chantry of Our Lady Redeemer
Ornate Silver Bowl
Located: Blackmarsh
Carved Greenstone
Located: Kal'Hiol - Treasury in the trade quarter
Shiny Malachite

Located: Silverite Mines
Elven Trinket
Located: Wending Wood

Sigrun

The Warrior's Heart
Located: Stack of books in Vigil's Keep - Throne Room
Toy Chariot
Located: Smuggler's Cove
Spyglass
Located: Wending Wood - Silverite Mines - Soldier Corpse
Potted Plant
Located: Amaranthine - Near Chantry Board
Snow Globe
Located: Amaranthine
Soap on a Rope
Located: Vigil's Keep - Dungeon

Amaranthine Quests

Note: Master Henley, a vendor in Amaranthine, has unlimited supplies like lyrium dust, concentrator agent, elfroof, distillation agent, etc.

City Business:

- 1) Law and Order
- 2) Smuggler's Run
- 3) Rumbblings from Beneath
- 4) Till Death Do Us Part
- 5) The Dark Wolf

Blight Orphans Quests:

- 1) The Blight Orphans?
- 2) The Blight Orphans (Again)
- 3) Moonshine for the Children
- 4) The Sermons of Justinia II
- 5) The Scavenger Hunt
- 6) Those Sweet Orphans
- 7) A Present for Melisse
- 8) Making Amends

Chanter's Board Quests:

- 1) A Donation of Injury Kits
- 2) A Donation of Poultices
- 3) From the Living Wood
- 4) Out of Control
- 5) Preying on the Weak

Merchants' Guild Quests:

- 1) Keep Out of Reach of Children
- 2) Maferath's Monuments
- 3) Ser Alvard's Missing Sword
- 4) The Merchant's Goods

The Blackmarsh (Companion acquired: Justice)

Main Quest: Shadows of the Blackmarsh:

- 1) Beginning
- 2) Amaranthine
- 3) The Crown and Lion
- 4) The Blackmarsh
- 5) The Blackmarsh Undying
- 6) Shadowy Crypt
- 7) Baroness's Manor
- 8) Return to the Blackmarsh

Location Side Quests:

- 1) The Trail of Love
- 2) The Burden of Guilt
- 3) Tears in The Veil
- 4) The Lost Dragon Bones
- 5) A Maiden in Distress

Wending Wood (Companion acquired: Velanna)

Main Quest: The Righteous Path

- 1) Beginning
- 2) Amaranthine
- 3) Wending Wood
- 4) Trapped by the Architect
- 5) Silverite Mine

Location Side Quests:

- 1) Ines the Botanist
- 2) Last Wishes
- 3) Trading Troubles
- 4) Brothers of Stone
- 5) The Fire Puzzle

Knotwood Hills (Companion acquired: Sigrun)

Main Quest: Last of the Legion

- 1) Beginning
- 2) Amaranthine

- 3) Knotwood Hills
- 4) Kal'Hiol
- 5) Main Hall
- 6) Trade Quarter
- 7) Lower Reaches

Location Side Quests:

- 1) The Long-Buried Past
- 2) Lucky Charms
- 3) Memories of the Stone

Random Encounters:

- 1) Meeting Nathaniel (if you refused to recruit him)
- 2) Meeting Velanna's Clan (if she's in your party at the conclusion of The Righteous Path)
- 3) Meeting Lilith the Merchant
- 4) Barbarian Horde Encounter
- 5) Dragon Slayer Encounter
- 6) Ambushed by Assassins

Going to War: Choice Between Siege of Vigil's Keep or Siege of Amaranthine

Endgame Main Quest: Lair of the Mother

- 1) Dragonbone Wastes
- 2) Drake's Fall
- 3) The Nest

Location Side Quest:

Crystals of the Imperium