

# DRAGON AGE: THE VEILGUARD

## Complete Quest List

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*Warning: Spoilers Ahead!*

Playthrough #:

Character (gender M F Non-binary): \_\_\_\_\_ Rook

Race: Human | Elf | Dwarf | Qunari

Class: Rogue | Mage | Warrior

Faction: Shadow Dragons | Antivan Crows | Grey Wardens |

Veil Jumpers | Mourn Watch | Lords of Fortune

Romance:

If you don't want to die in the course of playing this game, you can go into your settings and tick the box that means you'll survive any encounter, even when you have no health left.

**Inquisition Customization:** In order to customize the Inquisitor's appearance, click the triangle button, customize appearance. Once you have it the way you want it, tab to the right to the "Finalize" section of the Inquisitor creator menu, and click options ("Open Past Adventures" menu) in order to choose the following:

- Who the Inquisitor romanced in *Inquisition*. There, Solas would only romance a female elf. This strongly plays into *The Veilguard*. If your Veilguard Inquisitor romanced Solas, she'll go with him at the end of the game.
- You can choose whether the Inquisitor wanted to save or stop Solas in *Trespasser*.
- Whether the Inquisition was disbanded or it was absorbed into the Chantry (with Leliana leading that as the Divine).

Once you have it the way you want it, tab to the right to the "Finalize" section of the Inquisitor creator menu. If you don't or can't do this, there's a default you may not be happy with.

(Note that Solas can be saved and talked out of his ultimate plan to tear down the veil if your Inquisition customization is tailored that way--and your responses to him and your actions throughout this whole game will make a huge difference in whether he tries to work with you or not. In other words, don't haul off and tell him he's a creep, no matter how much you want to. "Thumbs up" dialogue choices are usually the best ones to take with him as well as most everyone else in the game.)

Take notice: You can choose between two types of detonations with your L and R buttons. Fire and electricity, but different factions/classes may have alternate options.

Also, in previous games, you could take whoever you wanted out with you on missions and still have all team members level up equally. That's not the case in this game. Those you don't take out will suffer in terms of leveling up if you don't take them out equally as often as other team members, which may mean they're not strong enough to survive the final sequence of battles.

**Gameplay Recommendation Order:** Put off main quest tasks until they're all that are available to play. In order to avoid missing vital opportunities (and some *are* time-sensitive) to gain loyalty and allies to help you face the villains, always prioritize available quests in the following order all throughout the game:

- 1) Companion (additionally, talk to everyone every single time you return to the Lighthouse)
- 2) Faction
- 3) Solas's memories, the gates, and miscellaneous quests
- 4) Region
- 5) Puzzles and Treasures
- 6) Main

## Main Story Quests

- The End of the Beginning (Be aware that the person you take with you near the end of this quest--either Neve or Harding--will be hurt in the courses of the final action.)
- In Entropy's Grasp (Recruit Bellara)
- Shadows Crossing
- The Singing Blade
- The Enemy of My Enemy
- Into the Crossroads
- Sea Of Blood (Recruit Lucanis)
- The Smuggled Relic Case
- Friends in Hidden Places
- Shadows of Minrathous
- In Peace, Vigilance
- A Warden's Best Friend (Recruit Davrin--Dorian makes an appearance, an extended one of Minrathous is saved instead of Trevisio)
- On Deadly Wings (siding with Trevisio)/On Blighted Wings (Siding with Minrathous) [Depending on whether you save Treviso or Minrathous--and doing so means you choose between Lucanis and Neve, you will have to work hard you can get back the loyalty of the one whose city you didn't choose to save. You'll also permanently lose the faction vendor of the city you didn't save. However, be aware that selling items to the Crossroads vendor will allow you to donate to the rebuilding of whichever city/faction was destroyed. However, once you reach maximum loyalty with that faction, buying and selling items directly to the other faction vendors will give you points with them, so spread out your selling and buying for those you might need a little help befriending.]
- Completing the Veilguard (Conversation)
- The Dragon Slayer (Recruit Taash--Isabela makes an appearance)
- Where the Dead Must Go (Recruit Emmrich)

- Shades of the Blight (Morrigan and the Inquisitor will give you a Dread Wolf statue needed for the Solas Memories quest line in the Crossroads)
- Something Wrong
- A Change on the Wind
- The Siege of Weisshaupt
- **After the Storm** (Conversation--*Be aware that if you put off this conversation until all other available companion, faction, main quests are completed, Solas will mention that he's noticed you waited so long to talk to him, which might harden him against you.*)
- The Cobbled Swan Case (needed for Neve's storyline)
- The Cauldron (needed for Davrin's storyline)
- Fire and Ice
- Unwanted Guests
- Grim Bonds (Conversation)
- Blood Of Arlathan
- The Words of the Wolf (Conversation)
- For the Love Of Treviso
- Legacies and Legends (Conversation)
- To Act as One
- When Plans Align (**Point of No Return!** Make a new save with this name so you can go back, as you'll probably need to, if something happens you don't want; save to your regular save files after that in order to maintain this one indefinitely as a place you can return to the game and still complete important tasks.)
  - Before this point, be sure to visit every city and find all the chests and altars. Not all of them are marked on the map, but will show up only when you get close enough to them. Many are only available after you solve a puzzle or get close enough to them for them to show up on the map.
  - The loyalty of your team and all the factions has to be as high as you can possibly get them. Team members should all be Level 9 or 10 at this point if

you paid attention to balancing who went out with you on missions throughout the game. Three stars are needed for all factions and the loyalty unlocking for team members. All of this can literally mean the difference between life and death. Only one person will for sure be lost--that can't be helped (either Harding or Davrin and Assan for the first choice in Isle of the Gods); the rest of your team can be saved if you prepared well enough in advance of the final onslaught of battles.

- The Shadowed Sun

Sequence of events:

- a. You'll talk to Morrigan.
  - b. You'll have a team meeting at the Lighthouse.
  - c. You'll have a love scene in your Lighthouse quarters at this point.
  - d. You'll talk to Varric.
- Isle of the Gods
    - Here you'll be given a choice whether Davrin or Harding will lead the second distraction team--beware, whoever you choose to lead will be lost to you.
    - Near the end of this quest you'll be given a choice between Neve and Bellara to take down the wards--that chosen person will be taken by the enemy, though she will return later and might survive if you've gained her loyalty.
  - A Cage for Gods
    - There's a mini quest here--find three mementos in order to open the chest. Be aware that the steps upward on the far end of the location *aren't* where you'll find these mementos. The steps up will take you along the main mission and you'll lose your chance to get the mementos if you go up them too far.

- Either Neve or Bellara--whoever took down the wards in the last quest and was kidnapped--will show up here, along with Harding or Davrin (but not Assan) and finally Varric. Your responses to them apparently don't matter at all. However, how you respond to them drastically changes the tone of these conversations. If you're filled with regrets (the teardrops dialogue options), you'll get harsh responses and blame from everyone. If you're brave and encouraging (thumbs up dialogue options), showing you feel you did the right things all along, you'll get a much better outcome and results from these conversations.

- The Dragon and the Dread Wolf

- First choice for dealing w/ magical words: You can choose Neve or Bellara (whichever is available) or Emmrich.
- Second choice for fighting mages/attacking with surprise: Lucanis or Neve.
- Third choice for someone experience fighting massive enemies: Bellara or Taash (maybe Davrin if he's alive???).

Warning: FOR THESE THREE DECISIONS, IF YOU CHOOSE POORLY, MEMBERS OF YOUR TEAM COULD BE PERMANENTLY LOST.

- The Last Gambit
- One Last Breath (In the second phase of this "pause", Isabela will be available to sell you a tremendous amount of upgrades for you and your team and the Caretaker is on hand to upgrade and enchant as well; lastly, you'll speak to Morrigan; highly recommend that you equip the Felassan's Rune as soon as you get it from her because there may not be time later before being throw into the fight with Elgar'n'an. Be aware that you can swap between three separate runes. You use the compass buttons on the controller to swap between them.)

- At the end of this quest, you'll be forced to leave one ally behind to hold the line while you and the rest of the time charge toward Elgar'nau. DO NOT send someone who doesn't have 100% loyalty to you because that person won't survive this. In particular, early on in the game you have to choose between saving either Neve and Lucanis's city. Don't send the one you "betrayed" here. Whoever else you send, if they're 100% loyal to you, should survive and be there at the end of the game.)
- The Dread Wolf Rises
- Solas's Memories (If you've completed the Crossroads quests and unlocked all of Solas's memories and regrets *and* convinced Mythal to support you, you'll be given the option of saying "It doesn't have to be that way" to Solas at the end. The Inquisitor, Morrigan, and Mythal will all come out and convince him to do the right thing. If the Inquisitor was in a romance with Solas in Inquisition, the two of them go off together in the end, after a kiss.)
- The Storm Quelled: If you've found all three Mysterious Notes, you'll unlock a secret ending that plays after the credits.

### ***Reliving Solas' Memories in the Crossroads Quests***

- The Wolf's Call
- Disrupt and Conquer
- The Labs Below

### ***Companion Quests***

#### Harding

- An Unfamiliar Sense (Outing)
- Fit for a Scout (Gift)
- The Waiting Stone (locked until after A Change on the Wind is acquired)

- The Bond Rekindled (locked until after The Cauldron is given)
- The Heart of the Titan (locked until after Fire and Ice is acquired)
- The Eternal Hymn (Outing)

#### Neve

- A Study of Dock Town (Outing, *must be done before A Warden's Best Friend*)
- Fit for a Detective (Gift)
- Chasing Leads (locked until after Fire And Ice is acquired)
- A Clear Mind (Outing)
- Keep a Light On
- The Returned Cultist Case
- The Local Hero (given only if you saved Minrathous)
- Note you'll also have to choose who will set the tone for the future rule of Minrathous if you chose to save Minrathous.

#### Bellara

- Echoes of the Past (Outing, locked until after Sea of Blood is acquired)
- Fit for a Jumper (Gift)
- The Demon's Bargain (locked until after The Siege Of Weisshaupt)
- Hummingbird's Comfort
- Through the Shadows (In the puzzle near the end, direct the beam with the crystal you picked up to the back of the room, on the wall up high, so you can make a bridge to the other side of the room.)
- The Forest of Spirits (Outing)

#### Lucanis

- Coffee with the Crows (Outing, *must be completed before A Warden's Best Friend*)
- Fit for a Crow (Gift)

- Bidding Farewell (if Minrathous is saved instead of Trevisio)
- Bloodbath (locked until after The Siege of Weisshaupt)
- Inner Demons (Outing, locked until after Fire And Ice is acquired; however, if you saved Minrathous instead, you won't get this quest)
- A Murder of Crows
- A Moment's Peace (if you saved Minrathous instead, you won't get this quest)

#### Davrin

- How to Train a Griffon (Outing, locked until after On Deadly Wings/On Blighted Wings)
- Fit for a Warden (Gift)
- Cries from the Past
- A Friend in Need (Outing)
- The Palate of a Griffon
- Hope on the Wing
- The Profane And The Lost (locked until after The Cauldron is acquired)
- Home Roost

#### Emmrich

- Walking the Graves (Outing)
- Fit for a Necromancer (Gift)
- House of the Dead (locked until after The Cauldron is acquired)
- Arrangements (Outing, locked until after Fire And Ice)
- The Sacrifice of Souls (locked until after Blood Of Arlathan)
- Will and Testament (Conversation, only available if Manfred is allowed to stay dead and Emmrich becomes a lich in The Sacrifice Of Souls)
- Heir to the Dead (if Emmrich saved Manfred instead of becoming a lich)

#### Taash

- Fire on the Sands

- Fit for a Dragon Hunter (Gift)
- Dragon Class (Outing, must be completed before The Siege Of Weisshaupt)
- A Little Dragon Hatches
- Secrets of the Qunari
- Slaying the Fangscorcher (locked until after Fire And Ice)
- Lair of the Dragon King (locked until after Kataranda The Stormrider)
- Words of Fire (Outing)
- Horns and Halla at the Hilt (Conversation)

#### **Region Quests**

*There are various quests dotted around the map, highlighted with yellow exclamation marks. These will boost faction strength, but they don't always boost the faction for the region they're in - and some help with various factions due to the nature of the task.*

Arlathan Forest (Morrigan will show up as you open up more of this region)

- Spirits of the Dalish
- Owl Statues (unmarked--there are 3 of them and they mainly help you reach other things as well as rewarding you with a final, big chest)
- The Magic of the Ancients
- Loyal Friends
- The Plight of the Veil Jumpers
- Gate of Faded Glories

Dock Town, Minrathous

- The Soul of a City
- In Memoriam (locked until after Shadows of Minrathous)
- A Shroud Over the Light (unavailable if you chose to save Treviso)
- The Snake Nest Deal
- Cornered in the Catacombs

- Rituals for the Risen (unavailable if you chose to save Treviso)
- The Candlehops Light the Way (unmarked quest--find 7 candlehops and return to the Shadow Dragons Sanctum to see what you unlocked--this isn't a quest so you'll only know you did it by returning to the sanctum and finding something new there)
- The Black Emporium (given to you by The Caretaker at The Lighthouse)
- Last Rites (unavailable if you chose to save Treviso)
- Desperate in Dock Town (available only if you saved Minrathous)
- The Tempered Soul, Everlasting
- A Hidden Hoard
- Out of Tune
- Mercenary Intent (locked until after A Clear Mind)
- Gate of Lost Ages

#### Treviso

- A Slow Poison
- Bidding Farewell (available only if you chose to save Minrathous)
- A City Blighted (available only if you chose to save Minrathous)
- A Crow and a Gentleman (available only if you chose to save Minrathous)
- Recalling the Lost (available only if you chose to save Minrathous)
- Statuary, Fine Art, and Antaam, Part 1 (this quest completes, then reappears later with the same name)
- Spies Among Us (unavailable if you chose to save Minrathous)
- Partners in a Dangerous Crime (unavailable if you chose to save Minrathous)

- Statuary, Fine Art, and Antaam, Part 2 (locked until after The Cauldron is given, must complete first quest with same name first)
- A Time to Kill (locked until after For The Love Of Treviso)
- Gate Of Deep Sorrows

#### Hossberg Wetlands

- Only an Echo
- An Academic Interest
- The Cabin in the Blight (locked until after The Siege of Weisshaupt)
- Lives Spared (locked until after The Siege of Weisshaupt)
- Spinning Gold from Grey (locked until after The Cauldron)
- Something Wicked (locked until after Fire And Ice)
- Something's Coming
- In Peace Flowers (unmarked quest--find three bunches of blue flowers and return them to the ghost Compassion, who's come to the Hossberg Wetlands from Minrathous)
- Gate of Parched Hopes

#### Necropolis Halls

- Restless Spirits
- Pinnacle of Its Kind (locked until after Restless Spirits)
- Unwelcome Guests (locked until after Restless Spirits)
- Hauntings: Deathly Curiosity (each Hauntings quest unlocks the next one)
- Hauntings: Restless Dreams (takes place mainly in Arlathan Forest)
- Hauntings: From Beyond (takes place within the Necropolis)
- Hauntings: Shadows of Fortune (takes place mainly in the Crossroads)
- Hauntings: Feeling Scared? (takes place mainly in Hossberg Wetlands)
- Hauntings: Deadly Playtime (takes place mainly in Minrathous)

### Rivaini Coast

- For Gold and Glory
- The Hall of Valor
- The Warden Vault (statues puzzle solution: right, left, backwards)
- Kataranda the Stormrider (locked until after Slaying The Fangscorcher)
- Warden Grey's Final Repose (can't be completed until after Lair Of The Dragon King)
- Dead Men Tell Some Tales (locked until after Lair Of The Dragon King)
- Wrongs of Annulment (locked until after Lair Of The Dragon King)
- The Treasure of Sharkmouth Mountain (locked until after Lair Of The Dragon King)

### Crossroads

- Regrets of the Wolf (Completely finish this quest, finding all the wolf statues, viewing them, and talking to your team about them, then talking to Morrigan in the Crossroads and then visiting and persuading Mythal to aid you *before* finishing the final The Heart of Corruption gate, which requires that you have 3 sources of corruption to unlock.)
- The Heart of Corruption
- Gate of Pale Reflections (locked until after all other gate quests)

### Miscellaneous

- As you upgrade and repair the Crossroads, stopping at the tree straight ahead right out of the eluvian will sometimes give you quest progress updates from the two bad gods if you interact with it.
- The Best Treasure is Found at Home (upgrade and find all the treasures at the Lighthouse)
- The Storm Quelled (Unlocked only by 1) finding three

mysterious circles, which contain notes, 2) getting Mythal's Essence in the Regrets of the Dread Wolf quest, and 3) getting the dialogue option "It doesn't have to be that way" when talking to Solas during the Solas's Memories final quest)

- A Mysterious Circle: Found after completing the laser puzzle in Arlathan Forest and defeating the Guardian of Secrets.
- Another Mysterious Circle: Found after completing the Pinnacle of Its Kind quest and defeating the Formless One.
- The Final Mysterious Circle: Found after finishing the Heart of Corruption quest (which requires unlocking three separate gates and gaining essences, followed by this last one Heart of Corruption Gate, and taking down the Revenant Dragon. If Mythal's Essence has been procured by this point, she'll help defeat the dragon.