

Mass Effect Andromeda Quest Checklist by Karen Wiesner

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Warning: May contain spoilers!

Potential Permanent Team:

- 1) Cora
- 2) Liam
- 3) Vetra
- 4) Peebee
- 5) Drack
- 6) Jaal

Suvi, Kallo, Gil, and Lexi are important crew. Most of the team and crew have long questlines that are sometimes put on hold until you reach certain levels or locations.

Tips and Tricks:

Class is built around the usual warrior (soldier), rogue (tech), and mage (biotic) structure. However in this installment in the ME series, you can choose from any of these and build a truly unique character. Note that it is disappointing that, if you're a Biotic, you're never treated as part of the family (like Cora is). No one even acknowledges you have those abilities.

Talk to your team on the ship between every major mission to advance the relationship and gain access to their loyalty missions.

Getting the Andromeda viability of 100% is very easy to do if you finish all or simply most of the location quests. Your teammates require a loyalty mission to gain access to their final tier level-ups, but in New Game +, they're already maxed out. With New Game +, you can also start each playthrough strong because you get everything you had in the previous playthrough. You can even switch to the opposite gender. The highest character level I've ever reached was 97.

Strike missions do not have to be multiplayer so start them ASAP. Be sure to click on the rewards in the third tab in the strike missions menu. Otherwise you don't actually collect the awards.

To access another saved "Favorite Skill", use the weapon wheel and press X. To save additional Favorites, first assign three skills, save it as Favorite 2, 3, 4. Save the ones you most use as Favorite 1 and do that last so that's the one that's up next time you need it. I've never swapped between the four separate favorites. It's just too awkward.

I'm embarrassed to say that I've never really understood the power combos in this game. I'm not sure how to make them happen. They'll happen randomly, of course, but I don't know how to *make* them happen. Teamwork on a mission doesn't seem to work the same way as it did in previous series games.

Note that it is possible to romance a member of your crew, Keri and Avela at the same time with none of them the wiser!

The goal in undertaking missions in this game is to always recruit all the squadmates on your team ASAP and to perform their lengthy individual missions and the Tempest missions as soon as they become available. Those are the priority. Advance the main quests slowly otherwise. When you get to a location, find all the camps, activate the vaults, and finish all the secondary missions you can while you're there.

Main Quests

- Prologue - Hyperion, Planetside, and Getting to Know the Nexus
- Mission 1: A Better Beginning
- Mission 2: A Trail of Hope
- Mission 3: Helping Havarl's Scientists (Mission 3, any order)
- Mission 3: Meet the Resistance
- Mission 4: Hunting the Archon *{Note: You can save Venn Terev on Kadara by telling Sloane it's not her decision to execute him}*
- Mission 5: The Journey to Meridian
- This is the point of no return; ignore Suvi's request to talk to you until you've finished everything else you want to finish.*** Mission 6: Meridian: The Way Home, final boss
- Epilogue: Home and Away
- The World is Waiting

Secondary Quests (alphabetical by quest type)

QUEST	QUEST TYPE
<input type="checkbox"/>	
<input type="checkbox"/> Cora Harper: A Foundation	Allies and Relationships
<input type="checkbox"/> Cora Harper: Asari Ark	Allies and Relationships
<input type="checkbox"/> Cora Harper: At Duty's Edge	Allies and Relationships
<input type="checkbox"/> Cora Harper: Duty Calls	Allies and Relationships <i>(if romanced)</i>
<input type="checkbox"/> Dissension in the Ranks	Allies and Relationships
<input type="checkbox"/> Elaaden: A New World	Allies and Relationships
<input type="checkbox"/> First Strike	Allies and Relationships
<input type="checkbox"/> Gil Brodie: A Game of Poker	Allies and Relationships
<input type="checkbox"/> Gil Brodie: The Friend	Allies and Relationships

<input type="checkbox"/> Turian Ark: Not Dead Yet	Allies and Relationships
<input type="checkbox"/> Vetra Nyx: A Moment Planetside	Allies and Relationships
<input type="checkbox"/> Vetra Nyx: Means and Ends	Allies and Relationships
<input type="checkbox"/> Gil: Jill wants him to be the father of her baby <i>The Journey to Meridian)</i>	Allies and Relationships (<i>happens after</i>)
<input type="checkbox"/> Excess Baggage	Heleus Assignments: Tempest
<input type="checkbox"/> Movie Night: Better Snacks	Heleus Assignments: Tempest
<input type="checkbox"/> Movie Night: Getting Started	Heleus Assignments: Tempest
<input type="checkbox"/> Movie Night: Raise a Glass <i>after The Journey to Meridian)</i>	Heleus Assignments: Tempest (<i>happens after</i>)
<input type="checkbox"/> Movie Night: Snacks	Heleus Assignments: Tempest
<input type="checkbox"/> Movie Night: The Final Piece	Heleus Assignments: Tempest
<input type="checkbox"/> Movie Night: The Right Setup	Heleus Assignments: Tempest
<input type="checkbox"/> The Visitor	Heleus Assignments: Tempest
<input type="checkbox"/> Forgotten History	Heleus Assignments: Aya
<input type="checkbox"/> Recovering the Past	Heleus Assignments: Aya
<input type="checkbox"/> Task: Safe Journeys	Heleus Assignments: Aya
<input type="checkbox"/> The Vesaal	Heleus Assignments: Aya
<input type="checkbox"/> Trading Favors	Heleus Assignments: Aya
<input type="checkbox"/> Architect on Elaaden	Heleus Assignments: Elaaden
<input type="checkbox"/> Aspirations	Heleus Assignments: Elaaden
<input type="checkbox"/> Conflict in the Colony	Heleus Assignments: Elaaden
<input type="checkbox"/> Crisis Response	Heleus Assignments: Elaaden
<input type="checkbox"/> Dismantled	Heleus Assignments: Elaaden
<input type="checkbox"/> Gray Matter	Heleus Assignments: Elaaden
<input type="checkbox"/> Hard Luck	Heleus Assignments: Elaaden
<input type="checkbox"/> Investigate the Remnant Derelict	Heleus Assignments: Elaaden
<input type="checkbox"/> Out of Gas	Heleus Assignments: Elaaden
<input type="checkbox"/> Parlay with the Krogan	Heleus Assignments: Elaaden
<input type="checkbox"/> Rising Tensions	Heleus Assignments: Elaaden
<input type="checkbox"/> Search for the Stolen Remnant Drive Core	Heleus Assignments: Elaaden
<input type="checkbox"/> Settling Elaaden	Heleus Assignments: Elaaden
<input type="checkbox"/> Taming a Desert/ Making This Dust Bowl Livable	Heleus Assignments: Elaaden
<input type="checkbox"/> The Flophouse	Heleus Assignments: Elaaden
<input type="checkbox"/> The Mind of an Exile	Heleus Assignments: Elaaden
<input type="checkbox"/> The Rebel	Heleus Assignments: Elaaden
<input type="checkbox"/> The Search for Ljeta	Heleus Assignments: Elaaden
<input type="checkbox"/> Water Supply	Heleus Assignments: Elaaden

<input type="checkbox"/> Defeating the Kett	Heleus Assignments: Eos
<input type="checkbox"/> Doesn't Add Up	Heleus Assignments: Eos
<input type="checkbox"/> Kett's Bane	Heleus Assignments: Eos
<input type="checkbox"/> Making an Impression	Heleus Assignments: Eos
<input type="checkbox"/> Shock Treatment	Heleus Assignments: Eos
<input type="checkbox"/> Something Personnel	Heleus Assignments: Eos
<input type="checkbox"/> The Secret Project	Heleus Assignments: Eos
<input type="checkbox"/> A Dying Planet	Heleus Assignments: Havarl
<input type="checkbox"/> A Lost Sister	Heleus Assignments: Havarl
<input type="checkbox"/> Cross-Cultural Alliances	Heleus Assignments: Havarl
<input type="checkbox"/> Forgotten Stars	Heleus Assignments: Havarl
<input type="checkbox"/> Helping Havarl's Scientists	Heleus Assignments: Havarl
<input type="checkbox"/> Overgrown	Heleus Assignments: Havarl
<input type="checkbox"/> From the Dust	Heleus Assignments: H-047C
<input type="checkbox"/> The Remnant Tiller	Heleus Assignments: H-047C
<input type="checkbox"/> A Packaged Deal	Heleus Assignments: Kadara
<input type="checkbox"/> A People Divided	Heleus Assignments: Kadara
<input type="checkbox"/> Behind Enemy Lines	Heleus Assignments: Kadara
<input type="checkbox"/> Counting Bodies	Heleus Assignments: Kadara
<input type="checkbox"/> Emergency S.O.S.	Heleus Assignments: Kadara
<input type="checkbox"/> Gone with the Wind	Heleus Assignments: Kadara
<input type="checkbox"/> Healing Kadara's Heart/ The Outlaw Monolith	Heleus Assignments: Kadara
<input type="checkbox"/> High Noon	Heleus Assignments: Kadara
<input type="checkbox"/> Mind Games	Heleus Assignments: Kadara
<input type="checkbox"/> Mixed Messages	Heleus Assignments: Kadara
<input type="checkbox"/> Modern Medicine	Heleus Assignments: Kadara
<input type="checkbox"/> Murder in Kadara Port	Heleus Assignments: Kadara
<input type="checkbox"/> Night on the Town	Heleus Assignments: Kadara
<input type="checkbox"/> Old Skinner	Heleus Assignments: Kadara
<input type="checkbox"/> Out of the Frying Pan	Heleus Assignments: Kadara
<input type="checkbox"/> Precious Cargo	Heleus Assignments: Kadara
<input type="checkbox"/> Settling Kadara	Heleus Assignments: Kadara
<input type="checkbox"/> Something in the Water	Heleus Assignments: Kadara
<input type="checkbox"/> The Baryte Rush	Heleus Assignments: Kadara
<input type="checkbox"/> The Charlatan's Charlatan	Heleus Assignments: Kadara
<input type="checkbox"/> The Collective Base	Heleus Assignments: Kadara
<input type="checkbox"/> Aid APEX	Heleus Assignments: Nexus
<input type="checkbox"/> Contagion	Heleus Assignments: Nexus
<input type="checkbox"/> First Murderer	Heleus Assignments: Nexus

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| <input type="checkbox"/> Life on the Frontier | Heleus Assignments: Nexus |
| <input type="checkbox"/> Sleeping Dragons | Heleus Assignments: Nexus |
| <input type="checkbox"/> Station Sabotage | Heleus Assignments: Nexus |
| <input type="checkbox"/> The Firefighters | Heleus Assignments: Nexus |
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| <input type="checkbox"/> Bridge Sabotage | Heleus Assignments: Voeld |
| <input type="checkbox"/> Brought to Light | Heleus Assignments: Voeld |
| <input type="checkbox"/> End of Watch | Heleus Assignments: Voeld |
| <input type="checkbox"/> Eyes on the Ground/On the Front Lines | Heleus Assignments: Voeld |
| <input type="checkbox"/> Fact or Fiction | Heleus Assignments: Voeld |
| <input type="checkbox"/> Frequency | Heleus Assignments: Voeld |
| <input type="checkbox"/> Intercepted | Heleus Assignments: Voeld |
| <input type="checkbox"/> Medical Caches | Heleus Assignments: Voeld |
| <input type="checkbox"/> Meet the Family | Heleus Assignments: Voeld |
| <input type="checkbox"/> Meet the Resistance | Heleus Assignments: Voeld |
| <input type="checkbox"/> Missing Science Crew (architect) | Heleus Assignments: Voeld |
| <input type="checkbox"/> Reformation | Heleus Assignments: Voeld |
| <input type="checkbox"/> Remove the Heart | Heleus Assignments: Voeld |
| <input type="checkbox"/> Resistance Trap | Heleus Assignments: Voeld |
| <input type="checkbox"/> Restoring a World | Heleus Assignments: Voeld |
| <input type="checkbox"/> Settling Voeld | Heleus Assignments: Voeld |
| <input type="checkbox"/> Stage a Rescue | Heleus Assignments: Voeld |
| <input type="checkbox"/> The Lost Scout | Heleus Assignments: Voeld |
| <input type="checkbox"/> The Lost Song | Heleus Assignments: Voeld |
| <input type="checkbox"/> The Vanished | Heleus Assignments: Voeld |
| <input type="checkbox"/> Uncovering the Past | Heleus Assignments: Voeld |
| <input type="checkbox"/> White Death | Heleus Assignments: Voeld |
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| <input type="checkbox"/> Task: A Flower for Kesh | Additional Tasks (<i>get this right after Drack's loyalty mission by talking to Vorn at the greenhouse</i>) |
| <input type="checkbox"/> Task: An Exile Raid | Additional Tasks |
| <input type="checkbox"/> Task: Beer Run | Additional Tasks |
| <input type="checkbox"/> Task: Better Crafting | Additional Tasks |
| <input type="checkbox"/> Task: Boosting the Signal | Additional Tasks |
| <input type="checkbox"/> Task: Broken Family | Additional Tasks |
| <input type="checkbox"/> Task: Broken Wires | Additional Tasks |
| <input type="checkbox"/> Task: Cache Flow | Additional Tasks |
| <input type="checkbox"/> Task: Catch and Release | Additional Tasks |
| <input type="checkbox"/> Task: Clearing the Air | Additional Tasks |
| <input type="checkbox"/> Task: Cold Hard Cache | Additional Tasks |
| <input type="checkbox"/> Task: Comparatively Alien | Additional Tasks |
| <input type="checkbox"/> Task: Cultivation | Additional Tasks |
| <input type="checkbox"/> Task: Data Trail | Additional Tasks |
| <input type="checkbox"/> Task: Drone Recovery | Additional Tasks |

- Task: Getting to Know the Nexus Additional Tasks
- Task: Gone Dark Additional Tasks
- Task: Herbal Entrepreneurs Additional Tasks
- Task: Hitting Rocks for Science Additional Tasks
- Task: Infection Additional Tasks
- Task: Investigating Embezzlement Additional Tasks
- Task: Kadara's Ransom Additional Tasks
- Task: Laws and Customs Additional Tasks
- Task: Little Mouse Additional Tasks
- Task: Local Cuisine Additional Tasks
- Task: Lost Brother Additional Tasks
- Task: Messages to the Nexus Additional Tasks
- Task: Missing Scientists Additional Tasks
- Task: Naming the Dead Additional Tasks
- Task: Nomad Shield Crafting Additional Tasks
- Task: Outlaw Weapon Crafting Additional Tasks
- Task: Outpost Supplies on Elaaden Additional Tasks
- Task: Outpost Supplies on Eos Additional Tasks
- Task: Outpost Supplies on Kadara Additional Tasks
- Task: Outpost Supplies on Voeld Additional Tasks
- Task: Past, Present, and Future Additional Tasks
- Task: Path of a Hero Additional Tasks *(final part happens after Meridian The Way Home; Keri is in docking bay, upper part near apartments--this quest plays out differently if you want to give people the truth or simply hope)*
- Task: Pathfinder Armor Crafting Additional Tasks
- Task: Programming a Pathfinder Additional Tasks
- Task: Remnant Data Cores Additional Tasks
- Task: Research Center Development Additional Tasks
- Task: Roekaar Manifestos Additional Tasks (2 Invasion, Hope, Fire, 2 Conquerors {one during Overgrown quest at Roekaar camp and one during the Friend or Foe quest, Thaldyr's house})

I found a datapad near a Roekarr corpse, inside a rocky hollow in the northern tip of the Chasm. This is my first datapad. The next datapads are found in these locations: 2) On top of a container, after the stairs leading to the platform past the bridge across the chasm. (The bridge will only be built after finding Zorai's heirloom in the quest "A Dying Planet"). 3) In the Roekarr encampment of Old Pelaav, there are two datapads you can examine. The first one to the north is found inside a small shelter near the entrance and a large tank-like object. 4) The other one in the same immediate location is also found in a damaged, dimly-lit shelter. The datapad is found on the shelf by the door. 5) The fifth one is found inside Thaldyr's home, north of the research station. This house is locked until you trigger Jaal's loyalty mission "Jaal Ama Darav: Friend or Foe". It's found on the table. 6) The sixth datapad can be found during the sidequest "Overgrown". After clearing out the Roekarr camp and the mutant Eiroch, search the camp for the datapad.

More info is here: <https://www.supercheats.com/mass-effect-andromeda/walkthrough/roekaar-manifestos>

- Task: Running a Fever Additional Tasks
- Task: Save Dr. Okeer's Krogan Research Additional Tasks
- Task: Searching for Morga Additional Tasks
- Task: Subjugation Additional Tasks
- Task: Supply Loss and Recovery Additional Tasks
- Task: Test Subject Additional Tasks
- Task: The Angaran Initiative Additional Tasks
- Task: The Ghost of Promise Additional Tasks
- Task: The Model of the Spheres Additional Tasks
- Task: The Nexus Exchange Additional Tasks (*don't edit these missives*)
- Task: The Witnesses Additional Tasks
- Task: Traitor or Victim? Additional Tasks
- Task: Turian Salvage Additional Tasks
- Task: Unearthed Additional Tasks
- Task: Volatile Additional Tasks
- Task: Waking Up to the Future Additional Tasks
- Task: Watchers Additional Tasks
- Task: What He Would Have Wanted Additional Tasks