

Mass Effect 3 Quest Checklist by Karen Wiesner

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Warning: May contain spoilers!

At character creation, choose:

Note that if you import an ME 2 character, history/background/pivotal events are already chosen. However, you can change *any* of the following, including any aspect of your imported appearance you're not happy with:

Class Attack Build:

- Soldier (utilizes firearms and melee strike attacks)
- Tech (focuses on various hacking or engineering technologies deployed with and omni-tools)
- Biotics (uses mass effect fields and element zero for offensive and defense attacks accessed and augmented with a bio-amp)

Military Specialization:

- Soldier (Combat)
- Adept (Biotic)
- Engineer (Tech)
- Infiltrator (Combat/Tech)
- Vanguard (Combat/Biotic)
- Sentinel (Biotic Tech)

Potential Permanent Team:

- 1) Kaiden or Ashley, depending on who died in ME 1
- 2) James
- 3) Liara
- 4) Garrus (if he survived and was loyal to Shepard the first two games)
- 5) Tali (if she survived and was loyal to Shepard in the first two games)
- 6) EDI
- 7) Javik (if you accept him as a member of your crew in the From Ashes DLC)

Steve Cortez and Samantha Trayner become important parts of the crew, along with either Dr. Chakwas or Michel (from ME 1) and Joker.

Wrex from ME 1 may also be in this game if he didn't die in the previous one and was loyal to Shepard, though he never joins as a member of the team other than in the Citadel/Shore Leave DLC quests. Your choices/outcomes of the first two games will come into play here.

Previous characters from earlier games who may make a comeback if they survived previous games in actual missions or simply interactions:

- David Anderson (temporary teammate in the Prologue)
- Kelly
- Grunt
- Jack
- Jacob
- Miranda
- Kasumi
- Zaeed
- Legion
- Samara
- Thane
- Kirrahe
- Aria T'Loak
- Captain Bailey
- Adams
- Gabby and Ken

Tips and Tricks:

The three games in this trilogy work together. What you do and in the first game will affect the next two as well in ways I've spent too much time considering (and most people would never consider), so choose wisely. In ME 2, particularly, the decisions and outcomes you made will radically affect how ME 3 goes. For instance, if any of your team dies during the suicide mission at the end of ME 2, you won't get quests with those teammates in ME 3 (and consequently, you'll gather less war assets, in several instances, *significantly* less. When you finish the ME 1 playthrough, you can "import" your game and key events that happened into ME 2, and then follow those into ME 3. You can choose paragon (nice guy) or renegade (hot-head) responses, or a hybrid of them.

Class is built around the usual warrior (soldier), rogue (tech), and mage (biotic) structure. Only on the *SSV Normandy* spaceship can you interact with your team members. Luckily, you're not in charge of their weapons or armor in this game. If you import an ME 2 character, you'll come into this game with at least part of your stuff from the previous game and start at a higher level.

Note: Terminus armor gives you 875 health; 1000 shields. Piecing together parts of armor you pick up during quests and purchase, you can gain equal or greater health and shields. I don't find any of the other armor options powerful enough. My opinion: Black widow is the best sniper, mattock the best assault, hornet the best subgun, M-phalanx the best heavy pistol, and scimitar the best shotgun.

Talk to your team on the ship between every major mission to advance the relationship and gain access to their loyalty missions. Only by taking your team mates into main locations like the Citadel, Omega, Illium, or Tuchanka can you level them up.

Planet scanning in this game is tricky and you can no longer scan planets without penalty. Reapers will now chase you (and sometimes catch you--game over!). But you still have to scan to find credits, upgrades, war assets, and bonuses. I recommend this site for getting all the scanning you need accomplished: <https://www.gamesradar.com/mass-effect-3-planet-scanning-guide-war-assets-artifacts-intel-and-credits/>

Main Quest Ideal Order:

This ideal order checklist includes all missions (priority, DLC, side, and scanning) in the order they need to be undertaken. In some cases, you can actually scan planets and complete "hub" missions earlier than stated (depends on several factors when you'll get certain elements).

- Prologue (*be sure to level up Anderson's skill tree, too, but the grenades option is worthless as you never find any in this introduction*)
- Priority: Mars
- Priority: The Citadel 1
- Normandy: First Visit
- Priority: Palaven (Garrus, if he survived ME 2's suicide mission)
- EDI is Offline

VISIT CITADEL

Pick up side quests, of which the following can--and need to be--completed right away; be aware that some missions, particularly those entirely completed on the Citadel {not scanning ones or the ones you get while on missions to other planets} all through this game have to be finished right away or you'll lose or be unable to complete them.

You can gain war assets by listening to conversations on every level of the Citadel, choosing one side or the other. Additionally, if you listen to "ambient" conversations, you may also get war assets. Some of them culminate in the Spectre office, where you can approve items and/or progress quests. For instance, early in the game, you can get Ken and Gabby {if they survived ME 2} back on the Normandy by approving them at the Spectre office--press X. Listen to their conversations as often as you can when you're making the rounds on the Normandy. Eventually, you'll have a hand in finally getting them together as a couple and catching them in a compromising situation in the lowest level of the ship.

You can meet up with Kelly Chambers, again if she survived, in the Holding Docks, but make sure the first thing you say to her when the option comes up is that she needs to change her identity. If you say anything else after that option comes up, you won't get the dialogue back and she'll be killed later in the game. She'll also give you back your fish, if they survived after ME 2, too. It pays to visit every level of the Citadel each time you go there for advancement of conversations that could lead to potential war assets.

- Aria: Blood Pack
- Aria: Blue Suns
- Aria: Eclipse
- Citadel: Hanar Diplomat (Kasumi, if she survived ME 2's suicide mission)

- Scan all systems that are currently open
- From Ashes DLC (*recommend doing this first because you gain a new team member after this mission and you want to interact with him as much as possible throughout the game; he isn't always in the room that Grunt occupied in ME 2 so search him out for additional dialogue*)

BACK TO NORMANDY

- Grissom Academy: Emergency Evacuation (Jack, if she survived ME 2's suicide mission) + Citadel: Biotic Amp Interfaces (found towards the end of the mission)
- Apien Crest: Banner of the First Regiment
- Scan Apien Crest
- Kite's Nest: Pillars of Strength
- Scan Kite's Nest
- Ismar Frontier: Prototype Components
- Scan Ismar Frontier
- Shrike Abyssal: Prothean Obelisk
- Scan Shrike Abyssal
- N7: Cerberus Labs + Citadel: Alien Medi-Gel Formula (formula found during mission)
- Scan Sigurd's Cradle

Leviathan DLC (*at one point in this mission, you're given the paragon-renegade option twice to stop Ann Bryson from being a channel for Leviathan; if you stop it the very first time, you'll get extra war assets at the end of the mission, however, you won't know exactly which of three planets Leviathan is on but extra war assets are always better than a little extra hassle*)

Omega DLC (*you won't have anyone else on your team for this mission {you'll have Aria and occasionally the Talon leader instead} and it's a long one that gets you a lot of war assets and loot so there's no point to doing it until you're strong enough on your own with high enough paragon to keep Aria from getting out of control in the end--provided you make paragon responses all through the mission up to that point*)

Scan any other system that may have opened up at this point

VISIT CITADEL (deliver items all around, hang out, do missions & shop)

Talk to Liara's father at the bar of Presidium Commons and then to Liara. Make her talk to her (take some distance by running to the far end of the stairs, then back) and return several times to listen to the topics they discuss. Keep coming back until her father says she's going to give Liara a squad of commandos. *This potential for additional war assets seems to be glitched in the Legendary Edition.*

BACK TO NORMANDY

- Priority: Sur'Kesh (Mordin and Wrex, if they survived in previous games)
- Attican Traverse: Krogan Team (Grunt, if he survived ME 2's suicide mission) + Citadel: Krogan Dying Message (found during mission)
- Citadel: Barla Von
- Tuchanka: Turian Platoon -> Tuchanka: Bomb (***this has to be done within 1 or 2 missions after it's given or it expires***) + Citadel: Cerberus Automated Turret Schematics (found during mission)

***** DON'T go to "Cure the Genophage" yet; land on side missions only*****

- N7: Cerberus Attack + Citadel: Improved Power Grid
- N7: Cerberus Abductions + Benning: Evidence
- Scan Arcturus Stream
- Scan any other system that may have opened up at this point
- VISIT CITADEL (deliver items all around, hang out, do missions & shop)

BACK TO NORMANDY

- Priority: Tuchanka
- N7: Cerberus Fighter Base + Citadel: Heating Unit Stabilizers
- Priority: The Citadel 2 (Thane, if he survived ME 2's suicide mission)

After this, pick up new Citadel quests, the following of which can be completed:

- Citadel: GX12 Thermal Pipe
- Citadel: Inspirational Stories
- Citadel: Medi-Gel Sabotage
- Citadel: Wounded Batarian
- Citadel: Batarian Codes
- Scan any other system that may have opened up at this point

BACK TO NORMANDY

- Mesana: Distress Signal -> Becomes Ardat-Yakshi Monastery (Samara, if she survived ME 2's suicide mission) + Citadel: Asari Widow

- Nimbus Cluster: Library of Asha
- Scan Nimbus Cluster
- Athena Nebula: Hesperia-Period Statue
- Scan Athena Nebula
- Irune: Book of Plenix
- Scan Aethon Cluster
- Valhallan Threshold: Prothean Data Drives
- Scan Valhallan Threshold
- Arrae: Ex-Cerberus Scientists (Jacob, if he survived ME 2's suicide mission) + Citadel: Cerberus Turian Poison

- Scan Minos Wasteland
 - Scan any other system that may have opened up at this point
- VISIT CITADEL (deliver items all around, hang out, do missions & shop)

- Citadel: Medical Supplies
- Citadel: Volus Ambassador (Zaeed, if he survived ME 2's suicide mission)
- Citadel: Cerberus Retribution (sometimes available after priority Geth Dreadnought)

BACK TO NORMANDY

- Perseus Veil: Talk to the Quarians (Tali, if she survived ME 2's suicide mission)
 - Priority: Geth Dreadnought
- VISIT CITADEL (deliver items all around, hang out, do missions & shop, meet with Miranda)

- Rannoch: Admiral Koris + Citadel: Target Jamming Technology
- Rannoch: Geth Fighter Squadrons (Legion) + Citadel: Reaper Code Fragments
*****NOT where it says "Destroy Reaper Base"; that's the priority mission Rannoch*****
- N7: Fuel Reactors + Citadel: Chemical Treatment
- Scan any other system that may have opened up at this point

- ***Start but don't finish***** Shore Leave/Citadel DLC PART 1: The Story Mission

*It is conceivable that you can get nearly everyone as part of this mission except Miranda, which is why it doesn't make sense to wait and start this until after Horizon. You can get in this mission if you picked her up, she's on your ship, you've talked to her in your cabin *and* down in the War Room prior to starting this DLC.*

Additionally, you have the option of getting Wrex on your team during the third phase of the story mission and can allot him skill tree points. It's fun to have him there, calling the enemies "Princess" again for old time's sake.

You'll be returning to Silversun Strip and this apartment often to visit with all your friends, old and new, and hang out with them. You want to give yourself plenty of time with all of them, so I advise starting this quest at this time. Only when the story mission portion of this DLC is complete should you return to regular missions. The hanging out that follows the story mission should have you checking your messages on the Normandy for more fun with your friends on the Sunset Strip and in your apartment--come on, it's the end of the world!--that should be completed in-between other missions, including at least two, possibly more, interactions with Miranda after the Priority: Horizon mission if she survives. Once the story mission portion of the DLC is completed, Joker will ask about you hosting a party at the apartment. Say "I'll think about it" and hold off on even buying the party supplies until after the Priority: Horizon mission. This ensures that all of your old and new friends can attend the party.

Incidentally, there's almost always a funeral service with his son for Thane if he survived ME 2 but that doesn't always happen immediately. When available, you use the "invite up" button in the apartment to start the funeral. Following the funeral, go up to the bedroom with the wardrobe and weapon tables. On the TV facing the bed, you'll be able to interact to play videos from Thane. Note that if you were in a relationship with him in ME2, the focus is altered slightly.

Return to the apartment frequently as well as checking in at the casino, arcade, and the arena to see if anyone's there for you to hang out with. You'll continue to receive multiple mails on your personal terminal as well as the "invite them up" terminal in the apartment or just at various places on Silversun Strip to interact with all the members of the crew many times each until the final mission. There are also action "mini-quests" you can do at the arcade. Of note is a special communication you can have with your mother if you chose the Spacer background here and nowhere else in the game.

- *Jack has at least two interactions with one taking place at the arena & one at apartment, though when I started the party after Horizon so Miranda could attend, I didn't end up getting any interactions with Jack--I think you have to play the arena games at least one to trigger her interactions--so be sure to do that early when you get the invitation to play from the arena.*
- *Zaeed at arcade*

- *Samara at apartment*
- *Javik near lower level casino*
- *Liara at apartment*
- *Tali at apartment*
- *Garrus in the casino*
- *Cortez near Silversun Strip transport*
- *James to show you his tattoo and later in the same visit to urge you on in a dare to beat his record of 182 chin-ups (and he does mean 183! Be prepared not to move for 20 minutes or more to complete this challenge) at apartment*
- *James and Cortez at apartment*
- *Joker at casino*
- *Kasumi when you find her device in the casino*
- *Jacob at arcade*
- *Traynor two with the first at the arcade and last at apartment*
- *Wrex one hilarious time at casino*
- *Grunt one near the Silversun Strip transport when he gets in trouble with C-Sec*
- *EDI one at apartment*
- *Kaiden one at apartment or Ashley one at casino, depending on who survived in ME 1*
- *Incidentally, I've never gotten found any other letters or people to hang out with after the last one after Priority: Horizon where Miranda asks you to meet her at the casino {following her first time at apartment}.*

Final caveat of starting the first part of this DLC mission now: If you're pursuing a romance, make sure you've gotten to the stage of professing feelings/making a commitment {continuing, if you're importing an ME 2 character} before starting the Shore Leave story mission because your romantic interest will come to your rescue during that first portion of the DLC. You will miss that if you haven't progressed the relationship to that point when you start this mission. My male Shepherd was continuing a romance with Ashley after we broke things off following ME 1 and he cheated on her in 2. In 3, he'd bought her the present she liked best and apologized for her straying but hadn't yet gotten to the confessing love/intention to commit before I started this mission, so it was Liara who came to Shepherd's rescue in the beginning to this story mission instead of Ashley. On a previous game, it was the same situation only as a female Shepherd who romanced Kaiden in 1, cheated in 2, apologized in 3 with the intention of continuing the previous romance. That fem Shepherd waited long enough to profess love and commitment before starting Shore Love story mission and it was Kaiden who came to her rescue (which added some fun flirtation to the quest). So factor that in if it's important to you.

VISIT CITADEL (deliver items all around, hang out, do missions & shop)
RETURN TO NORMANDY

- Priority: Rannoch: Destroy Reaper Base
- Citadel: Kaklisaur Fossil
- Scan Argos Rho
- Silean Nebula: Rings of Alune
- Dekuuna: Code of the Ancients
- Dekuuna: Elcor Extraction

- Scan Silean Nebula
- Hades Nexus: Obelisk of Karza
- Hades Nexus: Prothean Sphere
- Scan Hades Nexus
- Scan any other system that may have opened up at this point
- VISIT CITADEL (deliver items all around, hang out, do missions & shop)

Note: To finish the Elcor Extraction quest, speak with the elcor to get the quest, leave the embassies, return to Normandy, scan his planet to extract, then go back to the Citadel and speak with him again to finish the quest. Annoyingly, Legendary Edition requires you extract them after talking to the elcor. You can no longer do it as soon as the planet is opened to scanning.

RETURN TO NORMANDY

- Priority: Thessia
- N7: Communication Hub + Citadel: Cerberus Ciphers
- Scan Attican Beta
- Scan Exodus Cluster
- Scan Gemini Sigma
- Scan Hades Gamma
- Scan Hourglass Nebula
- Scan Nubian Expanse
- Scan any other system that may have opened up at this point
- VISIT CITADEL (deliver items all around, hang out, do missions & shop; note

*****No more visits after the Cerberus Headquarters mission.**

BACK TO NORMANDY

- Priority: Horizon (Miranda, if she survived ME 2's suicide mission)

Interestingly, in all my playthroughs, Miranda always survived Horizon. However, my most recent one was an import where my male Shepherd romanced Miranda in ME 2. After importing, I decided to finish out the romance with Ashley I'd started in the first game. Shepherd told Miranda early on that they couldn't continue their relationship. That was the only change in the interactions with her from all other playthroughs I'd done. After breaking Miranda's heart this go around, she died on the Priority: Horizon mission. Nothing about the mission or anything before other than Shepherd breaking off their previous relationship was different. I'm left to assume jilting Miranda means her death. Baffling!

- Shore Leave/Citadel DLC PART 2: The Party

There are two ways to play the party: Upbeat or laidback. Talking to Glyph will make the choice.

Note: Possible guests at the party if they survived ME 2's suicide mission: Garrus, Tali, Kasumi, Samara, Liara, Zaeed, Jacob, James, Steve Cortez, Kaiden/Ashley, EDI, Joker, Samantha Traynor, Wrex, Grunt, Javik, Jack, Miranda {if she survived Horizon}, and Glyph.

Strong hint: If you're pursuing a romance, make sure you've gotten to the stage of professing {continuing, if you're importing an ME 2 character} before throwing the Shore Leave party because there's a really nice "morning after" with your romantic interest if you've

gotten to the point of confessing feelings/making a commitment to him or her. You will miss that if you haven't progressed the relationship to that point when you get the party started.

During the party, visit each group or individual {Kasumi tends to hide but you should be able to find her--once looking for Shepherd's underwear drawer--throughout each phase of the party} multiple times to hear new stuff, until they start saying only "Shepard" or "Commander" upon your approach. When all conversation is exhausted, speak to Glyph to progress the party to another level. It culminates with a group photo and "the morning after" and more fun conversations, then a final group bonding at the Docking Bay outside the Normandy.)

Don't miss! Before leaving the bedroom the morning after the party, look on the floor beside the bed. You'll find a datapad from Mordin with hilarious and sad songs, stories, and recollections.

- Priority: Cerberus Headquarters
- Priority: Earth 1
- Priority: Earth 2

*Note that in order to get the Illusive Man to kill himself when he realizes he is in fact indoctrinated--instead of you having to kill him--as well as secure the option of all three endings {including "synthesis" in which **all** organics and synthetics survive in peace but are indoctrinated; paragon control just like the Illusive Man tried to convince himself he could bring about in which Shepard sacrifices his life to control the reapers; and the closest to "ideal" renegade destruction one that Anderson favored in which Shepard lives but Edi and synthetics like the Geth are destroyed along with the Reapers} at the end, you need to be maxed out on paragon with an effective military strength of about 4000--the highest I ever got was 4203 and Anderson does **not** live even at that highest-possible-strength-without-playing-multiplayer mode, which isn't really an option with Legendary Edition.) Also, of all the possible endings, the only one Shepard survives is the renegade one if your effective military strength is high enough. I saved my Shepard at just under 3000 strength.*

- Endings

Highly recommend this comprehensive checklist to ensure you don't miss anything:
<https://drive.google.com/file/d/1yCuMWqaBpEmC6cFbUwj8MkQYxM2dQZvA/view>