

Mass Effect Andromeda
Quest Checklist
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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 also 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 (PeeBee), 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)

- Cora Harper: A Foundation Allies and Relationships
- Cora Harper: Asari Ark Allies and Relationships
- Cora Harper: At Duty's Edge Allies and Relationships
- Cora Harper: Duty Calls Allies and Relationships (*if romanced*)
- Dissension in the Ranks Allies and Relationships
- Elaaden: A New World Allies and Relationships
- First Strike Allies and Relationships
- Gil Brodie: A Game of Poker Allies and Relationships
- Gil Brodie: The Friend Allies and Relationships
- H-047C: A New World Allies and Relationships
- Jaal Ama Darav: Angaran Affection Allies and Relationships (*happens after The Journey to Meridian, if romanced*)
- Jaal Ama Darav: Friend or Foe? Allies and Relationships
- Jaal Ama Darav: Runs in the Family Allies and Relationships
- Jaal Ama Darav: Flesh and Blood Allies and Relationships
- Know Your Enemy Allies and Relationships
- Lexi T'Perro: Bottom of a Bottle Allies and Relationships
- Liam Kosta: All In Allies and Relationships
- Liam Kosta: Armor Diplomacy Allies and Relationships
- Liam Kosta: Community Allies and Relationships
- Liam Kosta: Day Out on Aya Allies and Relationships
- Liam Kosta: Outpost Worlds Allies and Relationships
- Liam Kosta: Something for Us Allies and Relationships (*only if romanced*)
- Missing Arks Allies and Relationships
- Nakmor Drack: A Future for Our People Allies and Relationships
- Nakmor Drack: Clutch Moment Allies and Relationships (*happens after The Journey to Meridian*)
- Nakmor Drack: Firebreathing
- Thresher Maws Allies and Relationships (*happens after Meridian The Way Home*)
- Nakmor Drack: How to Act Tough Allies and Relationships
- Nakmor Drack: Knock 'Em Down Allies and Relationships
- Nakmor Drack: Krogan Betrayal Allies and Relationships

- Peebee: A Mysterious Remnant Signal Allies and Relationships
- Peebee: Reclaiming Poc Allies and Relationships
- Peebee: Spirits Allies and Relationships (*this plays out differently if romanced*)
- Peebee: The Museum Trip Allies and Relationships
- Peebee's Remnant Scanner Allies and Relationships
- Peebee's Secret Project Allies and Relationships
- Ryder Family Secrets Allies and Relationships (*This event becomes active only if you've managed to find all the memory triggers located across the five different planets. In the initial part of The Journey to Meridian, your twin will wake and you can then finish this quest after talking to SAM in the habitat quarters, SAM node, unlocking the final log in your dad's quarters, and then meeting your twin in the cryo bay to see your mom.*)
- Suvi Anwar: New Discoveries Allies and Relationships
- The Little Things That Matter Allies and Relationships
- Truth and Trespass Allies and Relationships (*happens just before The Journey to Meridian; go back to the Nexus and talk to Salarian pathfinder; go back to Tempest and talk to Kallo*)
- Turian Ark: Lost but Not Forgotten Allies and Relationships
- Turian Ark: Not Dead Yet Allies and Relationships
- Vetra Nyx: A Moment Planetside Allies and Relationships
- Vetra Nyx: Means and Ends Allies and Relationships
- Gil: Jill wants him to be the father of her baby Allies and Relationships (*happens after The Journey to Meridian*)
- Excess Baggage Heleus Assignments: Tempest
- Movie Night: Better Snacks Heleus Assignments: Tempest
- Movie Night: Getting Started Heleus Assignments: Tempest
- Movie Night: Raise a Glass Heleus Assignments: Tempest (*happens after The Journey to Meridian*)
- Movie Night: Snacks Heleus Assignments: Tempest
- Movie Night: The Final Piece Heleus Assignments: Tempest
- Movie Night: The Right Setup Heleus Assignments: Tempest
- The Visitor Heleus Assignments: Tempest
- Forgotten History Heleus Assignments: Aya
- Recovering the Past Heleus Assignments: Aya
- Task: Safe Journeys Heleus Assignments: Aya
- The Vesaal Heleus Assignments: Aya
- Trading Favors Heleus Assignments: Aya
- Architect on Elaaden Heleus Assignments: Elaaden
- Aspirations Heleus Assignments: Elaaden
- Conflict in the Colony Heleus Assignments: Elaaden
- Crisis Response Heleus Assignments: Elaaden
- Dismantled Heleus Assignments: Elaaden
- Gray Matter Heleus Assignments: Elaaden
- Hard Luck Heleus Assignments: Elaaden
- Investigate the Remnant Derelict Heleus Assignments: Elaaden
- Out of Gas Heleus Assignments: Elaaden
- Parlay with the Krogan Heleus Assignments: Elaaden

- Rising Tensions Heleus Assignments: Elaaden
- Search for the Stolen Remnant Drive Core Heleus Assignments: Elaaden
- Settling Elaaden Heleus Assignments: Elaaden
- Taming a Desert/Making This Dust Bowl Livable Heleus Assignments: Elaaden
- The Flophouse Heleus Assignments: Elaaden
- The Mind of an Exile Heleus Assignments: Elaaden
- The Rebel Heleus Assignments: Elaaden
- The Search for Ljeta Heleus Assignments: Elaaden
- Water Supply Heleus Assignments: Elaaden
- Defeating the Kett Heleus Assignments: Eos
- Doesn't Add Up Heleus Assignments: Eos
- Kett's Bane Heleus Assignments: Eos
- Making an Impression Heleus Assignments: Eos
- Shock Treatment Heleus Assignments: Eos
- Something Personnel Heleus Assignments: Eos
- The Secret Project Heleus Assignments: Eos
- A Dying Planet Heleus Assignments: Havarl
- A Lost Sister Heleus Assignments: Havarl
- Cross-Cultural Alliances Heleus Assignments: Havarl
- Forgotten Stars Heleus Assignments: Havarl
- Helping Havarl's Scientists Heleus Assignments: Havarl
- Overgrown Heleus Assignments: Havarl
- From the Dust Heleus Assignments: H-047C
- The Remnant Tiller Heleus Assignments: H-047C
- A Packaged Deal Heleus Assignments: Kadara
- A People Divided Heleus Assignments: Kadara
- Behind Enemy Lines Heleus Assignments: Kadara
- Counting Bodies Heleus Assignments: Kadara
- Emergency S.O.S. Heleus Assignments: Kadara
- Gone with the Wind Heleus Assignments: Kadara
- Healing Kadara's Heart/The Outlaw Monolith Heleus Assignments: Kadara
- High Noon Heleus Assignments: Kadara
- Mind Games Heleus Assignments: Kadara
- Mixed Messages Heleus Assignments: Kadara
- Modern Medicine Heleus Assignments: Kadara
- Murder in Kadara Port Heleus Assignments: Kadara
- Night on the Town Heleus Assignments: Kadara
- Old Skinner Heleus Assignments: Kadara
- Out of the Frying Pan Heleus Assignments: Kadara
- Precious Cargo Heleus Assignments: Kadara
- Settling Kadara Heleus Assignments: Kadara
- Something in the Water Heleus Assignments: Kadara
- The Baryte Rush Heleus Assignments: Kadara
- The Charlatan's Charlatan Heleus Assignments: Kadara

- The Collective Base Heleus Assignments: Kadara
- Aid APEX Heleus Assignments: Nexus
- Contagion Heleus Assignments: Nexus
- First Murderer Heleus Assignments: Nexus
- Life on the Frontier Heleus Assignments: Nexus
- Sleeping Dragons Heleus Assignments: Nexus
- Station Sabotage Heleus Assignments: Nexus
- The Firefighters Heleus Assignments: Nexus
- Bridge Sabotage Heleus Assignments: Voeld
- Brought to Light Heleus Assignments: Voeld
- End of Watch Heleus Assignments: Voeld
- Eyes on the Ground/On the Front Lines Heleus Assignments: Voeld
- Fact or Fiction Heleus Assignments: Voeld
- Frequency Heleus Assignments: Voeld
- Intercepted Heleus Assignments: Voeld
- Medical Caches Heleus Assignments: Voeld
- Meet the Family Heleus Assignments: Voeld
- Meet the Resistance Heleus Assignments: Voeld
- Missing Science Crew (architect) Heleus Assignments: Voeld
- Reformation Heleus Assignments: Voeld
- Remove the Heart Heleus Assignments: Voeld
- Resistance Trap Heleus Assignments: Voeld
- Restoring a World Heleus Assignments: Voeld
- Settling Voeld Heleus Assignments: Voeld
- Stage a Rescue Heleus Assignments: Voeld
- The Lost Scout Heleus Assignments: Voeld
- The Lost Song Heleus Assignments: Voeld
- The Vanished Heleus Assignments: Voeld
- Uncovering the Past Heleus Assignments: Voeld
- White Death Heleus Assignments: Voeld

Tasks

- Task: A Flower for Kesh (*get this right after Drack's loyalty mission by talking to Vorn at the greenhouse*)
- Task: An Exile Raid
- Task: Beer Run
- Task: Better Crafting
- Task: Boosting the Signal
- Task: Broken Family
- Task: Broken Wires
- Task: Cache Flow
- Task: Catch and Release
- Task: Clearing the Air
- Task: Cold Hard Cache

- Task: Comparatively Alien
- Task: Cultivation
- Task: Data Trail
- Task: Drone Recovery
- Task: Getting to Know the Nexus
- Task: Gone Dark
- Task: Herbal Entrepreneurs
- Task: Hitting Rocks for Science
- Task: Infection
- Task: Investigating Embezzlement
- Task: Kadara's Ransom
- Task: Laws and Customs
- Task: Little Mouse
- Task: Local Cuisine
- Task: Lost Brother
- Task: Messages to the Nexus
- Task: Missing Scientists
- Task: Naming the Dead
- Task: Nomad Shield Crafting
- Task: Outlaw Weapon Crafting
- Task: Outpost Supplies on Elaaden
- Task: Outpost Supplies on Eos
- Task: Outpost Supplies on Kadara
- Task: Outpost Supplies on Voeld
- Task: Past, Present, and Future
- Task: Path of a Hero (*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
- Task: Programming a Pathfinder
- Task: Remnant Data Cores
- Task: Research Center Development
- Task: Roekaar Manifestos (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
- Task: Save Dr. Okeer's Krogan Research
- Task: Searching for Morga
- Task: Subjugation
- Task: Supply Loss and Recovery
- Task: Test Subject
- Task: The Angaran Initiative
- Task: The Ghost of Promise
- Task: The Model of the Spheres
- Task: The Nexus Exchange (*don't edit these missives*)
- Task: The Witnesses
- Task: Traitor or Victim?
- Task: Turian Salvage
- Task: Unearthed
- Task: Volatile
- Task: Waking Up to the Future
- Task: Watchers
- Task: What He Would Have Wanted