

WAR TABLE MISSIONS

(some require influence levels, others that you advance the plot)

HAVEN

Hard in Hightown 3: Varric's Revenge

The Search for the Hack Writer (after moving to Skyhold)

Hard in Hightown: Unsavory Parallels

Hard in Hightown: Trouble in Skyhold (advance plot)

Revenge of the Merchants Guild (if above done with Leliana)

Hard in Hightown: A Worthy Dwarf

Hard in Hightown: A Dagger in the Back (if above done with Cullen)

Hard in Hightown: No Dwarf Less Worthy

Deal with Relatives of the Trevelyans (only if Human Inquisitor)

Protect the Inquisition's Reputation (if done with Leliana)

Mediate Between Ostwick Noble Families (if done with Josephine)

Stop Albrecht Harassing Messengers

Contact Clan Lavellan (only if Elven Inquisitor)

Protect Clan Lavellan (after moving to Skyhold)

Break Venatori Hold on Wycome (advance plot)

Restore Order in Wycome

Investigate Duke Antoine of Wycome (if above done with Leliana)

Stop Purge of Wycome's Elves (if above done with Josephine)

Protect Clan Lavellan and Wycome (advance plot)

The Carta Gets Its Cut (only if Dwarf Inquisitor)

Contact with the Valo-Kas Mercenaries (only if Qunari Inquisitor)

A Job for the Valo-Kas Mercenaries

The Missing Blades of the Valo-Kas (advance plot)

Freeing the Valo-Kas Mercenaries

Address a Nobleman's Concerns

The Teyrn of Highever

Build Watchtowers (part of "Farmland Security")

Locate Weapon of Tyrdda Bright-Axe (after claiming all Trydda Landmarks in Hinterlands)

Secure a Route through the Frostbacks (after scouting Crestwood)

The Cult of Andraste (after "The Threat Remains")

The Secrets of Andraste

Upon the Waking Sea (influence 4)

Red Jenny: Inquisition Needs Beeees! (after recruiting Sera)

An Offer from the Blades of Hessarian (only if recruited, influence 5)

Improved Stability (after closing 13 rifts)

Support from Nevarra (after closing 40 rifts, and moving to Skyhold)

Answer a Request from Hasmal (after "In Hushed Whispers")

Negotiate with Hasmal's Templars (if sided with Templars)

Investigate Therinfal Redoubt (Krem, after "In Hushed Whispers")

Investigate Redcliffe Castle (Krem, if sided with Templars)

An Ally from Starkhaven (after picking sides, if Sebastian recruited in DA2)

Aiding Kirkwall (if Anders was killed, move to Skyhold, advance plot)

Annexing Kirkwall (if Anders is alive, move to Skyhold, advance plot)

Celebrate the Dragonslaying (after killing a dragon)

Secure More Lyrium for the Templars (if sided with Templars, use Underworld Perk)

The Big One? (buy Mystery Box in Val Royeaux)

Investigate the Shards (pick up any shard)

Investigate Serault (play The Last Court in Dragon Age Keep)

Quell Unrest in Serault (if above done with Leliana)

Search for the Lost in Serault (if above done with Josephine)

The Chantry Remains (after visiting Val Royeaux)

The University of Orlais

Grand Cleric Iona

Investigate the Strange Chalk Markings (after Leliana does 5 war table ops)

Unmask "Those Across the Sea" (advance plot)

Red Jenny says "Drop and Grab" (Sera)

Truth or Dare: The Imperial Court (Vivienne)

Truth or Dare: Lake Celestine (after choosing sides)

Truth or Dare: See and Be Seen (if above done with Josephine, after moving to Skyhold)

Truth or Dare: A Dangerous Game (if above done with Leliana, after moving to Skyhold)

Truth or Dare: The Endgame (advance plot)

- Utilize the Grey Warden Treaties (Blackwall)
- Choose Successor in Lydes (Part I) (Iron Bull)
 - Choose Successor in Lydes (Part II)
- The Hunter Shade Dracolisk (turn in creature research from a dragon or dragonling)
- Nobility and Casualty (if sided with Templars)
- The Order's Obligations (if sided with Templars AND making Templars Allies)
- A Present for Bianca (Eagle-Eyed Perk)

SKYHOLD

- Contact Hero of Ferelden (if survived, Alistair, Morrigan, or Leliana)
- A Memorial for Haven (influence 5)
- Acquire the Arcanist
- The Arl of Redcliffe (if sided with Templars)
- Business with the Carta (only if Dwarf Inquisitor)
- The Dasher (only if Dwarf Inquisitor)
- Investigate Therinfal Redoubt
 - Hunt Therinfal Redoubt Demon (if above done with Leliana)
- Investigate Redcliffe Castle
 - Deal with Venatori Ally (if above done with Leliana)
- Rumors of Maleficarum (if sided with Templars)
 - False Accusations
 - Confront Mages in the Wending Wood
- New to the Crew: A Young Hopeful (Part I) (Sutherland on 2nd floor of tavern)
 - A Patrol for the Crew (Part II) (if above done with Cullen)
 - Outfitting the Crew (Part III)
 - A Test of Mettle and the Crew (Part IV) (if above done with Leliana)
 - A Crew of Ambassadors (Part V)
 - A Crew of Adventurers (Part VI)
 - Sutherland and Company Missing (Part VII) (do before "What Pride Had Wrought")
 - A Company of Heroes (Part VIII)
- Strike a Bargain with Merchant Princes
 - Stop War Between Nevarra and Tevinter
- Reports of Darkspawn Activity (After "Cleaning House" in Storm Coast)
- Power for a Price (influence 6)
- Conscript for the Inquisition (Blackwall)
- Reclaiming the Mage Rebellion (if allied with Mages)
- Dorian's Request (Dorian)
- Specializations for the Inquisitor (leave Skyhold at least once)
 - [specific specialization operation] (turn in a quest to a specialist) [you only get one]
- Continuing Her Predecessor's Work (Helisma)
 - Continuing Research (influence 8)
- Scout Haven Ruins (Krem)
 - Locate Heretic Sister (if above done with Josephine)
- Gain Orzammar's Friendship (after Skyhold has 1st repair)
- Shadows over Denerim (influence 5)
 - Delicate Negotiations (advance plot)
- Of Somewhat Fallen Fortune (options as part of Josephine's side quest):
 - Getting a Judge's Favor
 - Speak with Minister Bellise at Party
 - Destroying House of Repose's Contract or
 - Find a Sponsor for the Du Paraquettes
- Locate the Missing Seekers (Cassandra)
- Investigate Lord Enzo of Antiva (advance plot)
 - An Offer from the Crows
 - A Missing Assassin (if Zevran alive and not romanced)
 - Word from Zevran Arainai
 - Evading the Crows
 - Word from the Crows (if Zevran dead or romanced)
 - A Lead from the Crows
- Judgment: The Good Works of Ser Ruth (if she was forgiven)
- Judgment: The Death of Good Ser Ruth (if she was sent to the Deep Roads)
- Harvest of History (Elan Ve'mal in garden)
- Gather Information on Lord Otranto (if romancing Josephine)
 - Challenge Josephine's Fiancé to a Duel
- Locate Rys and Evangeline (Cole)

- Deploy Rhys and Evangeline
- Escape Routes for Agents in Crestwood (capture the keep in Crestwood)
- Expose the Double Agent (complete "High Stakes" in Crestwood)
- To Serve Any Master (capture the keep in Crestwood)
- Find Crestwood's Mayor (complete "Still Waters" in Crestwood)
- Judgment: How Could You (as a mage, sentence any mage prisoner to be made tranquil)
- Stop the Rumors (Maryden, advance plot)
- Save Val Colline from the Venatori (if sided with Templars)
 - Have Ser Barris Lead Against Demons (if he's alive)
 - Investigate Man Accused of Abomination
- Reparations for Redcliffe (if sided with Mages, advance plot)
 - The Arl's Invitation
- Failed Assassination Attempt Inquiry (if sided with Qunari in The Iron Bull's side quest, advance plot)
 - Follow Venatori Assassins
 - Stop Venatori Fire Ship
 - Find Spies in Skyhold
 - Track Spies in Val Royeaux (if above done with Leliana)
 - Track Spies in Val Chevin
 - Track Spies in Nevarra
 - Track Spies in Vyrantium
 - Destroy Venatori Spy Network (if above done with Leliana or Josephine)
- Opening the Roads (capture keeps in Crestwood, Emprise du Lion, and Western Approach)
- The Arcanist and the Fade (Dagna, after Adamant)
 - Dagna: Mind Your Mentor (speak with twice more to get)
- Dagna: Overdue Penalties (Dagna, after Winter Palace)
- Hire Former Slaves as Paid Workers (talk to 3 slaves in Hissing Wastes)
 - [during quest "Before the Dawn", if sided with Mages]
 - Finding Samson's Weakness (Cullen)
 - Track Down Samson
 - [during quest "Under Her Skin", if sided with Templars]
 - Plant Crystal in Venatori Headquarters (Leliana)
- Restore the Port on the Storm Coast (complete "Red Water," if recruited Blades of Hessarian on Storm Coast)
- Inflate Inquisition Numbers (if Bull's Chargers alive, advance plot)
 - Follow Venatori Map (if above done with Leliana)
- Information from the Grand Enchanter (if sided with Mages)
 - The Extremists (advance plot)
- Measure Veil Strength (activate 10 of Solas's elven artifacts)
- Diverting Soldiers in the Frostbacks (capture the keep in Crestwood)
 - Pursuit Through the Mountains (if above done with Cullen)
 - Thanks From a Chantry Sister (if above done with Josephine)
- Assigning Michel de Chevin (if he was recruited in Emprise du Lion)
 - Reconciliation for Celene and Michel (if Celine rules)
 - Restoring Michel de Chevin's Honor (if Gaspard rules)
- A Friend in Qarinus (Dorian)
 - The Tevinter Resistance (influence 6)
- Alliances: Observing the Deadlock (after 1st repairs)
- A Battalion for Sera and Verchiel (Sera)
- Judgment: The Magic Used in Redcliffe (if sided with Mages and Alexius researching magic)
- Judgment: Denam's Red Templar Patrols (if sided with Templars and Denam recruited)
- Judgment: Movran's Arrived! (after "Lost Souls in Fallow Mire, and if he was banished to Tevinter, influence 8)
- Judgments: Abernache over Under (if Movran was assigned to Abernache)
- Save Val Colline from the Venatori (if Templars recruited and Ser Barris alive)
- Investigate Hunter Fell (The Iron Bull, do before his side quest)
 - Continue Investigation
 - Identify Venatori Agent
- Red Jenny Attends a Party (Sera, after her side quest)
 - Red Jenny and the Bad Goods
 - A Trouble of Red Jennies (influence 7)
 - Red Jenny and the Imposters (if above done with Josephine)
 - Red Jenny and the Tantervale Charade (if above done with Leliana)
- The Serpent of Nevarra (influence 5)
- Negotiate a Deal for Weapon Plans (Ser Morris, advance plot)
- The College of Magi (advance plot)
- All That Glitters (capture the keep in Western Approach)
- Improving Morale (capture the keep in Western Approach)
- Secure a Source of Water for Outpost (capture the keep in Western Approach)

- Deal with the Angry Varghests
- Dwarven Slaves in Venatori Hands (advance plot)
 - An Offer of Help, on Their Terms (do this with Leliana)
- Find the Old Montilyet Family Crest (romance Josephine)
- Judgment: Playing to Win (if Florianne is alive, use the Nobility Perk)
- Judgment: Duchess in a Box Tour 9:41 (if Florianne is dead, choose community service)
- Investigate Val Gamord (if Grey Wardens were exiled)
 - Drive Darkspawn from Val Gamord
 - Search Mines in Gamordan Peaks (if above done with Josephine)
- Protect Val Gamord from Darkspawn (don't exile the Grey Wardens)
 - Find Source of Darkspawn Attacks (use Leliana for this)
 - Pursue Marquise Bouffon (use Leliana for this)
 - Defeat Marquise Bouffon (use Josephine for this)
 - Destroy Darkspawn Outbreak (use Cullen for this)
- The Name of Our Enemy (Dorian, advance plot)
 - House Amladaris (Dorian, advance plot)
- Support Cassandra / Leliana / Vivienne (advance plot, choose one for Divine Election)
- Obtain Amulet for Cole (Cole, after Adamant)
- Rainier's Release: An Alternative (Blackwall, advance plot, part of his side quest)
 - The Consequences of Blackwall's Lie (Blackwall, advance plot, if he's kept with the Inquisition)
- Dance with the Dowager: The Allemande (Nobility Perk at Winter Palace)
 - Dance with the Dowager: The Courante
- Alliances: Getting Things Moving (advance plot)
 - Alliances: Forging a Way Forward (if above done with Josephine)
 - Alliances: Reaching Ever Upward
 - Alliances: From the Heart (if above done with Josephine)
 - Alliances: With Angered Eyes (if above done with Leliana)
 - Alliances: The Old Guard Forward (if above done with Cullen)
 - Alliances: Falling into Place
 - Alliances: With Impassioned Pleas (if above done with Cullen)
- Rescue the Spy (capture keep in Crestwood, talk to soldiers by the campfire there)
- Judgment: Recover Sold Artifacts (recruit Servis in Western Approach)
- Destroy Adamant Fortress (Krem, if still alive after Adamant)
 - Claim Grey Warden Cache (if above done with Cullen)
- Meet Orlesian Mercenaries (Krem, if still alive after Winter Palace)
 - Press Orlesian Nobles
- Investigate Ancient Laboratory (after Still Ruins)
- Manage Stolen Freeman Property (if evidence given to Fairbanks)
- Capitalize on Alliance with Fairbanks (if evidence given to Clara)
- Draw Out the Red Templar Lieutenant (after "Victims of War" in Emerald Graves)
- A Golden Opportunity (capture the keep in Emprise du Lion)
- Deal with Lord Basile Maron (capture the keep in Emprise du Lion)
- Judgment: Help the People of Sahrnia (if Mistress Poulin was instructed to help)
- The Archives of Montfort (if Sided with Mages and Chantry Garden was chosen as an upgrade, use Leliana for this)
- Eyes of the Maker (if Sided with Templars and Chantry Garden was chosen as an upgrade)
- Learn More about Dragons (if Frederic recruited in Western Approach)
- Investigate Sahrnia Quarry (after finding it in Emprise du Lion?)
- A Favor Returned
- A Gift from the Imperial Palace (if Celene and Briala reconciled)
- Not So Bonny Sims (if recruited Bonny Sims, advance plot, The Short List Perk)
- Bestow Mourning Halla ("The Knight's Tomb", if info given to Dalish in Exalted Plains)
- Aid those Impacted by the Civil War (advance plot)
 - An Offer from the Imperial Army (if above done with Cullen)
- A Whisper from Behind the Throne (if Briala in power over Gaspard)
- An Invitation from the Emperor (if Gaspard rules alone)
- Research the Well of Sorrows (advance plot)
- Bring Samson to Skyhold for Judgment (advance plot, if sided with Mages)
- Watcher in the Wings (advance plot)