

德内瑞姆 Denerim

对牛弹琴 Pearls before swine

任务来自: 中士凯隆 (Sergeant Kylon) [德内瑞姆—市场区 (Denerim - Market district)]

Received from: Sergeant Kylon [Denerim - Market district]



和中士凯隆 (Sergeant Kylon) (M64, 2) 对话, 答应帮他处理掉一群雇佣兵。任务开始后到[德内瑞姆—珍珠 (Denerim - Pearl)]找到白色猎鹰军团 (Veteran of White Falcon) (M65, 3)。如果你决定以武力解决问题, 集中力量攻击他们的头目, 受重伤后, 他就会投降, 你可以选择是杀掉他还是放他一马。如果你要以和平的方式解决问题, 使用说服 (persuasion) 或恫吓 (intimidation) 技能把他们吓跑。

Description: Talk to **Sergeant Kylon** (M64, 2) and offer your assistance in getting rid of a group of mercenaries. Once you've officially started this quest travel to [Denerim - Pearl] and find the **Veteran of White Falcon** (M65, 3). If you decide to attack the mercenaries seen here focus on harming their leader, because once he's heavily injured he'll give up and you'll be allowed to choose between finishing him off and letting him go. If you decide to resolve this situation peacefully use **persuasion** or **intimidation** to scare off the mercenaries.



很快就发现, 处理掉雇佣兵并没有完全解决问题。打开你的地图, 在地区间往返的时候, 会随机激发一个场景, 看到凯隆的人 (Kylon's men) 和白色猎鹰的雇佣兵 (White

Falcon mercenaries）之间发生了一场恶战。上前帮助凯隆，先集中力量解决两个小 boss（雇佣兵之一 **mercenaries** 和 **克里斯佛夫 Krisstof**）（*Grace*: 怀疑是克里斯托夫 *Kristof*）。打败雇佣兵后和 **凯隆（Kylon）** 对话。他会对你表示感情，并要你稍后再来找他，还有任务要交给你。

You'll soon notice that getting rid of the mercenaries didn't fully resolve the problem, because as soon as you use Denerim map to travel between locations you'll trigger a random encounter. Here you'll witness a huge battle taking place between **Kylon's men** and **White Falcon mercenaries**. Assist your allies and take special attention in getting rid off two mini-bosses (one of the **mercenaries** and **Krisstof**). After you've defeated all the bandits talk to **Kylon**. He'll thank you for your assistance and he'll ask you to talk to him later for more work.

诚信为本 Honor bound

任务来自: **爵士兰德里（Sir Landry）** [德内瑞姆—市场区（Denerim - Market district）]

Received from: **Sir Landry** [Denerim - Market district]



在市场区会被 **爵士兰德里（Sir Landry）**（M64, 6）叫住。只有当你和平解决问题的计划失败后，才会激活这个任务。跟着他到一个后巷（M64, 7），准备开打。你可以和他来一场光明正大的二人决斗，或者叫上你的 **队员（team members）** 一起打（兰德里也会拉上他的 **保镖（bodyguards）** 参战）。如果你想避免争斗，可以驳回他的提议（只能拖延问题而已），你可以使用 **恫吓（intimidation）** 技能（对邪恶的角色来说是不错的选择），或者使用 **说服（persuasion）** 技能让他相信你是无辜的。

Description: While exploring the market district you're going to be recognized and stopped by **Sir Landry** (M64, 6). Bear in mind that this quest will appear in your journal if you fail in resolving the problem without resorting to violence. If you plan on fighting him follow him to a back alley (M64, 7). You can agree to take part in a honorable duel or you can betray his trust by asking your **team members** for help (Landry would also use his **bodyguards** to increase chances of a success). If you want to avoid fighting Landry you can dismiss his offer

(it would only delay the problem), you can use **intimidation** (good choice if you're playing as an evil character) or you can use **persuasion** to convince him that you're innocent.

后巷的正义 Back alleys justice

任务来自：接受牧师告示板上的任务后激活**[德内瑞姆—市场区 (Denerim - Market district)]**

Received from: automatically after accepting a mission from the Chanter's board **[Denerim - Market district]**



要完成这个任务，要保卫三个地点——**[德内瑞姆—肮脏后巷 (Denerim - Dirty back alley)]**, **[德内瑞姆—暗黑后巷 (Denerim - Dark alley)]**, **[德内瑞姆—破败后巷 (Denerim - Run-down back alley)]**。每次都要对付一群**强盗 (bandits)**，强盗的**首领 (leader)**是个小 boss。这几场战斗都很艰难，如果你的队伍不够强大，建议不要接下这个任务。打败三群敌人后回到告示版那里拿报酬。

Description: In order to complete this quest you must secure three locations in Denerim - **[Denerim - Dirty back alley]**, **[Denerim - Dark alley]** and **[Denerim - Run-down back alley]**. Each time you'll be forced to engage a group of **bandits** and the enemies will be under direct control of a **leader** (mini-boss). I have to warn you that it's going to be quite difficult to win each battle, so you should consider accepting this assignment only if your **team** is strong enough. Once you've defeated all three groups return to the board to receive a reward.

最后的请求 The last request

任务来自：检查过爵士弗里登的尸体后自动激活**[德内瑞姆—破败后巷 (Denerim - Run-down back alley)]**

Received from: automatically after examining Sir Friden's body **[Denerim - Run-down back alley]**



在[德内瑞姆—破败后巷（Denerim - Run-down back alley）]杀光强盗后可以以开始这个任务。在该地区找到**爵士弗里登（Sir Friden）**的尸体（M69, 5）。检查尸体，拿到**爵士弗里登的日记（Sir Friden's journal）**，阅读它，激活任务。你要实现他的愿望，解决血魔法师的问题。要完成这个任务，需要到[德内瑞姆—废弃的建筑物（Denerim - Abandoned building）]。

Description: You can start this quest after you've dealt with a group of bandits in [Denerim - Run-down back alley]. Search the area to find a corpse of **Sir Friden (M69, 5)**. Examine the body, pick up **Sir Friden's journal** and read it to officially activate this quest. You can now comply to his wish by dealing with the blood mages issue. In order to move on with this quest you must travel to [Denerim - Abandoned building].



建筑物（M70, 1）里有很多房间，你要一个一个地清理它们。最大的威胁来自**血魔法师（qunari mercenarie）**，还要当心**库纳里雇佣兵（qunari mercenaries）**和致命的陷阱（可能的话，让盗贼先处理掉它们）。从附近的书架（M70, 2）开始搜寻，移开书架，发现一个秘密通道。干掉第一群敌人后，检查**法师（mage）**的尸体，得到一把**钥匙（key）**。用钥匙打开附近的门，进入其他的房间。

The building itself (M70, 1) consists of a large number of rooms and you'll have to start securing them one by one. Naturally the biggest threat are going to be **blood mages**,

however you'll also have to watch out for **gunari mercenaries** and for deadly traps (use your **rogue** to neutralize them if possible). In order to begin your search you must click on a nearby bookshelf (**M70, 2**) to move the object and to uncover a secret passageway. Deal with the first group of enemies and examine the body of a **mage** after the battle to collect his **key**. Use this key to open a nearby door, gaining access to the rest of the building.



第一场战斗发生在饭厅（M70, 3）。注意，不要让你的队员到附近的阳台上去，楼梯那里都是陷阱。在攻击**强盗（bandits）**前，先拆除陷阱。附近的通道里也有陷阱，如果你没能拆除，要当心雕像口里吐出的火焰。

The first large battle is going to take place in the dining room (**M70, 3**). Make sure not to send your **allies** to a nearby balcony, because there are a lot of traps near the stairs. Try disarming those first before attacking the **bandits**. Some of the nearby corridors will also contain traps and if you fail in disarming them you'll be dealing with flames spitting out the mouths of statues.



会快会遇到一个小路障（M70, 4）。注意，地上有很多油，很难保持平衡，因此不要支线前进。在这里也不用使用火系法术，否则会引起大火。如果**敌人（enemies）**在那里出现，可以利用这一点（放火）。下一个房间中由三群敌人把守着，每群敌人中都有一个**血魔法师（blood mage）**（M70, 5）。在这里一定要小心谨慎，确保队员的存活和

不要使用太多的药剂。建议将队员们留在油附近，引诱敌人追逐你攻击。在你的地盘上把敌人干掉，注意不要让法师使用火系魔法，以避免不必要的伤害。

It shouldn't take long before you encounter a small barricade (M70, 4). Make sure not to move in a straight line, because there's a lot of oil nearby and you could lose balance. It's also important not to use any fire spells here or you'll ignite the oil. Naturally you can use this to your advantage if some **enemies** arrive here in the near future. The next room is being guarded by three groups and each group will have a **blood mage** in their ranks (M70, 5). It's very important to act carefully here, so your **team members** won't die or use too many potions. I would recommend that you leave the rest of the team somewhere near the oil and encourage each group to chase after you. Deal with the enemies on your turf and prevent the mages from using fire spells to avoid unwanted problems.



下一个房间中也有一群**敌人（enemies）**，先杀掉其中的**血魔法师（blood mage）**，然后再对付其他人。不要忘记干掉藏在路障后的**弓箭手（archers）**。安全后向南边前进，来最后一个房间（M70, 6），开门前，先保存游戏。

The next room of the building is also going to be guarded by a group of **enemies**. Start off by killing the **blood mage** and once he's gone focus on dealing with the rest of the enemies. Don't forget to kill **archers** hidden behind barricades. Once the room is safe head south and approach the door leading to the last room (M70, 6). SAVE your game before opening it!



听**血魔法师首领 (leader of the blood mages)** 啰嗦一番之后，战斗开始。除了要对付这个强大的法师，还要对付其他的**敌人 (enemies)**（包括**雇佣兵队长 captain of the mercenaries**）。所以，要小心应对（M70，7）。建议先集中力量对付主要 boss，因为他的法术比较厉害。敌人消灭后，从法师尸体上拿到通往他的卧室的**钥匙 (key)**，在那里能找到一些好东西。

Once you've listened to what the **leader of the blood mages** has to say you'll start the battle. Aside from this powerful mage you'll also have to defeat other **enemies** (including the **captain of the mercenaries**), so you'll have to be careful (M70, 7). I would recommend that you focus mostly on the main boss, because his powerful spells could inflict major injuries. Once all the enemies have been eliminated examine mage's body to find a **key** to his bedroom (M70, 8) and you should explore it to find additional treasures.

Trial of the crows

任务来自：从**信使 (messenger)** 那里得到**短信 (note)** 后自动激活**[德内瑞姆一市场区 (Denerim - Market district)]**

Received from: automatically after receiving a **note** from the **messenger** **[Denerim - Market district]**



只有一个方法能够激活这个任务：旅程中回到市场区后，等待**信使 (messenger)** 前来找你。他会交给你一封短信，信的内容是指示你如何找到安蒂文乌鸦团。到**[德内瑞姆一市场区一啃咬伯爵旅店 (Denerim - Market district - Gnawed noble tavern)]**，在一间客房中找到**大师伊格纳西欧 (Master Ignacio)**（M65，6）。他是乌鸦团的代表。告诉他你要和他合作，也可以拒绝他的提议。如果同意合作，他会告诉你第一个任务的细节。

Description: There's only one way to activate this quest and that is to wait for the **messenger** to approach you after you've returned to the market district from one of your journeys. The messenger will give a **note** with the instructions on how to find the Antivan Crows. Go to **[Denerim - Market district - Gnawed noble tavern]** and check one of the guest rooms to meet **Master Ignacio** (M65, 6). He'll be the representative of the Crows. You can confirm that you want to cooperate with him or you can dismiss his offer. If you agree you'll find out the details of your first assignment.



离开酒馆，回到**[德内瑞姆—市场区（Denerim - Market district）]**，在西边的墙上看到灰衣守护者的告示（M64, 13）。阅读告示上的信息，然后到**[德内瑞姆—珍珠（Denerim - Pearl）]**。走向一扇锁着的大门（M65, 8）。敲门，报出暗号（对话的第一个选项）。

Exit the tavern to return to **[Denerim - Market district]** and inspect the western wall to find a poster with a Grey Warden (M64, 13). Read the note left on the poster and once it's been done travel to **[Denerim - Pearl]**. Here you'll have to approach the locked door (M65, 8). Knock on the door and tell the password (first dialogue option from the list).



进入客房，自动开始和**佩丹（Paedan）**、**谢弗拉（Shaevra）**的对话。对话中不必使用说服技能，因为唯一的解决方法是在战斗中打败他们。因为房间里空间有限，建议在战斗开始后后撤到主过道。打败他们后回到**[德内瑞姆—市场区—啃咬伯爵旅馆（Denerim - Market district - Gnawed noble tavern）]**找**大师伊格纳西欧（Master Ignacio）**。在他身后的箱子里拿到两个新任务的**卷轴（scrolls）**。

You may enter the guest room where you'll automatically trigger a conversation with **Paedan** and **Shaevra**. Ignore the fact that you can use **persuasion** during this conversation, because the only solution will be to defeat them in combat. Consider retreating to the main corridor once the battle has started, because the room is going to be very small. Once you've defeated all enemies return to **Master Ignacio** in **[Denerim - Market district - Gnawed noble tavern]**. Check the chest located behind him to collect two **scrolls** with new assignments.



下一个任务要离开德内瑞姆到[卡丹—费隐匿处 (Kadan-Fe hideout)]。注意，火的附近有很多库纳里人 (qunari)，建议采用远攻（弓箭、法术）。当心两个小 boss (mini-bosses)，让你的弓箭手 (archers) 和法师 (mages) 远离他们。打败雇佣兵后回去找伊格纳西欧 (Ignacio) (M65, 6) 拿报酬。

For the purpose of your next mission you'll have to leave Denerim and travel to [Kadan-Fe hideout]. Notice a lot of qunari standing near the fireplace and it would be a good idea to provoke them by attacking them from a larger distance (bow, spells). Watch out for two mini-bosses during the course of this battle and keep your archers and mages away from trouble. Once you've defeated the mercenaries return to Ignacio (M65, 6) to collect your reward.



第三个目标在[奥扎玛—钻石区—皇宫 (Orzammar - Diamond quarter - Royal palace)]。注意，只有在开始主线任务之一（她这样的圣人 Paragon of her kind—详见主线任务攻略部分）后才能进入皇宫内部区域。在皇宫角落的一个大房间中找到大使盖恩利 (M54, 4)。先杀死他的保镖 (bodyguards)，再搞定他。盖恩利是一个很弱的弓箭手，打败他不是什么难事。干掉他之后回去找伊格纳西欧 (Ignacio) (M65, 6) 拿报酬（精致反射弩）。

In order to get to your third target you'll have to travel to **[Orzammar - Diamond quarter - Royal palace]**. Notice that entering the inner area of the palace will be possible only after you've started one of the main quests (**Paragon of her kind** - Main quests category in the guide). **Ambassador Gainley** can be found in a large room in one of the corners of the palace (**M54, 4**). Before you take him out make sure to kill at least several of his **bodyguards**. Thankfully Gainley will be a weak archer, so killing him shouldn't be a problem. Once he's dead go back to **Ignacio** (**M65, 6**) and collect your reward (**Precise reflex crossbow**).



和**伊格纳西欧 (Ignacio)** 对话，激活最后一个关于乌鸦团的任务。你要协助将一份赎金交给敌对方。你的任务是杀死队长蔡斯。离开旅馆，按照地图找到**[德内瑞姆—赎金交付地点 (Denerim - Ransom drop location)]**。接近等在那里的人 (**M69, 7**) 后，战斗开始。除了**队长 (captain)**，还要当心两个**豪的士兵 (Howe's soldiers)** (小 boss)。先消灭弱一些的敌人，然后再全力对付强敌。

Talk directly to **Ignacio** instead of collecting a scroll to activate the last mission for the Crows. You'll find out that you'll have to assist in a ransom being handed over to a hostile party and that your job will be to murder captain Chase. Exit the tavern and choose **[Denerim - Ransom drop location]** from the city map. The battle (**M69, 7**) will begin as soon as you've approached men standing here and aside from the **captain** you'll also have to watch out for two of **Howe's soldiers** (mini-bosses). Start off by eliminating weaker **opponents** first and deal with the stronger foes once they're gone.



战斗后别忘了检查**队长的尸体(captain's body)**。现在回去找**伊格纳西欧(Ignacio)**(M65, 6)，得知根本就没有付赎金这事，只是让你去杀死队长。你可以报复伊格纳西欧，将他杀死。不过，打败伊格纳西欧，是非常艰难的任务。不如感谢他与你合作。别忘了在储物柜中拿到**红雌鸟搜索器(Seekers of the Red Jenny)**。伊格纳西欧答应告诉**凯撒(Caesar)**给你优惠价格并解锁新的交易物品(M64, 14)。

Make sure to examine **captain's body** after the battle. You may now return to **Ignacio** (M65, 6) and you'll find out that the ransom was never going to be dropped and it was only about you killing the captain. You can have your vengeance now by trying to kill Ignacio, however defeating him would be an EXTREMELY DIFFICULT task. Instead it's better to express thanks for working together. Don't forget to check the locker to collect **Seekers of the Red Jenny**. Ignacio will also promise to ask **Caesar** about lowering his prices for you and unlocking new items (M64, 14).

深红之桨 The Crimson Oars

任务来自：**中士凯隆(Sergeant Kylon)** [德内瑞姆—市场区(Denerim - Market district)]

Received from: **Sergeant Kylon** [Denerim - Market district]



这个中士凯隆交给你的第二个任务，完成对牛弹琴任务后即可接到。**中士凯隆(Sergeant Kylon)** (M64, 2) 让你到附近的酒馆里去处理一帮雇佣兵。到**[德内瑞姆—市场区—啃咬伯爵旅店(Denerim - Market district - Gnawed noble tavern)]**找到**深红之桨军团的头目(leader of the Crimson Oars)** (M65, 7)。和之前一样，你可以说服他和平地离开这里(**恫吓 intimidation**)，也可以进行攻击。注意，头目是不会投降的，所以要杀死酒馆里所有的敌人。干掉敌人后回去找凯隆拿报酬。

Description: This is Kylon's second mission and you'll be allowed to start it after you've successfully completed **Pearls before swine** quest. This time **Sergeant Kylon** (M64, 2) will ask you to deal with a group of mercenaries in a nearby tavern. Travel to **[Denerim - Market district - Gnawed noble tavern]** and find the **leader of the Crimson Oars** (M65, 7). Just as before you can convince him to leave this area peacefully (**intimidation**) or you may attack the **mercenaries**. Bear in mind that the leader won't give up at the last second, so you'll be

forced to murder everyone hostile found inside the tavern. Once you've dealt with the bandits return to Kylon to claim your reward.

被遗忘的诗文 Forgotten verses

任务来自：找到密码卷轴后自动激活[荒废的神庙（Ruined temple）]

Received from: automatically after finding the **encrypted scrolls** [Ruined temple]



在寻找神圣骨灰瓮的过程中可以接到这个任务（进入荒废的神庙之后）。在主室的东南角的房间里搜寻，在图书馆里找到**古老密码卷轴（ancient encrypted scrolls）**（M61, 3）。你需要找到能阅读这些卷轴的人。

Description: You'll be allowed to begin this quest while trying to locate the urn of sacred ashes (soon after gaining access to the ruined temple). Start off by exploring the rooms located in the south-eastern corner of the main chamber. You should end up standing inside the library and you must click on an interactive object to collect **ancient encrypted scrolls** (M61, 3). You'll find out that you'll have to find someone capable of reading the scrolls.



离开神庙后，到[德内瑞姆—市场区（Denerim - Market district）]，查找水井的附近区域。和修女贾斯汀（sister Justine）（M64, 15）对话，给她看你找到的卷轴（scrolls），同意她将其带回去研究。任务完成后得到金币（gold）作为奖励。

Travel to [Denerim - Market district] after you leave the temple and check the area near a well. Talk to sister Justine (M64, 15). Show the woman all the scrolls you found and agree that she takes them for further analysis. You'll receive gold as a reward for successfully completing this mission.

飞龙鳞片甲 Drake scale armor

任务来自：收集到第一片飞龙鳞片（drake scale）后自动激活[费瑞登（Ferelden）]

Received from: automatically after collecting the first drake scale [Ferelden]



杀死一种小型龙（阿卡飞龙 drake）后收集到第一个鳞片（scale）后，这个任务即可激活。这种龙出没在[荒废的神庙—洞穴（Ruined temple - Caves）]中（M62, 6）（M62, 8），在完成主线任务（神圣骨灰瓮 Urn of Sacred Ashses）中会来到这些洞穴。最好收集到六个鳞片。拿到后到[德内瑞姆—市场区—韦德的百货商店（Denerim - Market district - Wade's emporium）]（M65, 12）。

Description: This quest will appear in your journal after you've successfully collected the first scale of a small dragon (aka drake). The only area to find these creatures is [Ruined temple - Caves] (M62, 6)(M62, 8) and you'll be exploring the caves while trying to complete one of the main quests (Urn of Sacred Ashses). It's best to collect six scales by defeating all the drakes. Once you have these items in your possession go to [Denerim - Market district - Wade's emporium] (M65, 12).



到百货商店后和**赫伦（Herren）**对话，很快，**韦德（Wade）**也加入对话。告诉铁匠你找到了一些**鳞片（scales）**，他会答应帮你制作盔甲。你可以让韦德的活儿干得快一些——给他**10个金币（10 gold coins）**就可以了。再次到德内瑞姆的时候，到百货商店，他会交给你三样物品——**龙皮手套（dragon's skin gloves）**、**龙皮护甲（dragon's skin armor）**、**龙皮靴子（dragon's skill boots）**。你可以让韦德帮你再做一件盔甲，只是，这次需要付**20个金币（20 gold coins）**才能让他加快进度。稍后再回来找他拿东西，任务结束。

Once you've arrived at the emporium talk to **Herren**, however **Wade** himself will soon join the conversation. Inform the blacksmith about the fact that you've found the **scales** and he'll promise to make an armor for you. Notice that you can ask Wade to work faster by giving him **10 gold coins**. Make sure to go to the emporium during your next visit to Denerim and he'll have three items for you - **dragon's skin gloves**, **dragon's skin armor** and **dragon's skill boots**. You can now ask Wade to make a second armor, however this time encouraging him to work faster will cost you **20 gold coins**. Return later on to collect identical items and to finish this quest.

龙鳞护甲 Dragon scale armor

任务来自：收集到一片**龙鳞（dragon scale）**后自动激活**[费瑞登（Ferelden）]**

Received from: automatically after collecting a **dragon scale** **[Ferelden]**



这个任务和飞龙鳞片甲（**Drake scale armor**）的任务很相似，只是这次只用找到一块鳞片就可以了。为了拿到鳞片，需要打败游戏中最大的龙之一。先要到[**荒废的神庙—洞穴（Ruined temple - Caves）**]。杀掉**异教徒（cultists）**后拿到**号角（horn）**，然后到[**荒废的神庙—山顶（Ruined temple - Top of the mountain）**]召唤**龙（dragon）**，打败它，拿到**鳞片（scale）**。

Description: This is a very similiar assignment to **Drake scale armor**, however this time you'll be looking for only one scale and in order to acquire it you'll have to defeat one of the largest dragons found in the game. The place you'll want to visit first is [**Ruined temple - Caves**]. Make sure to collect the **horn** by killing the **cultists** and then go to [**Ruined temple - Top of the mountain**]. Summon the **dragon**, defeat it in combat and pick up the **scale**.



拿到遯聘后，到[**德内瑞姆—市场区—韦德的百货商店（Denerim - Market district - Wade's emporium）**]（M65，12）。和**赫伦（Herren）**对话，**韦德（Wade）**很快也会加入对话。告诉他除了小型龙的鳞片，你还找到了一块罕见的**龙鳞（scale）**。韦德会立刻为你制作**盔甲（armor）**，你要在三个选择中做出抉择——弱型盔甲（穿着需要强壮 34 点）、中型盔甲（穿着需要强壮 38 点）、强型盔甲（穿着需要强壮 42 点）。

Once you have the dragon scale in your possession travel to [**Denerim - Market district - Wade's emporium**] (M65, 12). Talk to **Herren**, however **Wade** himself will soon join the conversation. Make sure to inform him about finding this unique **scale** aside from the scales of smaller dregs. Wade can make an **armor** right away and you'll be allowed to choose between three sets - a weak set (34 strength points required to wear the armor), a medium set (38 strength points required to wear the armor) and a powerful set (42 strength points required to wear the armor).

解除束缚 Unbound

任务来自：在一些**冒险者（adventurers）**尸体旁找到足够的**文件（documents）**后激活[**费瑞登（Ferelden）**]

Received from: automatically after finding a sufficient number of **documents** next to bodies of different **adventurers** [**Ferelden**]



要激活这个任务，要分别在一些**冒险者（adventurers）**尸体旁拿到**笔记（notes）**。拿到后，你的日志中就会增加一些新条目。激活这个任务的关键是要在**【布雷西连森林—下层废墟（Brecilian forest - Lower ruins）】**（M45，6）一个**骷髅（skeleton）**旁找到最后一篇的**日记（journal）**。任务激活后到**【德内瑞姆—肮脏后巷（Denerim - Dirty back alley）】**（M69，8），找到一个入口，通往之前不能进入的一栋建筑物

Description: In order to activate this quest you must start collecting **notes** found next to bodies of different **adventurers**. Doing this will expand your journal by several new entries. A key item to activating this quest will be to locate the last **journal** next to a **skeleton** in **[Brecilian forest - Lower ruins]** (M45, 6). Once you've activated this quest travel to **[Denerim - Dirty back alley]** (M69, 8) and find an entrance to a previously inaccessible building.



点击大门，在出现的选项中选择第二个（有盖克斯汉 Gaxhang 的），进入**【德内瑞姆—肮脏后巷—老棚屋（Denerim - Dirty back alley - Old hut）】**。简短对话后是和 boss **狂暴者盖克斯汉（Gaxkang the Rampant）**的战斗。决斗开始后，迅速后撤，不要留在狭窄的通道内。盖克斯汉的法术很厉害，记得及时给你的队员补血。胜利后检查尸体，找到一把不错的剑（**啸鸣刃（Howling blade）**），在附近的箱子里找到一些物品，其中有一付不错的手套（**自然崇拜者的钳握（Elementalist's grip）**）。

Click on the door and choose the second option from the list (the one involving Gaxhang). Doing this will allow you to enter [\[Denerim - Dirty back alley - Old hut\]](#). Here you'll have a short conversation after which you'll trigger a boss battle with **Gaxkang the Rampant**. As soon as you've started the duel move back, so you won't have to keep standing in a narrow passageway. Don't forget to heal your **team members** frequently, especially since Gaxkang's spells are going to be very powerful. Once you've won examine the body of the creature to find an excellent sword (**Howling blade**) and open a nearby chest to collect wonderful gauntlets (**Elementalist's grip**) among other interesting things.

拯救女王 Saving the queen

任务来自: **厄莉娜 (Erlina)** [\[德内瑞姆—伯爵埃蒙的庄园 \(Denerim - Arl Eamon's estate\)\]](#)

Received from: **Erlina** [\[Denerim - Arl Eamon's estate\]](#)



主线任务（**领主大会 The Landsmeet**）开始后不久，即可以接到这个任务。不要离开伯爵埃蒙的庄园，到埃蒙的办公室去（M71, 2），在那里和**伯爵 (arl)**、女王阿诺拉的**仆人 (servants)** 对话，得知女王被绑架了，关在豪的庄园里。你的任务是救出她。离开埃蒙的宅邸，前往[\[德内瑞姆—市场区 \(Denerim - Market district\)\]](#)，然后在城市地图上选择[\[德内瑞姆—德内瑞姆伯爵庄园—外部 \(Denerim - Arl of Denerim's Estate - Exterior\)\]](#)。

Description: You will be allowed to start this mission soon after one of the main quests of the game (**The Landsmeet**) has begun. Don't exit arl Eamon's estate. Instead proceed to Eamon's office (**M71, 2**) where you'll have a chance to talk to **arl** himself and to one of the **servants** of queen Anora. You'll find out that the queen has been kidnapped and that is being held in Howe's mansion. Your job will be to rescue her. Leave Eamon's mansion by heading back to [\[Denerim - Market district\]](#) and then choose [\[Denerim - Arl of Denerim's Estate - Exterior\]](#) from the city map.



抵达庄园（M72，1）后向前走几步，发现可以使用侧门进入庄园内部。顺时针向前移动（M72，2），找到侧门。路上又有一群**卫兵（guards）**拦路，谨慎应对即可消灭他们。然后抵达一个小花园（M72，3），**厄莉娜（Erlina）**出来阻止你，并将她的计划告诉你。注意，此时你的**队员们（team members）**身着伪装，并且要一直保持伪装状态。他们此时使用的物品并不称手，不用在意，这只是暂时的。

Once you've arrived at the estate grounds (M72, 1) make a few steps forward and you'll find out that you can get inside the mansion using the side door and to reach it you must start moving clockwise (M72, 2). Be careful, because at least one group of **guards** will stop you along the way. Eliminating them shouldn't be a big problem as long as you're careful. After you've reached a small garden (M72, 3) **Erlina** will stop you and tell you her plan. Notice that your **team members** are now wearing disguise and they should stay that way. Don't worry about them not being able to use their standard items, because this is only a temporary status.



有两个方法可以进入宅邸——你可以按照**厄莉娜（Erlina）**的指示，藏身在灌木丛中（M72，4），也可以不使用伪装直接攻击**卫兵（guards）**。建议还是安全第一，因为这样不必和守卫战斗即可找到女王。守卫的注意力分散或者杀死他们后，点击他们把守的大门

(M72, 5), 进入【德内瑞姆—德内瑞姆伯爵庄园—内部 (Denerim - Arl of Denerim's Estate - Interior)】(M73, 1)

There are two ways for you to gain access to the mansion – you can follow **Erlina's** instructions by hiding in the bushes (M72, 4) or you can ignore the possibility of using a disguise and attack the **guards**. I would recommend playing it safe, because it'll be much easier to reach the queen without every guard attacking you on sight. Once the guards have been distracted or killed click on the door they were guarding (M72, 5) to travel to [Denerim - Arl of Denerim's Estate - Interior] (M73, 1).



如果你仍然在使用伪装，一定要小心，因为**豪的卫兵 (Howe's men)** 是训练有素的，并且人数众多。最大的一群在饭厅 (M73, 2)，如果小心谨慎，这些敌人甚至不会理你（否则你就要花费大量的时间和他们作战）。一直向北，找到关押**女王 (queen)** 的房间 (M73, 3)。大门有魔法屏障，你得找到打破魔法的方法。

If you're still using a disguise you'll have to be extra careful, because **Howe's men** will be well trained and there's going to be a lot of them in the mansion. The largest group can be found in the dining room (M73, 2) and if you play it safe they won't even bother you (otherwise you would have to spend a lot of time trying to defeat them). Keep heading north until you find the chamber where the **queen** is being held (M73, 3). You'll find that the door is magically protected, so you'll have to figure out a way to break the spell.



一直向东 (M73, 4)，不要进入北边的房间，因为其中一间有个**卫兵 (servants)** 正在和**仆人 (servants)** “共度美好时光”，你的出现会引发警报。在主通道（南墙）另一端，找到一个小地下室。如果你无法打开门，也可以找到钥匙。下一个区域是卧室 (M73, 5)，里面有个箱子，打开，拿到**灰衣守护者的文件 (documents of the Grey Wardens)**。

Start off by heading east (M73, 4). Avoid entering one of the northern rooms, because after finding a **guard** who's having a good time with one of the **servants** you would raise an alarm. Instead try breaking into a small vault located at the other end of the main corridor (southern wall). Thankfully even if you fail in opening a door now you'll get the key to it eventually. The next area is the bedroom (M73, 5) and you should open a chest here to collect **documents of the Grey Wardens**.



进入下一个房间后，自动激活一段过场动画，见到**赖尔登 (Riordan)**（一个灰衣守护者）。好消息是他已经逃离了他的牢房，坏消息是你不能再保持伪装了。和赖尔登对话，把刚刚找到的**文件 (documents)** 交给他。然后他会从附近的门 (M73, 6) 到**【德内瑞姆—德内瑞姆伯爵庄园—地牢 (documents)】** (M74, 1)。建议在此保存游戏（后面有多场恶战等着你！）

Once you've entered the next room you'll automatically trigger a cut-scene and you'll meet **Riordan** (one of the Grey Wardens). The good news is that he has left his cell, but the bad news is that you can no longer use your disguise. Talk to Riordan and don't forget to give him the **documents** found in the previous room. Once he's escaped use a nearby door (M73, 6) to travel to **[Denerim - Arl of Denerim's Estate - Dungeon] (M74, 1)**. It would be a good idea to save your progress before moving on (a lot of difficult fights ahead!).



刚刚进入地牢（M74，2）就会被一群**豪的卫兵（Howe's guards）**拦住去路，敌人开始攻击。地牢里还会有更多的战斗，敌人的武器很厉害，注意在战斗中即使给队员补血。战斗中要先干掉敌人的**弓箭手（archers）**，特别是有些弓箭手会有击晕技能。

Howe's guards will stop you once you've entered the first area of the dungeon (M74, 2) and you won't be able to prevent them from attacking your **team**. More fights will take place in the dungeon and each time you should focus on keeping your teammates alive, because enemy units will be using powerful weapons to stop you. Don't forget to kill **archers** quickly, especially since some of their special attacks will stun your allies.



在地牢里逆时针方向前进，路上会有许多小房间，建议进行一番探索。遇到敌人，引诱他们追击，让其远离其他的敌人。除了**士兵（soldiers）**和**弓箭手（archers）**，敌人中还有**马巴厘犬（mabari）**和**法师（Howe's mages）**（要先干掉他们）。途中还要解救一些**平民**（详情请见任务受折磨的贵族（Tortured noble）和战斗中失踪的人（Missing in action））。

During your time spent in the dungeon you'll be moving counterclockwise and you'll come across a lot of smaller rooms along the way. I would strongly recommend exploring these areas. Don't forget to provoke **enemies** to chase after you and to attack them far away from the rest of the guards. Aside from the **soldiers** and from the **archers** you'll also have to

watch out for **mabari** and for **Howe's mages** (they have to go down first). It's also going to be important to save a couple of **civilians** along the way (more on that can be found in the sections describing **Tortured noble** and **Missing in action** quests).



在进入**伯爵豪 (arl Howe)**所在的区域 (M74, 7) 前, 记得存储游戏, 因为下面的 boss 战会非常艰难。进入房间后, 和豪对话, 然后开打。建议后撤到主通道力, 这里你会有更多的活动空间, 并且有些士兵可能不会跟着豪一起出房间打你。豪的杀伤力很大, 战斗中注意及时给队员补血。

Before you proceed to the area where **arl Howe** can be found (M74, 7) make sure to save your game again, because you're about to start a very difficult boss fight. Once you're inside have a little conversation with him and then proceed with the attack. Once again, I would recommend moving back to the main corridor, because you'll have more room to move and there's a chance that some of Howe's men won't exit the room with him. Don't forget to heal your **team members** during the battle, because Howe's attacks will result in serious injuries.



打败**豪 (Howe)**之后, 从他的尸体上拿到**钥匙 (key)**, 杀光剩下的**敌人 (enemies)**。然后到附近的牢房完成支线任务 (**失踪的圣堂武士 The lost templar**), 和**沃恩·肯戴尔斯 (Vaughan Kendells)** (M74, 9) 对话。你可以向沃恩索要奖励, 他会给你一把**钥匙 (key)**, 可以打开之前提到的那个小地下室的门。拿到钥匙后可以选择是放他出来、杀掉他或是把他留在牢房里。

After you've defeated **Howe** check his body for a **key** and deal with the remaining **enemies**. You should also consider visiting nearby cells to complete one of the subquests (**The lost templar**) and to talk to **Vaughan Kendells** (M74, 9). Notice that you can ask Vaughan about a potential reward and he'll give you a **key** to the vault mentioned before. Once you have the key you can free him, kill him or leave him in the cell.



离开地牢回到[德内瑞姆—德内瑞姆伯爵庄园—内部（**Denerim - Arl of Denerim's Estate - Interior**）]。最好不要选择和豪作战的房间旁的通道（M74, 10），那里有个小房间，里面有一大群敌人。要想获胜，需要正确的排兵布阵，并且得及时监控队员的健康情况。因此，建议沿原路回到进入地牢的通道（M74, 1）。

You must now exit the dungeon to return to [**Denerim - Arl of Denerim's Estate - Interior**]. I wouldn't recommend choosing the passageway located near the room where you've fought Howe (**M74, 10**), because you would have been attacked by a very large group of **enemy units** after arriving in a small room. Winning the battle would require you to issue correct orders and to constantly monitor health bars of your **team members**. Instead backtrack your steps to return to the passageway you've used to enter the dungeon (**M74, 1**).



回到关押**女王（queen）**的房间（M73, 3）。接近门，现在可以把它打开了。和阿诺拉对话，注意，离开庄园的唯一出口在西南方（M73, 7）。出发前记得保存游戏，因为之后你要选择如何结束这个任务。

Either way your next objective will be to return to the chamber where the **queen** is being held (**M73, 3**). Approach the door and you'll be allowed to open it. Talk to Anora and notice that the only exit from the estate is located to the south-west. **SAVE YOUR GAME** before heading to that location (**M73, 7**), because you'll soon have to decide how this quest should end.



脱离困境的最明显的途径是和**爵士考丝里恩 (Sir Cauthrien)** 作战，杀掉所有的敌人。这场战斗会非常艰难。战斗一开始即后撤到原路的走廊或者房间中（可以选择阿诺拉原来被关押的房间）。这样可以躲避**法师 (mages)** 和**弓箭手 (archers)**，因为他们不会追击。等**豪的战士 (Howe's warriors)** 和伯爵考丝里恩出现后，攻击他们。打败考丝里恩并不容易，她对你的攻击有很强的抗性。战斗中要及时给队员补血，如有死亡，及时复活。

The most obvious way to get out of this situation is to fight **Sir Cauthrien** and to succeed in defeating all **enemy forces**. I have to warn you that winning this battle is going to be EXTREMELY difficult. As soon as the battle has started retreat and order your **team** to remain in one of the previous rooms or corridors (you may choose the chamber where Anora was being held). The idea is to escape from the **mages** and from the **archers** which shouldn't be a big problem, because they won't pursue you. Instead wait for **Howe's warriors** and for Sir Cauthrien herself to show up and start attacking them. Naturally defeating Cauthrien won't be easy, because she'll be very resistant to your attacks. Keep healing your allies or even bringing them back to life using resurrection spells.



杀掉**爵士考丝里恩 (Sir Cauthrien)**并不能解决问题, 还需要打败剩下的所有**敌人 (enemy units)**, 包括出口附近的。因为**弓箭手**并不会追击, 所以要进行强攻。做好准备后进入房间, 迅速杀死唯一的**法师 (mage)**, 干掉他后赶紧撤离, 治疗队员。不断重复这一过程, 只是之后冲进去后的目标是弓箭手。如果战斗太吃力, 即刻撤离进行休整。杀光房间里的敌人后, 点击大门, 回到**[德内瑞姆—埃蒙伯爵庄园 (Denerim - Arl Eamon's estate)]** (M71, 2)。不必到**[德雷肯堡垒 (Fort Drakon)]**, 即可继续进行主线任务 (领主大会)。

Sadly eliminating **Sir Cauthrien** won't resolve the problem, because in order to succeed you'll have to defeat all **enemy units**, including the ones stationed near the exit. You can't provoke **archers** to chase you, so you'll have to organize an assault. Enter the room when you're ready and QUICKLY kill the only **mage** found in the room. Once he's gone retreat for the second time and heal injuries. You must now keep repeating these actions, but each time you'll want to kill only a handful of archers. Don't forget to escape once things get too tough. Once the room has been fully secured click on the door and return to **[Denerim - Arl Eamon's estate]** (M71, 2). You'll be allowed to resume your current main quest (**The landsmeet**) without having to pay a visit in **[Fort Drakon]**.



另一个选择是在和**爵士考丝里恩 (Sir Cauthrien)** 对话中投降。主角被俘, 被送到**[德雷肯堡垒 (Fort Drakon)]** (M79, 1) 关押, 自动激活一个新任务——**被俘!** 然后可以选择是自行逃跑还是等待他人救援。

An alternative is to surrender during your initial conversation with **Sir Cauthrien**. This would result in the main character being captured and transported to **[Fort Drakon]** (M79, 1) and you would automatically start a new quest – **Captured!**. You would also be allowed to choose between organizing an escape on your own or waiting for rescuers to show up.

受折磨的贵族 Tortured noble

任务来自: **奥斯温 (Oswyn)** **[德内瑞姆—德内瑞姆伯爵庄园—地牢 (Denerim - Arl of Denerim's Estate - Dungeon)]**

Received from: **Oswyn** **[Denerim - Arl of Denerim's Estate - Dungeon]**



在完成主线任务（拯救女王 **Saving the queen**）的过程中会遇到**奥斯温（Oswyn）**。他在豪庄园地牢中的一个房间里（M74, 3）。需要注意的是，有个**虐待者（torturer）**在看守着他。打败这个小 boss 后，和刑具上的奥斯温对话。为了感谢你的救命之恩，奥斯温承诺在领主大会上给予支持。离开地牢后到**[德内瑞姆—市场区—啃咬伯爵旅店（Denerim - Market district - Gnawed noble tavern）]**和**班恩·西格哈德（Bann Sighard）**（M65, 13）对话。他对你的所作所为很满意，除了能得到他的选票，你还能可以向他索要报酬（最多**50 个金币（50 gold coins）**，由你的说服技能而定。）

Description: You can meet **Oswyn** while trying to complete one of the main quests of the game – **Saving the queen**. He can be found in one of the larger rooms of the dungeon located directly beneath Howe's estate (**M74, 3**). Be careful, because he's going to be guarded by an **torturer**. Once you've defeated the mini-boss approach the machine the enemies were using to torture Oswyn with and talk to him. Oswyn will promise to show his support during the landsmeet in return for giving him back his freedom. After you've left the dungeon go to **[Denerim - Market district - Gnawed noble tavern]** and talk to **Bann Sighard (M65, 13)**. He'll be very pleased with what you did and aside from getting his vote you can also ask him for a reward (up to **50 gold coins** depending on your persuasion skills).

战斗中失踪的人 Missing in action

任务来自: 接到牧师告示板上的任务后自动激活**[德内瑞姆—市场区（Denerim - Market district）]**

Received from: automatically after accepting a mission from the Chanter's board **[Denerim - Market district]**



在主线任务拯救女王（**Saving the queen**）的过程中可以完成这个任务。你要在**[德内瑞姆—德内瑞姆伯爵庄园—地牢（Denerim - Arl of Denerim's Estate - Dungeon）]**中探索地下部分。在地牢东部的一个房间（M74，4）中，标记为下层监禁区的地方，干掉**监狱守卫（prison guard）**（小 boss）后从他的尸体上得到**牢房钥匙（prison key）**。

Description: You can complete this mission while trying to end one of the main quests - **Saving the queen**. To be more precise, you must make your way to **[Denerim - Arl of Denerim's Estate - Dungeon]** and start exploring the underground complex. Check one of the rooms located in the eastern section of the dungeon (**M74, 4**), marked as the lower prison level. Start off by eliminating a **prison guard** (mini-boss) and once he's gone check his body for a **prison key**.



在下一个房间中有几个牢房，找到关押雷克塞尔的那间牢房（M74，5）。在最初的对话中，不要选择杀死他。问他问题，得到关于他的一些信息。你不能再帮他什么了，不过你的日志会有更新。在那里（M74，6）还会见到另一个**囚犯（prisoner）**，这个不是强制性的。要结束这个任务，需要回到**[德内瑞姆—市场区（Denerim - Market district）]**，到告示板那里，告诉**罗莎蒙达（Rosamunda）**雷克塞尔的情况。

You can now proceed to the next room where you'll find a couple of cells. Locate the cell where **Rexel** is being held (**M74, 5**). Naturally you shouldn't kill him during the initial conversation. Instead find out more about who he is. You can't do much to help him, however your journal is going to be updated. You can also meet the other **prisoner** while

you're there (M74, 6), but it's optional. In order to end this quest you must return to [Denerim - Market district]. Go to the board and talk to Rosamunda to tell her about Rexel's fate.

失踪的圣堂武士 The lost templar

任务来自: 艾尔明利克 (Irminric) [德内瑞姆—德内瑞姆伯爵庄园—地牢 (Denerim - Arl of Denerim's Estate - Dungeon)]

Received from: Irminric [Denerim - Arl of Denerim's Estate - Dungeon]



在主线任务拯救女王 (Saving the queen) 的过程中可以完成这个任务。杀掉伯爵豪 (arl Howe) 后，从他的尸体上得到一把钥匙。然后检查后面的一个小房间 (M74, 8)，打开关押圣堂武士的牢房。艾尔明利克 (Irminric) 会要求你把一枚戒指 (ring) 交给他的姐妹阿尔芙斯坦娜 (Alfstanna) (M65, 14)。到[德内瑞姆—市场区—啃咬伯爵旅店 (Denerim - Market district - Gnawed noble tavern)]找到班诺拉·阿尔芙斯坦娜 (M65, 14)，把戒指交给她。她向你表示感谢，给你奖励，并承诺在领主大会上支持你。

Description: You can complete this mission while trying to end one of the main quests - **Saving the queen**. Start off by killing **arl Howe** and taking a **key** from his body. Once this is done check the small room in the back (M74, 8) and open the cell where the templar is being held. **Irminric** will ask you to deliver a **ring** to his sister **Alfstanna**. You may now travel to [Denerim - Market district - Gnawed noble tavern]. Find Bannora Alfstanna (M65, 14) and give her the ring. She'll express her thanks, give you a reward and promise to show her support during the landsmeet.

被俘! Captured!

任务来自: 被抓进监狱后自动激活[德内瑞姆—德雷肯堡垒 (Denerim - Fort Drakon)]

Received from: automatically after ending up in the prison [Denerim - Fort Drakon]



完成任务拯救女王后，如果你的选择是不和**考丝里恩（Cauthriern）**作战，或者战败，这个任务就会激活。和另一个牢房里的**囚犯（prisoner）**对话。注意你的对话选择，它们会影响到任务的进行。你可以告诉他你会自己逃脱，不过，告诉他你要等待救援，游戏会更有趣。

Description: This mission will start immediately after completing **Saving the queen** quest (M79, 1) and only if you chose not to fight with **Cauthriern** or lost the battle to her. Begin by talking to a **prisoner** in the other cell. Choose your answers carefully, because they'll affect the rest of the quest. If you tell him that you'll escape on your own you'll remain here, but if you tell him that you'll wait for someone to rescue you things will get more interesting.

自行逃脱 Escaping the prison on your own:



如果你喜欢单独行动，就得靠自己的力量逃出牢房（M79, 1）。有好几种方法可以逃脱，最明显的方法是使用开锁技能打开牢房的门。如果你的技能不够，那么等**守卫（guard）**离牢门很近的时候（等着他接近栏杆）和他对话。你可以打断他的脖子，或者使用**说服（persuasion）**技能，以发生“亲密关系”为诱饵，将他引诱到牢房里。逃出牢房后，记得顺手也把其他的**囚犯（prisoner）**放出来。

If you prefer to act alone then you'll have to escape the cell (**M79, 1**) without anyone's help. There are a couple of ways for you to get rid of the prison and the most obvious one would be to use your lockpicking skills to open the cell door. If you can't do that talk to the **guard** once he's close enough to the gate (wait for him to approach the metal bars). You can now snap his neck or perform a **persuasion** attempt to invite him to spend an intimate moment in the cell. Either way you'll have to get out and I would also recommend that you free the other **prisoner**.



谢天谢地，不用半裸着跑来跑去。在附近的箱子（**M79, 2**）里找到你的东西，装备会自动套上。然后到下一个房间（**M79, 3**），打败一个**守卫(guard)**和两只**马巴厘犬(mabari)**。如果你的角色不是战士，那么这场战斗会有点难度。不过，这里不会有其他的敌人来增援。干掉敌人后到下一个通道去。记得随时存储游戏。

Thankfully you won't have to run around the fort half-naked, because you'll find your things in a nearby chest (**M79, 2**) and the main character will automatically wear them. You may now proceed to the next room (**M79, 3**) where you'll have to defeat a **guard** and two **mabari**. This may be a difficult fight for you if you're not playing as a warrior, but the good news is that no one else will show up. Once you've won move on to the next corridor and don't forget to save your game frequently.



来到一条长通道，检查右手第一个房间，来到一个小军械库中。点击附近的盔甲架子（M79，4），自动穿上**伪装（disguise）**。这是个不错的选择，否则，你就得独自和大批敌人作战。

You'll soon end up standing in a long corridor and you should check the first room found to your right. Notice that you're now standing inside a small armory. Click on a nearby armor stand (M79, 4) and the main character will automatically put on a **disguise**. This is an excellent opportunity for you, because otherwise you would have to be dealing with A LOT of enemy units on your own.



到主通道的另一端，打开左手的门，进入上校的办公室（M79，5）。和他对话，听听这位**长官（superior officer）**让你干什么（他没有认出你是这里的囚犯）。离开办公室，前往东部的储藏室（M79，60）。这里有两个**守卫（guards）**，和他们对话，得知军需官对他们大发怒火。

Proceed to the other end of the main corridor and choose the door on your left which is going to be colonel's office (M79, 5). Start the conversation and listen to what your **superior officer** expects from you (thankfully you won't be recognized by him as the prisoner). Leave the office and proceed to the eastern room which is going to be the storage area (M79, 6). Locate two **guards** here and talk to them to find out that the local quartermaster is mad at them.



在你的地图上找到军官军械库（officers' armory）。在这里和军需官（M79, 7）对话。有几种方法可以得到下个任务需要的剑。可以使用说服、恫吓技能，给他钱，或者给他几瓶毒药（如果你的物品中有）。拿到剑以后回去找上校（M79, 5），参加检查和情况汇报。

Use your personal map to find the officers' armory. Here you'll have to talk to the **quartermaster** (M79, 7). There are a couple of ways to acquire the **swords** needed for the next mission. You can rely on **persuasion**, **intimidation**, pay him for the swords or give him a few bottles of **poison** if your character has any. Either way once you have the sword return to the **colonel** (M79, 5) and you'll take part in an inspection and in a debriefing.



找到通往北部房间的大门。这里有两个**士兵**（**soldiers**）（M79, 8）把守，你的**同伴**（**allies**）报上正确的口令。一直向北前进，找到出口（M79, 9）。回到**[德内瑞姆—伯爵埃蒙的庄园（Denerim - Arl Eamon's estate）]**（M71, 2），继续主线任务（领主大会（The landsmeet））。

You may now proceed towards the door leading to the large northern room. Notice that the door is being guarded by two **soldiers** (M79, 8), but thankfully during the conversation one your **allies** will tell them the correct password. Keep heading north until you've reached the exit (M79, 9). Return to **[Denerim - Arl Eamon's estate]** (M71, 2) where you'll be allowed to resume the main quest (The landsmeet).

等待救援 Waiting for rescue:



如果选择等待救援，在和另一个囚犯（**prisoner**）（M79, 1）对对话中，需要选择让谁前来堡垒。你可以选择两位队员。建议选择**维妮（Wynne）**和一位战士（**奥格伦（Oghren）**，**阿利斯泰尔（Alistair）**或**斯腾（Sten）**）。他们会出现在堡垒的主入口（M79, 9）。你可立刻对敌人展开攻击，不过，建议用另一种比较谨慎的方法。

In this case during your conversation with the other **prisoner** (M79, 1) you would have to choose who should arrive in the fort. You can pick two members of your **team**. I would recommend choosing **Wynne** and one of the warriors (**Oghren**, **Alistair** or **Sten**). Your team will appear near the main entrance to the fort (M79, 9). Naturally you could attack **enemy units** right away, however I would recommend playing it safe for a few more minutes.



向南前进，找到通往南部房间的大门（M79, 10），被两个**守卫（guards）**拦住去路。**维妮（Wynne）**上前，告诉他们她是来送礼物的。等待**队长（captain）**出现，告诉他你们并无恶意。如果你的选择正确，就可以进入大厅。

Start off by heading south until you're stopped by **guards** standing next to a door leading to the southern room (M79, 10). **Wynne** can now convince them that she brought gifts. You

would have to wait for the **captain** to show up and to tell him about your peaceful intentions. If you've played it all out correctly you'll gain access to the large hall.



一直向南，找到一扇由一位**女兵 (female guard)** (M79, 11) 把守的大门。如果想和平解决问题，可以使用**说服 (persuasion)** 技能，告诉她应该要求做比看大门更重要的工作。如果你不能说服她，则只能和**守卫们 (guards)** 开打，战斗中可以充分利用附近的投石器。

Keep moving south until the members of your **team** notice that the next door is being guarded by a single **female guard** (M79, 11). If you want to resolve this problem peacefully you can convince her (**persuasion**) that she should ask for a more important job than to guard a door. If you can't convince her you'll have to attack her along with the rest of the **guards** and I would recommend using nearby ballistae.



即使成功说服**女兵 (female guard)** 离开，在下一个房间 (M79, 8)，仍然会被**守卫 (guards)** 拦住。这次只能开打了。**战士 (warrior)** 独自和敌人开打，**维妮 (Wynne)** 在后面使用治疗法术。消灭敌人后，转向西，前往西北的一个房间 (M79, 12)。

Sadly even if you convince the **female guard** to go away without starting a fight you're still going to be stopped by the **guards** in the next room (M79, 8). This time attacking them will be your only option. Don't forget to heal your **warrior** using **Wynne's** spells, because the

warrior have to defeat them alone. Once the area is clear head south, turn west and then start moving towards a room located in the north-west (M79, 12).



路上需要灭掉两群敌人。第一群敌人（一个**守卫（guard）**和两只**马巴厘犬（mabari）**）在一个大房间（M79, 3）里，第二群敌人（两个**守卫**）是牢房（M79, 13）看守。记得检查这两具尸体，拿到**牢房钥匙（cell key）**。用钥匙打开牢房，救出主角（M79, 1）和另外一个**囚犯（prisoner）**。现在要回到起始地点（M79, 9）。起初一路平安，没有新人的敌人。在出口（M79, 10）附近，有一大群敌人埋伏着。消灭他们后回到**【德内瑞姆—伯爵埃蒙的庄园（Denerim - Arl Eamon's estate）】**（M71, 2），继续主线任务（领主大会（The landsmeet））。

You'll have to eliminate two other groups of **enemy units** along the way. The first group (**guard** and two **mabari**) will be waiting for you in the large room (M79, 3) and the second group (two **guards**) will be guarding the cells (M79, 13). Make sure to check bodies of both guards to collect a **cell key**. Use this key to rescue the main character (M79, 1) and the other **prisoner**. You'll now have to return to the area where you've started exploring the fort (M79, 9) and you won't encounter any new enemies at first, however a large group will surprise once you're close to the exit (M79, 10). Defeat them and return to **【Denerim - Arl Eamon's estate】** (M71, 2) where you'll be allowed to resume the main quest (The landsmeet).

外区的骚乱 Unrest in the alienage

任务来自：伯爵埃蒙（Arl Eamon）**【德内瑞姆—伯爵埃蒙的庄园（Denerim - Arl Eamon's estate）】**

Received from: **Arl Eamon** **【Denerim - Arl Eamon's estate】**



日志中有了这个任务后，离开庄园，通过市场区的通道或地图来到[德内瑞姆—精灵外区(Denerim - Elven alienage)](M66, 1)。抵达后一直向前。和沿途遇到的百姓(civilians)对话，在[德内瑞姆—精灵外区—希里恩的房子(Denerim - Elven alienage - Cyrion's house)]找索利斯(Soris)对话。在外区的中心地区，看到有人在争论。和希安妮(Shianni)对话，了解瘟疫的情况，得知有精灵不断失踪。发现安养院内正在发生奇怪的事情，通过后门进入安养院。

Description: After this has quest has officially appeared in your journal leave the estate and travel to [Denerim - Elven alienage] (M66, 1) using the passageway found in the market district or by choosing the correct location from Denerim map. Head forward after your arrival. Don't forget to talk to civilians you meet along the way, including Soris found in [Denerim - Elven alienage - Cyrion's house]. The most important thing for you to do here is to proceed to the central area of the alienge where you'll witness a dispute taking place. Talk to Shianni the first chance you get to find out more about the plague and about the disappearances of other elves. You'll find out that weird things are happing inside the hospice and that there's a way of entering it using the back door.



第一步行动是要拜访安养院。有几个方法可以进入安养院。最直接的方式是攻击医生薇拉丝(healer Veras)和附近驻扎的洛根的士兵(Loghain's men)(M66, 9)。另一个选择是到安养院后门，和守卫(guards)之一(M66, 12)对话。你可以攻击他(其他人不会参战)或者贿赂他让他离开。这几种方法都可以拿到安养院的钥匙(key)。

Naturally your first step will be to visit the hospice and there a few ways of gaining access to it. The most obvious solution would be to attack **healer Veras** and other of **Loghain's men** stationed in the surrounding area (M66, 9) and it would be easy to provoke them during the initial conversation. The less obvious solution is to proceed to the back of the building to talk to one of the **guards** (M66, 12). You could attack him (no one else will join the fight) or bribe him to leave his post. Either way you'll have to collect a **key** to the hospice.



进入【德内瑞姆—精灵外区—特文特安养院（**Denerim - Elven alienage - Tevinter hospice**）】（M68, 5），先干掉一小群**守卫（guards）**。检查安养院角落的一个小房间（M68, 6）。在那里解救出一些被关押的**精灵奴隶（elven slaves）**。精灵们自由之后，从后门离开安养院，这样就不会被发现，否则就得和**洛根的士兵（Loghain's men）**作战（包括两个**法师（mage）**小 boss）。回去找**希安妮（Shianni）**（M66, 4），告诉她你在安养院里发现的情况，她说部落的首领并不在被救的精灵之中。

You may now enter [**Denerim - Elven alienage - Tevinter hospice**] (M68, 5) where you'll have to get rid of a small group of **guards**. You must now explore a small room found in one of the corners of the hospice (M68, 6). Rescue some of the **elven slaves** being held here and once they're free head back outside. Don't forget to use the back door again, so you won't be seen, because otherwise you would have to deal with **Loghain's men** (including two **mage** mini-bosses). Return to **Shianni** (M66, 4), tell her about what you've discovered in the hospice and she'll respond by saying that the leader of their tribe wasn't among the rescued elves.



到安养院后面。这次检查附近的一条小巷，找到通往[德内瑞姆—精灵外区—破败的房屋（Denerim - Elven alienage - Rundown apartments）]的门（M66, 10）。进入房子后（M68, 1），一直到最后一个房间，这里有洛根的士兵（Loghain's men）把守着（M68, 3）。干掉他们，在一个小桌子上拿到一封短信（note）。拿着短信回去找希安妮（Shianni）（M66, 4）报告，也可以留在房屋中继续任务。

Return to the back of the hospice, however this time check a nearby alley and eventually you'll locate a door leading to [Denerim - Elven alienage - Rundown apartments] (M66, 10). Once you're inside the building (M68, 1) proceed directly to the last room which is going to be guarded by Loghain's men (M68, 3). Defeat them and pick up a note found on a small table. You can now return with the note to Shianni (M66, 4) to share the news or you can continue your journey without leaving the building.



和短信一起，还会找到一把钥匙（key）。找到另外一扇门（M68, 4），用钥匙打开。出来后（M66, 11）自动开始和守卫（guards）的对话。没有办法让守卫相信你是坏人中的一份子，只能和他们开打。先干掉敌人的弓箭手（archers），可以轻松获胜。在打开通往[德内瑞姆—精灵外区—特文特仓库（Denerim - Elven alienage - Tevinter warehouse）]的门（M66, 13）之前，记得保存游戏。接下来要选择如何结束任务。

Focus on finding the next door (M68, 4) which you'll be allowed to open using a key found along with the note. Once you're back outside (M66, 11) you'll automatically start a conversation with one of the guards. Sadly you won't be allowed to convince him that you're one of the bad guys, so as a result you will have to attack him as well as his colleagues. Winning here shouldn't be a problem as long as you pay attention to enemy archers. Make sure to save your game before opening a door leading to [Denerim - Elven alienage - Tevinter warehouse] (M66, 13), because you'll have to make an important decision on how this quest should end.



进入[德内瑞姆—精灵外区—特文特仓库 (Denerim - Elven alienage - Tevinter warehouse)] (M68, 7) 后, 自动开始和**德芙拉 (Devera)**、**德芙拉保镖 (bodyguards)** 的对话。杀掉她也不会影响结局的选择, 不过, 为了安全起见, 最好不要冒这个险。如果你想当邪恶的英雄, 你可以让她带你去找**卡拉德里休斯 (Caladrius)** (M68, 8)。如果你要当善良的英雄, 使用**恫吓 (intimidation)** 技能吓走她或者直接和她开战。即使她死了或者走开, 你也可以见到卡拉德里休斯, 而且他不会自动攻击你。唯一的区别是, 或者要穿过几个满是敌人和陷阱的房间, 或者是被自动传送到最后一个房间。

Once you're inside [Denerim - Elven alienage - Tevinter warehouse] (M68, 7) you'll automatically trigger a new conversation with **Devera** and her **bodyguards**. You should know that even if you kill her you won't lose a chance of choosing the ending, however I would recommend playing it safe, so you won't put your **team** at risk. If you plan on choosing an ending suitable for an evil character you should ask her to take you to **Caladrius** (M68, 8). If you plan on choosing an ending suitable for a good-hearted character you should scare her away using **intimidation** or attack her right now. Even if she's dead or not here anymore you'll still be allowed to go to Caladrius and he won't automatically attack you. The only difference is that you would have to travel through several rooms filled with **enemy units** and traps instead of being automatically transported to the last chamber.

贿赂卡拉德里休斯 Bribing Caladrius:



这是邪恶主角的结尾。到最后一个房间（M68，8），可以被自动传送过去（如果你让**德芙拉（Devera）**相信你并无恶意）或者是杀掉仓库里的敌人后找到该房间。和**卡拉德里休斯（Caladrius）**的对话中，告诉他你要折中解决问题。你可以付给他**100 金币（100 gold coins）**，或者使用**说服**技能让他改变主意。这样做的结果，卡拉德里休斯会带着奴隶离开德内瑞姆，而你会得到和洛根有关的**文件（documents）**。

This is an ending for an evil character. Start off by travelling to the last chamber (M68, 8) and this can be done automatically (if you convince **Devera** of your good intentions) or after dealing with all **hostile units** met inside the warehouse. During the conversation with **Caladrius** you must express the feeling that you want to achieve some kind of a compromise. You can now bribe Caladrius by paying him **100 gold coins** or convince him to change his mind by using **persuasion**. In both cases he would leave Denerim with his slaves and you would receive **documents** needed to implicate Loghain.

打败卡拉德里休斯 Defeating Caladrius:



这是善良主角的结尾。在抵达最后一个房间（M68，8）之前，你得想办法除掉**德芙拉（Devera）**（M68，7），否则她会协助卡拉德里休斯作战。战斗开始后先干掉几个**保镖（bodyguards）**，然后再攻击**卡拉德里休斯（Caladrius）**本人。卡拉德里休斯的法术比较强，建议后撤到之前的房间中。

This is an ending for a good character. Before you reach the last chamber (M68 ,8) you should consider getting rid of **Devera (M68, 7)**, because otherwise she would take part in the battle. After you've started the fight focus on defeating at least some of the **bodyguards** before attacking **Caladrius** himself. I wouldn't recommend retreating to any of the previous rooms, because Caladrius would still be able to use his spells to injure you or your **teammates**.



开始攻击 boss 后，先对付那些**战士（warriors）**和**弓箭手（archers）**。不用杀掉所有的敌人，因为当卡拉德里休斯受到重创后，战斗就会结束。要选择是牺牲剩下的**奴隶（slaves）**的生命以换取奖励（做邪恶主角的最后机会），拒绝他最后的提议。如果你拒绝杀掉奴隶，那么你可以放走卡拉德里休斯，或者杀掉他。然后拿到和洛根有关的**文件**。如果你决定让奴隶们活着，你也要和**瓦伦德里恩（Valendrian）**对话。

Start attacking the **boss** after you've dealt with most of his **warriors** and at least some of his **archers**. You won't have to kill all the bad guys, because this battle will come to an end once Caladrius is heavily injured. You can now choose between sacrificing all the lives of the remaining **slaves** in exchange for receiving a bonus to your attributes (last chance for an evil character) and dismissing his final offer. If you refuse to kill the slaves you can decide to let Caladrius go or you can finish him off. Either way you'll get your hands on **documents** implicating Loghain. If you've decided to keep the slaves alive you'll also be allowed to talk to **Valendrian**.

邪恶的事 Something wicked

任务来自： **爵士奥托（Sir Otto）** [德内瑞姆—精灵外区（Denerim - Elven alienage）]

Received from: **Sir Otto** [Denerim - Elven alienage]



在院子的东北部遇到**爵士奥托（Sir Otto）**（M66, 5）。答应帮助这个失明的圣堂武士找到附近的罪恶之源。在瓦伦德里恩的房子西边，找到一个**精神失常的乞丐（insane beggar）**（M66, 6）。和她队和，询问关于她祖母和坏人的事情。

Description: Explore the area to the north-east of the main courtyard to encounter **Sir Otto (M66, 5)**. You can agree to help the blind templar by locating a nearby source of evil. Start off by exploring the area to the west of Valendrian's house to find an **insane beggar (M66, 6)**. Talk to her and ask her about her grandmother and about the bad people.



下一个要去的地方是希里恩房子的东南。在那里找到一具腐烂的狗的尸体（M66, 7）。检查尸体后回去找**爵士奥托（Sir Otto）**（M66, 5），告诉他你找到的线索。跟着武士到**[德内瑞姆—精灵外区—废弃的孤儿院（Denerim - Elven alienage - Abandoned orphanage）]**大门（M66, 8）。进入孤儿院后（M67, 1），保存游戏。接下来如果做错一步，这个任务就可能会失败。

The next lead can be found to the south-east of Cyrian's house. Find a rotting corpse of a dog (M66, 7). Once you've examined the body return to **Sir Otto (M66, 5)** and share the information about all the clues you've discovered. You may now follow the templar to a door leading to **[Denerim - Elven alienage - Abandoned orphanage] (M66, 8)**. Save your game after arriving in the orphanage (M67, 1), because there's a high probability of failing this mission if something goes wrong in the next few minutes.



这个任务最大的问题是**奥托（Otto）**本人。你无法控制他，而每次战斗，奥托都会冲上去。这可不太好，因为奥托并不强，你得小心，不能让他死掉。如果奥托死了，这个任务就无法完成了，所以，你的想办法处理好他。在我看来，最好的选择是关闭队员跟踪的功能，在奥托进入房间前，把门关上，他自己是不会打开门的。这不太礼貌，但是，可以保住他的命。这样他只会参加最后的两个 boss 的决战。向前行进，不用理会你遇到的第一个**幽灵（ghost）**。

The biggest problem during the course of this mission will involve **Otto** himself. You won't be allowed to control him and Otto will want to join you in each fight. It's not a good thing, because he won't be too strong and therefore you'll risk a chance of losing him. If Otto dies you won't be allowed to finish the quest, so you'll have to figure out a way to deal with him. The best solution in my opinion is to turn off the feature which orders your team members to follow you and to close doors before Otto moves to the next room, because he won't be able to open any of the doors himself. I know it's not polite, but doing this will save him from the trouble and he'll only have to take part in two boss battles. Start off by moving forward and ignore the first **ghost** you encounter.



在新通道（M67，2）遇到第一群攻击的敌人——一群**疯狂的军犬（rabid attack dogs）**。这些军犬会藏在附近的两个房间中，因此要做好准备。注意，这些军犬造成的伤害会比较大。除掉狗之后前往下一个房间（M67，3），和一个小 boss 作战（一个**饱受折磨的女人的幽灵（ghost of a tormented woman）**）。最快速消灭幽灵的方法是尽快让你的**战士（arriors）**包围她。

The first group of enemy units will attack you when you'll get to a new corridor (**M67, 2**) and you'll be dealing with a group of **rabid attack dogs**. The animals will be hiding in two of the nearby rooms, so you'll have to be ready for them. Bear in mind that their attacks will inflict more damage than what you usually get. Once you've dealt with the dogs proceed to the next room (**M67, 3**) and attack a mini-boss (**ghost of a tormented woman**). The easiest way to make the ghost less deadly is to quickly surround it with your **warriors**.



下一个房间中有几个比较弱的**幽灵（ghosts）**和一个强大的小 boss 幽灵。建议站在通道附近，这样每次最多只会和两个幽灵战斗。杀掉幽灵后进行 boss（M67，4）战。这次爵士奥托也会参战（过长动画结束后，他就会出现在你的队伍旁边）。在其他怪物出现前，对 boss **恶魔（demon）** 发起攻击。

The next room is going to be occupied by several weak **ghosts** and by a powerful one (**mini-boss**). I would recommend standing near the passageway, so you won't be fighting more than two ghosts at a time. Once you've dealt with the spirits get ready for a proper boss battle (**M67, 4**) and this time **Sir Otto** will have to join the fight (he'll appear next to your **team members** as soon as the cut-scene has ended). Start attacking the main **demon** before other creatures appear near your position.



干掉**恶魔（demon）**后，还要对付小型阴影魔（**lesser shades**）。最大的问题，它们数量众多。注意消灭**爵士奥托（Sir Otto）**身边的怪物，否则他会很快失血的。杀掉怪物后，又是一段对话，然后向北（M67，5）前进。不要忘记将奥托锁在第一场 boss 战的房间中。

After you've taken care of the **demon** you'll have to start attacking **lesser shades** and the biggest problem will be the fact that you'll be dealing with a lot of them. Focus on attacking the creatures located close to **Sir Otto**, because otherwise he would start losing health very

quickly. Once you've disposed of all the monsters listen to a new conversation and head north (**M67, 5**). Don't forget to lock Otto in a large room where the first boss battle took place.



路上会有**幽灵 (ghosts)** 和**阴影魔 (shades)** 拦路，所以前进速度不要太快。留意队员的生命值，检查所有的房间，不要放过一个怪物。在最后一个房间附近还会遇到几个**憎恶者 (abominations)** (**M67, 6**)，杀掉它们的时候，注意后撤，躲避其爆炸。建议使用法术或物品提高火抗，这对后面的 boss 战很重要。

You'll be dealing with new **ghosts** and **shades** along the way, so you shouldn't be in a lot of hurry. Monitor health bars of your **team members** and make sure to explore all the rooms, so you won't leave any monsters behind. You'll come across several **abominations** (**M67, 6**) near the last room and don't forget to move back after each kill to avoid the explosion. I would also recommend that you increase your resistance to fire by using proper spells or items, because it will be an important issue during the upcoming final boss battle.



前往孤儿院最后一个房间 (**M67, 7**)，和一个小 **boss (小型怪物)** 作战。这只是一个序曲，**爵士奥托 (Sir Otto)** 很快即被杀害，而你要打败一个更加强大的**恶魔 (demon)**。队伍中一定要有一位会治疗的**法师 (mage)**，因为战斗中队员们失血非常快，如果之

前没有提高他们的火抗，情况会更严重。稍后一些**小型怪物（Smaller creatures）**还会出现在房间中，建议仍然全力对付主要的 boss。杀死所有的怪物后，任务就会结束。离开孤儿院之前，要激活一个新任务（声音）。

Make your way to the last room of the orphanage (M67, 7) where you'll start off by taking part in a battle with a **mini-boss**. This is merely an introduction, because **Sir Otto** will soon be murdered and you'll have to defeat a more powerful **demon**. Make sure to have a **mage** in your team with capabilities of healing other **team members**, because they'll be losing health very fast, especially if you won't make them more resistant to fire. **Smaller creatures** will appear inside the room in a short while, but I would recommend defeating the main boss first. This quest will officially end after you've killed all the monsters. Don't forget to start a new quest (**Voices**) before leaving the orphanage.

声音 Voices

任务来自：找到护身符后自动激活**【德内瑞姆—精灵外区—荒废的孤儿院（Denerim - Elven alienage - Abandoned orphanage）】**

Received from: automatically after finding the amulet **【Denerim - Elven alienage - Abandoned orphanage】**



在任务**邪恶的事（Something wicked）**结尾，杀掉所有的怪物后可以激活这个人要。在打败敌人的房间中，打开一个箱子（M67, 8），拿到一个**护身符（amulet）**。带着他回到**【德内瑞姆—精灵外区（Denerim - Elven alienage）】**。把这个护身符交给那个曾经对话的**精神失常的乞丐（insane beggar）**（M66, 6）。

Description: You'll be allowed to start this mission after dealing with all the monsters in the orphanage at the end of **Something wicked** quest. Remain in the same room where you've defeated the demon and open one of the chests (M67, 8) to pick up an **amulet**. Once this item is in your possession you may return to **【Denerim - Elven alienage】**. Give the amulet to an **insane beggar** you've talked to before (M66, 6).

法齐尔的要求 Fazzil's request

任务来自：从牧师告示板接到任务后自动激活【德内瑞姆—市场区（Denerim - Market district）】

Received from: automatically after accepting a mission from the Chanter's board [Denerim - Market district]



可以进入【德内瑞姆—精灵外区（Denerim - Elven alienage）】后才能开始这个任务。到【德内瑞姆—精灵外区—破败的房屋（Denerim - Elven alienage - Rundown apartments）】，在房子中央的一个房间里找到一个箱子（M68, 2）。打开箱子，拿到一个自由水手的六分仪（**sextant of a free sailor**），把它交给【德内瑞姆—市场区（Denerim - Market district）】的罗莎蒙达（Rosamunda）。

Description: You won't be allowed to start this quest until you've gained access to [Denerim - Elven alienage]. Travel to [Denerim - Elven alienage - Rundown apartments] and explore one of the rooms in the center of the building to find a chest (M68, 2). Open the chest, pick up a **sextant of a free sailor** and return with this item to Rosamunda in [Denerim - Market district].

犯罪潮 Crime wave

任务来自：斯利姆·库尔德里（Slim Couldry）【德内瑞姆—市场区（Denerim - Market district）】

Received from: Slim Couldry [Denerim - Market district]



在市场区（M64，19）找到**斯利姆（Slim）**，注意，主角要具有偷窃技能并且会使用伪装，才能见到他。在和库尔德里对话中，付给他钱才能得到新任务，而你可以保留在任务中得到的东西。斯利姆的任务可以分为偷窃部分和非法入侵部分。

Description: **Slim** can be found in the market district (**M64, 19**), however you can meet him only if your main character has spent at least one point into learning pickpocketing and using camouflage. During your initial conversation with Couldry you'll find out that you'll have to pay him for telling you about new job opportunities and you'll be allowed to keep everything you found to yourself. Slim's tasks can be divided to pickpocketing missions and breaking & entering jobs. You'll be allowed to choose the category you're interested in at the start of each conversation.

任务——从几个人身上偷窃物品 **Missions - stealing items from different people:**



支付：**50 个银币（50 silver coins）**。到市场区的中央，找到一位**侍女（lady's maid）**（M64，14）。这次偷窃很容易，即使偷窃技能低也能成功。确认你要偷她的东西。可以得到**金子（gold）**和一小袋（**sacculus**）各式各样的珠宝。你可以把珠宝卖给商贩。

Payment: **50 silver coins**. Proceed to the central area of the market district and locate **lady's maid** (**M64, 14**). You won't have to put too much effort here, because even a character with a low pickpocketing skill can succeed. Confirm that you want to steal maid's items. You'll acquire **gold** and a **sacculus** filled with different kinds of gems. You may then sell the jewels to one of the traders.



支付: **1 个金币 (1 gold coin)**。听**斯利姆**解释任务细节后, 到**[德内瑞姆—市场区—西达斯的**新奇物品店**(Denerim - Market district - Wonders of Thedas)]**。到商店后面去, 在那里见到你的偷窃目标**兰迪·南赛恩 (M65, 14)**。她比较警觉, 所以你最好尽可能提高偷窃技能活着使用伪装。成功后得到一把**装饰剑 (ornamental sword)**。

Payment: **1 gold coin**. After **Slim** has explained the details of this assignment travel to **[Denerim - Market district - Wonders of Thedas]**. Proceed to the back of the store. The person you'll need to steal from is **Landy Nancine (M65, 14)** and she'll be more wtachful, so you'll have to spend a maximum number of points to improve your pickpocketing skills or use camouflage. If you succeed you'll acquire an **ornamental sword**.



支付: **3 个金币 (3 gold coins)**。这次要去偷大师**蒂尔维 (Master Tilver)**, 他在附近一条小巷里 (M64, 20)。如果你的技能等级够高, 等**守卫 (guards)** 离开后, 使用伪装, 快速接近蒂尔维, 偷到一把**钥匙 (key)**。如果等级比较低, 则需要先和一个守卫对话, 告诉他你是蒂尔维的朋友, 或者提起“一位小姐的麻烦 (problem with the lady)”。接近蒂尔维后, 对话, 使用对话选项偷到钥匙。

Payment: **3 gold coins**. This time you'll want to steal from **Master Tilver** and he can be found in a nearby alley (M64, 20). If you're skilled enough you can wait for the **guards** to leave, activate camouflage, quickly approach Tilver and steal a **key**. Otherwise you would have to initiate a conversation with one of the guards. You may introduce yourself as one of Tilver's friends or mention a "problem with the lady". When you get close to him steal the key during the conversation by choosing one of the options from the list.



拿到蒂尔维的钥匙 (Tilver's key) 后，到市场区中央，找到两个上锁的箱子 (M64, 21)，里面有金子 (gold)、珠宝 (jewels) 等物品。

Either way you'll have to get your hands on **Tilver's key**. Once this item is in your possession travel to the central area of the market district and find two locked chests (M64, 21) which you may have already noticed before. Both chests will contain **gold**, valuable **jewels** and other interesting items.



支付: 6 个金币 (6 gold coins)。完成这个任务可以得到被洛根的管家 (Loghain's seneschal) 偷运的王冠 (crown)。到[德内瑞姆—市场区—啃咬伯爵旅店 (Denerim - Market district - Gnawed noble tavern)] (M65, 7)。当你要进入一个房间时 (即使是使用伪装) 会被管家的守卫 (seneschal's guards) 拦住。你可以立即攻击他们，因为其他的方法不会奏效，结果甚至可能更遭。唯一的例外是使用恫吓 (intimidation) 技能，可能会把守卫吓走。至于管家，当他交出王冠后，你可以杀掉他，也可以放他走。

Payment: **6 gold coins**. Completing this last assignment will allow you to get your hands on a **crown** being transported by **Loghain's seneschal**. Start off by travelling to **[Denerim - Market district - Gnawed noble tavern]** (M65, 7). You're going to be stopped by **seneschal's guards** when you'll try to enter one of the side rooms (even if you're using camouflage). You can attack them right away, because other methods would fail and you could even end up in a worse spot. The only exception is the **intimidation** which would result in them leaving. As for the seneschal himself, you can kill him or once he's given you the crown you can let him go.

任务——非法入侵几个地点 Missions - breaking into different areas:



支付: **1 个金币 (1 gold coin)**。要闯入索菲小姐在[德内瑞姆—市场区—啃咬伯爵旅店 (Denerim - Market district - Gnawed noble tavern)] 的房间 (M65, 15)。这个任务中你可以和**斯利姆 (Slim)** 耍个小把戏: 在和他对话前即闯入那个房间, 偷到所有的物品 (包括**金子 (gold)** 和一颗**钻石 (diamond)**) , 这样他在对话中会表示抱歉, 并将你为得到任务所支付的金币还给你。

Payment: **1 gold coin**. The objective of this mission will be to break into Lady Sophie's apartment found in [Denerim - Market district - Gnawed noble tavern] (M65, 15). You can outsmart **Slim** in this case, because if you get in there and steal all the items (including **gold** and a **diamond**) before talking to him he'll say that he is sorry and he'll return the coin he took to inform you about this mission.



支付: **4 个金币 (4 gold coins)**。到旅馆和魔法店旁的[德内瑞姆—市场区—市场仓库 ()]。进入后自动和**豪的士兵 (Howe's men)** 开战。敌人中有两个小 **boss (mini-bosses)** , 建议先杀光小兵, 然后再对付他们。战斗之后, 打开附近的箱子 (M65, 16) 得到 **6 个银锭 (six silver bars)** 。

Payment: **4 gold coins**. Start off by travelling to [Denerim - Market district - Market warehouse] which can be found next to the tavern and the magical shop. Once you're inside you'll automatically start a new fight with **Howe's men**. Watch out mostly for two

mini-bosses. I would recommend attacking them after weaker opponents have been eliminated. Make sure to open nearby crates after the battle (M65, 16) to collect **six silver bars**.



支付: **10 个金币 (10 gold coins)**。在地图上找到[**德内瑞姆—韦斯顿·希尔·班恩的庄园 (Denerim - Western Hill Bann's estate)**]，抵达后 (M75, 1) 一直向南 (路上会经过一个军械库，记得去搜刮一番)，然后转向西。找到最后一个房间后，发现这是一个陷阱 (M75, 2)。

Payment: **10 gold coins**. This is the last assignment from this group and in order to start your mission you'll have to open up the map and travel to [**Denerim - Western Hill Bann's estate**]. Once you've arrived (M75, 1) head south (don't forget to explore an armory found along the way) and then turn west. When you get to the last room you'll find out that it's a trap (M75, 2).



现在你要回到起始点 (M75, 1)，不过，这可不太容易——路上会遇到几群**敌人 (enemy units)**。强烈建议尽快干掉敌人的**弓箭手 (archers)**——他们的攻击力很强。还要当心**法师 (mages)** (会在军械库附近遇到)。在地上捡起一个物品后离开这个地方。回到[**德内瑞姆—市场区 (Denerim - Market district)**]和**斯利姆 (Slim)** (M64, 19) 对话，因为让你遇险，他表示道歉，并且把之前支付的金币还给你，并表示会调查此事。

You'll now have to return to the place where you've started exploring the mansion (M75, 1), but sadly it won't be as easy as it sounds. You'll encounter several large groups of **enemy**

units along the way. I would strongly recommend eliminating hostile **archers** sooner than usual, because their attacks are going to be more powerful this time. You'll also have to watch out for several **mares** (you'll encounter them near the armory) and for the traps. Click on an interactive object on the floor to leave this area. Travel back to [**Denerim - Market district**] and talk to **Slim** there (**M64, 19**). He'll apologize for putting you in danger, give you the **coins** back and he'll promise to look into the matter.

布雷西连森林 Brecilian forest

诅咒缠身 Touched by the curse

任务来自: 阿斯拉斯 (Athras) [布雷西连森林—达利许精灵营地 (Brecilian forest - Dalish camp)]

Received from: Athras [Brecilian forest - Dalish camp]



初次和**阿斯拉斯 (Athras)** (M41, 2) 对话时, 发现他急于要到森林里去。阿斯拉斯说他的妻子很可能被诅咒, 变成了一个狼人, 但他并不确定他妻子到底发生了什么事。你可以答应帮助他。如果你是一个邪恶的人物, 可以再次和他对话, 告诉他你找到了她的尸体。如果要做善良的英雄, 到**[布雷西连森林—东部 (Brecilian forest - Eastern part)]**。出发之前, 可以向阿斯拉斯索要报酬, 他承诺给你一个护身符。你也可以找**扎瑟里恩 (Zathrian)** (M41, 1) 询问, 但是如果他告诉你实情, 你将无法再和阿斯拉斯对话。

Description: During your initial conversation with **Athras (M41, 2)** you'll find out why he's so eager to go to the forest. Athras will explain that his wife has probably been touched by the curse and turned into a werewolf, but he doesn't know exactly what happened to her. You can agree to help him. If you're playing as an evil character talk to him again and lie that you've found her body. Otherwise you'll have to travel to **[Brecilian forest - Eastern part]**. Notice that before you set off you can ask Athras about a potential reward and he'll promise to give you an amulet in exchange for information. You can also ask **Zathrian (M41, 1)**, however if he tells you the truth you won't be able to say anything to Athras.



从北边的路来到[布雷西连森林—东部（Brecilian forest - Eastern part）]，随后遇到丹妮拉（Danyla）（M43，2）。她确实已经变成了一个狼人，但是她不会立即攻击你。你可以和她进行简短对话。之后你可以攻击她，或者先让她交给你一件披肩（scarf）。杀掉丹妮拉是你唯一的选择，不过，她并不是个厉害的对手。然后回去找阿斯拉斯（Athras）（M41，2），把披肩给他，拿到奖励的护身符（amulet）。

Choose the northern passageway leading to [Brecilian forest - Eastern part], so it won't take long until you come across Danyla (M43, 2). As expected she became a werewolf in the meantime, however she won't attack you on sight. Instead you'll be allowed to have a short conversation with her. You can attack her right away or you can allow her to give you a scarf. Killing Danyla will be your only option here, but thankfully she won't pose a big threat. You can now return to Athras (M41, 2) to give him the scarf and to collect the amulet he promised as a reward.

坎门的悲伤 Cammen's lament

任务来自：坎门（Cammen） [布雷西连森林—达利许精灵营地（Brecilian forest - Dalish camp）]

Received from: Cammen [Brecilian forest - Dalish camp]



坎门（Cammen）（M41，3）说他爱上了吉娜（Gheyne）（M41，4），但她拿他当一个孩子。依据你提供帮助的程度不同，这个任务有几种结局。如果你是邪恶的主角，可以答应帮助他去和吉娜谈谈，在和吉娜的对话中，告诉她坎门恨她，或者说坎门只想和她发生关系。然后，看一段滑稽的结局动画，任务结束。

Description: Cammen (M41, 3) will tell you that he's in love with Gheyne (M41, 4), but she still treats him like a child. This quest can have several endings depending on how much you want to help him. If you're playing an evil hero you can promise him to talk to Gheyne and then during the conversation with the girl to tell her that he hates her or that he only wants to sleep with her. This would result in a funny scene and you would end the quest.



如果想达到一个乐观的结局，你可以答应帮忙解决问题。和吉娜（Gheyne）对话，使用说服（persuasion）技能，告诉她坎门（Cammen）是她的理想伴侣。比较吃力的解决方式是答应替坎门搞到一张狼皮（wolf's skin），他要送给吉娜。到[布雷西连森林—西部（Brecilian forest - Western part）]（M41, 7），至少杀掉一只瘟疫狼（Plague wolf），拿到狼皮。任务完成，拿到一本珍贵的书（book）作为报酬。

If you want to reach a positive outcome you can also respond that you'll look into the situation. You would then have to talk to Gheyne and convince her using persuasion that Cammen would be an ideal partner for her. The more tiresome solution would be to promise Cammen to deliver wolf's skin so that he could show it to Gheyne later on. In order to make that happen you would have to travel to [Brecilian forest - Western part] (M41, 7), kill at least one Plague wolf and check its remains for possible skin. Either way completing this quest in a good way will result in the main character receiving a precious book.

罕见的铁木皮 Unique ironbark

任务来自：瓦拉索恩（Varathorn）[布雷西连森林—达利许精灵营地（Brecilian forest - Dalish camp）]

Received from: Varathorn [Brecilian forest - Dalish camp]



瓦拉索恩 (Varathorn) (M41, 5) 告诉你，如果你给他铁木皮，他会帮你做一件特殊物品。离开营地到**[布雷西连—西部 (Brecilian forest - Western part)]**，向西北方前进，找到一棵倒下的大树 (M42, 5)，点击大树，得到铁树皮。要小心，拿到铁树皮后，附近的一个**野树精 (wild sylvan)** 会被激活，要打败它。战斗中让你的**弓箭手 (archers)** 和**法师 (mages)** 移到安全距离外，以避免他们受到伤害。回去找瓦拉索恩 (M41, 5)，把你找到的铁树皮交给他。注意，得到的物品有三种选择——**瓦拉索恩的护身符 (Varathorn's amulet)** (如果你无偿把铁树皮给他)，**屠狼者 (Wolf slayer)** (如果你选择弓箭) 或**瓦拉索恩的护甲 (Varathorn's armor)** (如果你选择胸甲)。

Description: **Varathorn** (M41, 5) will inform you that if you deliver him ironbark he'll craft a unique item for you. Leave the campsite and travel to **[Brecilian forest - Western part]**. Proceed to the north-western section of the map to locate a fallen tree (M42, 5) and click on this object to collect the **ironbark**. Be careful, because doing this will result in a nearby **wild sylvan** coming back to life and you would have to defeat the giant tree in direct combat. Make sure to move your **archers** and **mages** to a safe distance during this duel, so they won't receive any injuries. Return to Varathorn (M41, 5) and show him the ironbark you've collected in the woods. Notice that you can receive one of three different rewards - **Varathorn's amulet** (if you gave him the ironbark for free), **Wolf slayer** (if you choose a bow) or **Varathorn's armor** (if you choose a breastplate).

埃萝拉的海拉 Elora's halla

任务来自：**埃萝拉 (Elora)** **[布雷西连森林—达利许精灵营地 (Brecilian forest - Dalish camp)]**

Received from: **Elora** **[Brecilian forest - Dalish camp]**



和**埃萝拉 (Elora)** (M41, 6) 对话，得知它照顾的**动物 (animals)** 中有一只生病了，而她束手无策。及时你没有相关的技能，你也可以对那只海拉做一番检查，然后建议她把它杀掉，这样你会得到一个**海拉的角 (halla's antlers)**。或者让海拉安静下来，对它做检查。要判断出海拉的疾病并治愈，你的队伍中要有人生存技能全满。检查后告诉埃萝拉，任务结束。

Description: Talk to **Elora** (M41, 6) and you'll find out that one of the **animals** she's taking care of is sick and that she can't do anything to help it. You can examine the halla even if you don't possess proper skills and then suggest that she should kill the animal. This would result in you receiving **halla's antlers**. If you now what your doing you can examine the halla properly and try to calm in down. In order to diagnose the disease you must have a person in your **team** with fully developed Survival skill. After examining the creature and telling Elora what is really going on you would end the quest.

在森林中受伤 Wounded in the forest

任务来自: 在森林中遇到受伤的戴甘后自动激活**[布雷西连森林—西部 (Brecilian forest - Western part)]**

Received from: automatically after encountering wounded Deygan **[Brecilian forest - Western part]**



在森林中央遇到身受重伤的**戴甘 (Deygan)** (M42, 4)。在找到他之前，要干掉一大群**狼人 (werewolves)**。如果你是善良的角色，需要把他活着送到**[布雷西连森林—达利许精灵营地 (Brecilian forest - Dalish camp)]**（可以问他几个问题）。如果是邪恶的角色，可以在原地把他杀死，把他的尸体留在那里活着送到精灵那里。不要忘了从他身上偷东西。但是，如果你要送他到精灵营地，你就得向他撒谎，说你并没有拿走他的袋子。

Description: Heavily wounded **Deygan** can be found in the center of the forest (M42, 4) and before reaching his location you would have to deal with a large group of **werewolves**. If you're playing as a good person the most obvious solution would be to deliver him alive to **[Brecilian forest - Dalish camp]** (ask him a few questions if you want to). If you're playing as an evil person you can kill him on the spot and then leave his body or deliver it to the elves. Don't forget that you can also steal all of his things, but if you deliver him to the camp in that state you would have to lie that it wasn't you who took his pouch.

法师的宝藏 Mage's treasure

任务来自：触摸过四块墓碑中的一个之后自动激活[布雷西连森林（Brecilian forest）]

Received from: automatically after touching one of four headstones [Brecilian forest]



在森林中，有四块墓碑，在触摸过其中的一个后接到这个任务。每次触摸一个墓碑后，确认你要打破防护封印后，会有一个强大的 boss（亡魂（revenant））带着一群不死族（undead）出现。建议不要在游戏早期触摸这四块墓碑，因为你的队员还不够强壮，无法对付亡魂。在触摸墓碑后可以离开该地区，因为有些不死族是不会追击你的。建议先干掉弱一些的敌人，然后再集中对付亡魂。

Description: There are four headstones in both areas of the forest and you'll start this quest after touching one of them. Each time you've touched a headstone and confirmed that you want to break protection seals you would make the **undead** appear and they would be lead by a powerful boss (**revenant**). I wouldn't recommend touching any of the tombstones in the early parts of the game, because your **team** wouldn't be strong enough to survive the encounter with the revenant. It's also a good idea to leave the headstone area after interacting with each tomb, because not all of the undead will chase after you. Always start with the weaker creatures and deal with the revenant at the end.



第一块墓碑在[布雷西连森林—东部（Brecilian forest - Eastern part）]北方（M43，3）。注意，接近墓穴前要先干掉两个食人魔（ogres）。确认你的物品中有足够的治疗药剂。打败亡魂（revenant）和不死族（undead）敌人后，继续寻找另外三块墓碑。

The first headstone can be found in the northern section of [Brecilian forest - Eastern part] (M43, 3). Notice that before getting closer to the tomb you would have to deal with TWO **ogres**, so you'll have to be extremely careful. Don't forget to make sure that you have enough potions in your inventory, so you won't run out of supplies during the battle. Defeating the **revenant** and all of the remaining **undead** will allow you to continue your search for three other headstones.



第二块墓碑在除掉[布雷西连森林—东部（Brecilian forest - Eastern part）]的魔法屏障后（打败**橡树（oak）**或交出橡树果，第二次见到**飞毛腿（Swiftrunner）**之后）找到。在墓穴的废墟中（M43, 7）中，点击墓碑，确认你要打破封印。再次出现一大群**不死族（undead）**和一个**亡魂（revenant）**。这次的战斗轻松一些，不死族是一些很弱的**骷髅（skeletons）**。

The second headstone can be found as soon as you've disposed of the magical barrier in [Brecilian forest - Eastern part] (after defeating the **oak** or delivering the **acorn** and after meeting **Swiftrunner** for the second time). Explore the ruins to find the tomb (M43, 7), click on the headstone and confirm that you want to brake the seals. Once again a large group of **undead** will appear and a **revenant** will be among them. It should be slightly easier this time, because the revenant will be joined only by the weakest types of **skeletons**.



第三块墓碑在[布雷西连森林—西部（Brecilian forest - Western part）]。在地图中央还会找到一个神秘力量之所（M42, 8）。注意，这里的**亡魂（revenant）**会带着数量众多的**不死族怪物（undead creatures）**。

The third headstone is located in **[Brecilian forest - Western part]**. This is the central area of the map where you've also found a place of mystical power (M42, 8). Be careful here, because the **revenant** will have a lot of **undead creatures** at its side.



要找到第四块墓碑，需要先完成**[布雷西连森林一下层废墟（Brecilian forest - Lower ruins）]**—精灵仪式（Elven ritual）的支线任务。完成这个任务会打开地下房间的通道。消灭一些**骷髅（skeletons）**，前往墓穴（M5, 10），和**幽灵（ghost）**对话，发现这是一个陷阱。打败幽灵和两个**大阴影魔（greater shades）**。战斗后检查石棺，任务完成。

In order to get to the final fourth tombstone you must first complete one of the subquests in **[Brecilian forest - Lower ruins]** – Elven ritual. Completing this mission will unlock access to a new room of the underground complex. Defeat a couple of **skeletons**, proceed towards the tomb (M45, 10) and attempt to communicate with the **ghost**. You'll find out that it was a trap and that aside from the ghost you'll also have to defeat two **greater shades**. Check the sarcophagus after the battle to complete the entire quest.

精灵仪式 Elven ritual

任务来自：在石棺中找到一块刻写板后自动激活**[布雷西连森林一下层废墟（Brecilian forest - Lower ruins）]**

Received from: automatically after finding a **tablet** inside the sarcophagus **[Brecilian forest - Lower ruins]**



在遇到男孩**幽灵 (ghost)** 的大房间里打败一群**骷髅 (skeletons)** 后，检查南边的房间，打开一个石棺 (M45, 3)，找到一块**刻写板 (tablet)**。打开日志查看刻写板上的内容。

Description: You'll be allowed to start this quest after defeating a group of **skeletons** inside a large room where you've met the **ghost** of a young boy. Explore the southern room after the battle, open a sarcophagus (M45, 3) and pick up a **tablet**. It would be a good idea to read what the tablet says by opening your journal.



在屏幕上方，找到北边的一个大房间 (M45, 4) 后，任务继续。仪式前，先确认喷泉和祭坛的位置。下面是完成任务的顺序（顺序不能错，也不能做错任何一步）：

You can continue this quest after you've arrived in a large room located to the north and seen on the screen above (M45, 4). Make sure to locate the fountain and the altar before starting the ceremony. Here's a list of things you must do in order to succeed (you can't change the order and you can't make any mistakes):

- 1) 喷泉：拿起一个水壶 FOUNTAIN: Pick up a jug.
- 2) 喷泉：把水壶灌满水 FOUNTAIN: Fill the jug with water.
- 3) 喷泉：独自离开喷泉 FOUNTAIN: Leave the fountain alone.
- 4) 祭坛：把水壶放在祭坛上 ALTAR: Place the jug on the altar.
- 5) 祭坛：在祭坛前跪下，祈祷 ALTAR: Kneel down before the altar and pray.
- 6) 祭坛：检查水壶 ALTAR: Examine the jug.
- 7) 祭坛：喝水壶里的水 ALTAR: Drink water from the jug.
- 8) 祭坛：拿起水壶 ALTAR: Pick up the jug.
- 9) 祭坛：独自离开祭坛 ALTAR: Leave the altar alone.
- 10) 喷泉：把水壶里剩下的水倒入喷泉 FOUNTAIN: Pour out the rest of the water into the fountain.



所有步骤作对后，附近的一扇门就会打开，任务自动结束。如果做错，不但找不到这个房间，还会出现很多厉害的**怪物（monsters）**。继续探索废墟的其他区域，收集宝藏，完成另一个支线任务的内容（**法师的宝藏（Mage's treasure）**）

If you've done everything according to the plan a nearby gate will open and you'll automatically end this quest. If you make something wrong not only you won't be allowed to explore a nearby room, but you would also have to deal with powerful **monsters**. Explore the rest of the ruins to collect treasures and to complete a small part of a different subquest (**Mage's treasure**).

神秘的战士 Arcane warrior

任务来自：检查护符后自动激活**[布雷西连森林一下层废墟（Brecilian forest - Lower ruins）]**

Received from: automatically after examining the phylactery **[Brecilian forest - Lower ruins]**



在下层废墟中某个通道的暗影中找到一个护符。那里很暗，要仔细寻找才能看到。点击护符（M45, 11），不必理会出现的行动清单，触摸它。这样就可以和一个陷入陷阱的生物交流。对话中问它问题，得到一些有用的信息。这个生物可以教你一种神秘武士专精。作为交换，它希望得到安息。接受专精后，把护符放在祭坛上即刻满足它的愿望。你可以辜负它的信任，不理睬它的愿望。

Description: An interactive object (phylactery) can be found in the lower level of the ruins and it'll be one of the darker side corridors. Make sure to scan the area thoroughly, because it'll be hard to find. Click on the phylactery (M45, 11) and ignore all the actions from the list except from touching the object. This will allow you to communicate with a trapped being and during the conversation you should ask this entity for something useful. You'll find out that the being can teach you an arcane warrior specialization and instead it'll want peace. After you've received the specialization you can comply to its wish by putting the object on the altar or you can betray its trust by doing something different.

奥扎玛 Orzammar

找到大臣班德罗尔 Find secretary Banderol

任务来自：抵达奥扎玛后自动激活[\[奥扎玛—英雄之厅（Orzammar - Hall of Heroes）\]](#)

Received from: automatically after arriving in Orzammar [\[Orzammar - Hall of Heroes\]](#)



从大门进入堡垒后即可自动激活这个任务。这个任务会把你带到[\[奥扎玛—英雄之厅（Orzammar - Hall of Heroes）\]](#)（M47， 7）。完成任务需要到[\[奥扎玛—钻石区—议会厅（Orzammar - Diamond quarter - Chamber assembly）\]](#)。抵达后点击通往主室的大门（M53， 6），会议结束后你就可以和**大臣（secretary）**说话了。

Description: You'll receive this quest automatically after entering the fortress through the main gate. This will result in your ending up in [\[Orzammar - Hall of Heroes\]](#) area (M47, 7). In order to move on with this quest you must head on to [\[Orzammar - Diamond quarter - Chamber assembly\]](#). Once you're there click on the door leading to the main chamber (M53, 6) and after the meeting has ended you'll have a chance to talk to the **secretary**.

瓦塔格格·加沃恩 Vartag Gavorn

任务来自：**卫兵队长（Captain of the guard）** [\[奥扎玛—平民区（Orzammar - Commons）\]](#)

Received from: **Captain of the guard** [\[Orzammar - Commons\]](#)

任务的第一部分是要找到伯伦（Bhelen）的代表。他在[\[奥扎玛—钻石区—议会厅（Orzammar - Diamond quarter - Chamber assembly）\]](#)（M52， 2）。如果你同意和**瓦塔格格（Vartag）**（M53， 5）合作，新的任务开始—**王子的恩泽：第一个任务（Prince's grace: first assignment）**。这也会造成之后你无法和达凌·弗兰德（及领主哈罗蒙特）达成交易。

Description: The first part of this assignment is to locate Bhelen's representative. In order to find him you must travel to [\[Orzammar - Diamond quarter - Chamber assembly\]](#) (M52, 2). If you agree to cooperate with **Vartag** (M53, 5) you'll start a new quest – **Prince's grace: first assignment**. This will also prevent you from dealing with Dulin Forender (and Lord Harrowmont) in the future.

达凌·弗兰德 Dulin Forender

任务来自: **卫兵队长 (Captain of the guard)** [[奥扎玛—平民区 \(Orzammar - Commons\)](#)]

Received from: **Captain of the guard** [[Orzammar - Commons](#)]

任务的第一部分是要找到哈罗蒙特 (Harrowmont) 的代表。他在[奥扎玛—钻石区—哈罗蒙特的宅邸] (M52, 1)。如果你同意和达凌 (M53, 4) 合作, 新的任务开始—**领主的信任: 第一个任务 (Lord's trust: first assignment)**。这也会造成之后你无法和瓦塔格格·加沃恩 (及王子伯伦) 达成交易。

Description: The first part of this assignment is to locate Harrowmont's representative. In order to find him you must travel to [[Orzammar - Diamond quarter - Harrowmont's mansion](#)] (M52, 1). If you agree to cooperate with **Dulin** (M53, 4) you'll start a new quest - **Lord's trust: first assignment**. This will also prevent you from dealing with Vartag Gavorn (and Prince Bhelen) in the future.

失踪的猪兔 A lost nug

任务来自: **博尔莫尔, 猪兔饲养人 (Boermor, nug trainer)** [[奥扎玛—平民区 \(Orzammar - Commons\)](#)]

Received from: **Boermor, nug trainer** [[Orzammar - Commons](#)]



博尔莫尔 (Boermor) (M48, 2) 让你帮忙寻找失踪的**猪兔 (nugs)**。你需要找到一只这样的动物给他 (附近有很多), 奥扎玛和费瑞登的一些地区也有不少。任务外的猪兔, 每只他会付给你 **12 个银币 (12 silver coins)**。

Description: **Boermor** (M48, 2) will ask you to find the missing **nugs** for him. In order to complete this quest you'll have to bring him only one animal (there are a lot of them nearby), however many more can be found in Orzammar and in other areas of Ferelden. For every additional nug being delivered Boermor can pay you **12 silver coins**.

一个不太可靠的学者 An unlikely scholar

任务来自: **达格娜 (Dagna)** [**奥扎玛—平民区 (Orzammar - Commons)**]

Received from: **Dagna** [**Orzammar - Commons**]



第一次和**达格娜 (Dagna)** (M48, 3) 对话时, 告诉她你曾经去过法师界塔, 她会问你是否她能成为法师以研究古老的书籍。你可以答应帮忙询问法师是否可以接纳她, 不要忘记提醒她报酬的事情。在离开奥扎玛后可以立刻去找法师, 或者先到**[奥扎玛—平民区—贾纳的军械库 (Orzammar - Commons - Janar's armory)]** (M48, 6) 拜访她的父亲。和**贾纳 (Janar)** (M48, 7) 对话, 可以不说出她女儿想离开奥扎玛的事情, 也可以告诉他。如果你想马上结束这个任务, 可以回去找达格娜, 说服她留下来。

Description: During your initial conversation with **Dagna** (M48, 3) you can confirm that you've already been to the Circle tower and she'll ask you if she can join the mages to study the ancient books. You can agree to ask the mages if they'll take her in and don't forget to mention a possible reward. You can go to the mages right away or you can visit her father before leaving Orzammar and in order to do that you must go to **[Orzammar - Commons - Janar's armory]** (M48, 6). Talk to **Janar** (M48, 7) and you can ignore the subject of his daughter wanting to leave Orzammar or you can share the information. If you want to end this quest right now return to Dagna and convince her that she should stay.



如果决定要帮助**达格娜 (Dagna)**, 离开奥扎玛后, 在世界地图上选择**[法师界塔 (The Circle tower)]**。到达界塔后 (如果那里已经恢复正常了) 和界塔**负责人 (person)** (M33,

1) 对话（欧文或格里高）。得到允许后，回去把这个好消息告诉达格娜（M48, 3）。她会给你两个物品中的一个——**大师法术符文（master dweomer rune）**或是**强效黑晶药剂（powerful lyrium potion）**。

If you intend to help **Dagna** you'll have to start off by leaving Orzammar and choosing [**The Circle tower**] from the world map. Once you've arrived in the tower (assuming it's already safe here) talk to the **person** (M33, 1) in charge of the tower (Irving or Greagoir). You shouldn't have any problems receiving a go ahead, so you can go back to Dagna to share the good news (M48, 3). She can now give one of two objects - **master dweomer rune** or a **powerful lyrium potion**.

母亲的希望 A mother's hope

任务来自: **菲尔达（Filda）** [**奥扎玛—平民区（Orzammar - Commons）**]

Received from: **Filda** [**Orzammar - Commons**]



菲尔达（Filda）（M48, 4）讲述了一个伤心的故事：几年前，她的儿子在深渊之路失踪了。你可以答应帮忙寻找她的儿子拉克。当游戏解锁**[奥扎玛—奥坦·赛格（Orzammar - Ortan thaig）]**地区后，这个任务可以继续。检查赛格的中心地区，发现**拉克（Ruck）**（M57, 4）逃进了附近的一条通道。如果你跟着他进去，就会发现自己陷入陷阱——一遭到大群**蜘蛛（spiders）**的攻击。注意先攻击那种最致命的蜘蛛，以免队员受到重创。蜘蛛中还有一个是**小 boss（mini-boss）**，当其他敌人消灭后，再集中力量对付它。

Description: **Filda** (M48, 4) will tell you a sad story of her son who went missing a few years ago in the Deep Roads. You can agree to find her son Ruck and you'll have to wait for the game to unlock [**Orzammar - Ortan thaig**] before you'll be allowed to resume this mission. Check the central area of the thaig and you should notice that **Ruck** (M57, 4) has escaped to a nearby passageway. Sadly if you follow him you'll end up standing in a trap, because a large group of **spiders** will attack your team. During this fight you should focus primarily on defeating the deadliest types of spiders, because the monsters will be capable of taking down your teammates. There's also going to be a **mini-boss** among the spiders and you should deal with it once all the other creatures are gone.



战斗胜利后取道北边的通道，这里不会再有其他的怪物了。走向**拉克（Ruck）**（M57，5）和他对话。听过他的故事之后，你可以杀掉他，答应向菲尔达撒谎，不说出他的实际情况，或者告诉他，他的母亲会了解情况的。同时拉克也是一个不错的商人，建议在对话中提出物品交换的要求。对话结束后回到**[奥扎玛—平民区（Orzammar - Commons）]**，再次找到**菲尔达（Filda）**（M48，4）。你可以撒谎说你并没有找到她的儿子，或者撒谎说他已经死了，也可以告诉她真相（全部或部分真相）。如果你对菲尔达进行一番安慰，她会给你**拉克的盾牌（Ruck's shield）**。

Once you've won you'll be allowed to use the northern passageway and thankfully you won't encounter any other monsters along the way. Approach **Ruck (M57, 5)** and initiate a new conversation with him. Once you've had a chance to hear his story you can decide to kill him, you can promise to lie to Filda about his current status or you can inform him that his mother will find out about everything you've discovered so far. I would recommend mentioning bartering goods during the conversation, because Ruck can also become a trader. End this quest after your return to **[Orzammar - Commons]**. Find **Filda** again (M48, 4). You can lie to her that you haven't found her son or that he's dead or you can tell her the truth (the whole truth or only some of it). If you've managed to comfort Filda she will reward you with **Ruck's shield**.

深渊的圣歌 A chant in the deeps

任务来自：**教友伯凯（Brother Burkel）****[奥扎玛—平民区（Orzammar - Commons）]**

Received from: **Brother Burkel** **[Orzammar - Commons]**



如果你并不嘲笑**教友伯凯（Brother Burkel）**（M48,5）的信仰，他就会请求你的帮助。你的任务是得到在奥扎玛开设创造者教堂的许可。要完成这个任务，你需要和梦之塑造者（Shaper of Dreams）对话。到**[奥扎玛—钻石区—塑造者之堂（Orzammar - Diamond quarter - Shaperate）]**。和**塑造者（Shaper）**（M53, 3）谈起这个问题。可以使用**说服（persuasio）**、**狡猾（cunning）**或**恫吓（intimidation）**技能得到他的许可。得到许可后回去找伯凯（M48, 5），告诉他这个好消息。

Description: **Brother Burkel** (M48, 5) will ask for your help as long as you won't make fun of his religion. Your job will be to acquire permission to open a church of the Creator in Orzammar. In order for that to happen you'll have to talk to the Shaper of Dreams. End the conversation and travel to **[Orzammar - Diamond quarter - Shaperate]**. Talk to the **Shaper** about the problem (M53, 3). You can convince him to give the permission by using **persuasion**, **cunning** or **intimidation**. Once he's agreed return to Burkel (M48, 5) and share the good news.

贵金属 Precious metals

任务来自：**罗杰克（Rogek）** **[奥扎玛—平民区—灰城]**

Received from: **Rogek** **[Orzammar - Commons - Dust town]**



答应帮助走私犯罗杰克（**smuggler Rogek**）（M49, 1）可以接到这个任务。你需要把黑晶（**lyrium**）送到[法师界塔（**The Circle tower**）]去，但是你得先把货款付给他。正常价格是 50 个银币（**50 silver coins**），如果使用说服（**persuade**）技能，有可能降到 40 个银币（**40 silver coins**）。不用担心被骗，黑晶的利润是很大的（你甚至可以就在奥扎玛把它们卖掉，不过，还是建议耐心等待）。

Description: You can start this quest when you agree to a deal proposed by the **smuggler Rogek** (M49, 1). Your job will be to deliver **lyrium** to [The Circle tower], however there's a hatch, because you'll have to pay him up front for the goods. A standard fee is **50 silver coins**, however if you attempt to **persuade** him you may get down to **40 silver coins**. Don't worry, because you won't get conned and you'll soon sell the lyrium with a very decent profit (you could do that even right here in Orzammar, but I would recommend waiting).



准备好开始任务后，到[法师界塔—法师区（**The Circle tower - Mage quarters**）]，在那里找到法师高德温（**Godwin**）（M33, 12），你可以接受他的出价，也可以使用说服（**persuasion**）技能索要更高的价格。交易过后，发现他需要黑晶的原因（使用说服（**persuasion**）、恫吓（**intimidation**）技能），然后你可以用向他人告发的借口敲诈他。交易完成之后回去找罗杰克（**Rogek**）（M19, 1）拿报酬。

Leave Orzammar when you're ready to start this mission and travel to [The Circle tower - Mage quarters]. Here you'll have to locate mage **Godwin** (M33, 12) and you can agree to his initial offer or you can use **persuasion** to ask for more. Once you've made the exchange you can find out what he needed the lyrium for (**persuasion**, **intimidation**) and then you can blackmail him that you'll tell the truth to the others. Once you've finalized the transaction return to **Rogek** (M49, 1) to receive an additional reward.

泽琳达的悲伤 **Zerlinda's woe**

任务来自：泽琳达（**Zerlinda**） [奥扎玛—平民区—灰城（**Orzammar - Commons - Dust town**）]

Received from: **Zerlinda** [Orzammar - Commons - Dust town]



和泽琳达（Zerlinda）（M49，2）对话，得知她正出于困境。你可以说服她不要离开奥扎玛，或者鼓励她去探索世界。如果你要解决她的家庭问题，做出帮助她的承诺后，到[奥扎玛—平民区—酒馆（Orzammar - Commons - Tavern）]。在那里找到奥德尔（Ordel）（M48，8）。告诉他是泽琳达让你来的。你可以使用说服或恫吓技能迫使他改变主意。当他同意让泽琳达回来后，回去告诉她这个好消息。

Description: Talking to **Zerlinda** (M49, 2) will allow you to find out about her horrible situation. You can convince her that she shouldn't leave Orzammar or you can encourage her to visit the world. If you plan on resolving the situation with her family promise to help her and then travel to [Orzammar - Commons - Tavern]. Here you'll have to find **Ordel** (M48, 8). Explain to him that you've been sent by Zerlinda. You can force him to change his mind about her using **persuasion** or **intimidation**. Once he's agreed to welcome her back return to Zerlinda and tell her the good news.

科学馆里的盗贼 Thief in the house of science

任务来自：雕塑者的助手（Shaper's assistant）[奥扎玛—钻石区—雕塑者之堂]

Received from: **Shaper's assistant** [Orzammar - Diamond quarter - Shaperate]



雕塑者的助手 (Shaper's assistant) (M53, 1) 告诉你，有人从雕塑者之堂 (Shaperate) 偷走了一本珍贵的书，答应帮他找回书籍。按照他的指示，到[奥扎玛—平民区—灰城 (Orzammar - Commons - Dust town)]。在那里见到一个浑身刺青矮人—**沙迪·科尔比特 (Shady Corebit)** (M49, 3)。和他对话，不必在意对话的内容，因为之后你要打败他才能得到必要的信息。从他的尸体上拿到一份**收据 (receipt)**。

Description: **Shaper's assistant** (M53, 1) will inform that a valuable book has been stolen from the Shaperate and you can promise him to get it back. Follow his instructions by travelling to [Orzammar - Commons - Dust town]. The person you'll need to talk to here is a dwarf covered in tattoos – **Shady Corebit** (M49, 3). Don't worry about what you say to him, because you'll have to defeat him in combat to get the necessary information. Check his body and take a **receipt**.



离开灰城到[奥扎玛—平民区—试验场 (Orzammar - Commons - Proving grounds)]。完成部分奥扎玛主线任务后，解锁竞技场区域，才能进入这里找到偷书的矮人。在试验场北部区域找到**毒贩格里丁 (Fixer Gredin)** (M54, 1)，点击他即自动开始和他及他的**手下 (gang)** 战斗。打败他们后，从格里丁的尸体上拿到一卷**《雕塑者的历史》 (A volume of shaper history)**。把它还给**雕塑者的助手 (Shaper's assistant)** (M53, 1) 或者卖给**杰特林 (Jertrin)** (M51, 1)

Exit the dust town and travel to [Orzammar - Commons - Proving grounds]. Notice that reaching the dwarf responsible for stealing the book will only be possible if you've unlocked access to the arena by completing a part of Orzammar's main quest. Explore the northern area of the proving grounds, locate **Fixer Gredin** (M51, 1) and click on him to automatically start a fight with him and his **gang** of thugs. Once you've defeated all the dwarves check Gredin's body and collect **A volume of shaper history**. You can now return this item to **Shaper's assistant** (M53, 1) or you can sell the original to **Jertrin** (M51, 1).

Lost to the memories

任务来自: **奥塔 (Orta)** [奥扎玛—钻石区—雕塑者之堂 (Orzammar – Diamond quarter – Shaperate)]

Received from: **Orta** [Orzammar - Diamond quarter - Shaperate]



奥塔 (Orta) 让你帮忙查找她的血统记录。这个任务在解锁**[奥坦·赛格 (Ortan thaig)]** 地区后才能继续。在地图中央查找 (就是遇到**拉克 (Ruck)** 和**蜘蛛 (spiders)** 的地方), 做好准备和**幽灵 (ghosts)**、**石魔人 (golem)** 作战。消灭敌人后在那里找到一个箱子 (M57, 6), 打开拿到**奥坦家族史 (house Ortan records)**。现在可以回去找奥塔 (M53, 2), 把文件给她, 并答应在**[奥扎玛—钻石区—议会厅 (Orzammar - Diamond quarter - Chamber assembly)]** (M53, 8) 和她见面。奥塔会给你报酬, 你可以选择接受**金子 (gold)** 或是接受她在选举中的支持作为奖励。在新国王被选出之后, 建议再次去拜访她, 她会再给你 **10 个金币 (10 gold coins)**。

Description: **Orta** (M53, 2) will ask you to find some kind of records about her lineage and you won't be allowed to resume this quest until you've unlocked **[Ortan thaig]**. Explore the central area of the map (this is where you might have encountered **Ruck** and the **spiders** from a different quest) and be ready to defend yourself against the **ghosts** and the **golem**. Once it's safe find a chest (M57, 6), open it and collect **house Ortan records**. You can now return with the documents to Orta (M53, 2). Give her the chronicles and agree to meet with her in **[Orzammar - Diamond quarter - Chamber assembly]** (M53, 8). Orta will want to give you a reward and you can choose between **gold** and receiving her support during the upcoming election. I would also recommend visiting her again after a new king has been elected, because she'll give you additional **10 gold coins**.

王子的恩泽: 第一个任务 Prince's grace: First assignment

任务来自: **瓦塔格·加沃恩 (Vartag Gavorn)** **[奥扎玛—钻石区—议会厅 (Orzammar - Diamond quarter - Chamber assembly)]**

Received from: **Vartag Gavorn** **[Orzammar - Diamond quarter - Chamber assembly]**



这个任务有两个部分。在第一部分中要把一些关于哈罗蒙特的文件（documents）送给另外两个贵族。在奥扎玛找到这两个贵族。领主赫尔米（Lord Helmi）在[奥扎玛—平民区—酒馆（Orzammar - Commons - Tavern）]（M48, 9），达斯小姐（Lady Dace）在[奥扎玛—钻石区（Orzammar - Diamond quarter）]（M52, 3）。

Description: This quest consists of two parts. The first part will require you to deliver the documents that would implicate Harrowmont to two other nobles. The dwarves you'll have to locate can be found in Orzammar. Lord Helmi spends his free time in [Orzammar - Commons - Tavern] (M48, 9) and Lady Dace is standing in [Orzammar - Diamond quarter] (M52, 3).



和达斯小姐（Lady Dace）对话中，发现你还要和她父亲谈谈。她会帮你找到她的父亲。她交给你一张通行证（pass），这样你就可以到深渊之路去了。先到[奥扎玛—平民区（Orzammar - Commons）]，然后向西南前进，在一个出口（M48, 10），被几个把守的矿工（miners）拦住了去路。向他们出示通行证，就可以通过了。找到出口（M48, 11），在地图上选择[埃杜肯赛格（Aeducan thaig）]。

During you conversation with Lady Dace you'll find out that the person you'll need to talk to is her father and she can provide help in finding him. Notice that she gave you a pass and therefore you'll be allowed to travel to the Deep Roads. Start off by going to [Orzammar - Commons] and then head south-west until you're stopped by the miners guarding the exit

(M48, 10). All you have to do here is to show them the pass and they'll let you through. Locate the exit (M48, 11) and choose [Aeducan thaig] from the map.



新地区（M55, 1）很像一个迷宫，不过，找到正确的路不会花费你太多的时间。你的目标在西南方。南方和东南方另有两个区域，建议可以探查一番，会得到不少好东西。这里的怪怪大都是**半兽人（genlocks）**和**强兽人（hurlocks）**，注意它们当中的小 boss（**半兽人使者（genlock emissary）**，**变形强兽人（genlock alpha）**），它们的攻击力很强。可以引诱敌人对你们进行追击，这样可以避免同时面对大批敌人。

The location you're standing in (M55, 1) might seem like a labyrinth at first, but you won't be spending a lot of time trying to find the correct path. Your target can be found to the south-west. Notice two additional areas to the south and to the south-east. Exploring them is optional, however you would be allowed to find a lot of cool items. As for the monsters, for most of the time you'll be dealing with different types of **genlocks** and **hurlocks**. Watch out for mini-bosses (**genlock emissary**, **genlock alpha**), because their attacks are going to be much more powerful. Don't forget about the possibility of encouraging the monsters to chase after you, so you won't have to deal with all of them at the same time.



这里还有**地底潜行者（deepstalkers）**，不过，对付它们并不是什么问题。它们的攻击伤害很低，即使它们突袭或者包围你，也没有什么关系。最后来到一个大山洞（M55, 2），**达斯的士兵（Dace's forces）**正在这里和怪物作战。帮助矮人杀掉地底潜行者。第一批怪物消灭后，第二批很快出现，把它们也干掉。

You'll also start encountering **deepstalkers**, however defeating these creatures won't be a big problem. Their attacks will inflict minimal damage, even if they manage to surprise and

surround your team. Eventually you should make your way to a much larger cavern (M55, 2) where **Dace's forces** will be defending themselves against the monsters. Assist the dwarves in dealing with the deepstalkers. Notice that eliminating the first group won't solve the problem, because more deepstalkers will show up in a few seconds. Defeat them as well.



杀掉所有的**怪怪 (creatures)**后，和**领主达斯 (lord Dace)** (M55, 4) 对话，把**文件 (documents)** 交给他。作为感谢，他会让当地的商人给你优惠价格。你可以继续探索赛格，或者立即回城去。回到**[奥扎玛—钻石区—议会厅 (Orzammar - Diamond quarter - Chamber assembly)]**找**瓦塔格 (Vartag)** (M53, 5)

Once you've eliminated all the **creatures** you'll be allowed to talk to **lord Dace (M55, 4)** and to show him the **documents**. Your new ally will also inform you that you'll get lower prices from local traders as an act of gratitude for your assistance. You can now continue exploring the thaig or you can decide to return to the city immediately. Go back to **Vartag (M53, 5)** in **[Orzammar - Diamond quarter - Chamber assembly]**.

领主的信任：第一个任务 Lord's trust: First assignment

任务来自：**达凌·弗兰德 (Dulin Forender)** **[奥扎玛—钻石区—哈罗蒙特的宅邸 (Orzammar - Diamond quarter - Harrowmont's mansion)]**

Received from: **Dulin Forender** **[Orzammar - Diamond quarter - Harrowmont's mansion]**



这个任务有三个部分，不过，有两个部分不是必须完成的。**达凌（Dulin）**（M53，4）告诉你，要赢得他主人的信任，你要在竞技场以他的名义赢得一系列战斗。离开府邸到**[奥扎玛—平民区—试验场（Orzammar - Commons - Proving grounds）]**。在那里说服两个矮人收回退赛的决定。第一个矮人是**贝齐尔（Baizyl）**（M51，2），使用**说服（persuasion）**或**恫吓（intimidation）**技能，发现他被人敲诈。答应帮助他处理这件事，拿回他的信。

Description: This quest consists of three parts, however two of them won't be mandatory. **Dulin** (M53, 4) will inform you that in order to gain his master's trust you'll have to take part in a series of fights in his name in the arena. Leave the mansion and travel to **[Orzammar - Commons - Proving grounds]**. After your arrival you can focus on convincing two dwarves to change their minds about the resignation from the tournament. The first dwarf you'll want to talk to is **Baizyl** (M51, 2). Use **persuasion** or **intimidation** on him to find out that he's being blackmailed. Promise him to look into the matter and to retrieve the letters which could implicate him.



要拿回被偷的信，要到试验场的南部去。在那里见到**迈亚加（Myaja）**，尽管她是敲诈贝齐尔的人，但你不必和她对话，因为你是没有办法改变她的主意的。让你队伍中的**盗贼（rogue）**上前开锁，从而能够前往南部区域（M51，4）。进入后打开一个箱子，拿到**情书（love letters）**。现在可以回去找**贝齐尔（Baizyl）**，把信还给他（M51，2）。除了说服他继续参加比赛，别忘了向他索要报酬（最高**15个金币（15 gold coins）**）。

In order to retrieve the stolen letters you must travel to the southern section of the proving grounds. You'll meet **Myaja** here and even though she's the one responsible for blackmailing Baizyl you won't have to talk to her, because you couldn't convince her to change her mind. Instead choose a **rogue** in your team and use the ability to open locks to gain access to one of the southern quarters (M51, 4). Once you're inside open one of the chests and collect the **love letters**. You may now return to **Baizyl** to give him back the letters (M51, 2). Don't forget to ask him for some kind of a reward (up to **15 gold coins**) aside from convincing him to enter the tournament.



第二个要对话的矮人是**格威唐（Gwiddon）**（M51, 3）。这次没有其他的任务要做，只要使用**说服（persuasion）**或**恫吓（intimidation）**技能鼓励他参加比赛就可以了。做好比赛准备后，和**验证大师（Proving Master）**（M54, 5）对话。你可以让他再多给你一些时间作准备，向他询问比赛规则，告诉他你准备好开始战斗了（M51, 6）。

The second dwarf you'll have a chance to talk to is **Gwiddon (M51, 3)**. Thankfully in this case you won't have to perform any additional activities, because in order to encourage him to join the tournament you must only use **persuasion** or **intimidation**. Once you're ready to start the fights yourself talk to the **Proving Master (M51, 5)**. You can now tell him to give you more time for preparations, you can ask him to describe the rules and you can inform him that you're ready to begin (**M51, 6**).



第一个对手是**休厄林（Seweryn）**。他是一个很弱的战士，打败他很容易。

Your first opponent is going to be **Seweryn**. He's a weak warrior, so defeating him shouldn't be a problem even if your character is not fully developed yet.



第二场战斗稍微困难一些，要同时对付两个矮人（**迈亚加（Myaja）**和**勒克詹（Lucjan）**）。注意全力攻击一个目标，否则会在战斗过程中受到更多的伤害。

The second fight is going to be slightly more difficult, because you'll be going against two dwarves at the same time (**Myaja** and **Lucjan**). Don't forget to stay focused on one target, because otherwise you would be receiving more damage throughout the course of an entire battle.



第三场战斗是一个对手，战斗比较容易。**哈纳尚（Hanashan）**对你的攻击抗性比较高，对他可以使用连续的致命攻击。

The third fight will put you against a single opponent, so it should be easier. **Hanashan** may be more resistant to your attacks, but on the other hand you won't have to worry about taking series of deadly blows.



第四场战斗比较有趣，对战的两边分别有两名队员。敌方是沃杰齐·伊沃（**Wojech Ivo**）和维兰茨（**Velanz**）。你可以选择一人协助战斗。不建议选择矮人战友（贝齐尔（**Baizyl**）和格威唐（**Gwiddon**））。最好从你的队员中选择。选择一位战士助手，可以轻松赢得这场比赛。

The fourth fight will be much more interesting, because each side will be represented by two characters. Your enemies are going to be **Wojech Ivo** and his assistant **Velanz**. You on the other hand will be allowed to choose a companion for this battle. I wouldn't recommend choosing any of the dwarves you've helped recently (**Baizyl** and **Gwiddon**). Instead pick someone from your **team**. Winning here shouldn't be a problem as long as you've chosen a good warrior to assist you.



第五场比赛是最后的战斗，这次自然不会让你轻松获胜。你的对手是皮奥廷（**Piotin**）（boss），皮奥廷的助手（**Piotin's right hand**）（小 boss）和皮奥廷的喽啰（**Piotin's henchmen**）。你可以在帮助过的两个矮人（**dwarves**）和队友中作选择。强烈建议在队友中选人，特别是选择**法师**。战斗开始后先消灭两个 boss，小喽啰的攻击很弱，不必担心。胜利后得到冠军头衔，回去向达凌·弗兰德（**Dulin Forender**）汇报。注意他此时已经不在原来的地方，要到【奥扎玛—平民区—酒馆（**Orzammar - Commons - Tavern**）】（M48，2）去找他。

The fifth fight is going to be the last one and you shouldn't be surprised to hear that it won't be easy to win. Your opponents are going to be **Piotin** (main boss), **Piotin's right hand** (mini-boss) and **Piotin's henchmen**. Notice that for the purpose of this battle you'll be allowed to choose between two **dwarves** you've helped recently and your **team**. I would strongly recommend choosing your team, especially since you'll want to have a good **mage** at your side. After the battle has started focus primarily on eliminating both bosses, because the damage done by their henchmen is going to be minimal. Once you've succeeded you'll named a champion and you'll be allowed to return to **Dulin Forender** for a debriefing. Notice that the dwarf has moved to a different location in the meantime and he can now be found in **[Orzammar - Commons - Tavern]** (M48, 12).

王子的恩泽：第二个任务 Prince's grace: Second assignment

任务来自：瓦塔格·加沃恩 (**Vartag Gavorn**) **[奥扎玛—钻石区—议会厅 (Orzammar - Diamond quarter - Chamber assembly)]**

Received from: **Vartag Gavorn** **[Orzammar - Diamond quarter - Chamber assembly]**



确认你要和**王子伯伦 (prince Bhelen)** 谈话 (M54, 1)，他会给你进一步的指示。你的任务是找到并杀死奥扎玛非法企业联合的负责人贾维亚。请参看任务**贾维亚的隐匿处**中的描述找到她。打败她之后回到**[奥扎玛—钻石区—皇宫 (Orzammar - Diamond quarter - Royal Palace)]** (M54, 1)。再和**伯伦 (Bhelen)** 对话，接到两个新任务——**空虚之砧 (Anvil of the void)** 和她这样的圣人 (**Paragon of her kind**)。

Description: Confirm that you want to want to talk to **prince Bhelen** (M54, 1) and he'll give you further instructions. Your job will be to find and kill Jarvia, a woman responsible for running an illegal cartel in Orzammar. Make sure to read the description of **Jarvia's hideout** quest in order to find out how to locate her. Once you've defeated Jarvia you can return to **[Orzammar - Diamond quarter - Royal Palace]** (M54, 1). During your next conversation with **Bhelen** you'll receive two new quests – **Anvil of the void** and **Paragon of her kind**.

领主的信任：第二个任务 Lord's trust: Second assignment

任务来自：达凌·弗兰德（Dulin Forender） [奥扎玛—钻石区—哈罗蒙特的宅邸（Orzammar - Diamond quarter - Harrowmont's mansion）]

Received from: Dulin Forender [Orzammar - Diamond quarter - Harrowmont's mansion]



确认你要和**领主哈罗蒙特（lord Harrowmont）**（M53，7）谈话，他会给你进一步的指示。你的任务是找到并杀死奥扎玛非法企业联合的负责人贾维亚。请参看任务**贾维亚的隐匿处**中的描述找到她。打败她之后回到**[奥扎玛—钻石区—哈罗蒙特的宅邸（Orzammar - Diamond quarter - Harrowmont's mansion）]**（M53，7）。再和**哈罗蒙特（Harrowmont）**对话，接到两个新任务——**空虚之砧（Anvil of the void）**和她这样的圣人（Paragon of her kind）。

Description: Confirm that you want to want to talk to **lord Harrowmont** (M53, 7) and he'll give you further instructions. Your job will be to find and kill Jarvia, a woman responsible for running an illegal cartel in Orzammar. Make sure to read the description of **Jarvia's hideout** quest in order to find out how to locate her. Once you've defeated Jarvia you can return to **[Orzammar - Diamond quarter - Harrowmont's mansion]** (M53, 7). During your next conversation with **Harrowmont** you'll receive two new quests - **Anvil of the void** and **Paragon of her kind**.

贾维亚的隐匿处 Jarvia's hideout

任务来自：王子伯伦（Prince Bhelen） [奥扎玛—钻石区—皇宫（Orzammar - Diamond quarter - Royal Palace）]或**领主哈罗蒙特（Lord Harrowmont）** [奥扎玛—钻石区—哈罗蒙特的宅邸（Orzammar - Diamond quarter - Harrowmont's mansion）]

Received from: **Prince Bhelen** [Orzammar - Diamond quarter - Royal Palace] or **Lord Harrowmont** [Orzammar - Diamond quarter - Harrowmont's mansion]



成功完成任务王子的恩泽——第二个任务（**Prince's grace: Second assignment**）或领主的信任：第二个任务（**Lord's trust: Second assignment**）后，这个任务就会出现在你的日志中。唯一的区别是杀掉贾维亚后要对话的人不同（领主哈罗蒙特或王子伯伦）。得到这个任务后，到**[奥扎玛—平民区—灰城（Orzammar - Commons - Dust town）]**，在那里找到**纳得泽达（Nadezda）**（M49, 4）。问她贾维亚藏身何处，并得知，要想进入，需要一把特殊的钥匙。对话结束，你可以给纳得泽达一些报酬。

Description: This mission will appear in your journal after you've successfully completed one of two other quests - **Prince's grace: Second assignment** or **Lord's trust: Second assignment**. The only difference will be the person you'll need to talk to after dealing with Jarvia (Lord Harrowmont or Prince Bhelen). As soon as you've unlocked this quest travel to **[Orzammar - Commons - Dust town]**. Here you'll have to locate **Nadezda** (M49, 4). Ask her about Jarvia's hideout and you'll find out that you won't be able to get inside without a special key. You can now end this conversation or you can reward Nadezda for telling you the truth.



下一个要去的地点**[奥扎玛—平民区—灰城—阿利玛的百货商店（Orzammar - Commons - Dust town - Alimar's emporium）]**（M49, 5）。和**店主（storekeeper）**（M49, 6）对话，询问企业联合的位置所在。对话结束后离开，径直到**[奥扎玛—平民区—灰城—贫民之家（Orzammar - Commons - Dust town - Slums household）]**（M49, 7）。进入后遇

到一群**强盗 (bandits)** (M49, 8)。战斗开始后全力攻击他们的**头目 (leader)**，当他大量失血后就会投降。他会给你进入隐匿处所需要的**钥匙 (key)**，你可以放他一马，也可以杀掉他。

Your next area of interest is [Orzammar - Commons - Dust town - Alimar's emporium] (M49, 5). Talk to the **storekeeper** (M49, 6) and ask him about the location of the cartel. Once you're done talking exit the store and proceed directly to [Orzammar - Commons - Dust town - Slums household] (M49, 7). Once you're inside you're going to be automatically stopped by the **bandits** (M49, 8). As soon as they've attacked you focus on injuring their **leader**, because he'll give up when he's lost a lot of blood. He'll give you a **key** needed to enter the hideout and you can now let him go or you can finish him off.



然后离开那里，在地图上找到隐匿处的秘密入口 (M49, 9)。走到一扇小门前，敲门，在出现的行动选项中选择插入**钥匙 (key)**，即可到**[奥扎玛—平民区—灰城—企业联合隐匿处 (Orzammar - Commons - Dust town - Cartel hideout)]** (M50, 1)

Either way you must now exit the building. Use your personal map to find the secret entrance to cartel's hideout (M49, 9). You'll have to approach a small door. Click on it and choose the proper action from the list in order to insert the **key** into the slot. You may now travel to [Orzammar - Commons - Dust town - Cartel hideout] (M50, 1).



接下去要探索一个很大的地下建筑，要时刻保持警惕，这里有很多矮人（dwarves）敌人。一路上还会遇到不少陷阱，如果有技能，把它们拆掉。抵达第一个房间后，会自动开始和门卫（cartel's doorman）（M50, 2）的对话。杀死小 boss 后再对付其他的敌人。

You'll have to start exploring a large underground complex and I would recommend to remain cautious, because you'll be dealing with hostile dwarves and for most of the time there's going to be a lot of them. Don't forget to spot and disable traps along the way if you can. Once you've arrived in the first room you'll trigger a short "conversation" with cartel's doorman (M50, 2). Attack the mini-boss and once he's gone deal with the rest of the thugs.



一路向南。沿路有一些小房间，建议对其进行一番探索，可以找到不少好装备。在一间牢房（M50, 9）外杀死守卫（guardian），救出一个犯人（prisoner）。这里的敌人除了普通的战士，还有很多刺客（assassins）、库纳里雇佣兵（qunari mercnearies）、精灵法师（elven mages）和蜘蛛（spiders）。针对不同的敌人采取不同的攻击方法。

Keep heading south. You'll come across a lot of smaller rooms along the way and it'll be up to you to decide whether you want to secure them or move on with the mission. I would recommend exploring each room, because doing this will allow you to find a lot of valuable pieces of equipment. You can also explore a prison (M50, 9) in order to kill the guardian and to rescue a prisoner. Bear in mind that aside from the standard warriors you'll also be dealing with a lot of assassins, qunari mercnearies, elven mages and spiders. Make sure to adjust the style of play depending on who you have to kill at the moment.



在主通道东部最后一个房间中有一条通道（M50，3），通往贾维亚的藏身处。从现在开始，你会遇到更多的陷阱，包括熊陷阱和线路陷阱。在即将抵达最后一个房间时（M50，4），存储游戏，并给队员补血。

In order to reach Jarvia you'll have to use the passageway found in the last room on the eastern side of the main corridor (M50, 3). Bear in mind that you'll be finding even more traps from now on, including bear traps and line traps. Once you've arrived near the last room (M50, 4) make sure to save your current progress and to heal your **team members**.



进入房间和，和**贾维亚（Jarvia）**对话。不必在意你的回答，很快和贾维亚的战斗就会开始（M50，5）。战斗中注意要留在进入的门的附近，因为附近有很多陷阱，你是不能一边战斗一边拆除陷阱的。先消灭较弱的**敌人（opponnets）**和**刺客（assassins）**。确保你的**法师（mage）**的安全，让他/她及时使用治疗法术治疗同伴。

Entering the next room will trigger a conversation with **Jarvia**. You won't have to pay too much attention to what you're going to say to her, because sooner or later you'll trigger a fight (M50, 5). During the course of this battle you should remain near the door you've used to get in. The main reason is that there are a lot of traps nearby and you wouldn't be able to disarm them and to fight at the same time. Start off by attacking weaker **opponnets** and **assassins**. Pay attention to the safety of your **mage** and use the spells you've got to heal or resurrect other **allies**.



贾维亚是一个刺客，所以只能等待她除掉伪装攻击的时候才能发现她。一旦她出现即命令全体队员发起攻击，然后再次等待下一个攻击机会。正常来说，一次攻击并不能杀死贾维亚，所以，当她消失后，即着手消灭她的属下。干掉贾维亚后，开始攻击其他的刺客（assassins）。

Jarvia is also going to be an assassin, so if you can't detect her yourself you'll have to wait each time until she drops the camouflage and attacks . As soon as it happened make sure to give your team members the order to attack her, because it may take a while before you'll have your chance to try again. Naturally you won't be able to kill Jarvia right away, so once she's disappeared again focus on eliminating other members of her cartel. Once Jarvia has been eliminated you may start attacking other assassins.



消灭其他敌后再攻击敌人的弓箭手（enemy archers）。建议对他们采用远攻，在其附近有一些陷阱，拆除掉才能接近他们。战斗后从贾维亚的尸体上拿到她的钥匙（key）。这把钥匙可以打开一个小房间，也可以直接到出口去（M50，6）。从出口一直向前找到通往另外地点的通道（M50，7）。从这条通道来到[奥扎玛—平民区—贾纳的军械库（Orzammar - Commons - Janar's armory）]（M48，13）。和贾纳（Janar）对话，离开他的商店，任务结束。

I wouldn't recommend attacking enemy archers unless you've already dealt with other hostile units. It would be a good idea to attack them from a large distance, however you should also consider disabling at least a few traps found near them so that the rest of your team could get closer. Make sure to examine Jarvia's body after the battle to take her key. You can use this key to open a small room or you can proceed directly to the exit (M50, 6). Head forward until you find a passageway to a different location (M50, 7). Using this passageway will transport you to [Orzammar - Commons - Janar's armory] (M48, 13). Talk to Janar and then leave his shop to end this quest.

奇异的方法 Exotic methods

任务来自：草药医生威德隆（Herbalist Widron）[奥扎玛—钻石区—皇宫（Orzammar - Diamond quarter - Royal palace）]

Received from: Herbalist Widron [Orzammar - Diamond quarter - Royal palace]



完成奥扎玛主线任务后，可以进入皇宫区后，才能开始这个任务。进入一个大房间和**草药医生威德隆（Herbalist Widron）**（M54, 2）对话，得知一位**矮人贵妇（noble dwarven women）**被人下了毒，医生需要一种非常罕见的解毒剂才能救她。要继续这个游戏，你的队伍中必须有人**的毒药技能全满**。打开药剂制作窗口，查看需要找到的配料。游戏中需要找到**精灵之根（elven roots）**、**生命石头（lifestones）**、**浓缩作用剂（concentractor agents）**和**空烧瓶（empty flask）**（德内瑞姆的**凯撒（Caesar）**那里有贩卖）。做好解毒剂后回到房间，这次不是和威德隆对话，而是直接点击布罗登斯小姐。

Description: You won't be able to start this quest unless you've already gained access to the royal palace and this can be achieved by completing Orzammar's main missions. Enter one of the larger chambers and talk to **Herbalist Widron (M54, 2)** to find out that one of the **noble dwarven women** has been poisoned and that he'll need a very rare antidote to save her. In order to move on with this mission one of your **team members** must fully develop Toxins skill. Open the screen used for mixing potions to find out what kind of ingredients you'll have to look for. The game will require you to find **elven roots**, **lifestones**, **concentractor agents** and an **empty flask** (**Caesar** from Denerim is a good source for these items). Once you have the **antidote** ready return to the chamber, but this time instead of talking to Widron click on Lady Brodens.

空虚之砧 Anvil of the Void

任务来自：**王子伯伦**[奥扎玛—钻石区—皇宫（Orzammar - Diamond quarter - Royal Palace）]或**领主哈罗蒙特**[奥扎玛—钻石区—哈罗蒙特的宅邸（Orzammar - Diamond quarter - Harrowmont's mansion）]

Received from: **Prince Bhelen** [Orzammar - Diamond quarter - Royal Palace] or **Lord Harrowmont** [Orzammar - Diamond quarter - Harrowmont's mansion]



这是**哈罗蒙特 (Harrowmont)** 和**伯伦 (Bhelen)** 共同的任务，无论是从谁那里接到，都没有什么不同。接到这个任务后到**[奥扎玛—平民区 (Orzammar - Commons)]**，找到被**矿工们 (miners)** 把守的哨站 (M48, 10)。一个矮人**奥伦格 (Oghren)** 拦住了你，你可以让他加入队伍。建议立刻发挥他的能力，特别是他可以穿着很好的装甲。经过矿工后前往出口 (M48, 11)，在深渊之路的地图上选择**[卡里丁十字路口 (Caridin's cross)]**。参看她这样的圣人 (**Paragon of her kind**) (奥扎玛任务)，找到空虚之砧。

Description: This is a common quest for both **Harrowmont** and **Bhelen** and you shouldn't expect any changes depending on who gave you the order to start this mission. Once the quest has appeared in your journal travel to **[Orzammar - Commons]** and proceed towards an outpost being guarded by the **miners** (M48, 10). Notice that a friendly dwarf **Oghren** has stopped you and you'll have a chance to add him to your team. I would recommend that you start using his abilities right away, especially since he'll be wearing good armor. Once you've gone past the miners head to the exit (M48, 11) and choose **[Caridin's cross]** from the map of the Deep Roads. Continue by reading the description of **Paragon of her kind** (Orzammar quests category) quest. This will allow you to find out how to get to the anvil.



在抵达**[空虚之砧 (Anvil of the Void)]**区域的一个房间 (M59, 9) 后，任务继续。因为之后要做出选择，所以在进入山洞前，存储游戏。最简单的解决方式是支持**卡里丁 (Caridin)**，希望永远地毁掉空虚之砧。这样会引发你和**布兰达 (Branda)** 之间的大战。注意，布兰达身边有几个**石魔人 (golems)**，而且在战斗中，卡里丁是不能活动的。

You'll resume this quest after you've reached the last chamber of **[Anvil of the Void]** area (M59, 9). It would be a good idea to save your game before entering the cavern, because you'll have to decide how this quest should end. The most obvious solution is to align yourself with **Caridin**, hoping of destroying the anvil forever. Doing this would result in a huge battle taking place between you and **Branda**. You should also know she would have several **golems** at her side and that Caridin would remain unactive during the battle.



战斗开始后，先消灭力量较弱的**敌人（creatures）**，否则他们会摧毁那些**友好的石魔人（friendly golems）**。将敌人一一击破，很快就可以将石魔人消灭。攻击的石魔人中，有几个是**小 boss（mini-bosses）**，在对付它们的时候要小心。**布兰达（Branda）**是你最后要攻击的敌人。战斗中要及时给队员补血，石魔人的攻击伤害是很大的。所有的敌人消灭后，和**卡里丁（Caridin）**对话，他会为你锻造一顶**王冠（crown）**。之后他就会自杀，空虚之砧被毁。后面的部分，请参看她这样的圣人（Paragon of her kind）。

As soon as this battle has started focus on defeating less powerful **creatures**, because otherwise they would destroy **friendly golems**. Just as before focus on attacking single targets, so it won't take long before each golem is destroyed. Some of the attacked golems are going to be **mini-bosses** and you'll have to be more careful while trying to defeat them. **Branda** should be the last person you'll want to attack. Don't forget to heal your **team members** during the battle, especially since most of golem's attacks are going to be powerful. Once all the hostile units have been eliminated talk to **Caridin** and wait for him to forge a **crown** for you. He'll soon commit suicide and the anvil is going to be destroyed. Go to the **Main quests** category and keep reading the description of **Paragon of her kind** quest to find out what should be done next.



另一个选择是和**布兰达 (Branda)** 合作，保留空虚之砧。这样**石魔人 (golems)** 就会是你的敌人，**卡里丁 (Caridin)** 会是它们之中的 boss。你这边也会有几个石魔人帮忙，但战斗中布兰达是不能活动的。

An alternative solution is to aling yourself with **Branda** in hopes of preserving the anvil for further use. In this case **golems** would become your enemies and **Caridin** would be one of them (main boss). Notice that you would have several golems at your side, however Branda would remain unactive until the end of the battle.



这场战斗和上面那场战斗很相近。先消灭攻击你的**石魔人 (golems)** 的**小 boss (mini-bosses)**，然后再解决其他的石魔人。最后对付**卡里丁 (Caridin)**。胜利后和**布兰达 (Branda)** 对话，她会为你锻造一项**王冠 (crown)**。你可以让她保留空虚之砧，也可以说服她改变主意，毁掉它（说服、恫吓技能）。如果你愿意，也可以鼓动她自杀。后面的部分，请参看她这样的圣人（**Paragon of her kind**）。

This version of the battle is going to be very similiar to the one described above. Start off by eliminating **mini-bosses** attacking your **golems**. Once you've solved that problem focus on defeating some of the weaker golems. **Caridin** should be the last entity you decide to attack. Once it's gone talk to **Branda** and she'll forge a **crown** for you. Notice that you can now allow her to keep using the anvil or you can convince her (**persuasion**, **intimidation**) that she should change her mind and destroy it. You can also encourage her to commit suicide if you want to. Go to the **Main quests** category and read the description of **Paragon of her kind** quest to find out what should be done next.

她这样的圣人 **Paragon of her kind**

任务来自：**王子伯伦**[**奥扎玛—钻石区—皇宫 (Orzammar - Diamond quarter - Royal Palace)**]或**领主哈罗蒙特**[**奥扎玛—钻石区—哈罗蒙特的宅邸 (Orzammar - Diamond quarter - Harrowmont's mansion)**]

Received from: **Prince Bhelen** [**Orzammar - Diamond quarter - Royal Palace**] or **Lord Harrowmont** [**Orzammar Orzammar - Diamond quarter - Harrowmont's mansion**]



这是**哈罗蒙特（Harrowmont）**和**伯伦（Bhelen）**共同的任务，无论是从谁那里接到，都没有什么不同。抵达**[卡里丁十字路口（Caridin's cross）]**（M56, 1）后即可正式开始这个任务。向前走几步，即会遇到一大群强盗，尽快消灭他们当中的**精灵法师（elven mage）**，然后再对付剩下的**矮人战士（dwarven warriors）**。

Description: This is a common quest for both **Harrowmont** and **Bhelen** and you shouldn't expect any changes depending on who gave you the order to start this mission. You can officially start this mission once you've arrived in **[Caridin's cross]** (M56, 1). Make a few steps forward here and get ready to defend yourself against a large group of bandits. Make sure to eliminate an **elven mage** as soon as possible. Once he's gone deal with the less deadly **dwarven warriors**.



现在你的目标是抵达赛格的南部区域。有两条通道通往那里。如果你选择西边的通道，要做好打硬仗的准备，那里有很多强大的怪物，包括**强兽人（herlock）/半兽人小 boss（genlock mini-bosses）**，**尖啸者（shrieks）**（它们躲在阴影里搞突然袭击）和一个**食人魔（ogre）**（M56, 3）。打败食人魔后，找到通往赛格主厅的通道（M56, 4）。

Your current objective is to reach the southern areas of the thaig and there are two main passageways (M56, 2) leading to that location. If you choose the western passageway you would have to be ready for difficult battles. A lot of powerful monsters would stand in your way, including **herlock/genlock mini-bosses**, **shrieks** (they stay in the shadows and attack

by taking allied units by surprise) and an **ogre** (M56, 3). Soon after defeating the ogre you would find a passageway leading to the main hall area of the thaig (M56, 4).



选择东边的通道，会遇到一大群**地底潜行者（deepstalkers）**。这些家伙比较弱，即使它们突然袭击，也不用怕。选择这条路，可以比较轻松地抵达南部区域。杀死最后一群敌人后，找到通往南方的通道（M56, 6）。

Choosing the eastern passageway would result in you having to battle very large group of **deepstalkers**. You should know by now that these creatures aren't powerful, even if they would manage to take you by surprise. As a result reaching the southern section of the map would be much easier in this case. After defeating the last group of monsters you would have to find a passageway (M56, 6) leading south.



除了要对付**怪物（monsters）**，还要当心陷阱，这里有很懂。在战斗开始前，尽量多的拆除它们。两条通道都会把你带到十字路口（M56, 7），那里有更多的怪物。可以使用这里的投石器进行攻击，先消灭**小 boss（mini-boss）**。战斗过后向东前进。

Aside from the **monsters** you should also watch out for traps, because there's going to be a lot of them in the area. Try disarming as many of them as possible before the start of each fight. Both passageway will lead you to the crossroads (M56, 7) and you shouldn't be surprised to encounter even more monsters there. Use the ballistae to your advantage and

don't forget to eliminate a new **mini-boss** sooner rather than later. You must head east in order to move on with the mission.



如果你想尽快离开这个区域，取道主路向东，然后转向南。如果不急，可以探索一下沿途经过的另两条通道。第一条通道向南，会遇到一群非常强大的**变形食人魔(alpha ogre)**（M56, 9），还会遇到其他的小 boss（包括**使者(emissaries)**）和**尖啸者(shrieks)**。

If you want to leave this area as soon as possible remain on the main path leading east and then turning south. Otherwise you may consider spending some additional time exploring two passageways found along the way. The first passageway leads south and choosing it would result in your **team** encountering an extremely powerful **alpha ogre** (M56, 9). In addition to the large beast you would also encounter other mini-bosses (including **emissaries**) and new **shrieks**.



第二条向东的通道是地底潜行者的老巢。你要对付数量众多的地底潜行者，包括一个 boss——**地底潜行者女族长(deepstalker matriarch)**（M56, 11）。不过，它们比食人魔好对付的多。准备回到主线任务后向南前进，找到通往下一个区域的通道（M56, 12）。当深渊之路的地图出现在屏幕上之后，确认你要前往**奥坦赛格(Ortan thaig)**]

The second passageway leads to the east and it's the deepstalkers' lair. You would have to defeat a lot of these **creatures**, including a new boss - **deepstalker matriarch** (M56, 11). Thankfully eliminating this monster would much easier than fighting the ogre. When you're

ready to continue the main mission head south until you'll find a passageway leading to the next area (**M56, 12**). Wait for the map of the Deep Roads to be displayed on your screen and confirm that you want to travel to [**Ortan thaig**].



一直向前 (**M57, 1**)。很快发现，主通道被堵住了，你要改道附近的一条隧道。这里要对付各种各样的蜘蛛。在清理完一批敌人后再向前前进，否则会引诱更多的蜘蛛前来攻击。治疗药剂和法术也是很重要的，特别是当队员中毒后，需要恢复他们的体力。

Start off by heading forward (**M57, 1**). Sadly you won't be allowed to remain on the main path for too long, because the passageway will be collapsed and you'll have to choose a nearby tunnel. During your time spent in this thaig you'll be dealing mostly with different types of spiders. I wouldn't recommend moving forward until you've dealt with all the monsters, so you won't encourage any other spiders to attack you. Having good spells and potions is also an important thing, especially when it comes to bringing back poisoned characters to full strength.



沿途会看到两场战斗 (**M57, 2**)：**暗黑卵生魔 (darkspawn)** (包括**食人魔 (ogres)**) 对抗**蜘蛛 (spiders)**。建议攻击占上方的一方。如果它们之间的战斗很快结束，胜利的一方就会自动转向攻击你的队伍。战斗的两方不会同归于尽，不过，获胜的一方也不会剩下太多的数量。

You'll witness two battles taking place along the way (**M57, 2**) and in both cases the **darkspawn** (including **ogres**) will be going against the **spiders**. I would strongly recommend

to attack only the side with a huge advantage over the one. The main reason is that if the battle ends too quickly then the winning side would automatically attack your team. Naturally you can't expect both sides to be exterminated at the same time, but the winning side should have only a few units left after achieving victory.



向北前进，然后转向西方，很快走出隧道，来到一个大山洞中（M57，3）。这里有很多矮人**幽灵（ghosts）**。即使使用常规武器也能干掉这些幽灵。需要注意的是那些**石魔人（golems）**，它们的攻击伤害很大，尽量先消灭它们。

Keep heading north, however you'll soon have to turn west. It shouldn't take long until you leave the tunnels by ending up inside a huge cavern (M57, 3). Notice a lot of **ghosts** of fallen dwarves in the area. Thankfully the ghosts will also die if you use conventional weapons against them. It's the **golems** you should be more worried about, because most of their attacks will inflict serious injuries to one or more of your **team members**. Always try killing them first if you can.



继续向前，在遇到拉克的地方附近，有一些**蜘蛛（spiders）**，要小心。有两座大桥通往下一个区域（M57，7），选择任一个都可以。注意，有**幽灵（ghosts）**和**石魔人（golems）**（每座桥有一个石魔人）把守着。过桥后消灭剩下的幽灵，进入唯一的一条隧道，向西，然后转向东北。

Keep heading forward and watch out for additional **spiders** near the area where you've seen **Ruck**. Two large bridges lead to the next area (M57, 7) and you can choose either one of

them. Be careful, because these objects will be protected by **ghosts** and by **golems** (one golem for each bridge). When you're safely on the other side deal with the remaining ghosts and choose the only available tunnel. You'll be moving west here, but you'll soon turn to north-east.



此时，你正在向赛格大 boss 所在的区域（M57，8）前进，所以，在进入最后大大山洞前，保存游戏。进入山洞后，消灭最近的敌人。如果你尚未准备好和 boss 作战，最好远离布兰达的日记。这里的敌人还有**使者（emissaries）**和**蜘蛛（spiders）**。

You should know that you're slowly approaching the area where you'll have to defeat the main boss of this thaig (M57, 8), so it would be a good idea to save your game before entering the last cavern. Once you're inside start off by eliminating some of the closest **enemy units**. Don't get too close to Branda's journal if you're not ready yet to trigger a boss fight. Watch out for new **emissaries** here, as well as for **spiders**.



阅读布兰达的日记（M57，9），引得大 boss 现身山洞。Boss 是**堕落蜘蛛女王（corrupted spider queen）**。可以立即展开攻击，不过，最好把其他的蜘蛛先消灭掉，以防战斗中被骚扰。Boss 战分为几个阶段。每次蜘蛛女王逃跑后都要对付一群**较弱的蜘蛛（weaker spiders）**。消灭它们后，女王会再次出现（幸好她不会趁机回血），继续和它战斗。留意队员的生命值，当他们中毒时，及时使用治疗药剂或法术。

When you'll try to read the journal (M57, 9) you'll encourage the boss to appear in the cavern. The creature you'll have to kill will be the **corrupted spider queen**. Naturally **team members** should start attacking the queen right away, however it's also important to secure

this entire area to prevent your allies from being bothered by other spiders. This battle will be divided into several phases. Each time you've noticed that the queen has escaped you'll have to deal with a couple of **weaker spiders**. Once they're gone the queen will appear again (thankfully she won't regenerate in the meantime) and you'll be allowed to resume the main battle. Don't forget to monitor health bars of your teammates and to use spells or potions to deal with negative effects of being poisoned.



战斗后再次走近布兰达的日记，这回没人打扰了。点击日记开始阅读，任务信息更新。了解下一个目的地后，从附近的通道离开（M57，10）。当深渊之路地图出现后，确认你要前往**死亡深沟（The dead trenches）**。抵达深沟后（M58，1）看一段过场动画。

You can now approach Branda's journal without the risk of being interrupted again. Click on the journal to automatically read it and to update your mission status. Since you already know where to go you can use a nearby passageway to leave this area (M57, 10). Wait for a map of the Deep Roads to appear on your screen and confirm that you want to travel to **The dead trenches**. When you get to the trenches (M58, 1) make sure to watch the whole cut-scene before moving on.



向南前进，很快见到你的**盟友（allied units）**（M58，2）在和**暗黑卵生魔（darkspawn）**作战。上前帮助矮人朋友消灭怪物。战斗不是很难，可以把后面的敌人引诱到前面来消灭，这样你后面的行程会轻松些。战斗过后，和**卡多尔（Kardol）**对话，不过，他不能提供什么有用的信息。

Start off by heading south and it shouldn't take too long until you come across **allied units (M58, 2)** defending themselves against the **darkspawn**. Naturally you should assist your dwarven friends in dealing with the monsters and it shouldn't be too hard for you to defeat all the incoming waves. You can even encourage some of the monsters standing in the back to come here, so you won't have to fight them on your own later on in the game. Once it's safe talk to **Kardol**, but he won't share any useful information with you.



接下来要通过一座大桥（M58, 3）。桥上和对面都有**敌人（enemy units on）**，还有一个**食人魔（ogre）**。建议用远攻对付食人魔，将它引诱到你的附近，这样不用担心还有其他的敌人来犯。当心这里的**尖啸者（shrieks）**和**敌人的弓箭手（enemy archers）**。过桥后发现大门无法通过，向北找到一条隧道的入口（M58, 4）。

As you've probably suspected your job will be to cross the large bridge (M58, 3). You'll have to be careful here, because you'll encounter new **enemy units on** the bridge, as well as on the other side. There's also going to be an **ogre** in the area. I would strongly recommend attacking the ogre from the distance and waiting for it to come closer, so you won't have to worry about any other threats while fighting the beast. Pay attention to **shrieks** and **enemy archers** while trying to secure this entire area. You'll soon notice that you won't be allowed to use the main gate, so instead you'll have to travel north to find an entrance to a new tunnel (M58, 4).



隧道里有不少怪物（monsters）。尽量将敌人单组消灭，以提高获胜几率。战斗中注意及时给队员补血。在下一个山洞（M58, 5）中会有一场恶战，除了普通的怪怪，还要消灭两个小 boss（一个雷兽（Bronto）和一个半兽人使者（Genlock emissary））。下一座桥无法通过，转向南方。

I guess you won't be surprised to hear that a lot of monsters must be defeated along the way. Try separating single units from the rest to increase your chances of winning and don't forget to heal members of your team each time they've lost a lot of blood. A larger battle will take place in the next cavern (M58, 5) and aside from the standard monsters you'll also have to defeat two mini-bosses (a Bronto and Genlock emissary). You've probably noticed by now that you won't be allowed to cross the next bridge, so instead you'll have to travel south.



在一个房间（M58, 6）入口附近，有一个陷阱。这个区域还有更多的陷阱。移动速度不要太快，这样才不会被大群怪物（monsters）围攻。这里还有一种新的蜘蛛（spiders），是这类怪怪攻击最强的。一直向前，抵达一个有很多柱子和雕像的地方。

Watch out for a new trap located near the entrance to a new chamber (M58, 6). This isn't the only nasty surprise you can expect to find here, because other traps can be found in the area. Make sure to move slowly, so you won't end up being surrounded by larger groups of monsters. You'll also have to defeat new spiders and that can be quite tricky, because you'll be dealing with the strongest kind. Keep heading forward until you reach an area with a lot of pillars and sculptures (M58, 7).



在这个区域的南边有一个锻造炉。如果你想得到更多的经验值，建议将这个区域的敌人清理干净。这个锻造炉由很多怪物（monsters）把守着，包括半兽人锻造大师（genlock

forge master) (M58, 8)。你可以将其诱离其他怪物再干掉它。如果只专注于任务，直接向北，找到一个大山洞（有一座断桥的山洞）。

A forge can be found to the south of here. Securing this area is optional, however it's something you should consider if you're planning on earning additional experience points. The most important thing for you to know about is that the forge is being guarded by a lot of **monsters**, including **genlock forge master** (M58, 8). You can encourage this opponent to follow you quite easily and then you can kill him away from the other monsters. If you want to focus only on your mission proceed directly to the north to end up in the huge cavern again (the one with a destroyed bridge).



向北方前进的时候，一定要非常小心，半路会杀出一大群**尖啸者** (**shrieks**) (M58, 9)。记住要逐一击破敌人，而不是全面攻击，注意防护较弱的同伴。敌人消灭后继续向北，进入一个房间，这里有一群**吞食骷髅** (**devouring skeletons**)。杀掉它们不难，它们也不会搞突然袭击。安全后选择房间东墙的门 (M58, 10)。

You'll have to be extremely careful while moving north, because once you're about a half way through you're going to be attacked by a very large group of **shrieks** (M58, 9). Don't forget to keep attacking single targets instead of random monsters at the same time and protect your less powerful **teammates**. After you've won you can start moving north again. Enter the next room and this time get ready to defeat a group of **devouring skeletons**. Thankfully it'll be a much easier task and they won't attack you by surprise. Wait until it's safe and choose the door located on the eastern wall of the room (M58, 10).



一直向东，沿途可以对北边的通道进行一番探索，会遇到一大群蜘蛛（spiders）和一个使者（emissary）。如果一直沿主路前进，很快会找到一个房间，在那里遇到赫丝皮丝（Hespith）（M58, 11）。简短对话后，这个女人就跑掉了。到西边的出口，离开前记得存储游戏。

Keep heading east, however you will be presented with an opportunity to explore a northern corridor along the way. Doing so would result in a large battle with the spiders and find a new emissary. If you remain on the main path it shouldn't take long until you reach a new room where you'll meet Hespith (M58, 11). You're going to have a short conversation and afterwards the woman will escape. Proceed towards the western exit and SAVE YOUR GAME before leaving the room.



在拐角处有两个食人魔（ogres）（M58, 12），逐一消灭。先攻击南边的食人魔。采用远攻，就会吸引它攻击你，而第二个食人魔不会同时出现。干掉第一个食人魔后，在东门处找到第二个。战斗后给队员补血，然后向南前进（现在还不能使用东门）。

There are TWO ogres just around the corner (M58, 12) and you should focus on attacking them one at a time. Start off by attacking the ogre seen to the south. If you do this from a larger distance you should be able to get its attention without the second ogre showing up at the same time. Once you've defeated the first ogre check the eastern door to find a second beast. Make sure to heal your team after both battles and then head south (you can't use the eastern gate just yet).



进入一个新的房间后，先不要理会附近的**幽灵（ghosts）**，直接去查看两个物品——军团遗迹（Legionnaire's relic）和军团祭坛（Legionnaire's altar）（M58, 13）。拿到**军团钥匙（Legionnaire's key）**，这会让周围的幽灵很恼火，你要把它们全部消灭。战斗之后回到之前食人魔把守的大门，用刚刚拿到的钥匙打开门，此时记得要存储游戏进度——下面要进行 boss 战了。

Once you're inside a new room ignore all the **ghosts** seen nearby and instead examine two objects – Legionnaire's relic and Legionnaire's altar (M58, 13). Take the **Legionnaire's key** and notice that you've made the nearby ghosts angry and therefore you'll have to eliminate all of them. Once it's safe again return to the large gate where one of the ogres was standing the first time you've seen him. Open the door with the newly acquired key, but before you move forward SAVE your current game. The reason for that is simple – you'll very close to a new boss fight.



准备好和**血母（Broodmother）**（M58, 15）进行一场艰难的 boss 战吧。请注意三点。战斗初期要着重破坏她的**触手（tentacles）**。每只触手都有其独自的血条，不会自动回血，打起来比较容易。触手除掉后再对付 boss 本身，后面会显示出区别。

Get ready for a very challenging boss battle with the **Broodmother** (M58, 15) and I urge you to remember about three things here. In the early stages of the battle you should be focused mostly on destroying her **tentacles**. Each tentacle has its own health bar and won't be able to regenerate itself, so it should make the fight a little easier. Destroying all the tentacles will allow you to focus mostly on the main boss and that will make the difference near the end.



不断攻击触手（tentacles），它们消失后，转而攻击血母（Broodmother）。让你的弓箭手（archers）和法师（mages）待在后面。血母的攻击有时会很严重，将你的战士（warriors）击晕。及时给队员补血和使用解毒剂。当血母无法用触手防御后，毒素攻击就成了首要威胁。

Keep attacking the tentacles until they disappear and that's when you should switch your attention to attacking the Broodmother. Make sure to keep your archers and mages in the back, because some of Broodmother's attacks will be nasty and will stun your warriors for a short period of time. Don't forget to heal your allies and to apply antidotes. Being poisoned will become an important factor near the end when the broodmother won't be able to defend herself using the tentacles.



偶尔，你还得对付一些普通的敌人（enemy units），它们会时不时出来骚扰你。尽快干掉它们，再全力攻击 boss。这场战斗耗时耗力，不过，只要不犯错，可以一战胜利，不必读进度再战。胜利后是一段过场动画，可以再次和赫丝皮丝（Hespith）对话。

From time to time you'll also be dealing with standard enemy units and sadly you won't be allowed to ignore them, because they won't go away overtime. Remember that the faster you kill them the sooner you'll be allowed to focus on the boss again. This is going to be a long and a tiresome battle, but as long as you won't make any major mistakes you should win it in your first attempt, without having to repeat the entire scene several times. Once you've won you'll see a cut-scene and you'll have a chance to talk to Hespith again.



现在可以取道血母身后的通道（M58，16）了。不过，建议不要马上到深渊之路的最后区域去，而是回到奥扎玛补充给养。做好准备后到[空虚之砧（Anvil of the void）]（M59，

1)。向前走几步，注意，直到这个任务结束，**奥格伦（Oghren）**会一直在你的队伍中。和**布兰达（Branda）**（M59, 2）对话，开始探索迷宫。

You may now use the passageway located directly behind Broodmother's body (M58, 16). I wouldn't recommend going to the last area of the Deep Roads right away, because it would be a good idea to return to Orzammar to restock. Once you're ready for the final part of this mission travel to **[Anvil of the void]** (M59, 1). Make a few steps forward here and notice that until this quest has come to an end **Oghren** will have to be a part of your **team**. You'll now have a chance to talk to **Branda** (M59, 2) and then you'll start exploring the labyrinth.



一直向前。在这个区域（M59, 3），你的敌人是**强兽人（hurlocks）**和**半兽人（genlocks）**，还有几个小 boss（包括一个**变形半兽人（Genlock alpha）**和一个**半兽人使者（Genlock emissary）**）。注意利用掩体躲避远处**弓箭手（archers）**和**法师（mages）**的攻击，一路杀向前方。山洞后部有一个**食人魔（ogre）**（M59, 4），建议先杀光其他的怪物后再攻击它。

Start off by moving forward. In the first section of the caves (M59, 3) you'll be dealing with different types of **hurlocks** and **genlocks**, as well as with several mini-bosses (including a **Genlock alpha** and a **Genlock emissary**). Try hiding your **team** behind nearby objects to prevent distant **archers** and **mages** from attacking them and keep pushing forward. The last section of this cave will also be occupied by a new **ogre** (M59, 4) and I wouldn't recommend attacking this beast unless you've already defeated all of the remaining monsters.



很快抵达一个较大的满是致命烟雾房间（M59，5）。建议将其他队员留在外面，独自一个进入房间，第一个石魔人（golem）醒后，引诱它追击，快速回到之前的通道，等待其出现，在其他队员的帮助下干掉石魔人。注意，每次杀掉一个，就会有一个新的石魔人复活。重复以上步骤，将它们一一干掉，然后再次进入房间，在房间两侧找到四个阀门关掉，消除毒烟——不要忽略这个，之后你可能还要回到这里。

You'll soon reach a slightly larger room filled with deadly fumes (M59, 5). I would strongly recommend leaving your entire team outside. Enter the room alone in order to provoke the first golem to wake up and to chase after you. Return to the previous corridor quickly and wait for the beast to arrive. You can now kill the monster with the help from the rest of your team. Notice that each time you've killed a golem a new one will come back to life, however you can keep repeating all the actions described above without worrying about the rest. Once you've defeated the last golem enter the room again, however this time focus on finding four valves on both sides of the chamber. Interact with the valves to get rid of the toxins. I wouldn't recommend ignoring this problem, because you'll probably want to return here in the near future.



下一个房间有更多的惊奇等着你（M59，6）。长形房间中，两侧都是石魔人（golems）雕像，接近后就会有一对石魔人复活。建议每次石魔人复活后，先撤退到之前的房间中（有阀门的那个房间），有充足的作战空间，而且不必担心其他的石魔人和陷阱。不要忘记关注队友的生命值。要消灭两组石魔人，除了怪物，还要注意脚下的陷阱。安全后前往赛格的下一区域。

More surprises await you in the next large room of the underground complex (M59, 6). This time you should notice that the golems are standing on both sides of the long room and each time you've moved closer to them they'll return to life in pairs. I would recommend retreating to the previous room each time (the one with the valves), so you'll have plenty of room to fight without worrying about other problems, including new traps. Don't forget to pay more attention to your teammates and to their health bars. You'll have to eliminate two groups of golems and aside from the monsters you'll also have to watch out for traps. Once it's safe move on to the next area of this thaig.



准备好迎接新一场战斗（大战前的最后一战）。注意，以往的战斗方式在这里都不管用。走向一个头部可移动的雕像（M59, 7），在一段过场动画后开始战斗，目标是毁掉雕像。不过，毁掉雕像的方式有些特别——不是攻击雕像，而是攻击一个（只有一个！）**矮人幽灵（dwarven spirits）**。

Get ready for a new fight (the last one before the grand battle) and take your time to understand its rules, because all the standard methods won't work this time. Approach a large statue with moving heads (M59, 7) and you'll be allowed to start the fight after seeing a short cut-scene. The objective here will be to destroy the statue, but it's the method of achieving this goal where it gets more interesting. Instead of the statue start this battle by attacking one (and ONLY one!) of the **dwarven spirits**.



幽灵（spirit）被灭掉的时候，会发出一阵冲击波，激活一个幽灵之砧（spirit anvil）。点击这个砧向雕像发出炮弹。如果你一切都做的正确，就可以看到爆炸场景。建议每次攻击后向后撤，以防雕像回击，并利用这个时机给队员补血。其他的幽灵，你不攻击它们，它们也不会追击你。

Notice that when the **spirit** you were attacking finally dies it creates a shockwave around its body, activating a corresponding spirit anvil. Click on the anvil quickly in order to send a projectile towards the statue. If you've done everything correctly you'll witness a fiery explosion. I would recommend that you move back after each attack to avoid the statue

striking back and to heal your **team members**. Thankfully if you didn't attack other spirits they shouldn't pursue you.



重复以上的动作，毁掉雕像的四个侧面。注意，每侧要打两次。第一次打击后，雕像的蓝眼睛会开始流血，第二次打击后会停止发光，其前方也不会再出现**幽灵（spirit）**。一共击打 8 次（每侧两次，雕像的四个侧面）。建议守着入口附近的幽灵之砧，每次击打后，雕像会转动 90 度，你可以在原地继续击打。了解这些规则后，应该没有什么问题了（否则会在这里花上好几分钟。）

You'll now have to keep repeating all the actions described above to destroy four sides of the statue. Bear in mind that each side has to be hit twice. After the first hit the blue eyes of the statue will start bleeding and after the second hit it will stop glowing and the **spirits** will longer continue appearing in front of it. You don't have to be good at math to count that in total you'll have to perform eight successful strikes (two hits per side, four sides of the statue). I would recommend that you remain near the spirit anvil located close to the entrance to the room, because after each hit the statue will turn 90 degrees, allowing you to attack it from the exact same spot. Of course it's all up to you how to play this out, however once you fully understand the rules you shouldn't have any major problems (other than having to spend here at least a few minutes).



雕像毁掉后，可以解锁附近的一条通道（M59，8）。在进入最后一个大山洞前（M59，9）保存游戏。之后和卡里丁（Caridin）、布兰达（Branda）进行一场很重要的对话。这部分请查看空虚之砧任务中的描述

Once the statue has been destroyed you'll be allowed to proceed to a new passageway unlocked nearby (M59, 8). Before you enter the last cavern (M59, 9) MAKE SURE to save your current game., because going there will start an important conversation with Caridin and Branda. You can find out more about the possible endings of your journey in the section describing **Anvil of the void** quest.

雅梅尔的藏匿物 Jammer's stash

任务来自： 找到雅梅尔的箱子后自动激活[奥扎玛—平民区—灰城—卡特尔藏匿处（Orzammar – Commons – Dust town – Cartel hideout）]或找到雅梅尔的书（Jammer's book）后自动激活[奥扎玛—平民区—灰城—卡特尔藏匿处（Orzammar – Commons – Dust town – Cartel hideout）]

Received from: automatically after finding Jammer's chest [Orzammar – Commons – Dust town – Cartel hideout] or automatically after finding Jammer's book [Orzammar – Commons – Dust town – Cartel hideout]



在非法企业联合会的藏匿处可以接到并完成这个小任务。任务目标是找到一些隐藏物品。要检查三个隐藏处——坎基的盒子、雅梅尔的盒子和皮盖的盒子。在贾维亚（Jarvia）所在地点（温顺的生物附近）的西北找到雅梅尔的藏匿物（M50，8）后，任务结束。

Description: You can activate and complete this short quest during your stay in the hideout of the illegal cartel. The objective of this mission will be to locate and collect some of the hidden items. There are free stashes you should examine – Kanky's box, Jammer's box and Pique's box. The quest will be completed after you open Jammer's stash (M50, 8) found to the north-west of Jarvia's location (near some of the tamed creatures).

逝去的阶层 The dead caste

任务来自：找到军团祭坛后自动激活[死亡深沟（The dead trenches）]

Received from: automatically after finding the Legionnaire's altar [The dead trenches]



在任务她这样的圣人过程中，需要找到并查看军团祭坛，所以，这个任务是必接的。干掉两个**食人魔（ogres）**（M58, 12）后查看军团祭坛。除了祭坛，还可以查看军团遗迹（M58, 13），拿到两个物品——**军团钥匙（Legionnaire's key）**和**军团头盔（Legionnaire's helm）**（军团套装其他部分可在深沟其他地方找到）。注意，拿起这两个物品，会让附近的**幽灵（ghosts）**很恼火。

Description: Finding and examining the altar is a part of **Paragon of her kind** quest, so you can't really miss the opportunity of completing this assignment. You'll be allowed to examine the altar soon after dealing with two **ogres** (M58, 12). Notice that aside from the Legionnaire's altar you can also take a look at the Legionnaire's relic (M58, 13). Make sure to collect two items - **Legionnaire's key** and **Legionnaire's helm** (other parts of the Legionnaire's set can also be found in different parts of the trenches). Be careful, because picking up these items will make the nearby **ghosts** angry.



灭掉**幽灵（spirits）**后回到之前被食人魔把守的大门处，使用**钥匙（key）**打开大门，向前行进。在附近的通道里找到一个石棺（sarcophagus）（M58, 14）。打开石棺，拿到**逝去的阶层的证章（insignia of the dead caste）**。目前能做的就是这些了。

Deal with the **spirits** and return to the large gate which was being protected by one of the ogres. Use the **key** to open the gate and head forward. Make sure to explore one of the nearby corridors to find a sarcophagus (M58, 14). Open the sarcophagus to collect **insignia of the dead caste**. This is all you can do right now.



回到矮人堡垒后可以继续这个任务。到【奥扎玛—钻石区—雕塑者之堂（Orzammar - Diamond quarter - Shaperate）】。找到一本标记为回忆的书（a book marked as Memories）（M53, 10）。点击书，得到相关信息，任务完成。

You'll be allowed to resume this quest after your return to the dwarven fortress. Travel to [Orzammar - Diamond quarter - Shaperate]. Here you'll have to locate a book marked as Memories (M53, 10). Click on the book to add all the information on the caste and to finish this quest.

石魔人登记簿 The golem registry

任务来自：找到石魔人档案室后自动激活【空虚之砧（Anvil of the void）】

Received from: automatically after finding the golem registry [Anvil of the void]



打败卡里丁（Caridin）或布兰达（Branda），得到王冠（crown）后，可以开始这个任务。在附近找到一个大石板（M59, 10）。点击登记簿，激活任务。向奥格伦（Oghren）

做一番询问。离开这里到[奥扎玛—钻石区—雕塑者之堂 (Orzammar - Diamond quarter - Shaperate)]，在这里和雕塑者 (Shaper) (M53, 3) 对话，他会奖励你一个大师符文 (master rune)。

Description: You'll be allowed to start this quest soon after you've defeated **Caridin** or **Branda** and after receiving a **crown**. Look around the area to find a large panel made out of stone (M59, 10). Clicking on the registry will initiate this quest and you can also ask **Oghren** what he knows about the thing you've just discovered. Leave this area and travel to [Orzammar - Diamond quarter - Shaperate]. All you have to do right here is to talk to **Shaper** (M53, 3). He will reward you for your efforts with a **master rune**.

碎片 Asunder

任务来自：找到所有恶魔碎片之后自动激活[奥扎玛 (Orzammar)]

Received from: automatically after finding all demon parts [Orzammar]



成功收集到三个恶魔碎片后才能接到这个任务。要找到装四肢的袋子 (a bag of limbs) (M55, 3)，装头颅的袋子 (a head in the bag) (M56, 5) 和装躯干的袋子 (a torso in the bag) (M56, 10)。拿到所有的部分后到[奥坦赛格 (Ortan thaig)]，在赛格中心地区找到一个小祭坛 (M57, 11)。点击祭坛，确认放置找到的恶魔碎片。这样会召唤出一个枯萎国度的野兽 (beast from the Fade)。你可以攻击这个野兽（这样只能得到一些经验值）或者让它离开（可以得到很多金子 (gold)）。

Description: This quest will appear in your journal only after you've successfully collected all three parts of the demon. You'll have to find a **bag of limbs** (M55, 3), a **head in the bag** (M56, 5) and a **torso in the bag** (M56, 10). Once you have all the parts go to [Ortan thaig] and find a small altar (M57, 11) located in the central area of the thaig. Click on the altar and confirm that you want to place the body parts on it. Doing this will summon a **beast from the Fade**. You can attack the creature (you would only gain experience points) or you can allow it to leave (you would receive a lot of **gold**).

指挥员的荣耀 Topsider's honor

任务来自：找到**指挥员的剑环 (topsider's pommel)**后自动激活**[奥坦赛格 (Ortan thaig)]**

Received from: automatically after finding **topsider's pommel** **[Ortan thaig]**



要激活这个任务，需要在深渊之路找到两个物品。在**[卡里丁十字路口 (Caridin's cross)]** (M56, 8) 处干掉一个**半兽人使者 (genlock emissary)**后，从它的尸体上拿到**指挥员的剑柄 (topsider's hilt)**。得到这个物品后，到**[奥坦赛格]**，在**拉克 (Ruck)**的藏身处附近 (M57, 12) 仔细寻找，点击一个花瓶，得到**指挥员的剑环 (topsider's pommel)**。

Description: In order to activate this quest you'll have to collect two items during your stay in the Deep Roads. Start off by defeating a **genlock emissary** in **[Caridin's cross]** (M56, 8), checking his body and picking up **topsider's hilt**. Once you have this item in your inventory go to **[Ortan thaig]** and check the area near **Ruck's** hideout (M57, 12). You'll have to click on an interactive vase to collect **topsider's pommel**.



现在到**[死亡深沟 (The dead trenches)]**，到赛格的南部地区，遇到一个 boss (M58, 17) — **古老的暗黑卵生魔 (ancient darkspawn)**。这家伙很不好对付，攻击力强大。如果你的队员们够强，再着手消灭它。打败它之后，拿到**指挥员的剑刃 (topsider's blade)**。

You may now travel to **[The dead trenches]**. Head on to the southern area of this thaig and it shouldn't take long until you'll encounter a boss (M58, 17) – **ancient darkspawn**. I wouldn't

recommend attacking this beast if your **team** isn't strong enough, because it will be very hard to kill and it will use powerful attacks to inflict injuries. Check the corpse after the battle to collect **topsider's blade**.



回到[奥坦赛格（Ortan thaig）]，在赛格的东部打败蜘蛛和暗黑卵生魔，点击一座坟墓（M57，13），得到一把独特的剑——**指挥员的荣耀之剑（topsider's honor blade）**，任务结束。

Finish this quest by going back to [Ortan thaig]. In this case you'll want to explore the eastern section of the thaig where you've defeated spiders and darkspawn the last time you were here. Click on a grave (M57, 13) to end this quest and to receive a unique sword - **topsider's honor blade**.