

Dragon Age: Origins Game Guide

龙之纪元：起源

游戏攻略



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翻译：Grace

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简介 Introduction

本攻略包含了游戏中的主线和支线任务，并对每个任务过程、解决途径和如何打败敌人都加以描述。

攻略中的任务分为四大类：

第一类为角色创建后（角色种族由你选择）即开始的 6 个初始故事；

第二类为与瘟疫相关的所有主线任务，要到游戏结尾才能完成。

第三类为与某一地点相关的任务。有些是必须完成的，有些则是可选择的。

第四类为一些小任务，可以在工会或组织中接到。

本攻略中包含了 80 多张地图，标明了物品、人物和敌人所在。攻略中会对地点加以引用，使用方法为：

(Mx, y) — x 代表了地图编号，y 表示某一地图上的数字

例如：(M10, 5) 表示你要参考编号为 10 的地图，找到上面标有 5 的地方。

文字的颜色也有不同的含义。**红色**表示人物和怪物，**蓝色**表示位置，**绿色**表示物品，**橙色**表示对话选项（包括劝服和恫吓）。

Jacek “Stranger” Halas

鉴于游侠汉化正在进行中，本攻略中的人名、地名等专有名词为个人翻译版本，仅供参考，并保留原英文。此游戏本人正在缓慢游戏 ing，翻译过程中难免出现各种错误，还望大家海涵及指正。

Grace

This main guide to *Dragon Age: Origins* video game contains a detailed info on primary and secondary quests available in the game. Each quest has been described thoroughly. Possible solutions are shown and ways to defeat enemies are described.

All the quests in this guide have been divided into four main categories:

The first category contains all six origins stories played immediately after a new hero has been created (player is allowed to choose a story depending on race and class).

The second category contains all main quests tied to the Plague issue. Their completion is required to reach one of the endings of the game.

The third category contains all quests tied to certain locations. Some of these assignments are mandatory and some of them are optional.

The final fourth category contains small quests given to the main character by members of different guilds and organizations.

This game guide is also offering more than 80 large maps of certain areas of Ferelden and their role is to make the process of finding items, NPC's and monsters easier. The description of each quest contains links to these maps and here's how to use them:

(Mx, y) — x is the map number and y is the number on the certain map

For example, (M10, 5) means that the player should look at map number 10 and search for an area marked with a 5.

Different colors have also been used to designate some of the main features of the game. **Red** color shows characters and monsters, **blue** color shows locations, **green** color shows interactive items and **orange** color warns about additional dialogue options, including persuasion and intimidation.

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初始故事：达利许精灵

Origin story: Dalish elf

遗失的古老秘密

The lost mysteries of the Ancients

地图 M1：森林空地 Map M1: Forest clearing



地图 M2：精灵废墟 Map M2: Elven Ruins



地图 M3: 达利许精灵营地 Map M3: Dalish Elf Camp



任务来自: 塔姆伦 (Tamlen) [森林空地 (Forest clearing)]

Received from: Tamlen [Forest clearing]



你和塔姆伦 (Tamlen) 在巡逻的路上遇到了三个男人，对他们进行审问。对话中你发现人类已经发现了古老的精灵废墟，一个可怕的野兽把他们吓得四散奔逃，并得到一个精灵制品作为证据。这个对话有三种结局：可以把这三个人全部释放，可以杀掉一个以警告另外两个，也可以杀掉全部三个人。这里的选择不会对后面的故事产生很大影响，只是后面的对话会稍有不同而已。

Description: Start off by interrogating three **men** you've encountered during your patrol with **Tamlen**. During this conversation you'll find out that the humans have been able to locate ancient elven ruins and that a powerful beast has scared them away. As a proof you'll receive an **elven artifact**. This meeting can have one of three endings. You can release all the humans, you can kill one of them to frighten the remaining two or you can assassinate all of them. Bear in mind that your decision won't have a big effect on the rest of this origin story, because only a few conversations in the future will be slightly changed.



你的旅程从[森林空地 (Forest clearing)]开始，沿着路走，找到人类所说的废墟入口。路上遇到几头狼 (M1, 1)，它们并不难对付。注意沿途的物品，包括一个死亡的哈拉 (halla) 和树桩。还有几个箱子，需要开锁技能才能打开。在入口和塔姆伦 (Tamlen) 对话，进入[精灵废墟 (Elven ruins)] (M1, 3)。

You start off in the [Forest clearing] (M1, 1) and you'll have to travel a few hundred meters of a linear path to find the entrance to the ruins the humans were talking about. You'll encounter a few **wolves** (M1, 2) along the way, however killing the animals should be an easy challenge. Don't forget to examine interactive objects found along the way, including a dead halla and a tree stump. You can also open a few crates, however you would have to be playing as a rogue (lockpicking skills required). Once you've found the entrance talk to **Tamlen** and proceed to the [Elven ruins] (M1, 3).



在废墟中探索，一直向西，可以有两次选择向南还是向北 (M2, 2)。道路的选择对其他任务没有影响，并且都要对付不少的巨型蜘蛛 (giant spiders)。注意，蜘蛛不但会对付你，也会对付塔姆伦 (Tamlen)，所以，要注意救助他。除了蜘蛛，还得注意拆除几个陷阱（需要有相关技能。）

During the exploration of the ruins (M2, 1) you'll be travelling west and you'll be allowed to choose between a northern path and a southern path twice (M2, 2). The choice of a path won't affect the rest of your mission and in both cases you'll be dealing with a lot of **giant spiders**. Bear in mind that the spiders are capable of taking you or **Tamlen** down and you should rescue the other character if something like this ever happens. Aside from the spiders you'll also have to disarm a couple of traps (only if you have certain rogue skills).



来到一个巨大的雕像所在。**塔姆伦 (Tamlen)** 会讲一些关于雕像的事，然后继续探索废墟。当你要打开西边的门时，会激活机关，一些**骷髅 (skeletons)** 出现在你面前。后撤到安全一些的通道。打败敌人后，等待队员回复生命，再前往下一个房间 (M2, 4)。在那里杀掉一个小 boss——一种被称作**贝雷斯卡恩 (bereskarn)** 的熊。战斗中尽可能多地使用所会的技能。在箱子里或怪物身边找到的**药剂**会大有用途。

Eventually you'll make your way to a large statue (M2, 3). Listen to what **Tamlen** has to say about the statue and continue exploring the ruins. When you'll try to open the western door a new trap will be triggered and **skeletons** will appear near your **team**. Retreat from the hazardous area and deal with the monsters in a safer corridor. Once you've won wait for both team members to regain health and proceed to the next room (M2, 4). You'll have to kill a mini-boss there. It's going to be a type of a bear called a **bereskarn** and you should keep using all available moves to defeat it. Thankfully you'll find a lot of **potions** in crates and near the monsters in case you'll need to heal.



干掉小 boss 后，可以探索废墟的最后一个房间了。可以四处看看，不过，如果你走的太远，**塔姆伦 (Tamlen)** 就会加以阻止。检查房子中间的大镜子。你眼看着他去摸它却无法阻止，然后，场景结束。你在达利许精灵营地中醒过来 (M3,1)。去和**费纳拉尔 (Fenarel)** 和**看护人梅尔萨里 (Keeper Marethari)** 对话，得知是邓肯救了你，而塔姆伦就没这么幸运了。

After you've eliminated the mini-boss you'll be allowed to explore the last room of the ruins. Look around if you want to, however you would be stopped by **Tamlen** if you'd move too far away. Sooner or later you'll have to examine a large mirror located in the center of the room. Sadly you won't be allowed to stop your teammate from touching the mirror and the whole scene will end with the main character waking up in the **[Dalish elf camp] (M3, 1)**. You can now talk to **Fenarel** and **Keeper Marethari** to find out that you've been rescued by Duncan and that Tamlen wasn't so lucky.



如果想马上和**梅里尔 (Merrill)** 对话，就径直到营地南边去。或者先和**费纳拉尔 (Fenarel)** 对话。他在**[达利许精灵营地—幼年阿拉维尔 ([Dalish elf camp - children Aravel]) (M3, 2)** 的位置，你可以邀请他加入队伍。然后去再找**梅里尔 (Merrill)**，同意和她一起回到**[森林空地 (Forest clearing)] (M1, 1)**

If you want to talk to **Merrill** right away proceed directly to the southern area of the camp (M3, 3). Otherwise talk to **Fenarel** first. He can be found in **[Dalish elf camp - children Aravel] (M3, 2)** and you'll be allowed to ask him to join you in your quest. Either way you'll have to eventually go to Merrill and agree to return with her to the **[Forest clearing] (M1, 1)**.



依然是相同的路，只是这次沿途会遇到几群**半兽人（genlocks）**。杀掉它们并不是难事，在此建议先尽快解决掉**弓箭手（archers）**。路上**梅里尔（Merrill）**会几次停留，没什么要紧。抵达[**精灵废墟（Elven ruins）**]（M1, 3）后，继续探索墓穴。之前遇到蜘蛛，这次是**半兽人（genlocks）**。

You'll be using the same path here, however this time you'll encounter several groups of **genlocks** along the way. Killing these beasts should be easy, however I would recommend focusing on eliminating the **archers** as soon as possible. **Merrill** will make a few stops along the route, but it's not a big deal. Once you've reached the [**Elven ruins**] (M1, 3) continue exploring the tomb. **Genlocks** will occupy the same spots as the spiders you've encountered the last time you were here.



在第二对走廊，有一些捕熊陷阱，你没办法解决。唯一的解决方法是尽量避开，或受伤后即刻后退。现在雕像（M2，3）被一个**半兽人使者（genlock emissary）**守护着。这个怪物是个法师，所以要尽快除掉它。杀掉使者后再对付剩下的**怪物（monsters）**。

The second pair of corridors will now contain bear traps and you probably won't be able to disarm them. The only solution will be to avoid the traps or to move back after receiving injuries. The statue (M2, 3) is now being guarded by a **genlock emissary**. This monster is a mage, so you'll have to eliminate it as soon as possible. Once the emissary has been killed deal with the rest of the **monsters**.



进入被诅咒的镜子（M2，4）所在的最后一个房间，**邓肯（Duncan）**在镜子旁边站着。对话结尾，邓肯把镜子打碎，你可以选择立即和他一起回到营地（M3，1）或探索废墟后再回去。如果你选择留下，可以到之前没来得及查看的西边通道去。在走廊有个箱子，还有个奇怪的雕像，查看雕像会使得附近的**骷髅（skeletons）**复活。使用**梅里尔（Merrill）**的技能能很快干掉敌人（特别是她让敌人着火的能力）。

You may now enter to the last room with the cursed mirror (M2, 4) and you'll find **Duncan** standing next to it. This conversation will end with Duncan destroying the mirror and you'll have to choose between going back with him to the camp right away (M3, 1) or after exploring the ruins. If you choose to stay in the ruins you can explore the previously inaccessible western passageway. Break into a crate at the end of the corridor (M2, 5) and examine a strange statue to summon nearby **skeletons** back to life. Don't forget to use **Merrill's** abilities to kill the undead quickly (especially her ability to light her foes on fire).



现在可以回到达利许精灵营地（M3, 1）和**看护人梅尔萨里（Keeper Marethari）**对话。有空的话，记得去找**佩维尔（Paivel）** [**达利许精灵营地—野营地（Dalish elf camp - campsite）**]（M3, 4）和本地贸易商**艾伦（Ilen）** [**达利许精灵营地—弓箭手阿拉维尔（Dalish elf camp - archers Aravel）**]（M3, 5）。准备好结束任务后去找**邓肯（Duncan）**（M3, 6），你将被允许和灰衣守护者一起踏上新的旅程。（如果你决绝他的邀请，他会强制招募你）。

You can now return to the [**Dalish elf camp**] (M3, 1) and listen to what **Keeper Marethari** has to say. Go talk to **Paivel** in [**Dalish elf camp - campsite**] (M3, 4) in your spare time. It would also be wise to visit the local trader **Ilen** [**Dalish elf camp - archers Aravel**] (M3, 5). Once you're ready to end this quest approach **Duncan** (M3, 6) and you'll be given a chance to begin your journey with the Grey Warden (he'll recruit you by force if you decline his initial offer).

初始故事: 矮人平民 Origin story: Dwarf commoner

贝拉特的善意 Beraht's goodwill

地图 M4: 灰城 Map M4: Dust Town



地图 M5: 贫民区 Map M5: Commons



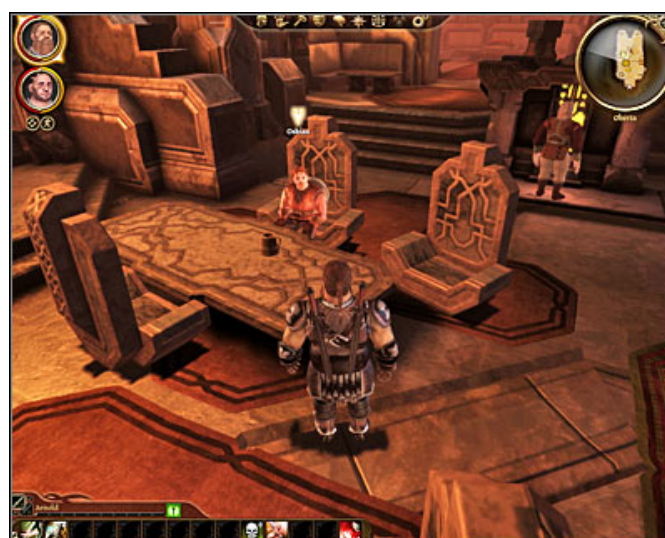
任务来自: **贝拉特 (Beraht)** [奥扎玛—平民区—灰城—家 (Orzammar - Commons - Dust town - Home)]

Received from: **Beraht** [Orzammar - Commons - Dust town - Home]



分别与你的长官**贝拉特 (Beraht)**和姐姐**瑞卡 (Rica)** (M4, 1) 对话。对话的选择不重要，可以了解一些情况，得知你的姐姐想找个老公。贝拉特命令你和莱斯克一起去完成一项任务。对话结束后离开屋子 (M4, 2) 到街上[奥扎玛—平民区—灰城 (Orzammar - Commons - Dust town)] (M4, 3)。和**莱斯克 (Leske)** 说话——他就会自动成为你的队员。

Description: Start off by talking to your superior **Beraht** and with your sister **Rica** (M4, 1). It doesn't really matter which dialogue options you'll choose, because you'll still learn a lot about your current situation and about your sister trying to find a husband. Beraht will order you to team up with Leske and to finish a new assignment for him. End this conversation and leave the hut (M4, 2) to find yourself standing in [Orzammar - Commons - Dust town] (M4, 3). Talk to **Leske** here - he'll automatically become a member of your team.



莱斯克 (Leske) 告诉你，贝拉特让你们去找奥斯基亚斯，去查清他是否在出售东西而不上缴利润。到贫民窟的南边，找到通往[奥扎玛—平民区 (Orzammar - Commons)] (M4, 4) 的道路，来到[奥扎玛—平民区—酒馆 (Orzammar - Commons - Tavern)] (M5, 1)。进入酒馆后可以先和男招待 (bartender) 对话，或者直接去找奥斯基亚斯 (Oskias)。他就坐在酒馆中一个大桌子旁边 (M5, 2)。

Leske will inform you that Beraht wants you both to locate Oskias and to find out if he's been trying to sell goods without sharing profits. Proceed to the northern area of the slums and it shouldn't take long to find a passageway leading to [Orzammar - Commons] (M4, 4). Here you'll have to travel to [Orzammar - Commons - Tavern] (M5, 1). Once you're inside you can either talk to the bartender first or you can proceed directly to Oskias. He'll be sitting next to one of the larger tables (M5, 2).



你可以对奥斯基亚斯 (Oskias) 用强或者使用说服技能找到他出售的货物，搜查他的袋子（不必理会他的抗议）。不管用哪种方法，都会查出他正在走私黑晶 (lyrium)。你可以杀掉奥斯基亚斯后拿走黑晶 (lyrium) 或者说服他把东西给你。如果你想和平解决问题，需要对他进行恐吓，让他交出货物。对话结尾杀掉奥斯基亚斯或者放他一马。

You can find the goods being sold by Oskias by using brute force and searching his bags (ignore his protests) or by using your persuasion skills. Either way you'll find out that he's been smuggling lyrium. You can now kill Oskias and take the lyrium from his dead body or you can persuade him to giving you these items. If you want to choose a peaceful solution you'll have to intimidate him to hand over the goods. End the conversation by killing Oskias or by letting him go.



在和**奥斯基亚斯 (Oskias)** 的对话中还有第三个选择——你可以决定把**黑晶 (lyrium)** 留给自己不交给贝拉特。要达到此目的，就要和**莱斯克 (Leske)** 做一番利益分配（你可以分给他 1/4 收入），然后你再找买家卖出。莱斯克告诉你他在**[奥扎玛—平民区 (Orzammar - Commons)]** (M5, 3) 的朋友**奥琳达 (Olinda)** 收购走私货物。去找她，和她对话，她每个晶石出价 **30 个银币**（这意味着你可以挣到 **45 个银币**）。如果你不想对贝拉特撒谎，即刻跳过此部分。到**[奥扎玛—平民区—贝拉特的商店 (Orzammar - Commons - Beraht's shop)]** (M5, 4) 去交任务。

During the conversation with **Oskias** you'll also be presented with a third solution – you can decide to keep the **lyrium** to yourself and avoid sharing it with Beraht. In this case you'll want to negotiate terms of splitting the profits with **Leske** (you can persuade him to take only 1/4 of the coins) and you'll have to think of a way to sell the lyrium. Leske will inform you that his friend **Olinda** in **[Orzammar - Commons]** (M5, 3) can buy the smuggled goods. Go and talk to her and you'll find out that she'll give you **30 silver coins** for a single unit (this means you can earn up to **45 silver coins**). If you don't want to lie to Beraht skip this step entirely. Finish this quest by heading over to **[Orzammar - Commons - Beraht's shop]** (M5, 4).



这里的对话（M5, 5）可以有不同的开始和结束方式，取决于你之前所作的选择。如果你没有杀死奥斯基亚斯，你可以对贝拉特撒谎，但是**贝拉特（Beraht）**会发现你没说实话。这样你就不得不承认放过了他或试图**说服**他，编造他被杀的故事。至于走私货物**黑晶**，你可以交出所有的黑晶给贝拉特，或者只给他一个或者撒谎说你们什么也没找到。如果之前你选择自己留下黑晶，那么在进入商店前，一定要先把晶石卖掉或者使用你的**说服**技能，否则，你会被搜身的。幸运的是，即使你撒谎被贝拉特发现，他也不会杀了你，甚至连惩罚都没有。对话结尾，你的**小队**会接到一个新任务。这次你要帮助贝拉特的人赢得在竞技场的战斗。

This conversation (M5, 5) can start and end differently, depending on the choices you've made so far. If you haven't killed Oskias you can lie about it, however **Beraht** would know that you're not telling the truth. In this case you would have to admit to letting him free or attempt to **persuade** him and come up with a story about how he's been killed. As for the smuggled **lyrium**, you can hand over all the goods to Beraht, give him only one object or lie that you haven't found anything. If you decide to keep the lyrium to yourself you'll have to sell the goods prior to entering the shop or use your **persuasion** skills, because otherwise you would be searched. Thankfully even if you fail in outsmarting Beraht he won't kill you and he won't even punish you. This conversation will end with your **team** receiving a new assignment. This time you'll have to help one of Beraht's men to win fights in the arena.

忠诚的证明 Proof of loyalty

地图 M6: 试验场 Map M6: Proving Grounds



任务来自: 贝拉特 (Beraht) [奥扎玛—平民区—贝拉特的商店 (Orzammar - Commons - Beraht's shop)]

Received from: Beraht [Orzammar - Commons - Beraht's shop]



到[奥扎玛—平民区—试验场 (Orzammar - Commons - Proving grounds)] (M5, 6) 去。有个**守卫 (guard)**会拦住你, 给他看贝拉特给你的**通行证 (pass)**就可以了。进去后 (M6, 1) 向北走。最后到**埃弗德 (Everd)**所在的房间 (M6, 2)。你发现他喝的醉醺醺的, 无法参加竞技场的比赛。

Description: Start heading towards [Orzammar - Commons - Proving grounds] (M5, 6). You're going to be stopped by a **guard**, but all you have to do is to show him a **pass** given to you by Beraht. Once you're inside (M6, 1) proceed to the north. Eventually you'll have to get to the room where **Everd** is staying (M6, 2). You'll notice that he's completely drunk and therefore can't compete in the arena.



莱斯克（Leske）马上想到了一个新计划——你穿着埃弗德（Everd）的盔甲，顶替他参加比赛。你可以马上同意这个计划，或者说服莱斯克先对梅因那（Mainar）下毒。如果决定下毒，你可以选择是由莱斯克还是你本人实施。如果你让莱斯克下毒，你需要和梅因那（M6, 3）对话，吸引他的注意力。如果你要自己下毒，你可以要求梅因那允许你检查他的房间，然后在他的水里下毒（M6, 4）。

Leske will immediately think of a new plan – you'll replace Everd on the arena by wearing his armor. You can agree to this plan right away or you can convince Leske that Mainar should still be poisoned. If you decide to go on with the poisoning you'll be allowed to choose between asking Leske for help or applying the poison yourself. If you send Leske you'll have to talk to Mainar (M6, 3) and distract him for a short while. If you go in yourself you'll have to ask Mainar to allow you to check his room and poison his water supplies (M6, 4).



要假扮埃弗德（Everd），就要穿上他的盔甲。所有的部件可以在他的房间里（M6, 3）找到。打开你的物品栏，把部件（包括头盔）放到相应的位置穿戴好。然后到东边的走廊，和守卫（guards）（M6, 5）对话。确认你已经做好了战斗准备。

In order to disguise yourself as Everd you must wear his armor. All the necessary items can be found inside the chest in his room (M6, 3). Open your inventory and move all the items to their respective slots, including the helmet. Once you're ready to move on proceed to the eastern corridor and talk to one of the guards (M6, 5). Confirm that you want to enter the arena.



要在竞技场（M6，6）打败 3 个敌人——梅因那（Mainar）（健康的或中毒的）、阿达博（Adalbo）和伦卡（Lenka）。战斗中注意使用激活的技能，不要忘记对队友进行补血。三场战斗胜利后，埃弗德（Everd）出人意料地现身竞技场，破坏了你的计划。你的反应不重要，因为不管怎样你都会被贝拉特的人扔进地牢（M7，1）。在这里你可以和莱斯克（Leske）和贾维亚（Jarvia）对话，结束序章第二个任务。

You'll have to defeat three enemies in the arena (M6, 6) - Mainar (fully healed or poisoned), Adalbo and Lenka. Each time focus on using your active skills and don't forget to heal your character whenever he loses a lot of health. After you've won the third fight Everd will show up on the arena unexpectedly and therefore he'll foil your plans. It doesn't really matter how you'll react to his appearance, because you'll be thrown into the dungeon by Beraht's men (M7, 1). Here you'll have a chance to talk to Leske and Jarvia, ending this second quest of the prologue.

征服 Enslaved

地图 M7: 贝拉特的藏匿处 Map M7: Beraht's Hideout



任务来自：进入监狱后自动激活[奥扎玛—平民区—灰城—贝拉特的藏匿处（Orzammar - Commons - Dust town - Beraht's hideout）]

Received from: automatically after being placed in a cell [Orzammar - Commons - Dust town - Beraht's hideout]



点击牢房门或**守卫（guard）**，激发对话。离开监牢的方法有三个。如果之前你在力量上加了很多点，可以徒手杀死守卫，当守卫没有看着你时可以从他那里偷到**钥匙**，或者使用**言谈（speech）**技能使他相信你病了。不管用哪种方法你都要打到守卫。在第二间牢房将**莱斯克（Leske）**解救出来，在附近的箱子里（M7，2）拿到你的东西。

Description: Click on the cell door or on the **guard** to initiate a new conversation. There are three ways for you to leave the cell for good. If you've spent a lot of points on strength you can kill the guard with your bare hands, you can steal a **key** from him when he's not looking or you can win a **speech** challenge and convince him that you're sick. Either way you'll have to dispose of the guard. Free **Leske** from the second cell and take your things from a nearby chest (**M7, 2**).



现在开始对强盗藏匿处进行一番探索。不过，现在还不能对沿途的房间进行探查。通往目的地的道路只有一条，沿途会有几个**恶棍（thugs）**攻击你，注意尽快干掉**弓箭手（archers）**。别忘了在附近的箱子、木桶里拿到给养。如果有开锁技能，会找到更多的东西，特别是在最后一个房间附件。

You can now begin exploring the bandit's hideout. There's going to be only one main path leading to your current destination, because you won't be allowed to explore many of the rooms found along the way. Small groups of **thugs** will attack you occasionally and you should always focus on eliminating the **archers** as soon as possible. Don't forget to inspect crates, barrels and chests to collect supplies as you progress. If you have decent lockpicking skills you'll find even more collectible items, especially near the last room.



准备好最终一战后，进入最后一个房间（M7, 3）。你要打败**贝拉特（Beraht）**（他是小 boss）和另外两个**恶棍（thugs）**。建议先清除掉贝拉特的保镖，否则会受到更多的伤害。贝拉特的攻击伤害很大，别忘了及时给**队友**补血。胜利后四处逛逛（建议去看看贝拉特的办公室，里面有两个箱子），或者立即前往出口（M7, 4）

Enter the last room (**M7, 3**) once you're ready for the final battle. You'll have to defeat **Beraht** (he's a mini-boss), as well as two standard **thugs**. I would recommend that you eliminate Beraht's bodyguards in the first place, because otherwise you could sustain more injuries. Don't forget to heal your **team members** each time they've lost a lot of health, especially since Beraht's attacks will do a lot of damage. Once you've won you can spend some time looking around (it would be a good idea to visit Beraht's office and to open two chests) or you can proceed to the exit right away (**M7, 4**).



最后通过通道回到贝拉特的商店[奥扎玛—平民区—贝拉特的商店（Orzammar - Commons - Beraht's shop）]（M5, 7）。不要理会店主（storekeeper），径直从大门（M5, 4）出去。见到其他的矮人（dwarves），对话结尾你会跟着邓肯（Duncan）离开城市。走之前别忘了去和姐姐瑞卡（Rica）告别，初始故事结束。

Eventually you'll have to reach a passageway (M7, 5) leading back to [Orzammar - Commons - Beraht's shop] (M5, 7). Ignore the **storekeeper** and exit the shop via the main door (M5, 4). You'll be stopped by other **dwarves** and this conversation will end with your character leaving the city with **Duncan**. Don't forget to say goodbye to **Rica** and once you've confirmed that you're ready to go you'll end this origin story.

初始故事：城市精灵 Origin story: City elf

庆祝日 A Day for celebration

地图 M8：精灵外区 Map M8: Elven Alienage



任务来自：希安妮（Shianni）[德内瑞姆—精灵外区一家（Denerim - Elven alienage - Home）]

Received from: Shianni [Denerim - Elven alienage - Home]



游戏从起床后开始（M8，1）。希安妮（Shianni）说今天是你结婚的日子，你的未婚妻（如果你的角色是男性）或你的未婚夫内拉洛斯（如果你的角色是女性）已经来到了精灵外区。希安妮还说你的朋友索利斯在外面等你。对话结束后在附近的小箱子里拿到一些有用的东西。你还可以和你的父亲希里恩（Cyrion）对话，告诉他对于这场婚姻你是开心还是不开心。建议你在谈话中提起去世的母亲，这样希里恩会给你阿黛娅的靴子。

Description: You'll start this story after you've woken up (M8, 1). Shianni will inform you that it's your wedding day and that your fiancée Nesiara (if you're playing as a male) or your fiancé Nelaros (if you're playing as a female) has arrived at the alienage. Shianni will also tell you that your friend Soris is waiting for you outside. End the conversation and check a nearby footlocker to collect a few useful things. You can also talk to your father Cyrion and tell him that you're happy or unhappy about the marriage. I would recommend to choose the topic about the dead mother, because Cyrion will give you Adaia's boots.



走出房子 (M8, 2) 去找你的朋友[德内瑞姆—精灵外区 (Denerim - Elven alienage)] (M8, 3)。可以先在四处逛逛，或者径直去找索利斯 (Sorís) (M8, 4)。你的朋友让你跟着他一起去迎接到来的客人 (guests)。走到精灵外区的中心区域，会看到一个令人不快的场景，沃恩 (Vaughan) 就在其中。你对他的开场白的反应不重要，因为希安妮 (Shianni) 会把他击倒。然后你就会见到你未来的妻子 (wife) 或丈夫 (husband)。索利斯注意到还有一个人类 (human) 来到了精灵外区。

Exit the hut (M8, 2) to find yourself standing in [Denerim - Elven alienage] (M8, 3). You can spend some time looking around or you can meet Sorís right away (M8, 4). Your friend will ask you to follow him and to greet the arriving guests together. Head on to the central area of the alienage (M8, 5) where you'll witness a very unpleasant scene involving Vaughan. It doesn't matter how you'll respond to his initial statement, because Vaughan is going to be knocked out by Shianni. You'll meet your future wife or your future husband right after this incident. Sorís will then notice that another human has arrived at the alienage.



索利斯 (Sorís) 看到这个人就是灰衣守护者邓肯 (Duncan) (M8, 6)。即使你现在对他怒目以待，他也不会怪你—他什么反应也没有。瓦伦德里恩 (Valendrian) 会加入对话，解释情况。现在你得去参加婚礼了。到精灵住宅附近的地点 (M8, 7) 去。从现在开始，你的任务会因你选择的性别而有所不同。

The man Sorís noticed a while ago is going to be a Grey Warden called Duncan (M8, 6). Thankfully even if you're hostile towards him you won't provoke him and you won't receive any other repercussions. Valendrian will soon join the conversation and explain the situation. You must now attend your wedding ceremony. Head over to the designated area located near elven houses (M8, 7). Starting from here you'll be completing different quests depending on the gender of your main character.

男性角色 Walkthrough for a male character:

地图 M9: 德内瑞姆伯爵庄园—外部 Map M9: Arl Of Denerim's Estate – Exterior



地图 M10: 德内瑞姆伯爵庄园—内部 Map M10: Arl Of Denerim's Estate – Interior





沃恩 (Vaughan) 会打断仪式，带走所有的年轻精灵女子，包括希安妮 (Shianna)、瓦萝拉 (Valora) 和内赛拉 (Nesiara)。恢复知觉后回大广场，找到瓦伦德里恩 (Valendrian) (M8, 6)。听听其他的精灵 (elves) 对这场危机的议论。伯爵家的一个奴隶 (slaves) 告诉你他可以把你和索利斯偷偷带进伯爵庄园。准备继续任务后，到外区的北出口附近 (M8, 8) 找你的朋友对话。

In this case **Vaughan** will interrupt the ceremony and take all the young elven women with him, including **Shianna**, **Valora** and **Nesiara**. After you've regained consciousness return to the main square and find **Valendrian** (M8, 6). Listen to what other **elves** have to say about the crisis. One of the **slaves** in arl's mansion will say that he can smuggle you and Soris inside. Once you're ready to move on with this assignment talk to your new friend near the northern exit (M8, 8) from the alienage.



被自动传送到[德内瑞姆—德内瑞姆伯爵庄园—外部 (Denerim - Arl of Denerim's Estate - Exterior)] (M9, 1)。一定要佩戴好邓肯给你的剑。奴隶们的出入口在庄园的东墙。可以选择北边较长的小径或南边的捷径 (M9, 2)。沿途会遇到不少守卫 (guards) 和马巴厘犬 (mabari)。尽量先消除数量较少的敌群，也不要忘记使用治疗药剂给自己补血。

You'll be automatically transported to [Denerim - Arl of Denerim's Estate - Exterior] (M9, 1). Make sure that you're using the sword handed over to you by Duncan. The entrance for the slaves is located on the eastern wall of the mansion. You can choose the long northern path or take a shortcut through the southern parts (M9, 2). A lot of hostile guards and mabari will stand in your way. Try eliminating smaller groups each time and keep using the healing potions to stay alive.



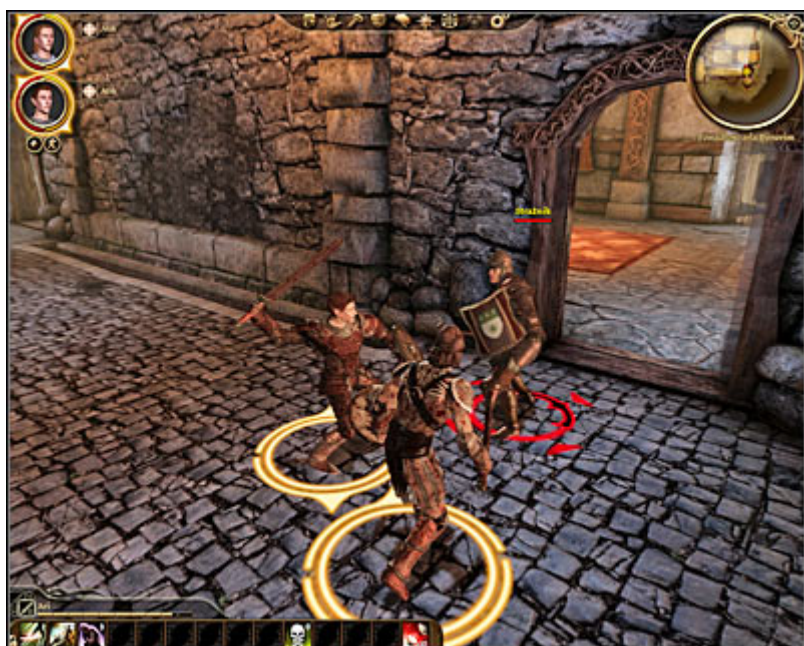
点击大门 (M9, 3)，进入[德内瑞姆—德内瑞姆伯爵庄园—内部 (Denerim - Arl of Denerim's Estate - Interior)] (M10, 1)。第一个房间里有个守卫在睡觉 (M10, 2)。叫醒他进行质问。了解信息后可以杀死他或把他打昏 (后面他不会醒过来)。在下一个房间 (M10, 3) 中，有个厨师会阻止你，幸好他的精灵助手阿德文 (Adwen) 帮你解了围。到饭厅去 (M10, 4)。那里有三个守卫来阻止你。建议在对话中选择杀掉第一个，然后再对付剩下的两个。

Click on the door (M9, 3) to find yourself in [Denerim - Arl of Denerim's Estate - Interior] (M10, 1). Notice a sleeping guard in the first room (M10, 2). You'll have to wake him up and interrogate him. Once you have the info you needed you can either kill him or knock him unconscious (he won't wake up later on). A cook will stop you in the next room (M10, 3), but thankfully his elven assistant Adwen will neutralize this problem. You may now proceed to the dining room (M10, 4). There are three guards here and they'll stop you as well. I would recommend killing the first one by choosing the correct answer during the conversation. Once this is done deal with the remaining two guards.



当你要离开这个房间的事后，有个**守卫**会来攻击你。建议对东边的大房间（M10，5）进行探查，因为那是一个军械库。杀死**守卫**，收集装备。继续向北，遇到**守卫队长（guard captain）**（M10，6）。一个精灵**女子**在这里遇害（你不能阻止），不过，你马上就可以为她报仇。先杀死**骑士（knights）**然后再对付**队长（captain）**。

Be careful, because a new **guard** will attack you while trying to leave this room. I would recommend to explore one of the larger eastern rooms along the way (M10, 5), because it's going to be an armory. Defeat a new **guard** and take your time to collect new equipment. Continue heading north until you come across a **guard captain** (M10, 6). One of the **women** is going to be murdered here (you can't stop it from happening). You can avenge her death right away. Attack standard **knights** first and then deal with the **captain**.



继续向北，然后选择向西的通道（M10，7）。通道两旁有不少房间，建议四处逛逛，可以找到不少东西，只是会遇到 2、3 个**人类**守卫。如果你的角色是盗贼，开锁技巧可以有有用武之地了。在最后的房间附近（M10，8）有个孔武有力的**保镖（bodyguards）**攻击你。杀死他后别忘了搜他的尸体，可以得到一个不错的**盾牌**。附近还可以找到一些**药品**。后面的部分，男性、女性角色是一样的，请见**终曲**。

Keep moving north and then choose the corridor leading to the western areas of the estate (M10, 7). There are a lot of rooms along the way. Exploring them is not mandatory, however I would recommend looking around. You can find a lot of items in plain sight or in crates, however most of the rooms will be guarded by 2-3 **humans**. Don't forget to use your lockpicking skills if you're playing as a rogue. One of the more powerful **bodyguards** will attack you near the last room (M10, 8). Make sure to check his body after the battle, because he was carrying a good **shield**. You should also look around to find **medical supplies**. The last part of this quest is identical for both genders, so you should check the **Finale** section.

女性角色 Walkthrough for a female character:



沃恩 (Vaughan) 打断仪式，把你和其他**精灵女子 (elven women)** 带到他的庄园。游戏场面自动转换到**[德内瑞姆—德内瑞姆伯爵庄园—内部 (Denerim - Arl of Denerim's Estate - Interior)]** (M10, 10)。在这里和**希安妮 (Shianni)** 对话，然后伯爵的守卫出现，他们会杀死你们其中的一个**女人** (你不能阻止)。

In this case **Vaughan** will interrupt the ceremony and take you along with the rest of the **elven women** to his estate. Wait for the game to transport you to **[Denerim - Arl of Denerim's Estate - Interior]** (M10, 10). Talk to **Shianni** here and wait for arl's **guards** to show up. They'll kill one of the **women** (you couldn't prevent that from happening).



角色和两个**守卫**对话后，幸运的你不会单独作战——**索利斯 (Soriss)** 出现。他从邓肯那里借了一把**剑**给你，暂停战斗，装备好剑，然后再攻击守卫，很快就可以搞定。然后可以在庄园里搜索其他的女人。

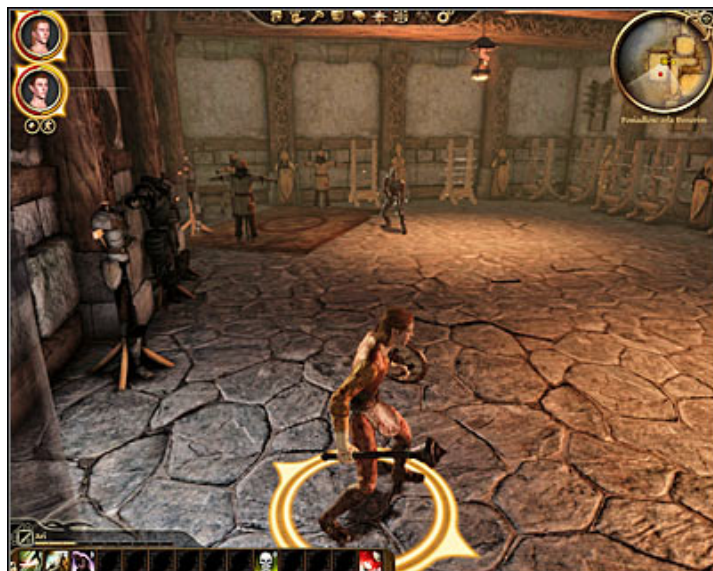
Listen to a short conversation between the main character and two **guards**. Thankfully you won't have to fight them alone, because **Soriss** will show up. Wait for him to deliver a **sword** borrowed from Duncan, STOP the fight and equip this item in your inventory. You can now

attack both guards and it shouldn't take too long for you to kill them. You may begin exploring the estate in the search for other women.



在下一个房间（M10，3）中，有个**厨师**会阻止你，幸好他的精灵助手**阿德文（Adwen）**帮你解了围。然后到饭厅去（M10，4）。那里有三个**守卫**来阻止你。建议在对话中选择杀掉第一个，然后再对付剩下的两个。

A **cook** will stop you in the next room (M10, 3), but thankfully his elven assistant **Adwen** will neutralize this problem. You may now proceed to the dining room (M10, 4). There are three **guards** here and they'll stop you as well. I would recommend killing the first one by choosing the correct answer during the conversation. Once this is done deal with the remaining two guards.



当你要离开这个房间的事后，有个**守卫**会来攻击你。建议对东边的大房间（M10，5）进行探查，因为那是一个军械库。杀死**守卫**，收集装备。继续向北，遇到**守卫队长（guard captain）**（M10，6）。你的未婚夫**内拉洛斯**在这里遇害（你不能阻止），不过，你马上就可以为他报仇。先杀死**骑士（knights）**然后再对付**队长（captain）**

Be careful, because a new **guard** will attack you while trying to leave this room. I would recommend to explore one of the larger eastern rooms along the way (**M10, 5**), because it's going to be an armory. Defeat a new **guard** and take your time to collect new equipment. Continue heading north until you come across a **guard captain** (**M10, 6**). Your fiancée **Nelaros** is going to be murdered here (you can't stop it from happening). You can avenge his death right away. Attack standard **knights** first and then deal with the **captain**.



继续向北，然后选择向西的通道（**M10, 7**）。通道两旁有不少房间，建议四处逛逛，可以找到不少东西，只是会遇到 2、3 个**人类**守卫。如果你的角色是盗贼，开锁技巧可以有用武之地了。在最后的房间附近（**M10, 8**）有个孔武有力的**保镖（bodyguards）**攻击你。杀死他后别忘了搜尸体，可以得到一个不错的**盾牌**。附近还可以找到一些**药品**。后面的部分，男性、女性角色是一样的，请见**终曲**。

Keep moving north and then choose the corridor leading to the western areas of the estate (**M10, 7**). There are a lot of rooms along the way. Exploring them is not mandatory, however I would recommend looking around. You can find a lot of items in plain sight or in crates, however most of the rooms will be guarded by 2-3 **humans**. Don't forget to use your lockpicking skills if you're playing as a rogue. One of the more powerful **bodyguards** will attack you near the last room (**M10, 8**). Make sure to check his body after the battle, because he was carrying a good **shield**. You should also look around to find **medical supplies**. The last part of this quest is identical for both genders, so you should check the **Finale** section.

终曲 Finale:



沃恩（**Vaughan**）藏在最后一个房间里（M10, 9）。有两种方法解决他和被绑架女子的问题。如果你接受他的建议，你会收到一笔**钱**，和**索利斯（Soris）**一起回到外区（有机会一定要再次回来）。或者打败他和另两位领主。建议先对付两个**领主（lords）**，然后再攻击沃恩。杀死伯爵后和**希安妮（Shianni）**对话。

Vaughan will be hiding in the last room (M10, 9) and there are two ways to resolve the situation involving him and kidnapped women. If you agree to his proposal you'll receive a lot of **coins** and you'll return with **Soris** to the alienage (don't forget to revisit the hiding spot the next chance you get). Otherwise you would have to defeat Vaughan and two **lords**. I would recommend dealing with the lords before attacking Vaughan. Talk to **Shianni** once the arl has been killed.



最后回到[德内瑞姆—精灵外区 (Denerim - Elven alienage)] (M8, 8)，和瓦伦德里恩 (Valendrian)、邓肯 (Duncan) 对话。如果你拿了沃恩的钱，你可以撒谎或者说出实情。稍后守卫出现，他们要找到闯入庄园（还会索要赎金）的罪犯或杀死伯爵的凶手。最好的解决方式是你把这一切都揽到自己身上，因为在你被抓到监狱前邓肯就会征兆你加入灰衣守护者。如果你不这样做，索利斯 (Soriss) 就会被逮捕。如果你保持沉默，情形也是一样的，因为埃尔娃 (Elva) 会出来指认你和索利斯。准备好后向精灵们 (elves) 告别，再找邓肯对话，踏上新的旅程。

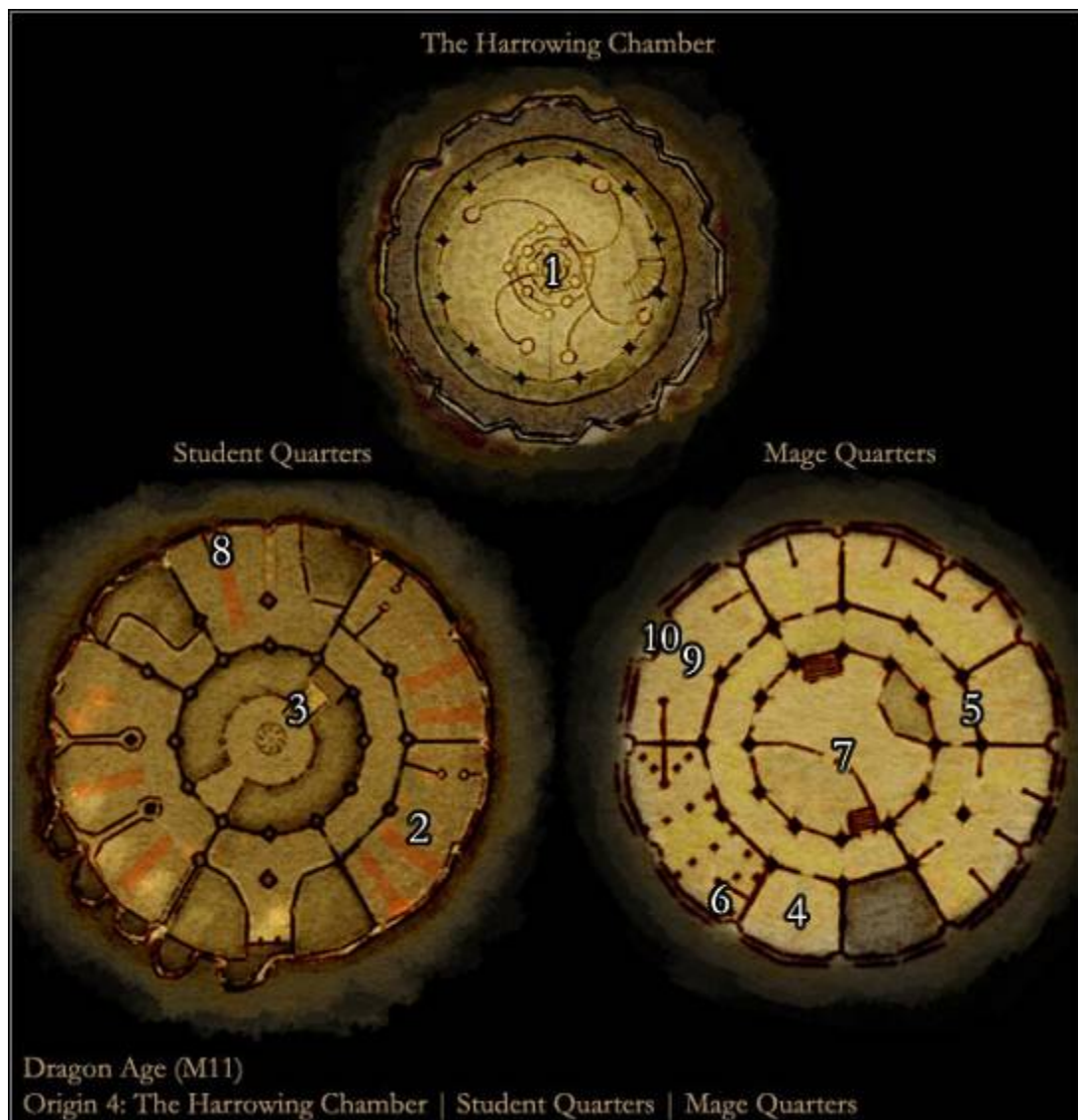
Sooner or later you'll return to [Denerim - Elven alienage] (M8, 8) where you'll have a chance to talk to Valendrian and Duncan. If you decided to take the gold you'll have to come up with some kind of a lie. Otherwise you'll tell them the truth. It won't take long before guards show up and they'll be looking for someone to blame for the break in (and ransom) or for arl's death. The best way to end this quest is to blame everything on yourself, because Duncan will recruit you to join the Grey Wardens before you'll be thrown in jail. If you do something differently Soriss will be apprehended. This will also occur if you decide to keep quiet, because Elva would interfere and point the blame on you and Soriss. Say goodbye to all the elves and talk to Duncan when you're ready to start your journey.

初始故事：法师 Origin story: Magi

惨痛

The Harrowing

地图 M11：界塔大厅 Map M11: The Circle Tower Chambers



地图 M12: 枯萎国度 Map M12: Fade



任务来自: **首席法师欧文**[**界塔—惨痛之厅(The Circle Tower – The Harrowing Chamber)**]
Received from: **First enchanter Irving** [**The Circle Tower – The Harrowing Chamber**]



游戏开始时是和**欧文 (Irving)**、**格里戈尔 (Greagoir)** (M11, 1) 的对话。他们告诉你, 要想成为法师, 你必须在一个被叫做“惨痛”的仪式中获胜。在这个仪式中, 你会被传送到一个神秘的国度, 打败一个强大的恶魔。场景过后, 你就会出现在**枯萎国度(Fade)** (M12, 1)。一路前行, 使用攻击法术打败**鬼火幽魂 (wisp wraiths)**。

Description: You'll start the game by talking to **Irving** and **Greagoir** (M11, 1). They will both tell you that in order to become a mage you must survive a ritual called the Harrowing. During this ritual you'll be transported to a mystical realm and you'll have to defeat a powerful demon. Wait for the main character to end up standing in the **[Fade]** (M12, 1). Head forward and use your standard array of offensive spells to defeat weak **wisp wraiths**.



继续向前, 遇到一个会说话的啮齿动物, 它称自己为**老鼠 (Mouse)** (M12, 2)。这个生物随后会变成一个人, 他是那些没能走出枯萎国度的人之一。继续向前杀**幽魂 (wraiths)**。沿途可以在花瓶中找到**光之球 (shimmering balls of light)** (治疗药剂的替代品)。

Continue moving forward until you come across a talking rodent, calling himself the **Mouse (M12, 2)**. This creature will then transform to a human being and it will introduce itself as one of the people who didn't make it out of the Fade. Keep heading forward and killing the **wraiths**. You can also start opening vases found along the way to collect **shimmering balls of light** (replacement for standard healing potions).



最后找到**勇猛幽灵 (Spirit of Valor) (M12, 3)**。和他对话索要物品以打败恶魔。可以使用**狡猾 (cunning)**技能（额外对话选项）或在决斗中打败幽灵。如果你决定要和幽灵开打，确认你的法术够强且有一些**光之球 (balls of light)**。打败幽灵后得到**勇猛法杖 (Valor's staff)**。然后可以留下幽灵一个在那里，或者用你的新武器消灭它。

Eventually you'll have to locate the **Spirit of Valor (M12, 3)**. Talk to the creature and ask it to give you an object to help you in defeating the demons. You can achieve the final result by using a high **cunning** skill (additional dialogue option) or by defeating the ghost in a duel. If you decide to start a fight make sure that you have powerful spells in your arsenal and at least a few of the **balls of light**. The reward for defeating the spirit will be **Valor's staff**. You can now leave the ghost alone or finish it off using your newly acquired weapon.



继续向前，杀死几只**幽灵狼（spirit wolves）**。注意要先消灭狼而不是幽灵。敌人消灭后找到**懒惰恶魔（Sloth Demon）**（M12, 4）。和他对话，让他教会**老鼠（Mouse）**如何变成一头熊。你可以和恶魔战斗打败它（这次的战斗要艰难一些）或者解决它的三个谜题。正确的答案是：**地图（the map）**、**舌头（the tongue）**和**梦（the dream）**。

Continue moving forward and get ready to defeat several **spirit wolves** in the near future. Each time focus on eliminating one of the wolves instead of attacking all the spirits at the same time. Once it's safe proceed to the lair of a **Sloth Demon (M12, 4)**. Initiate a new conversation and ask the demon to teach the **Mouse** how to transform into a bear. You can achieve the final result by defeating the demon in combat (it'll be harder to win this time) or by solving three of its riddles. The correct answers are **the map, the tongue** and **the dream**.



在最后的战斗中，**老鼠（Mouse）**会变身为一头熊，这会使得你的战斗轻松一点。回到前面经过的大空地（M12, 5）。注意路上会有新生的**精灵狼（spirit wolves）**，它们可以说是无处不在。

Notice that the **Mouse** has now transformed itself into a bear which will make winning the last battle in the Fade easier. You'll now have to return to a large area you've passed through earlier on (M12, 5). Watch out for new **spirit wolves** along the way, because they'll appear out of nowhere.



找到**盛怒幽灵 (Spirit of Rage)**，和它对话。这次的对话可不平静，战斗很快就开始了。不要理会其他的**怪物 (monsters)**，全力攻击幽灵。打赢后自动开始与**老鼠 (Mouse)**的对话。对话的选择无关紧要，因为很快你就会发现老鼠其实是个试图逃离枯萎国度的恶魔。游戏场景自动切换回**[界塔—学生区 (The Circle Tower - Student Quarters)]** (M11, 2)，主角醒过来。**乔万 (Jowan)** 向你问候，你可以向他讲述仪式的情形，也可以不告诉他。

Locate the **Spirit of Rage** and talk to it. This time you won't be allowed to resolve the situation peacefully, because the battle will commence after a short introduction. Ignore ALL other **monsters** and focus your attacks on the main spirit. Once it's been defeated you'll automatically trigger a new conversation with the **Mouse**. It doesn't really matter which answers you'll choose, because the main character will soon understand that the Mouse is in fact a demon and that it's trying to escape the Fade. Wait for the game to transport you to **[The Circle Tower - Student Quarters]** (M11, 2) and for the main character to wake up. **Jowan** will greet you and you can tell him about the ritual or you can keep its details to yourself.

法师界

The Circle Mage

任务来自: 乔万 (Jowan) [界塔—学生区 (The Circle Tower - Student Quarters)]

Received from: Jowan [The Circle Tower - Student Quarters]



乔万 (Jowan) 告诉你，第一法师欧文想要见你。你得到[界塔—法师区] (M11, 3) 去。找到欧文 (Irving's) 的办公室后 (M11, 4)，听他和邓肯之间的一段简短对话。欧文说你得到了晋级并把法师长袍交给你。然后你要送邓肯到他的住处 (M11, 5)。任务完成后离开房间，乔万会再次和你对话。

Description: Jowan will inform you that the First Enchanter Irving wanted to talk to you and this means that you must travel to [The Circle Tower - Mage Quarters] (M11, 3). Once you've arrived at Irving's office (M11, 4) listen to a short conversation between him and Duncan. Irving will then inform you about the promotion and he'll give you mage's robes. Your final task here will be to escort Duncan to his quarters found on this level (M11, 5). Exit the room once you've completed this assignment and Jowan will talk to you again.

血与魔法的纽带

Ties of blood and magic

地图 M14: 地下室 Map M14: Basement



任务来自: 乔万 (Jowan) [界塔—学生区 (The Circle Tower – Student Quarters)]

Received from: Jowan [The Circle Tower – Mage Quarters]



乔万 (Jowan) 要求到一个安全的地方讲话。同意后，场景自动转到附近的一个小教堂 (M11, 6)，见到他的搭档莉莉 (Lily)。乔安告诉你，他要毁掉他的护符逃出塔去。你可以答应帮助他或拒绝协助他。如果你不打算帮他，你就要去找欧文 (Irving) (M11, 4) 汇报情况。法师会让你继续配合乔安以便他一举抓获。不管你的选择是什么，你都会得知乔安的具体计划，你协助他开始实施。

Description: Jowan will ask you to hear him out in a safe place. Once you've agreed to his request you'll be automatically transported to a nearby chapel (M11, 6) where you'll meet his partner Lily. Jowan will inform you that he plans on destroying his phylactery and escaping the tower. You can now agree to help him out or to refuse in aiding him in his escape. If you choose not to help him you must go to Irving (M11, 4) and tell him about the situation. The enchanter will then ask you to continue working with Jowan so he can ambush him at the right moment. Either way you'll be familiarized with the details of Jowan's plan and you'll start helping him in achieving his final goal.



这个任务的第一部分是要找到办法使塔地下室的魔法屏障失灵。要达到目的，先要和**欧文（Irving）**（M11，7）对话。他在这层的中心，你要向他要一个火棒。对话中，你得知要想得到火棒，你必须得让一位法师在**表格**上签字。

The first part of this quest will be to find a way to disable a magical barrier in the tower's basement and in order for this to succeed you must talk to **Owain (M11, 7)**. He can be found in the center of this level and you must ask him for a rod of fire. Sadly, during this conversation you'll find out that one of the enchanters must sign the **form** before he can give you the object you desire.



有两位法师可以签署表格。如果你之前向**欧文（Irving）**（M11，4）汇报过，那么你向他解释后就可以得到他的签字。如果你真的想帮乔万和莉莉，那么你就不能去找欧文，你要完成**里奥拉（Leorah）**的支线任务—**存储区的害虫（Pests in the storage area）**。完成任务后去找里奥拉，让她帮忙，就可以得到签字。拿着签字的**表格**去找**欧文（Owain）**（M11，7）得到**火棒**。

You can ask one of two enchanters to sign the form. If you've aligned yourself with **Irving (M11, 4)** then all you have to do is to explain the situation to him and a second later you'll have his signature. If you truly want to help Jowan and Lily you can't go to Irving, so instead you'll have to perform a sidequest for **Leorah - Pests in the storage area**. Once you've finished the assignment go to Leorah and remind her of a favour. Return with the signed **form** to **Owain (M11, 7)** and in return you'll receive the **rod of fire**.



现在回到教堂区（M11，6），向**乔万（Jowan）**和**莉莉（Lily）**展示火棒。他们两个会加入你的队伍，可以给他们戴上装备、配好法术。找到通往**界塔—学生区（The Circle Tower - Student Quarters）**的楼梯。由此穿过北边的大门到达**界塔—地下室（The Circle Tower - Basement）**（M11，8）。

You may now return to the chapel area (M11, 6) and show the rod to both **Jowan** and **Lily**. Notice that they've joined your team, so it would be a good idea to spend some time equipping them and managing their ability bars. Locate the stairs leading to **[The Circle Tower - Student Quarters]**. Here you'll have to proceed to the northern door to travel to **[The Circle Tower - Basement]** (M11, 8).



进入地下室后（M14，1）即可立即向前。找到两扇门（M14，2）。第一扇门**莉莉（Lily）**会打开。在第二扇门那里，你会发现你的**火棒（rod）**对魔法屏障不起作用。然后选择东边的通道，找到第三扇门，再那里再次使用火棒（M14，3）。

Once you're inside the basement (M14, 1) you can start moving forward right away. All you have to do here is to approach two doors (M14, 2). The first door is going to be opened thanks to **Lily**. As for the second door, you'll find out that your **rod** doesn't work on the magical barrier. As a result you'll have to choose the eastern corridor where you'll find the third door and have a chance to use the magical item for the second time (M14, 3).



用火棒 (rod) 打开第三扇门的时候, 会使得附近的哨兵 (sentinel) 复活, 并且, 地下室里会有更多的哨兵。每次战斗时要集中兵力逐个击破。莉莉 (Lily) 可以使用击晕技能, 对战斗大有帮助。而乔万 (Jowan), 他的火焰魔法可以造成较大的伤害。

Notice that using the rod to open the third door has resulted in a nearby sentinel coming back to life and there's going to be more of them in other areas of the basement. Each time you attack a new group of sentinels focus on eliminating one of the targets instead of hitting all of them at the same time. Lily can also stun them using one of her abilities which helps out a lot. As for Jowan, focus on using his fire spells, because they'll do a lot of damage.



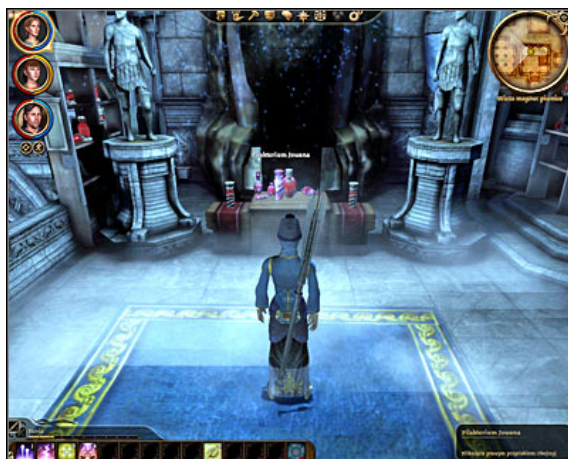
继续以逆时针方向探索整个地下室。不要忘记搜索小房间, 可以找到不少补给。注意你需要对付不同的敌人。如果有穿长袍的哨兵 (Robed sentinels), 要先干掉。地底潜行者 (Deepstalkers) 是比较弱的敌人。不过它们中间会有一个小 boss, 所以要尽快消灭。

You'll now have to explore the entire basement and you'll be moving counter-clockwise. Don't forget to search smaller rooms to find a lot of useful supplies and be ready to defeat other types of opponents. Robed sentinels will always have to go down first. Deepstalkers on the other hand are weak creatures, however one of these monsters will be a mini-boss, so you'll have to pay more attention to killing it quickly.



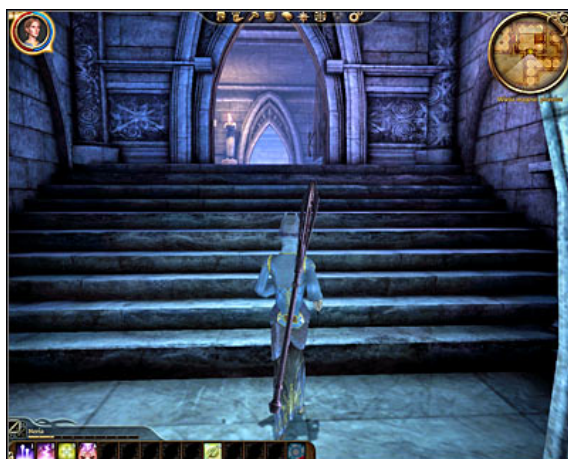
来到地下室最后一个房间。先打开附近的箱子, 拿到熏木法杖。点击一座动物雕像 (M14, 4), 你的队友会有对话, 然后再点击附近的书架 (M14, 5)。让你的队友移动书架, 然后再次点击雕像。你会自动使用火棒破坏一部分墙壁。

You'll have to make your way to the last room of the basement. Start off by opening a nearby chest and collecting a **blackened heartwood staff**. You may now click on a statue of an animal (M14, 4). Listen to what your **team members** have to say and click on a nearby bookcase (M14, 5). Ask one of the allies to move this object and click on the statue for the second time. The main character will automatically use the **rod** here to destroy a section of the wall.



里面有更多的**敌人**等着你们。要小心，因为其中的一个**哨兵（sentinel guardian）**是个小 boss。注意给你的**队友们**补血，不要让他们在战斗中死掉。消灭敌人后顺着楼梯找到一个平台，从桌子上拿到**乔万的护符（Jowan's phylactery）**（M14, 6）。如果你和欧文合谋，此刻你可以承认你出卖了他，但这不会改变结局。如果不是，则可以同意离开地下室。

You shouldn't be surprised to hear that more **enemies** will be waiting for you inside. Be careful, because one of them (**sentinel guardian**) is going to be a mini-boss. Keep using the spells to heal your **team members** if possible and prevent them from dying during the battle. Once it's safe again use the stairs to get to a new platform and click on a table to collect **Jowan's phylactery** (M14, 6). If you were working with Irving you can now confess that you betrayed him, but it won't change the outcome. Otherwise agree to leave the basement.



因为魔法屏障已经失灵了，此时可从北边的门回到**界塔—学生区（The Circle Tower - Student Quarters）**]（M11, 8），此时**欧文（Irving）**、**格里戈尔（Greagoir）**和一些**圣堂武士（templars.）**会出现阻止**你们（team）**。如果你之前和欧文合谋，他会很高兴，否则他就会大发雷霆，其他则没有什么改变。欧文会问你是否从地下室拿了东西，如果

你不想交出**法杖 (staff)**，你可以使用**说服 (persuasion)**技能撒谎。序章的结尾，**乔万 (Jowan)**从塔中脱逃，而你则跟着**邓肯 (Duncan)**踏上新的旅程。

Head on to the northern door, because the magical barrier has been disabled (M14, 7). Return to [The Circle Tower - Student Quarters] (M11, 8) where your **team** is going to be stopped by **Irving**, **Greagoir** and other **templars**. If you've been helping Irving he's going to be happy with the outcome. Otherwise he'll be mad at you, but it won't change anything else. Irving will now ask you if you took any items from the basement and if you don't want to give him back the **staff** you can lie about it using your **persuasion** skills. This prologue will end with **Jowan** escaping the tower and the main character joining **Duncan** to set out on a new journey.

存储区的害虫

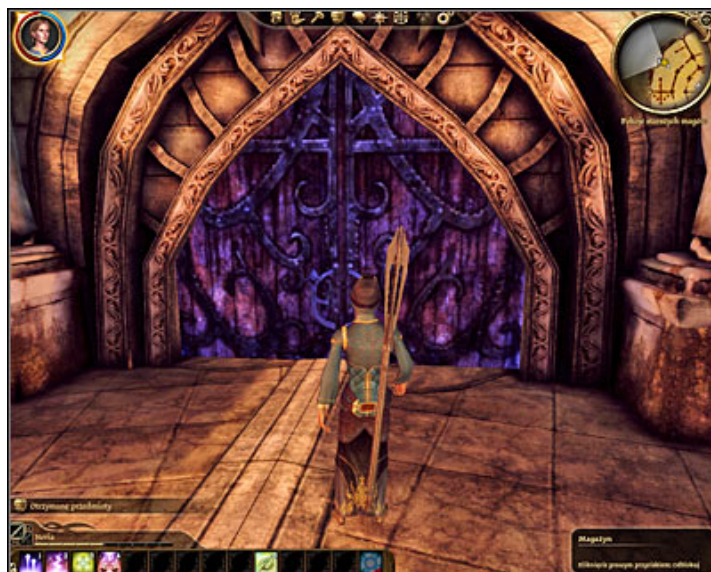
Pests in the storage area

地图 M13: 洞穴 Map M13: Caves



任务来自： 高阶法师里奥拉[界塔—法师区（The Circle Tower - Mage Quarters）]

Received from: **Senior Enchanter Leorah** [The Circle Tower - Mage Quarters]



完成第二个任务—**血和魔法的纽带（Ties of blood and magic）**后可以开始这个任务。到塔的第二层找到**里奥拉（Leorah）**（M11, 9）。对话中得知她有个麻烦——洞穴中有些蜘蛛，你答应帮忙。里奥拉会给你一把**钥匙**，可以打开附近的一扇门（M11, 10）。记得要穿上欧文给你的**法师长袍（mage's robes）**后再继续任务。

Description: You will be allowed to start this quest after you've finished the second assignment – **Ties of blood and magic**. Go to the second level of the tower and find **Leorah** (M11, 9). During the conversation you'll find out that she's having problems with the spiders in the caves and you can agree to help her. Leorah will give you the **key** which you can use to open a nearby door (M11, 10). Before you start the mission make sure to wear **mage's robes** given to you by Irving.



来到[界塔—法师区—洞穴（The Circle Tower - Mage Quarters - Caves）]（M13， 1）。一路向南，到岔路，选择路继续。建议不要走的太快，这样就不会同时对付两个巨型蜘蛛（giant spiders）了。沿途会有不少箱子，最好不要放过。游戏自动提示安全后回去找里奥拉（Leorah）（M11， 9）。她现在欠你一个人情了。

You'll soon find yourself standing in [The Circle Tower - Mage Quarters - Caves] (M13, 1). Head south and then choose one of two available corridors. I wouldn't recommend moving too fast so you won't be fighting more than two giant spiders at the same time. There are also going to be a lot of crates in the area and it would be a good idea to open at least some of them. The game will inform you once it's safe again and you can return to Leorah (M11, 9). She will tell you that she now owes you a favor.

初始故事：人类贵族 Origin story: Human noble

父亲的任务

Father's assignment

地图 M15：库斯兰城堡 Map M15: Cousland Castle



任务来自：布赖斯·库斯兰 (Bryce Cousland) [库斯兰城堡 (Cousland Castle)]
Received from: Bryce Cousland [Cousland Castle]



和站在[库斯兰城堡—正厅 (Cousland Castle - Main hall)] (M15, 1) 的人物对话。你会见到父亲布赖斯·库斯兰 (Bryce Cousland)、豪伯爵 (Arl Howe) 和邓肯 (Duncan) (他稍后才到)。布赖斯让你去找弗格斯。一直向西，找到标志着[库斯兰城堡—中庭 (Cousland Castle - Atrium)] 的通道。在这里你会见到埃莉诺 (Eleanor)、兰德拉小姐 (Lady Landra)、艾奥娜 (Iona) 和戴伦 (Dairren) (M15, 5)。和他们聊几句，继续任务。

Description: Start off by talking to other characters standing in [Cousland Castle - Main hall] (M15, 1). Your father Bryce Cousland, Arl Howe and Duncan (he'll arrive later on) are going to be the people you need to meet. Bryce will soon ask you to go and find Fergus for him. Head west until you arrive at a corridor marked as the [Cousland Castle - Atrium]. Here's where you'll meet Eleanor, Lady Landra, Iona and Dairren (M15, 5). Have a little chat with them and continue your quest.



最后抵达[库斯兰城堡—弗格斯的房间（Cousland Castle - Fergus's Room）]（M15，6）。和弗格斯（Fergus）及他的家人—奥利阿纳（Oriana）、奥伦（Oren）对话。稍后布赖斯·库斯兰（Bryce Cousland）和他的妻子埃莉诺（Eleanor）出现。离开房间结束任务。Eventually you'll have to reach a small room marked on your map as the [Cousland Castle - Fergus's Room] (M15, 6). Talk to Fergus here, as well as to members of his family - Oriana and Oren. Bryce Cousland will show up here in a short while, along with his wife Eleanor. Exit this room to end the first quest of the prologue.

混乱的储藏室

Chaos in the pantry

任务来自: 吉尔摩爵士 (Sir Gilmore) [库斯兰城堡 (Cousland Castle)]

Received from: Sir Gilmore [Cousland Castle]



第一个任务结束后朝厨房方向去 (M15, 2), 吉尔摩爵士 (Sir Gilmore) 会拦住你。他说你的马巴厘犬在厨房里乱跑, 四处破坏。到[库斯兰城堡—厨房 (Cousland Castle - Kitchen)]和南 (Nan) (M15, 3) 对话。对话了解情况后可以着手解决问题, 也可以再次和她说话, 使用恫吓 (intimidation) 技能让她平静下来。

Description: Make your way to the kitchen area (M15, 2) before you end the first quest and you're going to be stopped by Sir Gilmore. He'll tell you that your mabari is running around the kitchen and wreaking havoc. Go to [Cousland Castle - Kitchen] and talk to Nan (M15, 3). During the conversation you'll be informed about the problem and you can now focus on solving it or you can talk to Nan again and use intimidation to calm her down.



从附近的门进入[库斯兰—储藏室 (Cousland Castle - Pantry)] (M15, 4)。这里你可以和你的**马巴厘犬 (mabari)** “对话”，并给它起个名字。你发现其实狗狗是在帮忙——它在储藏室发现了**巨型老鼠 (giant rats)**。一旦开始攻击这些老鼠，会有更多的老鼠跑出来。清理完后回到[库斯兰城堡—厨房 (Cousland Castle - Kitchen)]向**南 (Nan)**汇报。**吉尔摩爵士 (Sir Gilmore)**会离队，狗狗会留在你身边——它可是个非常忠实的伙伴。

Use a nearby door to enter [Cousland Castle - Pantry] (M15, 4). Here you'll be presented with an opportunity to “talk” to your **mabari**, as well as to give it a name. You'll soon find out that your animal was in fact helping, because **giant rats** can be found in the pantry. Start attacking the rodents and don't be surprised to see more of them appearing in a short while. Once it's safe return to [Cousland Castle - Kitchen] and report to the **Nan**. **Sir Gilmore** will now leave your team, but thankfully the dog will remain as your faithful companion.

豪的背叛

Howe's betrayal

任务来自：完成父亲的任务后自动激活[库斯兰城堡（Cousland Castle）]

Received from: automatically after completing **Father's assignment** quest [Cousland Castle]



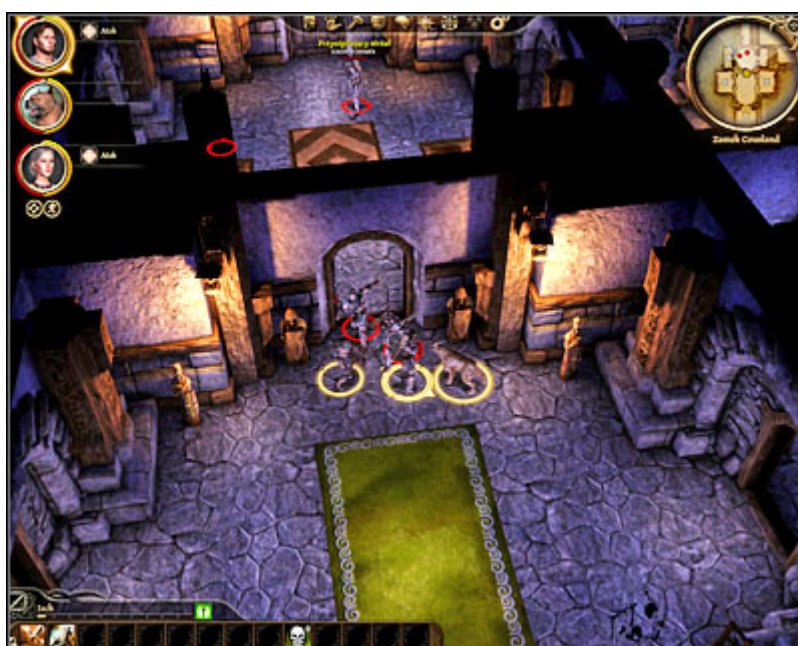
任务从[库斯兰城堡—你的房间（Cousland Castle - Your room）]（M15，7）开始，场景过后，人物站起来，暂停游戏，进行战斗准备。打开物品栏，把你有的最好装备给你的人物穿戴上。如果来得及，可以在附近的箱子里找到其他的东西。现在等着**豪的士兵（Howe's soldier）**出现，这样就不会同时被**弓箭手（Howe's archer）**攻击了。干掉士兵后再对付其他的敌人。不要忘记搜他们的尸体，可以得到**金币（gold）**和**短弓（short bow）**。

Description: You start in [Cousland Castle - Your room] (M15, 7) and you'll be presented with a short cut-scene. Wait for the main character to stand up and pause the game before enemy forces show up. Open your inventory and equip your character with the best items you've got. If you have a moment you can also open a nearby chest and collect additional things. You should now wait for **Howe's soldier** to show up, so you won't be attacked by **Howe's archer** at the same time. Once the soldier is down take care of his colleague. Don't forget to loot both bodies, because you'll find **gold** and a **short bow**.



出房间后向左，在[库斯兰城堡—大君的房间（Cousland Castle - Teyrn's room）]（M15, 8）前干掉另两个**士兵（soldiers）**，救出你的母亲**埃莉诺（Eleanor）**，她会自动加入队伍（不要忘记给她装备一把武器）。她丈夫的房间中有一个箱子，里面有不错的东西。去[库斯兰城堡—弗格斯的房间（Cousland Castle - Fergus's room）]（M15, 6）看看，会有惊人的发现。

Exit your room and turn left where you'll have to defeat two other **soldiers**. They will be standing in front of [Cousland Castle - Teyrn's room] (M15, 8). Eliminating them will allow you to save your mother **Eleanor** and she'll automatically join your team (don't forget to give her some kind of a weapon). You can also explore her husband's quarters, collecting valuable items from one of the crates. Visit [Cousland Castle - Fergus's room] (M15, 6) if you have a spare moment and you'll make a shocking discovery.



回到正厅去，沿途有不少**敌人（enemies）**要消灭。如果你清光敌人后离开再回去，敌人会重生。建议消灭**弓箭手（enemy archers）**后再对付其他的**士兵（soldiers）**。当你接近中庭（M15, 9）的时候，会有一段场景发生。和你的**母亲（mother）**对话，注意要问过所有的问题，这样，除了得知有一条秘密通道外，还可以得到宝藏的信息，从而开始新的支线任务（库斯兰金库（The Cousland treasury））。

You'll now be moving back to the main hall and it shouldn't come as a surprise that other **enemies** will be waiting for you along the way. Some of them will even respawn if you decide to revisit areas you've secured in the past. I would always recommend focusing on eliminating **enemy archers** and only when they're gone to attack the **soldiers**. A new cut-scene will be triggered when you're close to the atrium (M15, 9). Don't forget to ask your **mother** all the necessary questions, so aside from finding out about the secret passageway you'll also find out about the treasures and you'll start a new subquest (The Cousland treasury).



向东边出发，会遇到一个**奴隶 (slaves)**。你可以**说服 (persuade)** 他参战（不参加也没什么区别）。注意，这里的**敌人 (enemies)** 数量很多，还要对付敌人的**马巴厘犬 (mabari)**。向**[库斯兰城堡—正厅 (Cousland Castle - Main hall)]** (M15, 1) 前进。发现饭厅旁边的北通道已经被封锁了，转向东南，沿途会经过**[库斯兰城堡—图书馆 (Cousland Castle - Library)]** (M15, 10)。

Head east where you'll meet one of the **slaves**. You can attempt to **persuade** him to rejoin the battle, but it won't be a big difference. Be careful, because there are a lot of **enemies** in the area and for the first time you'll also be dealing with other **mabari**. Keep heading towards **[Cousland Castle - Main hall]** (M15, 1). Notice that the northern passageway near the dining room is blocked, so as a result you'll have to move south-east, passing by **[Cousland Castle - Library]** (M15, 10).



你可以对附近所有的房间进行一番探查（包括小教堂）或者径直到[库斯兰城堡—正厅（Cousland Castle - Main hall）]（M15，1）。进入后要帮助吉尔摩爵士（sir Gilmore）和守卫（guards）一起打败豪的人（Howe's men）。注意要先尽快处理掉敌人的法师（mage），这家伙的法术很厉害。干掉法师后再对付其他的敌人。战斗结束后和吉尔摩对话，询问你父亲布赖斯的情况。

You can now decide to secure all nearby rooms (including the chapel) or you can proceed directly to [Cousland Castle - Main hall] (M15, 1). Once you're inside you'll have to assist **sir Gilmore** and other **guards** in defeating **Howe's men**. It's extremely important to attack an enemy **mage** as soon as possible, because otherwise he would start using powerful spells. Once the mage is out of the picture you can attack other hostile units. Talk to Gilmore when it's safe and ask him about your father Bryce.



从正厅的北出口（M15，13）出去，到通道后到[库斯兰城堡—厨房（Cousland Castle - Kitchen）]（M15，3）去。注意沿途会有残余的敌人（enemy units）攻击。进入厨房后点击通往[库斯兰城堡—储藏室（Cousland Castle - Pantry）]的门（M15，4）。和濒死的父亲（father）、邓肯（Duncan）对话。即使你拒绝邓肯的征召，他也会强征你加入灰衣守护者。此任务结束后序章完成。

Choose the northern exit from the main hall (M15, 13) and once you're in a corridor start heading towards [Cousland Castle - Kitchen] (M15, 3). Be careful, because some of the remaining **enemy units** may attack you along the way. Once you're inside the kitchen click on the door leading to [Cousland Castle - Pantry] (M15, 4). Talk to your dying **father**, as well as to **Duncan**. You should know that even if you refuse to join the Grey Wardens Duncan will still recruit you by force. Finishing this quest will allow you to end the prologue.

库斯兰金库

The Cousland treasury

任务来自：大君夫人埃莉诺（Teyrna Eleanor） [库斯兰城堡（Cousland Castle）]

Received from: Teyrna Eleanor [Cousland Castle]



在和埃莉诺对话中做了正确回答才会激活这个任务。在你第二个任务——**豪的背叛**（**Howe's betrayal**）中开始后和**埃莉诺（Eleanor）**对话。埃莉诺会告诉你关于家族金库的事情，并给你打开金库的**钥匙（key）**。

Description: In order to activate this quest you must choose the correct answers while talking to **Eleanor**. This conversation will take place soon after you've started the second main quest – **Howe's betrayal**. Eleanor will share the knowledge with you about the family vault and she'll give you a **key** needed to open it.



要想找到金库，先要到[库斯兰城堡—岗哨 (Cousland Castle - Guard post)] (M15, 11)。进入岗哨，点击通往[库斯兰城堡—金库 (Cousland Castle - Treasury)]的门。可以先检查一下附近的柱子，也可以径直去开大箱子，拿到两个特殊物品—家传宝剑 (family sword) 和永高之盾 (shield of Highever) (M15, 12)

In order to get to the vault you must first make your way to [Cousland Castle - Guard post] (M15, 11). Enter the guard post and click on the door leading to [Cousland Castle - Treasury]. You can spend some time examining nearby poles or you can click on the main chest. Collect two unique items – a family sword and a shield of Highever (M15, 12).

初始故事: 矮人贵族 Origin story: Dwarf noble

贵族盛宴

The noble feast

地图 M16: 皇宫 Map M16: Royal Palace



地图 M17: 钻石区 Map M17: Diamond Quarter



地图 M18: 试验场 Map M18: Proving Grounds



任务来自: 格瑞姆 (Gorim) [奥扎玛-钻石区-皇宫]

Received from: Gorim [Orzammar - Diamond quarter - Royal Palace]



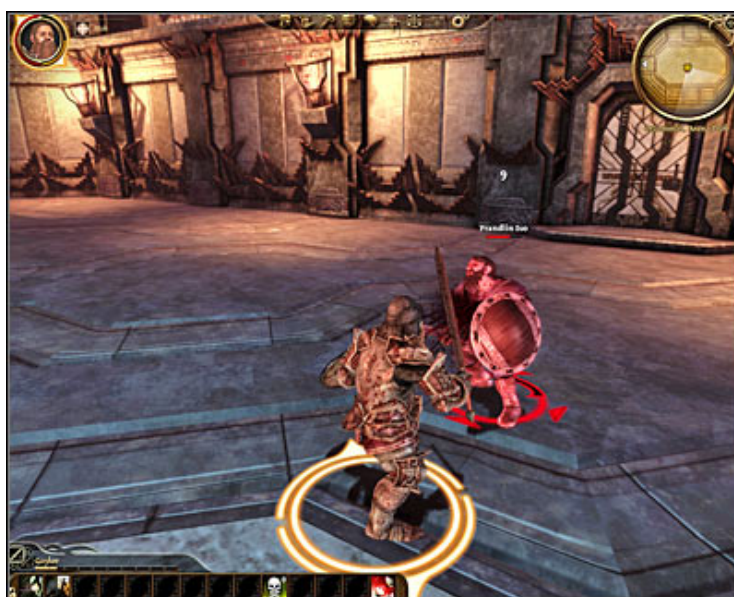
你的朋友格瑞姆 (Gorim) (M16, 1) 说, 为了庆祝你成为高级官员, 将会举行一场盛大的宴会。他说你可以去钻石区的商人那里逛逛, 或者去竞技场观战。对话后带上家传护盾 (shield), 并从附近的箱子里拿到一些物品。从出口 (M16, 2) 出去即到[奥扎玛-钻石区 (Diamond quarter)] (M17, 1)。

Description: Your friend Gorim (M16, 1) will inform you about an upcoming feast to celebrate the main character becoming an officer and he'll also tell you that you can spend free time by visiting local merchants in the Diamond quarter or by going to the arena to watch some fights. I would recommend that you agree to take a family shield with you and you should also pick up items from a nearby crate once you're done talking to Gorim. Proceed to the exit (M16, 2) to find yourself standing in [Orzammar - Diamond quarter] (M17, 1).



会快就会见到你的两个兄弟——**特里安 (Trian)** 和 **伯伦 (Bhelen)** (M17, 2)。在和他们的对话里，你可以严厉一些（如果你想那样的话），不必担心他们的反应。在钻石区有四个商人 (M17, 3) ——**丝绸商人 (silk merchant)**、**装甲商人 (armor merchant)**、**武器商人 (weapon merchant)** 和 **魔法商人 (magic marchent)**。准备好继续后向西南走，和一个**皇家护卫 (royal escort)** (M17, 4) 说话。你觉得一个人四处走不太安全，护卫就会陪着你到竞技场去。

It won't take too long for you to meet your two brothers – **Trian** and **Bhelen** (M17, 2). You can be harsh during the conversation if you want to, because you don't have to worry about any repercussions. There are four traders in the diamond district (M17, 3) – **silk merchant**, **armor merchant**, **weapon merchant** and **magic marchent**. Once you're ready to move on with the quest head south-west and talk to a member of a **royal escort** (M17, 4). You'll find out that it's not safe to travel alone, so the guards will accompany you to the arena.



很快就到了**[奥扎玛—试验场 (Orzammar - Proving grounds)]** (M18, 1)。和**验证大师**对话 (M18, 2)。你可以当观众观看比赛，也可以要求参加竞技场的比赛 (M18, 3)。如果你决定比赛，则需要打败**阿勒·比莫特 (Aller Bemot)**、**阿达尔·赫尔米 (Adal Helmi)**、**巴克斯通爵士 (Sir Backstone)** 和 **弗兰德林·伊沃 (Frandlin Ivo)**。比赛一场比一场难，注意多多使用技能。赢得四场比赛的奖励是**验证之盔 (proving helm)**。你可以自己保留这个胜利品，或者把它送给最后一位对手示好。决定离开竞技场的时候去找**皇家护卫 (royal escort)** (M18, 1) 对话，告诉他你要回到钻石区。回到出发的地方 (M17, 1)，打开大门进入**[奥扎玛—钻石区—皇宫 (Orzammar - Diamond quarter - Royal palace)]**，前往王座室 (M16, 3)。

It won't take long before you're escorted to **[Orzammar - Proving grounds]** (M18, 1). Talk to **Proving master** here (M18, 2). You can decide to remain in the audience and to see a couple of duels or you can ask him to allow you to participate in arena fights (M18, 3). If you decide to challenge other dwarves you'll have to defeat **Aller Bemot**, **Adal Helmi**, **Sir Backstone** and **Frandlin Ivo**. Each duel will be harder than the previous one and it's also going to be important to keep using available abilities. The reward for winning all four duels will be a **proving helm**. You can keep this item to yourself or as a gesture of goodwill you can give it to

your last opponent. Once you're done visiting the arena talk to the **royal escort** again (M18, 1) and confirm that you want to return to the Diamond district. Head on to the start area (M17, 1) and open the large gate to return to [Orzammar - Diamond quarter - Royal palace]. Proceed to the throne room (M16, 3).



领主罗纳斯·达斯 (Lord Ronus Dace) (M16, 4) 想要和你谈谈。在去王座室之前，去听听他要说些什么。你可以同意他向地表人交回权利的提议，也可以驳回他的想法。如果你同意他的意见，要向他索要回报，罗纳斯会给你 100 个金币(别指望一夜暴富啊)。

Lord Ronus Dace (M16, 4) will want to talk to you and it would be a good idea to grant him with an audience prior to approaching king's throne. You can agree to his proposal to give the rights back to the surfacers or you can dismiss his idea. If you say yes you should also consider asking him about something in return and Ronus will offer you 100 gold coins (don't count on getting rich so soon, though).



如果你见了**达斯（Dace）**，那么也要去见**赫尔米小姐（Lady Helmi）**（M16, 5）。如果你同意了达斯的意见，那么她一上来就对你很不客气。赫尔米说，如果你同意了达斯的意见，整个王国就会陷入债务危机。你可以无视她的忧虑，可以答应她在和国王会谈时会让达斯打消这个念头，也可以再回去找达斯，对他的计划再多了解一些。如果你的选择是最后一个，你可以告诉他你知道他的真实企图是什么。最极端的解决方法是在竞技场进行皇家决斗（M18, 3）。你要打败达斯的 strongest 战士——**曼达（Mandar）**。

If you talked to **Dace** you should also consider talking to **Lady Helmi** (M16, 5). She'll start the conversation with an unpleasant statement if you agreed to Dace's idea. Helmi will inform you that if you agree to his plan the entire kingdom will find itself in debt. You can ignore her concerns, you can agree to help her in dismissing Dace's idea during the conversation with the king or you can return to Ronus to find out more about his plan. If you choose the last option you can tell him that you know his real intentions. The most extreme solution in this case would be to challenge his royal house to a honorable duel in the arena (M18, 3). The goal here would be to defeat one of Dace's most skilled warriors - **Mandar**.



到王座室（M16, 6），仪式开始。仪式过程中，**领主达斯（Lord Dace）**会说出他的计划，你要选择是支持还是打消他的计划。如果你选择支持，仪式后去找他，他会给你一个条子，许诺将来要给你一大笔钱。**国王恩德林（King Endrin）**让你去找特里安。**特里安（Trian）**在（M16, 7）。你到达后不久特里安就离开了，留下你和**伯伦（Bhelen）**。伯伦担心特里安想要杀掉你抢夺王位。你可以同意谋划杀害特里安，也可以无视伯伦的想法。

Approach the king's throne (M16, 6) to start the ceremony. During the ceremony **Lord Dace** will present his idea and you'll have to choose between backing him up and dismissing his plan. If you helped Dace talk to him after the celebration and he'll give you a **note of credit** with a promise of a payout in the near future. **King Endrin** will ask you to find Trian for him and in order to do that you must go to his quarters (M16, 7). **Trian** will leave soon after you've arrived and that'll leave you with **Bhelen**. Your brother will share his concerns that Trian is probably trying to kill you to have real chances in seizing the throne. You can agree to plan the murder of Trian or you can ignore Bhelen's idea.

贵族旅程

Noble journey

地图 M19: 废弃的赛格 Map M19: Ruined Thaig



任务来自：国王恩德林（King Endrin）[奥扎玛—废弃的赛格（Ruined thaig）]
Received from: King Endrin [Orzammar - Ruined thaig]



结束和伯伦（Bhelen）的队后即到[奥扎玛—废弃的赛格（Orzammar - Ruined thaig）]（M19, 1）。国王（king）让你来这里找一个埃杜肯护盾。格瑞姆（Gorim）会和你一起完成这个任务。进入洞穴前确保两个任务装备好了护甲和武器。

Description: Once you've ended your conversation with **Bhelen** you'll find yourself standing in [Orzammar - Ruined thaig] (M19, 1). The **king** will send you on a mission of finding an Aeducan shield. Thankfully you won't be travelling alone, because **Gorim** will accompany you in this journey. Make sure that both characters are using good weapons and armor before heading into the caves.



赛格里有不少巨型蜘蛛（giant spiders）和地底潜行者（deepstalkers）。赢得战斗并不是什么难事。注意半兽人，他们是成群结队的，并且会有弓箭手。洞穴中还有几个陷阱，如果你的角色是盗贼，可以破坏它们。在一个大洞穴里遇到弗兰德林·伊沃（Frlandlin Ivo）（M19, 2），他会加入队伍。

During your time spent in the thaig you'll be dealing mostly with **giant spiders** and **deepstalkers**, however winning most of the fights shouldn't be a big problem. Pay more attention to **genlocks**, because they'll be travelling in packs and some of them will be using bows. There are several traps in the caves and you can consider disarming them if you're playing as a rogue. Eventually you'll have to reach a much larger cave where **Frandlin Ivo** will join the team (M19, 2).



如果愿意，可以对附近的小洞穴和通道进行一番探查。向东南进发，找到一个被一群**半兽人 (genlocks)** 保护的大洞穴。奋力向前，找到一位友善的**侦查兵 (scout)** (M19, 3)，他也会加入寻找护盾的队伍。

You can spend some time exploring smaller caves and nearby passageways, but it's all optional. In order to move on with the mission you'll have to be moving south-east until you enter a larger cave protected by a group of **genlocks**. Keep pushing forward until you come across a friendly **scout** (M19, 3). He'll also join your team for the purpose of finding the shield.



会快会来到一个有大批尸体的通道 (M19, 4)。注意，要使用皇家图章戒指才能打开这个通道。向西北前进，见到**雇佣军头领 (leader of the mercenaries)** (M19, 5)。

他对你发出威胁，你的反应无关紧要（你可以撒谎或说出护盾的实情），随即他和他的手下（men）对你展开攻击。先消灭弓箭手（archers）再对付头领。

It shouldn't take long until you come across a passageway with a lot of dead bodies (M19, 4). Notice the fact that the royal signet ring must have been used to open this passageway. Head north-west until you meet the **leader of the mercenaries** (M19, 5). It doesn't matter how you'll respond to his threats (you can lie about the shield or tell the truth), because sooner or later you're going to be attacked by him and his **men**. Before you attack the leader make sure to eliminate all the **archers**.



轻而易举地解决了这帮强盗（bandits）。从头领的尸体上得到图章戒指（signet ring）。找到通往[奥扎玛—废弃的赛格—赛格大厅（Orzammar - Ruined thaig - Thaig chamber）]（M19, 6）。需要解决一个简单的谜题。让你的三名队友（team members）站在移动的地板上，第四个人去打开石棺（M19, 7）。这样就能拿到埃杜肯护盾（Aeducan shield）。

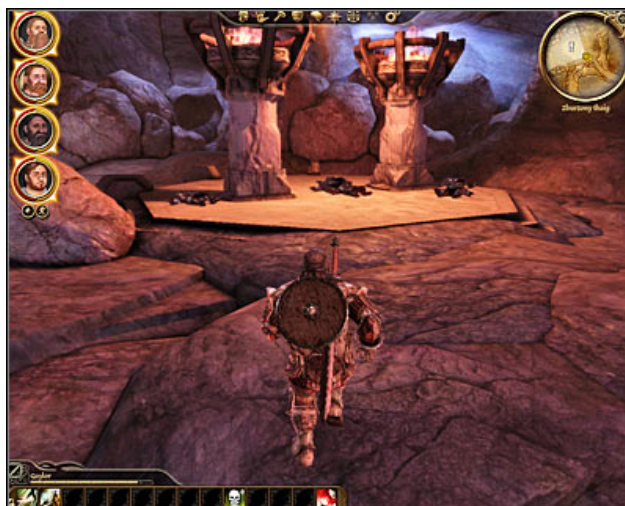
Defeating all the **bandits** is going to be relatively easy. Check the dead body of the **leader** and take the **signet ring**. You must now find a door leading to [Orzammar - Ruined thaig - Thaig chamber] (M19, 6). Solve a simple riddle by ordering your three **team members** to stand on movable floor pieces. Once this is done use the fourth team member to open the sarcophagus (M19, 7). Doing this will allow you to get your hands on the **Aeducan shield**.



回到[奥扎玛—废弃的赛格（Orzammar - Ruined thaig）]（M19, 8）。注意，有一群半兽人（genlocks）和一头瘟疫狼（Plague wolf）（小 boss）会攻击你。狼会造成严重的

伤害，所以先要干掉它。解决敌人后到弗兰德林加入的那个洞穴（M19，2）去。不用理会关于伏击的谈话。

Head back to [Orzammar - Ruined thaig] (M19, 8). Be careful, because you're going to be attacked by a new group of **genlocks** here, as well as by a **Plague wolf** (mini-boss). Deal with the wolf first, especially since the creature is capable of taking down your teammates and inflicting massive injuries. Once it's safe you'll have to start moving back to a large cavern where Frandlin has joined your team (M19, 2). Ignore a conversation about a possible ambush spot along the way.



如果你之前没有理会伯伦的警告，你就在山洞里会发现特里安（Trian）和几个矮人护卫（dwarven guards）的尸体。如果你计划杀害特里安，那么他是活着的，你可以和他对话。对话中得知伯伦和他说了同样的话。很遗憾，这件事没有和平的解决办法，即使你向他出示图章戒指（signet ring）或举手投降（你队伍里的侦察兵（scout）会激怒他）。

If you ignored Bhelen's warning you'll discover dead bodies of **Trian** and **dwarven guards** upon your arrival in the cavern. If you conspired against Trian he'll still be alive and you'll be allowed to talk to him. During the conversation it'll soon become clear that Bhelen has told him the exact same story. Sadly you won't be allowed to find a peaceful solution, even if you decide to show him the **signet ring** or surrender (the **scout** in your team would provoke him).



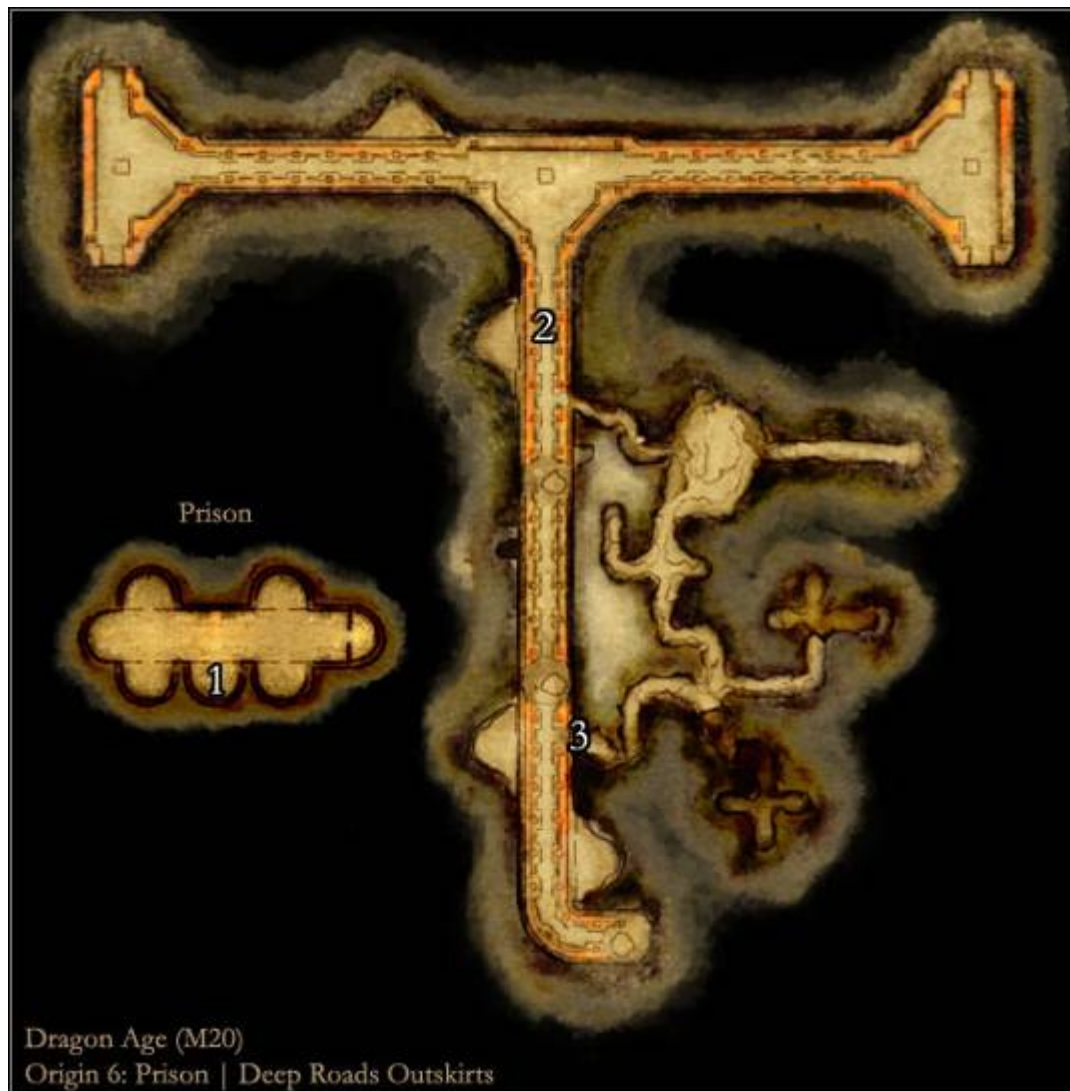
战斗开始后，和之前的策略一样，先要对付**弓箭手（enemy archers）**，然后再攻击**特里安（Trian）**。他死后战斗还会继续，要消灭所有的**敌人**战斗才会结束。然后是一个小场景，**国王恩德林（king Endrin）**到来。不幸的是，你无法向父亲证明这一切都是**伯伦（Bhelen）**一手策划的，而你的队友**侦察兵（scout）**和**弗兰德林（Frandlin）**（你可以杀死他报仇）会出卖你。任务结尾，你被抓进了监狱（M20，1）。

Once the battle has started you should use the same tactics as before and focus primarily on defeating **enemy archers**. Once they're gone you may begin attacking **Trian**. Bear in mind that his death won't stop this battle, because you'll have to eliminate all **enemy units**. Either way you'll trigger a cut-scene, showing **king Endrin's** arrival. Sadly you won't be able to convince your father that it was all **Bhelen's** fault and that you've been betrayed by the **scout** and by **Frandlin** (you can take revenge on him by killing him). This quest will end with the main character being thrown into jail (M20, 1).

流亡

Exile

地图 M20: 深渊之路郊外 Map M20: Deep Roads Outskirts



任务来自：进入监狱后自动激活[奥扎玛—监狱（Orzammar - Prison）]

Received from: automatically after arriving in prison [Orzammar - Prison]



和**格瑞姆（Gorim）**对话（他就站在牢房外）。你的朋友想你讲述你们两个的情况。当被赶出奥扎玛后，他要到德内瑞姆去。而你要待在深渊之路。解救的办法只有一个：找到邓肯和其他的灰衣守护者（Grey Wardens）。你很快会见到**领主哈罗蒙特（Lord Harrowmont）**。如果你向他讲出实情，说明你是清白的，哈罗蒙特会给你一把不错的**矮人长剑**。

Description: Start off by talking to **Gorim** (he will be standing outside your cell). Your friend will inform you about the current status of both of you. He'll be kicked out of Orzammar and he plans on travelling to Denerim. You'll have to remain in the Deep Roads and the only rescue will be to find Duncan and other Grey Wardens. You'll soon be given an audience with **Lord Harrowmont**. If you tell him the truth about your innocence Harrowmont will give you an excellent **dwarven longsword**.



你被押送到[奥扎玛—深渊之路郊外（Orzammar - Deep Roads Outskirts）]（M20，2）。向南前进，一路并不安全，会遇到**巨型蜘蛛（giant spiders）**、**半兽人（genlocks）**和**地底潜行者（deepstalkers）**。还要当心陷阱。别忘了从沿途的矮人尸体上拿回你的装甲。

Wait for the main character to be escorted to [Orzammar - Deep Roads Outskirts] (M20, 2). You may start exploring the area to the south of where you started. Naturally it's not going to be safe here, because you'll encounter new **giant spiders**, **genlocks** and **deepstalkers** along the way. In addition to that you must also watch out for traps. Make sure to loot all the bodies of dead dwarves along the way to collect missing pieces of your armor.



最后找到洞穴出口（M20， 3）。当你准备好结束序章后到出口去。**邓肯（Duncan）**在那里迎接你，邀请你成为灰衣守护者（Grey Wardens）（即使你拒绝他也会带上你的。）You'll eventually locate the exit from the cave system (M20, 3). I wouldn't recommend going there unless you're absolutely sure that you want to end this prologue. **Duncan** will greet you here and will offer you a chance to become one of the Grey Wardens (he'll take you with him even if you refuse).