



Dragon Age: Origins Game Guide

龙之纪元：起源

游戏攻略



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翻译：Grace



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）。

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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).