



Two Worlds II

两个世界 2

游戏攻略

中英双语



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简介 Introduction

本游戏攻略包括游戏中所有任务、完成方法、相应结局和其后果。

攻略第一部分为主线任务——描述通关所需完成的所有章节。

第二部分为特殊地点相关任务。

第三部分为行会任务，完成这类任务可以得到相应的声誉。

攻略最后为 50 多张地图，标注特殊地点和人物。其中 10 张地图为首次发布以及迷宫地图。

(Grace: 为便于大家使用，将地图单独做成一份文件。)

This guide to *Two Worlds II* contains a detailed description of all the quests available in the game, together with all the possible solutions, endings and their consequences.

In the first part of the guide, I've included the main quests - description of all the chapters required to successfully completing the game.

The second contains quests connected with particular locations in the game.

The third group are various quests received from various guilds, completing which increases your reputation.

At the end of the guide there are over 50 maps of locations, with particular places and people - described in the guide - marked on them. 10 of them are never before published and not available (even from the game) labyrinths!

图例 Legend:

地图引用方法：(Mx:y)，其中 x 代表地图编号，y 代表地图上标注的位置。

例如 (Mx:y) 表示图 23 上的数字 56 标注的位置。

颜色含义：

红色表示角色（怪物、人物），**蓝色**——地点（特殊地图），**绿色**——物品，**橙色**——任务。

Map references have been marked in the following way: (Mx:y), where x indicates the number of the map and y the position on that particular map.

For example (M23:56) indicates place marked with 56 on map 23.

Colour symbols:

Red is for characters (monsters, people), **blue** - locations (particular maps), **green** - items, while **orange** - missions.

Artur "Arxel" Justynski



主线任务

主线任务——序章

Main quests – Prologue

越狱 Jail Break

任务来自: **达.菲 (Dar Pha)** [老旧地下通道 (Old Underground Passage)]

Received from: **Dar Pha** [Old Underground Passage]



游戏一开始，神秘人物将你从警卫手中解救出来后，就会接到这个任务。不要浪费时间，跟着她，见到兽人**罗多 (Rogdor)** (M40:1) ——**达.菲 (Dar Pha)** 的同伴。场景对话之后，顺着楼梯跑到二楼[**瓦克玛内部—二楼 (Inside Vakhmaar - second floor)**]

You will receive this mission right after the beginning of your adventure, once the mysterious character frees you from the guards' hands. Don't waste time and follow her until you reach **Rogdor (M40:1)** – representative of the Orc race, who's working with **Dar Pha**. After a cutscene and a short conversation, run along up the stairs to the second floor [**Inside Vakhmaar - second floor**].





大门打开后继续前进——来到一个有秘密通道的房间。你需要找到打开通道的开关——上楼梯后右转。开关在书架中间（M41:1）。启动开关后回去。跟着**达菲（Dar Pha）**走上王座室上方的通道（M41:2）——记得提前采用蹲伏姿势（默认为在站立时按住鼠标右键）（潜行技能解锁）。

Once the door gets open, move on – you will reach a room with a hidden passage. You need to find the switch – go up the stairs and turn right. The switch is between the bookcases (M41:1). After pushing it, go back down and follow **Dar Pha** onto the passage (M41:2) above the throne room – crouching beforehand (by default, hold down the [right mouse button] while standing still) (sneaking ability will be unlocked).



场景过后从楼梯下到王座室[**瓦克玛内部—第一层（Inside Vakhmaar - first floor）**]，看到**索达霍恩（Sordahon）**和**罗多（Rogdor）**的决战。传送门被毁，要到地牢里去寻找第二个传送门。不用理会出现的**警卫（guards）**，跟着你的救命恩人朝楼梯的方向一路疾跑（按住鼠标右键）（耐力技能解锁），从另一侧回到[**老旧地下通道（Old Underground Passage）**]

After watching another cutscene, head towards the stairs (M41:3) and go down to the throne room [**Inside Vakhmaar - first floor**]. You will witness a fight between **Sordahon** and **Rogdor**. Unfortunately you won't make it to the teleport – you have to use a second one, located in the dungeon. Don't mind the **guards** and sprint (by default hold down the [right mouse button]) (stamina ability will be unlocked) after your saviour towards the stairs (M41:4), which will lead you back to the [**Old Underground Passage**], but from the other side.





一道栅栏拦在了你和同伴之前。和**达.菲 (Dar Pha)** (M40:2) 对话——她会教你如何开锁，使用开锁技能打开左边的门 (M40:3)。让撬锁器卡在缺口处旋转再卡在下一层的缺口处旋转。顺着通道走，抵达目的地 (M40:4)。

Unfortunately you also won't make it through the bars, which will separate you and your companion. Talk with **Dar Pha (M40:2)** – she will teach you how to open locks. Use the newly gained knowledge and the picklock to open the door on the left (M40:3). You have to hit each the gap in each ring and push it deeper. Move on along the corridor, until you reach the goal (M40:4).



在炼金术士的老图书室里 (M40:5) 找到第二个传送门。不过它需要先做准备才能工作。和**达.菲 (Dar Pha)** 对话——你的任务是捡起地上的**狼牙棒 (mace)** (书架附近)，守卫入口。拿起武器 (F 键)，随后一个警卫就会出现——打败他很容易。然后传送到**[阿尔索纳 (Alsorna)]** (M1:1)。任务**[营救 (The Rescue)]** 激活。

Inside the alchemist's old library (M40:5) you will find a second teleport. It however needs to be prepared first. Talk to **Dar Pha** once more – your task is to grab the old **mace** (it lays on the nearby shelf) and guard the entrance. Take out the weapon (by default [F]) and after a while, a single guard should appear – you shouldn't have any problems with defeating him. In the end, teleport to **[Alsorna]** (M1:1).

You will unlock **[The Rescue]**.



主线任务——第一章

Main quests—Chapter I

抵达哈特曼多尔 Getting to Hatmandor

任务来自：卡萨拉（Cassara）[阿尔索纳—地下室—戈塔利乌的房间（Alsorna - basement - Ghortarius' Chamber）]

Received from: Cassara [Alsorna - basement - Ghortarius' Chamber]



要前往哈特曼多尔，需要先完成任务[沙漠之门（Desertgate）]

注意：这扇大门是不能骑马通过的。

In order to get to Hatmandor, you have to complete the [Desertgate] quest.

NOTICE: You're not able to get through the gate while riding a horse.

穿过大门，见到守卫，他们警告你这里有瓦恩怪（Varns）。在[哈特曼多尔地区（Hatmandor Region）]（M12:1）遇到第一个之后，会见到一群守卫在和瓦恩怪（Varns）作战。注意不要攻击到任何一个守卫。清理完怪物之后大门打开，又出现一些瓦恩怪（Varns）。有两条路可以通往哈特曼多尔——主路（会有更多的瓦恩怪（Varns））和丘陵（在任务[丢失的头颅（Lost head）]附近（M12:2））。

After crossing the gate, you will eventually come across guards who will warn you of the Varns, controlling all the gates. After getting to the first one [Hatmandor Region] (M12:1) you will come across a group of guards fighting the Varns. Try **not to attack any of the guards** as they will stop being your allies then. After clearing the road the gate will open and a few more Varns will appear. You can choose from two paths in order to get to Hatmandor – the main route (with more fights with Varns) or the hills (nearby the [Lost head] quest (M12:2)).



最终抵达哈特曼多尔的大门[沙漠(Desert)](M21:1)。守卫让你去找指挥官**瓦拉林(Valarin)**，他在切泽纳达(Cheznaddar)的小酒馆里(M20:2)。为了进入城市，你得先完成一件差事——去找一个线人了解谋杀犯的情况。

Eventually you will reach the Hatmandor gates [Desert] (M20:1). The guard will tell you to go to commander **Valarin**, residing at the inn in Cheznaddar (M20:2). In order to get to the city, you have to run a small errand for the commander – you have to meet an informant, who possesses information about the murderers.



去找**杰拉德(Jarrad)**(M20:3)。这家伙不愿意透露任何信息——为了让他讲话，你要先帮他找到他母亲的药，药在皇家仓库里(M20:4)。仓库有两个守卫，但你可以从房顶进入——利用横梁。使用开锁技能打开活板门。

Head to meet **Jarrad** (M20:3). The man isn't willing to give any information – how him to speak, you have to firstly help him with getting medicine for his mother from the emperor's warehouse (M20:4). The warehouse protected by two guards, but can get inside through the roof – use the beams. You'll have to picklock the hatch.



进入之后在箱子里找到**露水瓶 (Dew Bottle)**。再从房顶出来，回去找**杰拉德 (Jarrad)** (M20:3)。得到凶杀案的信息。向**瓦拉林 (Valarin)** (M20:1) 报告。城市大门就会开放了。

解锁任务**[局内人 (Inside Man)]**

解锁任务**[瓦拉林的线人—幻影的身份 (Valarin's Informant - Mirage's Identity)]**

Once inside, search the chests for the **Dew Bottle**. Return to **Jarrad** (M20:3), getting out through the roof naturally. You will learn more about the murders. Head to **Valarin** (M20:1) and report to him. The gate to the city will be opened.

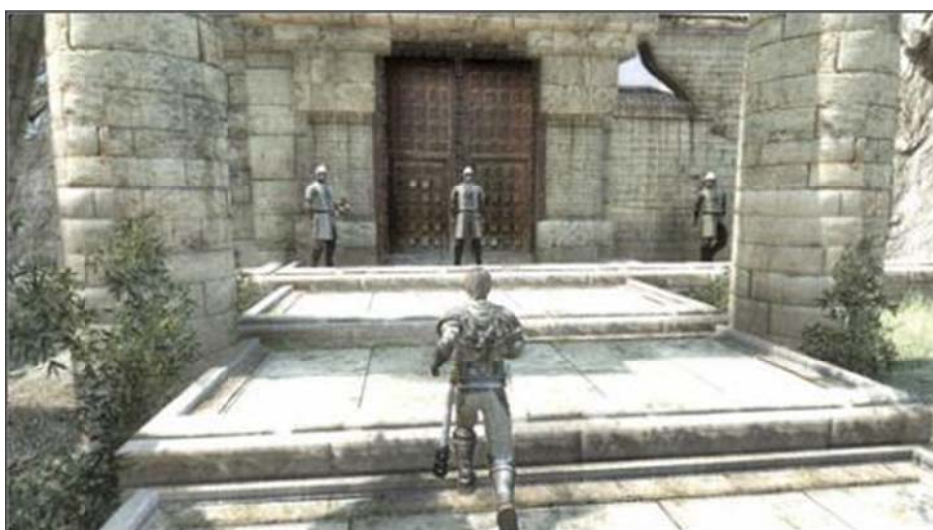
You will unlock **[Inside Man]**.

You will unlock **[Valarin's Informant - Mirage's Identity]**.

沙漠之门 Desertgate

任务来自：**奥德瓦尔 (Odval)** **[巴延 (Bayan)]** (M3:1)

Received from: **Odval** **[Bayan]** (M3:1)





和警卫**奥德瓦尔（Odval）**对话（M3:1），得知你还需要一张通行证，只能在哈特曼多尔获得。解决方法如下：

After speaking with **Odval** the guard (M3:1), you will learn that you'll need a pass, attainable only at Hatmandor. You need to find a way to get through.

方法 1 Solution 1

回到村庄后，遇到**斯马特迈特（Smart Mat）**，他出价 500 奥拉（500 auras）卖给你一个伪造通行证。

解锁任务[**伪造通行证（Forged pass）**]

注意：**斯马特迈特（Smart Mat）**是个骗子

Once you return to the village, you will come across **Smart Mat**, who for 500 auras will offer you a forged pass.

You will unlock [**Forged pass**].

NOTICE: **Smart Mat** is a fraud.

方法 2 Solution 2

在下一个南部村庄的出口，有一个坐在长凳上的村民——他的名字是“**树干**”**托拜厄斯（Tobias the Trunk）**（M3:4）。付给他 300 奥拉，得到走私通道的信息。

解锁任务[**走私通道（Smuggler's passage）**]

注意：“**树干**”**托拜厄斯（Tobias the Trunk）**是个骗子，但是如果你接受这个任务，你会在切泽纳达的地下通道内再次见到他[**哈特曼多尔下水道（Hatmandor Sewers）**]（M21:13）。如果在任务[**旧伤（Old wounds）**]中你杀掉了赛丝，就会接到任务[**被亵渎的圣坛（Desecrated Shrine）**]。

Right next to the north village exit you will see a villager sitting on a bench - his name is **Tobias the Trunk** (M3:4). He will offer you information of the smuggler's passage for 300 auras.

You will unlock [**Smuggler's passage**].

NOTICE: **Tobias the Trunk** is a fraud, but in case you accept this mission you will meet him once again in the tunnels beneath Cheznaddar [**Hatmandor Sewers**] (M21:13). If during [**Old wounds**] you've killed **Scythe**, you'll receive [**Desecrated Shrine**].

方法 3 Solution 3

如果在传送到巴延后你帮助过**达格瓦（Dagwa）**（M3:5）（给她一些香肠），从大门回来后再次和她对话。她会告诉你老走私路线，并在地图上标示出入口。

解锁任务[**走私通道（Smuggler's passage）**]

If after teleporting to Bayan you helped **Dagwa** (M3:5) (gave her some sausage), you can talk to her again after coming back from the gate. She will tell you about at old smuggling route and mark the entrance on the map.

You will unlock [**Smuggler's passage**].



方法 4 Solution 4

找到掘墓人**卢萨姆 (Lewsam the Gravedigger)** (M3:6)，接受他的提议。

解锁任务**[丢失的头颅 (Lost head)]**。

可以得到关于**汤姆·斯克莱伯 (Tom Scribe)** 的信息，得知他可以伪造文件。他在村子里的一个长凳上坐着，在他的房子旁边 (M7:7)。接受他的提议。

解锁任务**[斯克莱伯的墨水池 (Scribe's Inkwell)]**。

任务最后你会遇到斯克莱伯的前期，她会帮助你。

Head to **Lewsam the Gravedigger** (M3:6) and accept his offer.

You will unlock **[Lost head]**.

You will learn about **Tom Scribe**, who falsifies documents. He's at the village, sitting on a bench beside his home (M7:7). Accept his offer.

You will unlock **[Scribe's Inkwell]**.

By the end of the mission you will come across Scribe's ex-wife, who will offer to help you.

方法 4—结局 1 SOLUTION 4 - ENDING 1

把**墨水池 (inkwell)** 给**弗洛拉 (Flora)**——她会告诉你老走私路径。

Give back **Flora** the **inkwell** - she will show you the old smuggling route.

方法 4—结局 2 SOLUTION 4 - ENDING 2

拒绝**弗洛拉 (Flora)**，把墨水池还给它的主人，收到**通行证 (pass)**，去找**奥德瓦尔 (Odval)** (M3:1)，向他出示，通过大门。

Deny **Flora** and give the inkwell back to its owner. You will receive the **pass**, with which you can head to **Odval** (M3:1). Show it to him and go through the gate.

方法 5 Solution 5

和阿里玛 () (M3:2) 对话，完成一系列任务：**[兽医实践 (Veterinarian practice)]**、**[饥饿 (Starvation)]**、**[成年仪式 (Initiation ceremony)]**、**[盗马贼赛跑 (Rustler's Run)]**、**[干旱 (Drought)]**

在任务[]过程中，帮助**赛琳娜 (Selena)** 打到**阿里玛 (Alima)**。**利多 (Ledo)** 接管村子后，他会给你**通行证 (pass)** 以示感谢。回去找**奥德瓦尔 (Odval)** (M3:1)，向他出示，通过大门。

Speak with **Alima** (M3:2) and begin completing a series of quests: **[Veterinarian practice]**, **[Starvation]**, **[Initiation ceremony]**, **[Rustler's Run]**, **[Drought]**.

During the **[Drought]** quest, help **Selena** overthrow **Alima**. Once **Ledo** takes over the village, you will receive a **pass** from him, as a token of gratitude. Now you can go to **Odval** (M3:1), show him the pass and go through the gate.



局内人 Inside Man

任务来自: 加特·瓦拉林 (Gart Valarin) [沙漠 (Desert)]

Received from: Gart Valarin [Desert]



要想得到关于塔和其首领的信息，你要做一回间谍，渗透入哈特曼多尔的地下世界。先到“影响之下”酒馆 (“Under the Influence” inn) (M20:7) 去见**巴塞爾 (Basel)**。他会给你几个任务。

要得到更多信息，完成任务[护送 (The Escort)]。

如果任务不顺利，则还需要完成任务[包裹 (The Package)]。

得到一些关于凶杀案的有趣信息。

为了了解更多，完成任务[清除工作 (The Elimination Job)]

之后**巴塞爾 (Basel)**会完全信任你，并说出更多关于尖牙之塔的信息。

In order to gain information on the Tower and the captain, you have to play a spy and infiltrate to the Hatmandor underworld. Head over to meet with **Basel**, who resides in the “Under the Influence” inn (M20:7). In order to learn more, you have to complete a few assignments for **Basel**.

In order to learn more, complete [The Escort].

The task won't go too well, you have to complete another one: [The Package].

You will get to know some interesting facts about the murders.

To learn more, complete [The Elimination Job].

Basal will then fully trust you and you'll learn more on The Tower of Fangs.



护送 The Escort

任务来自：巴塞尔 (Basel) [沙漠 (Desert)] (M20:7)

Received from: Basel [Desert] (M20:7)



接受任务后，下到酒馆入口附近，找到老亚斯克 (Old Yarsk)。和他对话，跟着他来到下水道[哈特曼多尔下水道 (Hatmandor Sewers)] (M21:1)。尾随他来到集合地点 (M21:2)，藏在右边的木桶后面——你的任务是偷听交易情况。

After accepting the task, go down and nearby the inn entrance you will find **Old Yarsk**. Talk with him and follow to the sewers [Hatmandor Sewers] (M21:1). Run after him to the meeting point (M21:2) and hide behind the barrels on the right – your task is to eavesdrop the transaction.

结局 1 Ending 1

如果你被第二个商人发现，回去找巴塞尔 (Basel) [沙漠 (Desert)] (M20:7)，拿到较少的报酬。

解锁任务[包裹 (The Package)]

If you'll get noticed by the second contractor, return to Basel [Desert] (M20:7) and get the lower prize.

You will unlock [The Package].

结局 2 Ending 2

躲在阴影里，如果事情有变，从木头后跳出来，杀死商人和其他恶棍，保护亚斯克 (Yarsk)。从尸体上拿到一个贵重宝石，把它交给巴塞尔 (Basel) [沙漠 (Desert)] (M20:7)。

解锁任务[包裹 (The Package)]

Stay in the shadows and wait in case anything goes wrong. If it does, jump out from behind the barrels and eliminate the **contractor** and the **thug**, while protecting **Yarsk**. Search the bodies to find a precious gem and take it to Basel [Desert] (M20:7).

You will unlock [The Package].



包裹 The Package

任务来自：巴塞尔（Basel）[沙漠（Desert）]（M20:7）

Received from: Basel [Desert] (M20:7)



完成任务[护送（The Escort）]后接到第二个任务。

酒吧女招待——丽萨（Reesa）——给你更多的信息。在“影响之下”酒馆（“Under the Influence” inn）（M20:7）找到她。她在地图上标示出包裹的位置并告诉你口令——“你不想知道”——向守卫讲出这个口令。前往标示的地点（M20:9）。在里面的箱子里拿到包裹（Package）。离开时会遇到丽萨（Reesa）。

解锁任务[递送（The Delivery）]

You will receive a second task upon finishing [The Escort].

The barmaid - Reesa - will give you more information. She can be of course found in the „Under the Influence” inn (M20:7). She will mark the package’s position on your map and give you the password - „You don’t want to know” - which you have to tell the guard. Head to the marked spot (M20:9). Inside you will find a chest containing the Package. After you leave the cache, you’ll come across Reesa.

You will unlock [The Delivery].

递送 The Delivery

任务来自：丽萨（Reesa）[沙漠（Desert）]（M20:9）

Received from: Reesa [Desert] (M20:9)



直接把在任务[包裹 (The Package)]中拿到的包裹 (Package) 送到收件人手中。回到哈特曼多尔，穿过城市，在神庙入口前转向东——神庙入口由一个神父把守着，无法潜行通过。在东墙有一个神父 (priest) 在等你 (M20:10)。包裹交出后回去找巴塞尔 (Basel) (M20:7)。

解锁任务[清除工作 (The Elimination Job)]

The Package gained during [The Package] has to be delivered directly to the addressee. Return to Hatmandor, cross the city and turn east before the temple entrance – it's guarded by a priest, so you wouldn't sneak by anyway. By the east wall there's a priest waiting for you (M20:10). After delivering the package, return to Basel (M20:7).

You will unlock [The Elimination Job].

You will unlock [Valarin's Informant - The Murders].

清除工作 The Elimination Job

任务来自：巴塞尔 (Basel) [沙漠 (Desert)] (M20:7)

Received from: Basel [Desert] (M20:7)



完成任务[递送 (The Delivery)]后接到。



和**老亚斯（Old Yars）**对话，了解在哪里可以找到**杰拉德（Jarrad）**——你要杀掉他。前往切泽纳达西南部（M20:3）。在门口见到**丽萨（Reesa）**，她想要阻止你杀掉**杰拉德（Jarrad）**。进入房间和里面的人对话。

You'll receive this mission right after completing [The Delivery].

Talk with **Old Yars** to learn where to find **Jarrad** - the one you have to kill. Head to the south-west part of Cheznaddar (M20:3). By the door you'll find **Reesa**, who will try to stop you from killing **Jarrad**. Go inside the house and talk with the man.

结局 1 Ending 1

放过**杰拉德（Jarrad）**，告诉他赶紧打包东西离开城镇。回去找**巴塞尔（Basel）**（M20:7）告诉他你已经消灭了目标。这样可以得到更多的经验。

解锁任务[痛苦体育场（The Paidome）]

Spare **Jarrad**, tell him to pack his things and leave town. Return to **Basel** (M20:7) and report that you've eliminated the target. You'll earn more experience points.

You will unlock [The Paidome].

结局 2 Ending 2

杀死**杰拉德（Jarrad）**，回去找**巴塞尔（Basel）**（M20:7），告诉他目标已经消灭。这个选择会影响任务[米尔德的复仇（Mirrd's Revenge）]。

解锁任务[痛苦体育场（The Paidome）]

Kill **Jarrad**, return to **Basel** (M20:7) and report that the target is dead.

The choice will have an influence in the future during [Mirrd's Revenge].

You will unlock [The Paidome].

首领 Captain

任务来自：阿舌（Tongue）[沙漠（Desert）]

Received from: **Tongue** [Desert]





在任务[凶杀案调查 (Murders Investigation)]中自动激活。

离开房间后，见到一个守卫，他交给你大门钥匙，并告诉你**瓦恩怪 (Varns)** 已经控制了大部分。在寻找**首领 (Captain)** [哈特曼多尔地区 (Hatmandor Region)] (M12:5) 的路上，你会遇到几群。抵达目的地后，进入帐篷和里面的人对话。需要证明自己的力量，完成另一项任务，才能得到尖牙之塔的信息。

解锁任务[戈莱格的诅咒 (Gorlag's Curse)]

You'll receive this mission automatically during [Murders Investigation].

After leaving the house, you will meet a guard, who will give you the gate keys and warn that the **Varns** have taken control of most of them. On your way to the **Captain** [Hatmandor Region] (M12:5) you will have to face a few groups of them. After getting to the spot, enter the tent and talk with the man. Before you learn anything about the Tower of Fangs, you have to prove yourself worthy and complete another mission.

You will unlock [Gorlag's Curse].

戈莱格的诅咒 Gorlag's Curse

任务来自：首领 (Captain) [哈特曼多尔地区 (Hatmandor Region)] (M12:5)

Received from: **Captain** [Hatmandor Region] (M12:5)



被派去[戈莱格洞穴 (Gorlag's Cave)]的士兵一直没有回来。你的任务是前往洞穴[哈特曼多尔地区 (Hatmandor Region)] (M12:6)。进入后，顺着通道进入另一个大洞穴，见到**戈莱格 (Gorlag)** (M13:1)。根据对话的选项，任务有两种完成方式：

The soldiers sent to [Gorlag's Cave] haven't returned to this day. Your task is to head to the cave [Hatmandor Region] (M12:6). Once inside, go along the corridor to another large cave, where you will meet **Gorlag** (M13:1). Depending on the chosen dialogue line, there are two possible solutions.



方法 1 Solution 1

你可以选择杀死怪物——**戈莱格 (Gorlag)** 和 **蚂蚁 (ants)** 都会攻击你。你的攻击和伤害可能不够高，获胜的几率很小。如果成功杀死他们，从 **戈莱格 (Gorlag)** 身上拿到 **钥匙 (Key)**，打开大门，你会发现士兵们都还活着 (M13:2)。找到出口 (M13:3)，和 **哈莱弗 (Harlef)** 一起回去找 **首领 (Captain)** [**哈特曼多尔地区 (Hatmandor Region)**] (M12:5)。

解锁任务[**法师行会大师 (Mages Guild Master)**]

You can kill the monster – both **Gorlag** and the **ants** will attack you. Your level and damage probably aren't too high, so the chances of winning are rather miserable. If however you do manage to kill them, take the **Key** from **Gorlag** and use it on the door, behind which you'll find the only soldier still alive (M13:2). Head to the exit (M13:3) and return to the **Captain** together with **Harlef** [**Hatmandor Region**] (M12:5).

You will unlock [**Mages Guild Master**].

方法 2 Solution 2

开始对话，被告知要从 **赛丝 (Scythe)** 那里拿到一块石头。

需要完成任务[**旧伤 (Old wounds)**]

拿着石头回来，怪物死亡，安全解救士兵。找到出口 (M13:3)，和 **哈莱弗 (Harlef)** 一起回去找 **首领 (Captain)** [**哈特曼多尔地区 (Hatmandor Region)**] (M12:5)。

解锁任务[**法师行会大师 (Mages Guild Master)**]

You will lead to a conversation, after which you'll be asked to attain a stone, currently in possession of **Scythe**.

You have to complete [**Old wounds**].

Once you return with the stone, the monster will eventually die either way and you'll be able to safely free the soldier. Head to the exit (M13:3) and return to the **Captain** with **Harlef** [**Hatmandor Region**] (M12:5).

You will unlock [**Mages Guild Master**].

旧伤 Old wounds

任务来自: **戈莱格 (Gorlag)** [**戈莱格的洞穴 (Gorlag's Cave)**]

Received from: **Gorlag** [**Gorlag's Cave**]



在任务[**戈莱格的诅咒 (Gorlag's Curse)**]中的对话中作出选择，就可以接到这个任务。

前往[**哈特曼多尔下水道 (Hatmandor Sewers)**]，入口在[**沙漠 (Desert)**] (M20:17)。你的目标——**赛丝 (Scythe)**——就在下水道里 (M21:3)。下去之后会被一个**干尸 (mummy)**攻击。抵达目的地后，和**赛丝 (Scythe)**对话。

You will receive this mission after running an appropriate dialogue during [**Gorlag's Curse**].

Head to [**Hatmandor Sewers**], the entrance is at [**Desert**] (M20:17). Whereas your target - **Scythe** - is inside the sewers (M21:3). Right after descending, you will be attacked by a **mummy**. After arriving at the destination, you will have a short conversation with **Scythe**.

结局 1 Ending 1

和**赛丝 (Scythe)**展开一场平静的对话。得知戈莱格的石头中包含这他的石头。得到**戈莱格的生命石 (Gorlag's mortality)**——回到[**戈莱格的洞穴 (Gorlag's Cave)**] (M13:1)，入口在[**哈特曼多尔地区 (Hatmandor Region)**] (M12:6)。

Carry out a calm conversation with **Scythe**. You will learn that the stone sought by **Gorlag** contains his stone. You will receive **Gorlag's mortality** - return to him [**Gorlag's Cave**] (M13:1) - the entrance is at [**Hatmandor Region**] (M12:6).

结局 2 Ending 2

辱骂**赛丝 (Scythe)**并杀掉她。搜寻她的尸体，拿到**戈莱格的生命石 (Gorlag's mortality)**——到[**戈莱格的洞穴 (Gorlag's Cave)**] (M13:1)——入口在[**哈特曼多尔地区 (Hatmandor Region)**] (M12:6)。

解锁任务[**法师行会大师 (Mages Guild Master)**]

Throw an insult at **Scythe** and kill her. Search the body and take **Gorlag's mortality** - return to him [**Gorlag's Cave**] (M13:1) - the entrance is at [**Hatmandor Region**] (M12:6).

You will unlock [**Desecrated Shrine**].



法师行会大师 Mages Guild Master

任务来自：首领（Captain）[哈特曼多尔地区（Hatmandor Region）]

Received from: Captain [Hatmandor Region]



完成任务[戈莱格的诅咒（Gorlag's Curse）]后自动激活。

得到关于戴特坦（Dattan）的信息——他知道如何进入尖牙之塔。到法师行会去[哈特曼多尔地区（Hatmandor Region）]（M12:7）。进入后，使用传送门到上层。要想知道如何进入塔，需要先给这位大师找来一颗龙牙。龙牙被一个巨大的野兽看守着。

解锁任务[野兽之腹（Belly of the Beast）]。

You will receive this mission automatically after completing [Gorlag's Curse].

You will gain information on Dattan – a mage who should know how to get inside the Tower of Fangs. Head to the Mages Guild [Hatmandor Region] (M12:7). Once inside, use the teleport to get to the upper level. Before you can learn more about the road to the Tower of Fangs, you have to bring the Master a dragon fang, guarded by a giant beast.

You will unlock [Belly of the Beast].

野兽之腹 Belly of the Beast

任务来自：戴特坦（Dattan）[哈特曼多尔地区（Hatmandor Region）]

Received from: Dattan [Hatmandor Region]



完成任务[**法师行会大师 (Mages Guild Master)**]和**戴特坦 (Dattan)** 对话后自动激活这个任务。前往峡谷 (M12:8)，找到龙的骸骨。沿途会遇到大量的**长尾怪 (Tailers)**。如果你的级别低、伤害不够高，会非常吃力。尽力避免同时与多个怪物作战（这种情况不太经常发生，如果同时对付两个，就会很危险）。在一条小路尽头，找到**戴特坦 (Dattan)** 所说的**野兽 (beast)**。尽量让其处于绝境（如果你有弓箭技能）。也可以使花招，快速跑向龙的骸骨引诱怪物。拿到**龙牙 (Dragon Fang)**，使用**传送石 (Teleport stone)** 回到法师行会 (M12:7)。

解锁任务[**水晶大军 (Crystal Army)**]

You will receive this mission automatically after talking with **Dattan** and finishing [**Mages Guild Master**].

Head to the canyon (M12:8) and follow it to the dragon's skeleton. On your way you will encounter a large number of **Tailers**. If you're not at a high level and don't deal huge damage, the fight can be quite tough. Try not to lure more than one at the same time (often it's impossible and you can have problems fighting with two at once). At the end of the path you will find the **beast** mentioned by **Dattan**. Try to keep it at bay (if only you have some archer abilities). You can also try to trick the monster by quickly running to the skeleton, taking the **Dragon Fang** and teleporting to the Master's quarters with the **Teleport stone** (M12:7).

You will unlock [**Crystal Army**].

水晶大军 Crystal Army

任务来自: **戴特坦 (Dattan)** [**哈特曼多尔地区 (Hatmandor Region)**]

Received from: **Dattan** [**Hatmandor Region**]



把**龙牙 (Dragon Fang)** 交给**戴特坦 (Dattan)** 后自动激活。

跟着大师进入传送门，来到**[水晶石魔人洞穴 (Cave of Crystal Golems)]**，在此也会见到**首领 (Captain)**。抵达地点 (M16:1) 后，是一段场景动画，然后面对着一由维利塔水晶生成的大军。

离开前，你可以选择一个礼物：

- 一把斧子
- 一张弓
- 一个法术（火焰、空气或水）

解锁任务**[通往塔的路 (Way to the Tower)]**

解锁任务**[叛徒 (The Traitor)]**

The mission will begin automatically once you bring **Dattan** the **Dragon Fang**.

Follow the Master into the teleport. You will be transported to **[Cave of Crystal Golems]** in which you will also meet the **Captain**. After getting to the spot (M16:1), a cutscene will play and you will be faced by an army created from the verita crystals.

Before you move on, you can choose a present:

- An axe
- A bow
- A spell (fire, air or water)

You will unlock **[Way to the Tower]**.

You will unlock **[The Traitor]**.

通往塔的路 **Way to the Tower**

任务来自：**戴特坦 (Dattan)** **[水晶石魔人洞穴 (Cave of Crystal Golems)]**

Received from: **Dattan** **[Cave of Crystal Golems]**



任务[水晶大军 (Crystal Army)]之后，戴特坦 (Dattan) 会告诉你如何前往尖牙之塔。

离开洞穴后，一直向南，找到通往[遗忘神殿废墟 (Forgotten Temple Ruins)]的传送门[哈特曼多尔地区 (Hatmandor Region)] (M12:10)。沿途会遇到一些野兽 (beasts) 和一个瓦恩怪 (Varns) 营地。进入洞穴后一直向前到对面 (M18:1)，进入洞穴的第二部分[遗忘神殿废墟一下层 (Forgotten Temple Ruins- lower level)] (M19:1)。这里的敌人有干尸 (mummies) 和石头哨兵 (Stone Sentinels)。杀光敌人找到出口 (M19:2)。

解锁任务[尖牙之塔 (The Tower of Fangs)]

After completing [Crystal Army] Dattan will show you the way to the Tower of Fangs.

Once you leave the previous case, head south and you will find a teleport [Hatmandor Region] (M12:10) leading to [Forgotten Temple Ruins]. On your way you will encounter various beasts and a Varns camp. Once inside the cave, head to the other side (M18:1), from where you can head to the second part of the cave [Forgotten Temple Ruins - lower level] (M19:1). Here you will be faced by mummies and revived Stone Sentinels. Fight your way to the exit (M19:2).

You will unlock [The Tower of Fangs].

尖牙之塔 The Tower of Fangs

任务来自：卡萨拉 (Cassara) [阿尔索纳-地下室-戈塔利乌的房间 (Alsorna - basement - Ghortarius' Chamber)]

Received from: Cassara [Alsorna - basement - Ghortarius' Chamber]



这个任务实在游戏之初和先知（**Prophet**）对话后激活的。她让你进入尖牙之塔。完成任务[通往塔的路（**Way to the Tower**）]后，它会再次出现。离开地道后回到地面[哈特曼多尔地区（**Hatmandor Region**）]（M12:11）。沿路来到尖牙之塔（M12:12），这条路并不太平——有一些巨蝎（**Giant Scorpions**）会拦住你的去路。

The mission gets unlocked at the very beginning of the game, after talking with the **Prophet**. She will give you an assignment of getting to the Tower of Fangs. The mission will appear once more after completing [**Way to the Tower**]. Leave the tunnels and you'll be once more on the surface [**Hatmandor Region**] (M12:11). The path will lead you to the Tower of Fangs (M12:12), however it's not easy – a few **Giant Scorpions** will cross your path.



进入塔之后，你的任务非常简单，至少看起来是这样。跑到对面进入传送门，重复数次——只有接近后，内克里赛斯（**Necrises**）才会出现。注意躲开陷阱，这样就不会有大量的敌人出现——敌人数量太多可是个麻烦事。抵达大厅后，拿到甘多哈的日志（**Gandohar Journal**）——出现一个恶魔猎人（**Reaper**）。干掉它，出塔。因为这里的房间比较小，没有足够的时间拉弓准备，所以不要采用弓箭攻击。

去找卡萨拉（**Cassara**）[阿尔索纳（**Alsorna**）]（M1:7）把日志交给她。她会允许你进入她的房间。

解锁任务阿尔索纳的[先知（**Prophet**）]第二部分。



Inside the Tower your task is very easy, or at least so it seems. You have to run to the other side and into the teleport a couple times – when only you get near it, **Necrises** will appear. Try to avoid the traps so that as few enemies as possible will appear – you can have problems with a bigger amount. After you get to the main hall, collect **Gandohar Journal** – a **Reaper** will show up. Defeat him to get out of the Tower. Because of the small size of the room, you should forget about fighting using the bow, as you might not even have the time to stretch it.

Head to **Cassara** **[Alsorna]** (M1:7) and show her the **journal**. She will ask you inside her rooms.

You will unlock the next part of **[Prophet]** at Alsorna.