

第一次遭遇 First Encounters



在任务[进入沼泽 (Into the Swamp)]中传送到沼泽后这个任务会自动激活。

前往村庄，和一个名叫艾丹 (Aidan) (M37:2) 的村民对话。他在马车附近，小酒馆旁边。得知你是穿过沼泽来到城市后，他吓坏了，什么也不肯告诉你，让你去找神父。

解锁任务[神父 (The Priest)]。

You will receive this quest automatically after teleporting to the swamp in [Into the Swamp].

Head to the village where and speak with one of the villagers – Aidan (M37:2). He can be found by the inn, nearby a wagon. The man won't be able to tell you anything, he'll get terrified after learning that you got to the city through the swamps. He'll tell you to head to the priest.

You will unlock [The Priest].

神父 The Priest

任务来自：艾丹 (Aidan) [沼泽 (Swamp)] (M37:2)

Received from: Aidan [Swamp] (M37:2)



前往神庙。走近后，**加拉德尔（Garadel）**就会出来见你（M37:3）。得知村庄正处于危险之中——你在沼泽中见到的怪物要攻击村子。你需要拿到一个护身符以加强防御法术。去找**艾丹（Aidan）**对话。

解锁任务[**神父和护身符（The Priest and the Amulet）**]。

解锁任务[**艾丹的护身符（Aidan's Amulet）**]。

Head to the temple. Once you get near, **Garadel** will come out to meet you (M37:3). You'll learn that the village is in danger – the monsters you came across on your way through the swamp might attack. You need to gain an amulet, which will help in casting a defensive spell. Talk with **Aidan**.

You will unlock [**The Priest and the Amulet**].

You will unlock [**Aidan's Amulet**].

神父和护身符 The Priest and the Amulet

任务来自：**加拉德尔（Garadel）** [**沼泽（Swamp）**]（M37:3）

Received from: **Garadel** [**Swamp**] (M37:3)

需要把护身符带给神父。他让你回去找护身符的拥有者**艾丹（Aidan）**。有两种方法可以得到护身符，第二个方法是隐藏的，而且更容易——方法如下：

You have to bring the amulet to the priest. He will send you back to **Aidan**, who is in possession of one. You can gain the item in two ways, out of which the second one is Secret and much easier – the solution is showed on the map.

方法 1 Solution 1

完成一系列任务：[**艾丹的护身符（Aidan's Amulet）**]、[**铁匠卡莱恩（Culainn the Blacksmith）**]、[**营救（The Rescue）**]、[**乌鸦水塘（Crow's Puddle）**]、[**沉没的尖顶（The Sunken Spire）**]、[**被诅咒的地穴（The Cursed Crypt）**]、[**墓地怪物（The Cemetery Creature）**]、[**怪物的护身符（The Creature's Amulet）**]。拿到护身符之后，回去找神父（M37:3）。

解锁任务[**猎巫（Witch Hunt）**]。

Complete the series of missions: [Aidan's Amulet], [Culainn the Blacksmith], [The Rescue], [Crow's Puddle], [The Sunken Spire], [The Cursed Crypt], [The Cemetery Creature], [The Creature's Amulet]. After obtaining the amulet, return to the priest (M37:3).

You will unlock [Witch Hunt].

方法 2 Solution 2

完成一系列任务: [艾丹的护身符(Aidan's Amulet)]、[铁匠卡莱恩(Culainn the Blacksmith)]、[营救(The Rescue)], 解救铁匠之后, 再次和艾丹(Aidan) 对话。告诉他你不确定是否要交还护身符, 不过, 为了村子的利益, 你会竭尽所能——他就会把护身符给你。回去找神父(M37:3)。

解锁任务[猎巫(Witch Hunt)]。

Complete the series of missions: [Aidan's Amulet], [Culainn the Blacksmith], [The Rescue]. After rescuing the blacksmith, speak again with Aidan. Tell him that you're not sure if you're going to return the amulet, but you're doing whatever you can for the good of the village – he will give you the amulet. Return to the priest (M37:3).

You will unlock [Witch Hunt].

艾丹的护身符 Aidan's Amulet

任务来自: 加拉德尔(Garadel) [沼泽(Swamp)] (M37:3)

Received from: Garadel [Swamp] (M37:3)



艾丹(Aidan) (M37:2) 不愿意交出护身符, 因为它可以保护他不受女巫的伤害。他告诉你如何获得另一个护身符: 当小教堂被闪电击中后, 就会有一个怪物出现, 杀死它就可以得到护身符。要召唤闪电, 你需要一个金属尖顶, 艾丹(Aidan) 把它给了铁匠。

解锁任务[铁匠卡莱恩(Culainn the Blacksmith)]。

Aidan (M37:2) won't be willing to give away the amulet, which is protecting him from the Witch. He'll tell you that you can obtain one by killing a monster which appears at the chapel after it gets hit by lightning. In order to call in lightning, you need a spire, which Aidan has given to the blacksmith.

You will unlock [Culainn the Blacksmith].

隐藏情节 (Hidden)

完成[铁匠卡莱恩 (Culainn the Blacksmith)]和[营救 ([The Rescue])]两个任务，不必去找尖顶，径直回去找艾丹 (Aidan) ——再次和他对话，谈起寻找护身符的事，并向他询问。告诉他你不能保证可以归还护身符，但你是为了村子好。他就会把护身符给你。拿着回去找神父就可以了 (M37:3)。

After completing the blacksmith missions and saving him ([Culainn the Blacksmith] and [The Rescue]) don't go for the spire but return to Aidan – talk with him once more about searching for the amulet and ask him once more. Tell him that you can't guarantee you will return the amulet, but you want the best for the village. The man will give you the item. You can return to the priest (M37:3).

铁匠卡莱恩，营救 Culainn the Blacksmith, The Rescue

任务来自：艾丹 (Aidan) [沼泽 (Swamp)] (M37:2)

Received from: Aidan [Swamp] (M37:2)



在沼泽附近找到铁剑 (M37:4)。接近卡莱恩 (Culainn) 后，一个不死族 (Undead) 怪物会来攻击他。

解锁任务[营救 (The Rescue)]

杀掉怪物后和铁匠对话。尖顶会吸引怪物，所以他把尖顶丢到沼泽里了。

解锁任务[乌鸦水塘 (Crow's Puddle)]

The blacksmith can be found nearby the swamp (M37:4). Once you approach him, Culainn will be attacked by an Undead.

You will unlock [The Rescue].

Get rid of the monster and talk with the blacksmith. The spire has been drawing monsters, so the man has decided to throw it out at the swamp.

You will unlock [Crow's Puddle].

乌鸦水塘, 沉没的尖顶 Crow's Puddle, The Sunken Spire

任务来自: 卡莱恩 (Culainn) [沼泽 (Swamp)] (M37:4)

Received from: Culainn [Swamp] (M37:4)



在营救铁匠后, 如果你选择要获得自己的护身符, 不与艾丹对话, 就会进入这部分任务。

不必沿大路前往沼泽 (M37:5)。从环绕村庄的墙跳出去一路向南, 这样就不会遇到大批的敌人。

解锁任务[沉没的尖顶 (The Sunken Spire)]。

杀死所有的僵尸后, 把曾经装饰在神庙顶上的长长的、已经生锈的尖顶 (ong, rusted metal spike which once was decorating the village temple) 从地里拔出来。

解锁任务[被诅咒的地穴 (The Cursed Crypt)]。

The missions are a continuation of the previous choice of having your own amulet and not talking with Aidan after saving the blacksmith.

You don't need to follow the road to get to the swamp (M37:5). Jump over the wall which surrounds the village and head south. That way you won't have to slay a whole bunch of monsters, there won't be as many of them.

You will unlock [The Sunken Spire].

After dealing with all the zombies, pull the long, rusted metal spike which once was decorating the village temple out of the ground.

You will unlock [The Cursed Crypt].

被诅咒的地穴, 墓地怪物, 怪物的护身符 The Cursed Crypt, The Cemetery Creature, The Creature's Amulet



在营救铁匠后，如果你选择要获得自己的护身符，不与艾丹对话，会继续进入这部分任务。这次要到被诅咒的地穴去（M37:6）。注意，迷失蜘蛛洞穴（M37:3）中有两个巨大蜘蛛。抵达墓园后接近地下室，场景动画出现，闪电击中了尖顶。

解锁任务[墓地怪物（The Cemetery Creature）]。

一个怪物——最后的不死族（）——出现。他是一个很厉害的对手，对火焰免疫，并且会使用毒药（最好随身带着解毒药）。

解锁任务[怪物的护身符（）]。

杀死怪物后，搜它的尸体，拿到**怪异护身符（strange amulet）**。回去找神父（M37:3）。

The missions are a continuation of the previous choice of having your own amulet and not talking with **Aidan** after saving the blacksmith.

This time you will have to walk quite a bit to the cursed crypt (M37:6). Look out for the lost spider cave (M37:7) and two **Mammoth Spiders** inside. After you get to the cemetery and approach the crypt, a cutscene will play and lightning will strike the spire.

You will unlock [The Cemetery Creature].

A monster – the **Last Undead** – will appear. He's a demanding enemy, resistant to fire and using poison (it's best to have an antidote nearby).

You will unlock [The Creature's Amulet].

Once the monster falls, search its body and take the **strange amulet**. Return to the priest (M37:3).

猎巫 Witch Hunt

任务来自：加拉德尔（Garadel）[沼泽（Swamp）]（M37:3）

Received from: **Garadel** [Swamp] (M37:3)



加拉德尔 (Garadel) 和你说起女巫的事情，是她派怪物来攻击村庄。也许杀死女巫就能解决村子的威胁。答应帮忙，前往与女巫会面 (M37: 8)。这个任务有两种完成方法。

Garadel will fill you in on the Witch, who is supposed to be sending monster onto the village and perhaps her death will cancel the barrier surrounding the village. Willing to help, head out to meet the **Witch** (M37:8). You will be able to choose which of the two paths the plot should follow.

方法 1 Solution 1

听完**娜莉亚 (Nalia)** 的故事。这个情节对话很长，但是你可以了解全部的真相。

解锁任务[**古老的法术 (The Old Spell)**]

Hear out **Nalia's** story. The witch plot line is longer, but you will learn the whole truth.

You will unlock [**The Old Spell**].

方法 2 Solution 2

选择杀死女巫。比较简短的选择。

解锁任务[**女巫 (The Witch)**]

Choose to get rid of the **witch**. A much shorter path.

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

古老的法术 The Old Spell

任务来自: **娜莉亚 (Nalia)** [**沼泽 (Swamp)**] (M37:8)

Received from: **Nalia** [**Swamp**] (M37:8)



在任务[**猎巫 (Witch Hunt)**]中选择听完**娜莉亚 (Nalia)** 的故事，就会激活这个任务。

救了你之后，女巫需要重生法力。前往废弃的高塔 (M37:10) 寻找一个法术卷轴。找到地点后，看到一段过去的闪回，两位爱人的会面——**娜莉亚 (Nalia)** 和**甘多哈 (Gandohar)**。从箱子里拿到写有法力重生内容的**娜莉亚的笔记 (Nalia's notes)**，一个**巨蜘蛛 (Giant Spider)** 出现。杀死怪物后回去找**娜莉亚 (Nalia)** (M37:8)。

解锁任务[**娜莉亚的花园和茴香植物 (Nalia's Garden & The Aniseed Plant)**]

This mission is the continuation of choosing to listen to **Nalia** in [**Witch Hunt**].

The Witch must regenerate after saving your life. Head to the abandoned tower (M37:10), in which you'll have to search for the spell scroll. After arriving at the spot, you will witness another vision of the past, a meeting of two lovers – **Nalia** and **Gandohar**. Take **Nalia's notes** on regenerating magic energy from the chest and a **Giant Spider** will appear. Deal with the monster and return to **Nalia** (M37:8).

You will unlock [**Nalia's Garden & The Aniseed Plant**].

娜莉亚的花园和茴香植物 **Nalia's Garden & The Aniseed Plant**

任务来自: **娜莉亚 (Nalia)** [**沼泽 (Swamp)**] (M37:8)

Received from: **Nalia** [**Swamp**] (M37:8)



在任务[**猎巫 (Witch Hunt)**]中选择听完**娜莉亚 (Nalia)**的故事，就会继续激活这个任务。

娜莉亚 (Nalia)需要茴香来施放这个法术。她在**蒂尔凯尔特 (Tir Caillte)**村的花园中就有这种植物。这个花园并不远 (**M377:11**)。当你接近这座废弃的花园大门时，又是一段动画场景——**甘多哈 (Gandohar)**正努力翻越着栅栏。进入花园，拿到一些**茴香 (aniseed)**。现在你有两个选择——和大树作战，或者逃之夭夭。大树的动作缓慢，所以逃跑是个不错的主意。如果你想和它一战，你就要知道普通的武器对它是无效的。如果你没有提升法力、没有高级火焰法术，是没办法伤害到它的。你可以试试用剑和火炬，但是造成的伤害有限。拿着植物回到**娜莉亚 (Nalia)**那里 (**M37:8**)。

解锁任务[**加拉德尔的卷轴 (Garadel's Scrolls)**]

This mission is a continuation of choosing to listen to **Nalia** in [**Witch Hunt**].

Nalia needs **aniseed** to perform the spell. This strong and resistant plant can be found in her garden in the **Tir Caillte** village. Luckily the garden is quite nearby (**M37:11**). Once you approach the abandoned door, you will have another vision – **Gandohar** will manage to get through the barrier. Go inside the garden and pick some **aniseed**. Now you have two options – fight the giant tree or run away. The tree is incredibly slow, so running away is a better idea. IF you however choose to fight him, you should know that he can't be harmed with conventional weapons. If you don't have developed magic skills and powerful fire spells, you won't make it. You can try your luck with a sword and torch, but the damage dealt won't be spectacular. Return with the plant to **Nalia** (**M37:8**).

You will unlock [**Garadel's Scrolls**].

加拉德尔的卷轴 **Garadel's Scrolls**

任务来自：**娜莉亚 (Nalia)** [**沼泽 (Swamp)**] (**M37:8**)

Received from: **Nalia** [**Swamp**] (**M37:8**)



[**猎巫 (Witch Hunt)**] 中选择听完**娜莉亚 (Nalia)** 的故事的后续任务。

对话中得知有一个神秘的卷轴，记载着一种强大的法术，可以更好地保护村子。**卷轴 (Scroll)** 在神庙内的一个箱子里 (M37:3)。拿到卷轴后，**加拉德尔 (Garadel)** 就会出现，向你询问女巫的事情。

This mission is a continuation of choosing to listen to **Nalia** in [**Witch Hunt**].

During the talk you will learn about a mysterious scroll, with a powerful spell which will allow to protect the village even better. The **Scroll** can be found inside a chest in the temple (M37:3). Once you take it, **Garadel** will appear and ask you about the witch.

结局 1 Ending 1

如果你坚持**娜莉亚 (Nalia)** 的说法，在神庙前你会遇到**菲奥娜 (Fionna)**，得知艾丹失踪了。

解锁任务[**追踪艾丹 (After Aidan)**]。

If you decide to stick to **Nalia's** version, in front of the temple you will meet **Fionna**, who'll inform you about **Aidan's** disappearance.

You will unlock [**After Aidan**].

结局 2 Ending 2

你也可以承认自己犯了个错误，交还卷轴，回去杀掉女巫。

解锁任务[**女巫 (The Witch)**]。

You can admit to your mistake, return the scroll and go kill the witch.

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

追踪艾丹，进入地下墓穴，迷失的猎人

After Aidan, Into The Catacombs, The Lost Hunter

任务来自：**菲奥娜 (Fionna)** [沼泽 (Swamp)] (M37:3)

Received from: **Fionna** [Swamp] (M37:3)



任务[**猎巫(Witch Hunt)**]中选择倾听**娜莉亚(Nalia)**的故事、任务[**加拉德尔的卷轴(Garadel's Scrolls)**]中拒绝帮助神父的后续。

当你在沼泽为女巫寻找卷轴的时候，**艾丹(Aidan)**变得焦虑不安，他独自外出寻找你。到他可能去的地方去找他——老墓地（M37:12）。

解锁任务[**进入地下墓穴(Into The Catacombs)**]。

打开地穴大门，进入[**地下墓穴(The Catacombs)**]。**艾丹(Aidan)**就躺在一个石棺旁边，濒临死亡（M38:1）。

解锁任务[**迷失的猎人(The Lost Hunter)**]。

不要浪费时间，跑回去找**娜莉亚(Nalia)**（M37:8），告诉她**艾丹(Aidan)**出事了。带着她传送回地下墓穴。一段时间之后，离开地下墓穴。

解锁任务[**恶魔(The Demon)**]。

This mission is a continuation of choosing to listen to **Nalia** in [Witch Hunt] and refusing to help the priest in [Garadel's Scrolls].

While you were at the swamps and searching for spells for the witch, **Aidan** became worried and went out to look for you. Head to where he could have gone – the old cemetery (M37:12).

You will unlock [Into The Catacombs].

Open the crypt gate and head into the [The Catacombs]. **Aidan** can be found lying nearby the sarcophagus, dying (M38:1).

You will unlock [The Lost Hunter].

Don't waste time and run to **Nalia** (M37:8) to inform about **Aidan's** state. Teleport with her back to the catacombs. Give the woman some time, leave the catacombs.

You will unlock [The Demon].

女巫，回归 The Witch, The Return



在任务[**猎巫（Witch Hunt）**]中第一次会面就决定**杀死女巫**，或在任务[**加拉德尔的卷轴（Garadel's Scrolls）**]中和神父对话后改变主意要杀死女巫，才会激活这个任务。

女巫是一个很强大的敌人。她使用魔法，还会给自己补血，很抗打。最好和她近距离作战。解锁任务[**回归（The Return）**]。

杀死女巫后，回到村子告诉神父（M37:3）问题彻底解决。

解锁任务[**恶魔（The Demon）**]

You will get this mission only if you decide to **kill the witch** during your first meeting in [Witch Hunt] or change your mind and decide to kill her after talking with the priest in [Garadel's Scrolls].

The Witch is a very demanding enemy. She does use magic, but she's a healer, which makes her very resistant. It's best to fight her at close range.

You will unlock [The Return].

Once you deal with her, return to the village and tell the priest (M37:3) that you've dealt with the problem once and for all.

You will unlock [The Demon].

恶魔，恶魔之心 The Demon, Heart of the Demon

根据你的选择，这个任务有两个开始地点。战斗都是一样的。

Depending on the path you've chosen, you can begin the mission in one of the two locations. The fight itself is the same in both cases.

如果你选择帮助神父 If you've helped the priest



如果在任务[**猎巫（Witch Hunt）**]中选择杀死女巫或在任务[**加拉德尔的卷轴（Garadel's Scrolls）**]中改变主意帮助神父，回去找**加拉德尔（Garadel）**的时候，会发现所有的村民都被杀害了（M37:3）。此时才得知真相——神父真的是阿兹拉尔的长子。那些不死族其实是保护村民、削弱恶魔力量的。

If you've decided to kill the witch in [**Witch Hunt**] or changed your mind and helped the priest in [**Garadel's Scrolls**], after returning to **Garadel** you will find all the villagers murdered (M37:3). You will learn the truth – the priest is really Aziraal's first-born, while the dead which has been protecting the village by weakening the demon.

如果你选择听娜莉亚的故事 If you've listened to Nalia



如果你在任务[**猎巫（Witch Hunt）**]中选择相信女巫的故事，并且在之后按照她的计划做，在任务[**加拉德尔的卷轴（Garadel's Scrolls）**]中也没有改变主意，那么，从[**地下墓穴（The Catacombs）**]出来时就会遇到**加拉德尔（Garadel）**（M38:2）。此时得知所有的真相，他才是攻击村子的人，女巫是在保护村子。

解锁任务[**娜莉亚的回归（The Return Nalii）**]。

If you've listened to the witch in [**Witch Hunt**] and decided to follow her plot line and afterwards haven't changed your mind in [**Garadel's Scrolls**], you will meet **Garadel** once you get out of [**The Catacombs**] (M38:2). You will learn the whole truth about him being responsible for all the attacks and the witch protecting the village.

You will unlock [The Return Nalii].

加拉德尔的原形 (Garadel's true form) 现身——一个强大的恶魔。他还会召唤小恶魔帮忙。如果你杀死他，他还会复生，所以要全力攻击恶魔。它的火抗很高、伤害高，注意使用防守技能、反击技能和特殊技能。随身要带有大量的补血药剂，火抗也要尽量提高。

解锁任务[**恶魔之心 (Heart of the Demon)**]

敌人倒下之后，拿到**恶魔加拉德尔的黑心 (demon Garadel's black heart)**。传送到阿尔索纳，和**卡萨拉 (Cassara)** [阿尔索纳 (Alsorna)] (M1:7) 对话。

然后和**罗多 (Rogdor)**、**戈塔利乌斯 (Ghortarius)**、**达·菲 (Dar Pha)** 对话，他们都在地下室[阿尔索纳—地下室—阿尔索纳内部 (Alsorna - basement - Inside Alsorna)] (M2:11)。准备好之后，传送到瓦克玛城堡外围[**瓦克玛城堡 (Vahkmaar Castle)**] (M39:1)。

解锁任务[**无论如何 (Whatever It Takes)**]

He will transform into **Garadel's true form** - w powerful demon. He will be aided by a summoned pet. He will revive if you kill him, so focus on the demon. He's resistant to fire and deals massive damage. Keep on blocking all the time and use counter-attacks and specials. Make sure you have lots of healing potions and high fire resistance.

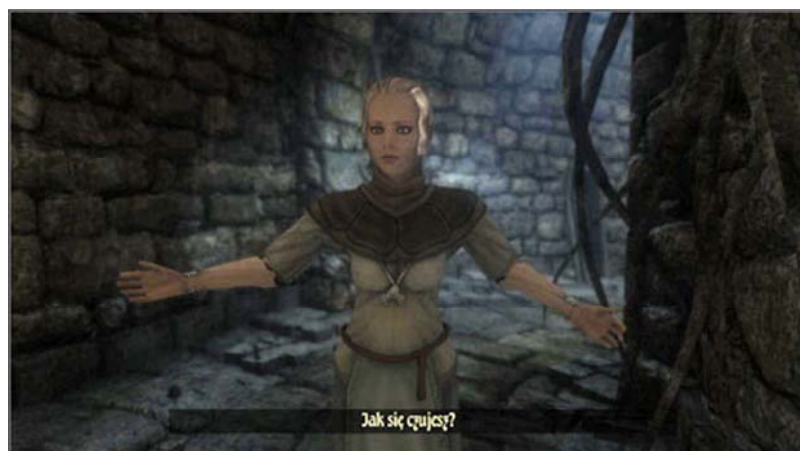
You will unlock [Heart of the Demon].

Once he falls, take the **demon Garadel's black heart**. Teleport to Alsorna and go talk with **Cassara** [Alsorna] (M1:7).

Before you move on, speak with **Rogdor**, **Ghortarius** and **Dar Pha**, who can be found underground [Alsorna - basement - Inside Alsorna] (M2:11). Once you decide you're ready, teleport to the Vahkmaar Castle's periphery [Vahkmaar Castle] (M39:1).

You will unlock [Whatever It Takes].

娜莉亚的回归，艾丹的幸存 Nalia's Return & Aidan's Survival



如果你在任务[**猎巫 (Witch Hunt)**]中选择相信女巫的故事，在任务[**加拉德尔的卷轴 (Garadel's Scrolls)**]中和神父对话后没有改变主意，才能接到这个任务。

杀死恶魔（任务[**恶魔（The Demon）**]）回去找娜莉亚（M38:1），查看她是否救活了**艾丹（Aidan）**。她会回复青春和美丽。

解锁任务[**艾丹幸存（Aidan's Survival）**]。

艾丹（Aidan）（M38:1）会活下来并让你保有他的**护身符（amulet）**。

You will get this mission only if you decide to **listen to the witch** during your first meeting in [**Witch Hunt**] and don't change your mind after talking with the priest in [**Garadel's Scrolls**].

After you kill the demon ([**The Demon**]), return to **Nalia** (M38:1) and check if she managed to cure **Aidan**. The woman will be young and beautiful again.

You will unlock [**Aidan's Survival**].

Aidan (M38:1) will be alive and will let you keep his **amulet**.

主线任务——第四章 Main quests—Chapter IV

无论如何 **Whatever It Takes**

任务来自：**卡萨拉（Cassara）** [**阿尔索纳（Alsorna）**]（M1:7）

Received from: **Cassara** [**Alsorna**] (M1:7)



前往瓦克玛城堡的道路漫长，沿途会遇到**马米登（Marmidons）**，**巨蝎（Giant Scorpions）**、**食尸鬼（Ghuls）**、**屠洛克（Tuloks）**和**堕斯（Deuces）**。如果你想保命，注意不要远离大路。抵达城堡后，发现大门紧闭，要使用在附近发现的地下通道[**老地下通道（Old Underground Passage）**]（M39:2）。地道里有不要怪物，还要解决几个谜题。

The road to Vakhmaar Castle is a long one, filled with **Marmidons**, **Giant Scorpions**, **Ghuls**, **Tuloks** and **Deuces**. Try not to get far from the main path if you want to survive. After you get to the castle, because of the closed gate, you will have to use the underground passage [**Old Underground Passage**], found nearby (M39:2). Inside the tunnels you will have to face more monsters and solve a few puzzles.



找到通往地牢的门（M40: 6），穿过第一道上锁的门，走过一个小地道（M40:7）。注意不要走的太快，一个一个地消灭敌人。使用杠杆打开下一道门，然后回转。

After getting to the door (M40:6) leading to the dungeon, go around the first, locked gate, through the small tunnel (M40:7). Remember not to move too fast and eliminate the **minions** one by one. Use the lever (M40:8) to open the next door and go back.



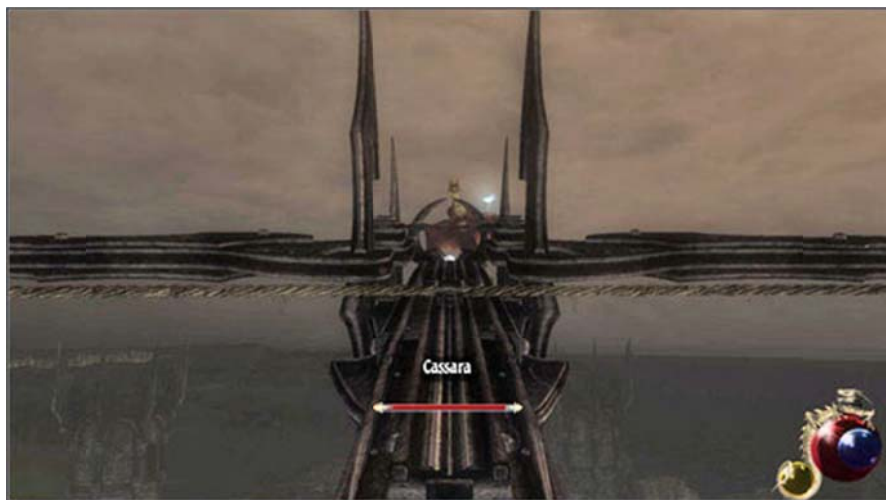
注意，（M40: 9）的房间里满是**食尸鬼（Ghuls）**和**巫妖（Liches）**。杀掉它们继续前进。找到另一道上锁的门（M40:10）——进入左边的房间打开里面的杠杆，第二个房间打开一里面的杠杆可以打开那道上锁的门。

Look out for the room (M40:9) filled with **Ghuls** and **Liches**. Get rid of them all and move on. You will reach another locked gate (M40:10) – go into the cell on the left and pull the lever to open the second cell – the lever inside it will open the main gate.



后面都是直路，也没什么敌人。抵达楼梯 (M40:11)，上到第一层[**瓦克玛内部—第一层 (Inside Vakhmaar - first floor)**]。看一段场景动画，抵达**甘多哈 (Gandohar)** 的王座室。此时身处在一个小走廊中 (M41: 5)，拿起药剂，然后穿过传送门 (M41:6)。

The further path is completely straight and deprived of monsters. You will reach the stairs (M40:11), which lead to the first floor [**Inside Vakhmaar - first floor**]. A cutscene will play, during which you'll reach **Gandohar's** throne. You'll find yourself in a small corridor (M41:5) – collect all the **potions** and go through the portal afterwards (M41:6).



见到**卡萨拉 (Cassara)** 的龙形态。在高塔周围有四个弩车。注意龙先会在空中盘旋一阵。每次你可以对龙射击两次（龙对着你飞过来的时候就开火），然后跑离弩车，躲避射来的火球。

You will have to face **Cassara**, in the form of a dragon. There are four ballista posts around the tower. Note that the dragon will firstly fly in circles. Each time you will be able to shoot two times (fire once the dragon starts flying in your direction), after which you should leave the post and run from the fire projectiles.



击中敌人几次后，是一段动画，龙会喷火，制造出一个**岩浆守卫（Magma Sentinel）**。这个敌人很好对付，要注意的是龙的火焰攻击。龙会有三次攻击——这时最好跑开。龙攻击后，你可以抓紧时间对付岩浆守卫——这样慢慢地杀死他。

After a few accurate shots a cutscene will play, during which the dragon will breathe fire and create a **Magma Sentinel**. While he's a pretty easy enemy, you have to look out for the dragon's fire attacks. The dragon always attacks three times - running away is the best defence. After the attacks, you will have some time to attack the minion - gradually kill him this way.



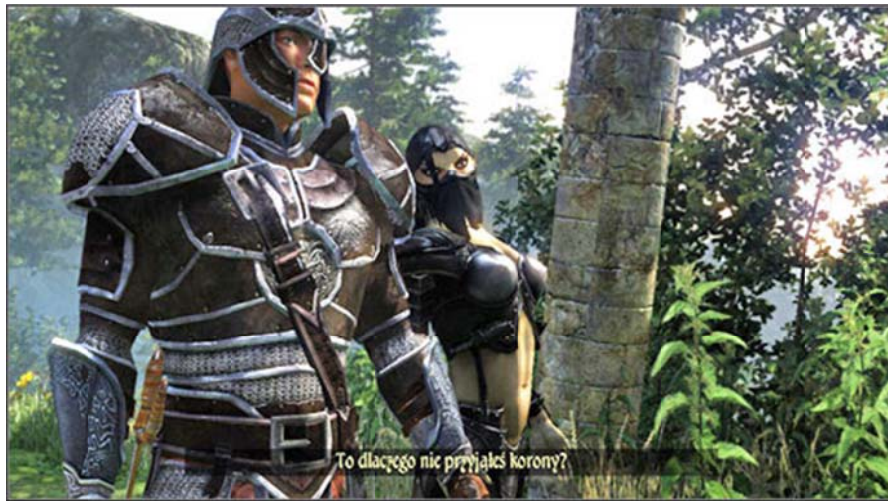
然后再次使用弩车射击龙。几次射击之后，又有新的岩浆守卫被制造出来——这一次是两个，下一次是三个。原则还是不变——避开龙的攻击，然后接近怪物攻击，然后再攻击龙。

最后，**卡萨拉（Cassara）**会攻击下面的弩车。因此，当你看不到她的时候，要离开弩车的位置。杀死她之后，是最后的场景动画，**凯拉（Kyra）**获救，接管统治。

Afterwards return to shooting the dragon with the ballista. Once more time, after a few hits, **Sentinels** will be created - this time **two**, **three** next time. The overall rules don't change - avoid the dragon's attacks, afterwards approach the monsters and attack them and then dodge again.

During her last moments, **Cassara** will start attacking the ballista post you're using from below, so when only you lose sight of her, leave your post. After you kill her, the last cutscene will play, during which **Kyra** is saved and takes over the reign.

尾声 EPILOGUE



自动传送会阿尔索纳。与**达·菲（Dar Pha）**见面（M13:14）。这将是你们之间最后的对话。

游戏并没有就此结束！你仍然可以到处漫步，完成之前没有做完的任务。还有大量的怪物在等着被你屠杀，还有很多的洞穴在等待着你的探索。

You will automatically teleport to Alsorna. Go meet with **Dar Pha (M3:14)**. This will be your last conversation with the assassin.

THE GAME DOESN'T END HERE! You can still roam the world and complete quests you haven't finished before. There are lots of monsters left to be killed and caves waiting to be explored.