

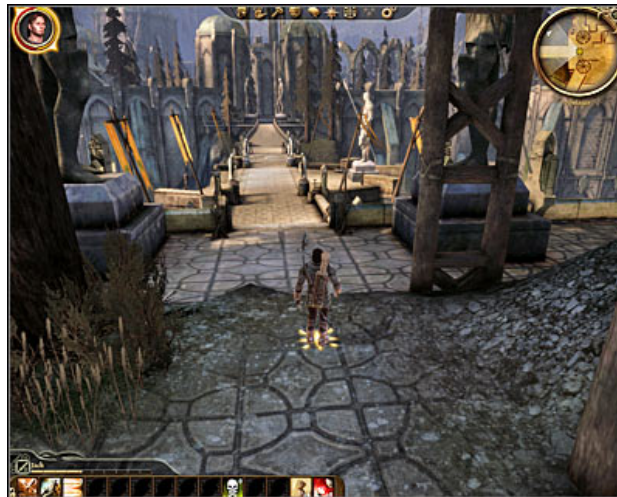
任务一 主要地区 Quests - Main locations

奥斯特卡 Ostagar

加入灰衣守护者 Joining the Grey Wardens

任务来自: 邓肯 (Duncan) [奥斯特卡 (Ostagar)]

Received from: Duncan [Ostagar]



初始故事完成后开始这个任务。在[奥斯特卡 (Ostagar)]见到的第一个人是国王凯兰 (king Cailan)。即使你很无理地对待他也没关系,因为不会受到任何惩罚。邓肯 (Duncan) (M21, 1) 说你要通过一个仪式才能成为灰衣守护者。此时你已经从伙伴那里得到了一些基础装备,可打开装备栏察看。按照邓肯所说向西前进,走过一座大桥。可以再次和邓肯 (M21, 2) 对话,或者径直向北。

Description: This quest will begin once you've ended one of six available origin stories. The first person you'll meet in [Ostagar] is going to be **king Cailan** and you won't have to be too kind for him, because you won't receive any penalties for being rude. **Duncan (M21, 1)** will inform you that you'll have to take part in a ritual to become of the Grey Wardens. Notice that your ally has given you a few basic pieces of equipment and it would be a good idea to examine them in your inventory. Follow Duncan's instructions by heading west and crossing the large bridge. You can now talk to Duncan again (M21, 2) or proceed directly to the north.



来到北边的废墟，找到**阿利斯泰尔（Alistair）**，走向他（M21, 3）。等阿利斯泰尔结束和**法师（mages）**的谈话后和他对话，确认你想要参加仪式。对话中得知还有另外两个新兵（**乔里（Jory）**和**戴维斯（Daveth）**），你之前可能已经见过他们了，他们也会为参加仪式做准备。对话完毕后，在阿利斯泰尔附近找到一个箱子，打开，得到一些**符文（runes）**。现在要和阿利斯泰尔回去找**邓肯（Duncan）**（M21, 2）。

Once you've arrived at the northern ruins find **Alistair** and approach him (M21, 3). Wait for Alistair to end a conversation with one of the **mages** and then you'll be allowed to talk to him and to confirm that you want to take part in the ritual. During the conversation you'll find out about two other recruits (**Jory** and **Daveth**) whom you've might have already met and they're are also going to take part in the preparations for the ritual. Once you're done talking open a chest located close to Alistair to collect valuable **runes**. You must now return with Alistair to **Duncan** (M21, 2).



和**邓肯（Duncan）**对话，得知在仪式之前还需要完成两项重要的任务。你的目标是带回三瓶暗黑卵生魔（darkspawn）的血和找到灰衣守护者档案文件的藏匿地点。可以问一些任务相关的问题，对话后向西走。和**守卫（guards）**对话后，即可前往**科卡里荒原（Korcari wilds）**（M21, 4）。

Talk to **Duncan** to find out that before taking the ritual you'll have to perform two important tasks. Your objectives will be to deliver three vials of darkspawn blood and to locate an area where Grey Warden's archive documents are being stashed. Ask additional questions about each task if you want to and after the conversation head west. Talk to one of the **guards** to let you through to **[Korcari wilds]** (M21, 4).

污染的血 Tainted blood

任务来自：**邓肯（Duncan）** **[奥斯特卡（Ostagar）]**

Received from: **Duncan** **[Ostagar]**



这个任务比较容易。在[科卡里荒原 (Korcari wilds)]杀死敌人，检查尸体就可以得到一瓶暗黑卵生魔之血 (vials of darkspawn blood)。这里的敌人大多是半兽人 (genlocks) 和强兽人 (hurlocks)，可以很轻松地搞定它们。注意，不要同时攻击数个敌人。任务需要拿到三瓶血，你能找到的不只这个数目，如果你想多收集几个也无所谓。

Descripton: This is a relatively simple quest. Keep eliminating hostile **creatures** during your time spent in the [Korcari wilds] and check their bodies after each battle to keep finding **vials of darkspawn blood**. You'll be dealing mostly with **genlocks** and **hurlocks** and it shouldn't be hard to kill them as long as you don't attack too many of them at the same time. You'll have to acquire only three vials for the purpose of this mission, however you'll find more of these objects and it'll be up to you if you want to keep collecting them.



收集三瓶血后可以回到[奥斯特卡 (Ostagar)]，但是，建议不要急着回去，继续完成第二个任务（灰衣守护者的藏匿处）。从[科卡里荒原 (Korcari wilds)]返回后和邓肯 (Duncan) (M21, 2) 对话，确认你已经完成了两个任务，然后就可以参加仪式了。仪式中你会幸存下来，并自动激活新任务——仪式之后 (After the ritual)。

After you've collected three vials you could return to [Ostagar], however I would recommend to keep playing, because you'll have to complete the second quest (The Grey Wardens' cache) anyway. Once you've returned from the [Korcari wilds] for good talk to Duncan (M21, 2) and assuming that you've completed both tasks you'll take part in the ritual. Don't worry

about it, because you'll survive the process and automatically trigger a new important quest
– **After the ritual.**

灰衣守护者的隐匿处 The Grey Wardens' cache

任务来自: 邓肯 (Duncan) [奥斯特卡 (Ostagar)]

Received from: Duncan [Ostagar]



在森林中一直向东南方前进，杀掉沿途的怪物 (monsters)，接近一个小废墟的 (M22, 6) 后最好停下来。接下来的战斗比较艰难，建议提前存盘、给队员 (team members) 补血、改进装备。

Description: In order to solve this quest you must keep moving to the south-east, eliminating all the **monsters** you encounter during your time spent in the woods. Make a stop once you're close enough to small ruins (M22, 6). It would be a good idea to prepare for a difficult battle by healing your **team members**, improving their equipment and saving the game.



从远处可以看到一座小木桥 (M22, 7)。这座桥由怪物 (monsters) 把守着，要当心其中的强兽人使者 (Hurlock emissary)。这个使者是个法师，会对你们发射火球，所以

要让你的**队员 (team members)** 之间保持一定距离。因为桥上有不少陷阱，所以尽量远距离攻击小 boss，直到将它消灭。

You should be able to notice a small wooden bridge in the distance (**M22, 7**). The bridge is going to be defended by **monsters** and you'll have to watch out mostly for a **Hurlock emissary**. Keep your **team members** far away from each other, because the emissary is going to be a mage and it'll throw a lot of fireballs at your men and women. You must keep attacking the mini-boss from the distance, because the area around the bridge is filled with traps. Keep attacking the monster until it's killed.



如果你的**队员 (team)** 中有人会拆除陷阱，派他把桥上的陷阱拆掉。如果没有，在通过桥的时候要多加小心。过桥后继续向东北方前进 (**M22, 9**)。会快会又会遇到一个小 boss。这次要对付的是一个强大的战士 (**变形强兽人 Hurlock alpha**)，攻击中注意不要让你的队员大量失血。战斗胜利后别忘记检查敌人尸体。

If you have a person in your **team** capable of disarming the traps you should spend some time doing that. Otherwise you'll have to be careful while moving your team to the other side of the river. Now you'll want to start moving north-east (**M22, 9**). I have to warn you that it's not going to take long before you encounter a new mini-boss. This time you'll be dealing with a powerful warrior (**Hurlock alpha**), so you'll have to watch out for followers losing a lot of health due to beast's attacks. Make sure to examine the body of the boss after the battle.



向指定区域前进，进入一片大型废墟，藏匿处有一个黄色闪光箭头（M22，10）。提醒：在接近藏匿处之前，确认你已经完成了任务**污染的血（Tainted blood）**，因为稍后会看到一段场景动画，女巫**莫莉甘（Morrigan）**出现。和莫莉甘进行简短的对话，然后她会把你带离原处，到另一个地方去见她的母亲。

You'll have to make your way to a designated area of the map. Enter larger ruins and notice a stash with a yellow blinking arrow (M22, 10). I wouldn't recommend approaching the stash unless you've already completed **Tainted blood** quest, because doing so will trigger a cut-scene featuring the witch **Morrigan**. The conversation with Morrigan is going to be short and rather irrelevant, because she'll eventually guide you to a different area to meet your mother.



和**弗莱弥丝（Flemeth）**的对话过程中，不必太在意你的回答，最终她会把你**古老条约（ancient treaties）**交给你，游戏自动转回**【奥斯特卡（Ostagar）】**（M21，4）。带着条约去找**邓肯（Duncan）**（M21，2），确认任务完成，准备参加仪式。仪式中你会幸存下来，并自动激活新任务——**仪式之后（After the ritual）**。

You won't have to pay too much attention to your answers during the conversation with **Flemeth**, because sooner or later she'll give you the **ancient treaties** and you'll automatically return to **【Ostagar】** (M21, 4). Naturally you must go back with the treaties to **Duncan** (M21, 2) and assuming that you've completed both tasks you'll take part in the ritual. Don't worry about it, because you'll survive the process and automatically trigger a new important quest – **After the ritual**.

马巴厘猎犬 The mabari hound

任务来自：采到科卡里之花后自动激活**【科卡里荒原（Korcari wilds）】**

Received from: automatically after collecting the Korcari flower **【Korcari wilds】**



只有人类贵族角色，并且在抵达阿瑟斯特卡后得到一头**马巴厘犬（mabari）**作为伙伴，才能接到这个任务版本。在沼泽西南方找到**科卡里之花（Korcari flower）**（M22，3）。点击花朵，然后听听你**队友（followers）**说什么。

Description: In order to unlock this version of the quest you'll need to have the **mabari** as your follower when you reach Ostagar and this can occur only if you've chosen human noble origin. Explore the south-western area of the swamps to find the **Korcari flower** (M22, 3). Click on this object and listen to what one of your **followers** has to say.



拿着花朵回到**【奥斯特卡（Ostagar）】**，到狗舍（M21,5）去。和**训狗人（Dog trainer）**对话。对话中他告诉你，他可以用这种花治疗其他的马巴厘犬。把花给他，可以不要报酬，也可以接受报酬（**20个银币 20 silver coins**）或者索要更高的价钱（**50个银币 50 silver coins**）。

Return with the **flower** to **[Ostagar]** and go to the kennels (M21, 5). Here you'll have to talk to the **Dog trainer**. During the conversation you'll find out that he could really use the flower to heal other mabari. You can give him the flower for free, agree to his payment (**20 silver coins**) or ask for more money (**50 silver coins**).

马巴厘猎犬 The mabari hound

任务来自: 训狗人 (Dog trainer) [奥斯特卡 (Ostagar)]

Received from: Dog trainer [Ostagar]



要接到这个版本的任务，你的队伍中不能有马巴厘犬，也就是说不是人类贵族角色。到狗舍 (M21, 5) 和训狗人 (dog trainer) 对话。他会让你解决一头马巴厘犬 (mabari) 的问题。这个很简单，在清单中选择正确的行动就行了。然后他会告诉你，他需要一种药草来治疗它。

Description: In order to unlock this version of the quest you can't have mabari with you after your arrival to Ostagar, so basically you can't be playing as a human noble. Go to the kennels (M21, 5) and talk to the **dog trainer**. He'll ask you to put on a muzzle on one of the **mabari**. It's a very simple activity, because all you have to do is to choose a correct action from the list. Once this is done you'll find out that he'll also need an herb to heal the animal for good.



在沼泽的西南方找到科卡里之花 (Korcari flower) (M22, 3)。点击花朵，它会加入的物品栏。回去找训狗人，把花给他。在主线战斗结束后，马巴厘犬即可加入战斗。

Explore the south-western area of the swamps to find the **Korcari flower** (M22, 3). Click on this object to add it to your inventory. You can now return with this object to the dog trainer. Show up what you found and you'll find out that the mabari will be ready for battle soon after the main battle has ended.

仪式之后 After the ritual

任务来自: 邓肯 (Duncan) [奥斯特卡 (Ostagar)]

Received from: Duncan [Ostagar]



现在，做好主线战斗的准备吧。之前，作为找回条约的奖励，你得到了一个护身符。建议去找当地的**军需官 (quartermaster)** 进行商品交易，补充给养。然后到西北方，走向一个大桌子 (M22, 6)，激活任务。听取战斗计划，正确地选择你的答案，这样才不会影响你和**阿利斯泰尔 (Alistair)** 的友好度。

Description: Take your time to make preparations for the main battle and notice that you've been given a powerful **amulet** as a reward for bringing the treaties. I would recommend that you visit the local **quartermaster** to sell some of the less useful things and to acquire supplies. In order to begin this mission you'll have to approach a large table located in the north-west (M22, 6). Listen to the plan and choose your answers carefully, so you won't lose any relationship points with **Alistair**.

艾沙尔高塔 Tower of Ishal

任务来自: 邓肯 (Duncan) [奥斯特卡 (Ostagar)]

Received from: Duncan [Ostagar]



到附近的桥去（M22，7），接近后看一段过场动画。然后继续向前，不必理会附近发生的战斗和爆炸。一直向前来找到【**奥斯特卡-艾沙尔高塔（Ostagar - Tower of Ishal）**】。到达后，会有一个或两个人物角色加入你的队伍（一个**法师 mage**，或者一个法师加一个**守卫 guard**）。急得给新伙伴配上装备，他们会协助你完成人物。然后进入高塔（直到此时这个区域才开放。）

Description: Start off by travelling towards a nearby bridge (M22, 7) and once you're close enough you'll be rewarded with an interesting cut-scene. Head forward, ignoring all the fights and explosions taking place in your vicinity. You should be heading towards [**Ostagar - Tower of Ishal**]. Once you've arrived at your destination one or two NPC's will join the team (only the **mage** or a mage and a **guard**). Make sure to equip your new allies, because you'll need them to finish this quest. Enter the tower grounds (this is the area that was inaccessible up till now).



继续向东北方前进，沿途会遇到不少**半兽人（genlocks）**和**强兽人（hurlocks）**。尽量发挥**法师（mage）**的法术攻击力，注意要让**弓箭手（archers）**和法师远离敌人。再消灭完一群敌人确认安全后再继续移动，和敌人战斗时要尽快先灭掉敌人的弓箭手。最后来到高塔的大门前（M22，9），这里有一个**变形强兽人（alpha Hurlock）**。使用上述的战略可以很快搞定敌人。

Keep heading north-east and don't be surprised by the fact that a lot of **hurlocks** and **genlocks** will stand in your way. Try using the **mage** in your team to cast powerful spells and don't forget to keep your **archers** and mages away from the main battles. Remain in one area until you've defeated each group and don't forget to spot and kill enemy archers sooner rather than later. Eventually you'll make your way to the main gate of the tower (**M22, 9**) and this is where you'll meet an **alpha Hurlock**. Use the same tactics as before and you should be fine.



打开大门，进入[艾沙尔高塔—底楼（**Tower of Ishal - Ground floor**）]（**M23, 1**）。在下一个房间中有一个**强兽人使者（Genlock emissary）**在等着你，要小心谨慎。建议将boss引到这里而不是冲出去正面攻击。可以使用法术灭掉附近的火。不要忘记及时给你的**队员（team members）**补血，以防他们死的次数过多。

Opening the main door will result in your **team** travelling to [**Tower of Ishal - Ground floor**] (**M23, 1**). You'll have to be extremely careful here, because a **Genlock emissary** is waiting for you in the next room. I would recommend that you encourage the boss to come here instead of trying a frontal assault. You can also try putting out nearby flames using a proper spell. Don't forget to heal your **team members** frequently to prevent them from dying too many times.



干掉**小 boss (mini-boss)** 后清理掉这里其他的敌人。这里有一个大房间和两个小房间，里面有不少**敌人 (enemies)**，要小心，不要进入房间攻击，这里可以避免被敌人围攻），尽量吸引敌人前来攻击你。然后通过楼梯来到[**艾沙尔高塔——一楼 (Tower of Ishal - First floor)**] (M23, 2)

Once you've taken out the **mini-boss** focus on securing this entire level. You'll have to explore one larger room and two smaller ones. Each time be careful and try showing yourself to **enemies** to make them come to you instead of entering new rooms to be surrounded by them. You must make your way to the stairs leading to [**Tower of Ishal - First floor**] (M23, 2).



好消息是一楼这里没有 boss 怪物，坏消息是，当你抵达主通道时，会遇到两群**怪物 (monsters)**。强烈建议灵活使用塔里的投石器 (M23, 3)，可以比较轻松搞定敌人。杀光通道里的敌人后来到一个小房间，进行这一区域的最后一战。然后通过楼梯前往[**艾沙尔高塔——二楼 (Tower of Ishal - Second floor)**] (M23, 4)。

The good news is that the first floor of the tower is not being guarded by any bosses. The bad news is that once you've reached the main corridor you're going to be surprised by two groups of **monsters**. I would strongly recommend using ballistae during your time spent in the tower (M23, 3), because this way you can harm enemy units easily. Once you've secured the main corridor proceed to a smaller room where the last fight will take place. Finish off by using the stairs to go to [**Tower of Ishal - Second floor**] (M23, 4).



塔的二楼有不少房间，几乎每个房间里都有**敌人（enemy forces）**把守。前进速度不要太快，以防被数群敌人围攻。在其中一个房间里有个**变形半兽人（Genlock alpha）**。建议派你的**马巴厘犬（mabari）**上前打开笼门（M23, 5）。狗狗把敌人消灭光，顺着楼梯来到**艾沙尔高塔一顶层（Tower of Ishal - Top floor）**（M23, 6）。在前往顶楼前，记得存储游戏。

The second floor of the tower contains more rooms and almost every area is going to be guarded by **enemy forces**. Make sure that you're not moving too fast or you can end up being overwhelmed by the number of enemy units. You'll come across a **Genlock alpha** in one of the rooms, but on the other hand you'll be allowed to make the process of securing the tower easier by opening cages with friendly **mabari** (M23, 5). Wait for the dogs to secure the area for you and then find the staircase leading to **[Tower of Ishal - Top floor]** (M23, 6). Make sure to SAVE YOUR GAME before heading up to the top.



在这里进行第一场 boss 战，对手是一个**食人魔（ogre）**（M23, 7）。食人魔攻击伤害很大，建议至少派两名队员进行远攻。另外，让你的**法师（mage）**或**盗贼（rogue）**使用击晕/麻痹敌人的技能，这样会让战斗轻松些。

You'll now have to take part in your first serious boss battle and you'll be going against an **ogre** (M23, 7). I would recommend that at least two members of your **team** should begin attacking the beast from the distance, because ogre's direct attacks can take a lot of damage. Besides your **mage** or your **rogue** can stun/paralyze the opponent and it'll make the process of injuring the beast a lot easier.



将队伍分成**法师（mages）** / **弓箭手（mages）**和**战士（warriors）**攻击**食人魔（ogre）**。要特别注意抗性低的队友，食人魔的攻击对其会是致命的。发挥你所会的技能，增加重击率或减少敌人攻击伤害。杀死食人魔后从它尸体上得到战利品，然后点击壁炉，引燃火焰。

Keep attacking the **ogre** with a team divided to **mages/archers** and **warriors**. Don't forget to take special care of less resistant members of your squad, because they can die almost instantly if the ogre gets to them. It's also important to keep using all the abilities you've unlocked so far to increase chances of scoring good hits or to make ogre's attacks less powerful. Once the ogre has been defeated check its body for precious artifacts and then click on the fireplace to start to start the fire.



高塔任务完成后，看一段动画，然后场景转到[弗莱弥丝的小屋]（M24，1）。醒来后和**莫莉甘（Morrigan）**对话。对话在小屋外（M24，2）继续。谨慎选择对话内容，以防**阿利斯泰尔（Alistair）**恨你，并得到和莫莉甘的第一个友好值。对话结尾得知莫莉甘要加入队伍，并激活四个主线任务—**雷德克利夫伯爵（Arl of Redcliffe）**、**她这样的圣人（Paragon of her kind）**、**野兽的本性（Nature of the beast）**和**断裂的环（Broken circle）**。这些任务已经在**主线任务（Nature of the beast）**中有所介绍了。离开这一区域（M24，3），确认你要回到[洛瑟灵（Lothering）]。

Once you've finished your mission in the tower you'll see a very important cut-scene after which you'll end up in [Flemeth's hut] (M24, 1). Wait for the main character to wake up and you'll be given a chance to talk to **Morrigan**. This conversation will continue outside the hut (M24, 2) and you should pay attention to what you say in order to prevent **Alistair** from hating you and to score first relationship points with Morrigan. At the end of the conversation you'll find out that Morrigan will join and your team and you'll also activate four main quests – **Arl of Redcliffe**, **Paragon of her kind**, **Nature of the beast** and **Broken circle**. You can find out more about these assignments in the **Main quests** category of this guide. Leave this area (M24, 3) and confirm that you want to travel to [Lothering].

科卡里荒原 Korcari wilds

传教士 The missionary

任务来自：在[科卡里荒原（Korcari wilds）]找到信函后自动激活

Received from: automatically after finding the letter [Korcari wilds]



在通往[奥斯特卡（Ostagar）]的大路附近找到一封信（letter）（M22，1）。在沼泽里找到一个发光的物品，点击它，然后在日志栏中找到信函阅读。

Description: A letter (M22, 1) can be found near the passageway leading back to [Ostagar]. Search the swamps for a glowing object, click on it and read the letter if you want to by opening your personal journal.



不必严格遵照信函上的指示，因为你可以直接找到埋藏宝藏的地点。在沼泽南部找到一座小桥（M22，4）。要小心，这里有一大群狼（wolves），还有一个小 boss（变形狼 alpha wolf）。杀光敌人后到对面去，找到一个箱子（M22，5），里面有一些好东西，包括一封告别信（farewell letter），一把斧子（axe of the Ash Warriors）和一把刀（Chasind blade）。

You won't have to follow the strict instructions described in the letter, because instead you may proceed directly to where the treasure has been buried. Check the southern area of the swamps to find a small bridge (M22, 4). Be careful, because this area is going to be guarded by a large group of wolves and by a mini-boss (alpha wolf). Once the animals have been

killed head on to the other side and find a chest (M22, 5). There are some interesting items inside, including a **farewell letter**, an **axe of the Ash Warriors** and a **Chasind blade**.

最后的愿望和遗嘱 Last will and testament

任务来自：在[科卡里荒原 (Korcari wilds)]发现里格比 (Rigby) 的尸体后自动激活

Received from: automatically after finding **Rigby's** body [Korcari wilds]



在森林中部 (M22, 8)，也就是半兽人 (genlocks)、强兽人 (hurlocks) 和狼 (wolves) 混战的地方，发现传教士里格比 (missionary Rigby) 的尸体。建议在其中一方被消灭后再加入战斗。检查里格比的尸体，得到他的**最后的愿望和遗嘱 (last will and testament)**。

Description: The body of **missionary Rigby** can be found in the middle of the forest (M22, 8) and this is where you'll notice **genlocks** and **hurlocks** fighting the **wolves**. I would recommend that you don't interfere until one of the groups has been exterminated. Examine Rigby's body and pick up his **last will and testament**.



前往沼泽西部的一片废墟 (M22, 2)。小心，那里由**暗黑卵生魔 (darkspawn)** 重兵把守着。为了减少队员的伤亡，尽量采取远攻。

You'll now have to proceed to the ruins found in the western area of the swamps (M22, 2). Be careful here, because the area is going to be heavily guarded by the **darkspawn**. Attack

the creatures from the distance if you can and prevent your **team members** from losing too much health.



杀死所有的敌人后检查废墟。点击营火，找到藏匿的物品。现在要选择如何完成任务：

- 1) 马上打开**上锁的箱子 (lockbox)**，拿到**萤石 (fluorite)**、**绿宝石 (emerald)**、**孔雀石 (malachite)**、一段**笔记 (note)** 和一个**护身符 (amulet)**。任务结束
- 2) 不打开箱子，拿走它，任务继续。抵达**雷德克利夫一小教堂 (Redcliffe - Chantry)** (M27, 5) 后，找到**洁塔 (Jetta)**。和她对话，把箱子给她。

Once you've taken care of all **hostile creatures** you may examine the ruins a little closer. Click on the fireplace to find a hidden stash. You must now make a decision on how to end this quest:

- 1) You can open the **lockbox** right now to find **fluorite**, **emerald**, **malachite**, a **note** and an **amulet**. This would result in this quest coming to an end.
- 2) You can keep the **lockbox** untouched to keep the quest going. Your next step would be to find **Jetta** while visiting **[Redcliffe - Chantry]** (M27, 5). You would have to talk to Jetta and give her the lockbox to end the mission.

采辛德试炼的标记 Sign on the Chasind trail

任务来自：找到最后一个采辛德试炼 (the Chasind trail) 标记时自动激活**科卡里荒原 (Korcari wilds)**]

Received from: automatically after finding the last sign on the Chasind trail **[Korcari wilds]**



在西部的废墟（M22，2）中可以触发另一个支线任务。找到一个箱子，里面有一份**里格比的荒野日志（Rigby's field journal）**。阅读文件，得到采辛德试炼标记的信息。现在可以出发去找它们。第一个标记在（M22，11）位置附近。

Description: Start off by exploring the western ruins (M22, 2) where you had a chance to complete a different side mission. Find a chest containing **Rigby's field journal**. Read the document to find about the existence of the signs on the Chasind trail. You may now start finding them. The first sign is located nearby (M22, 11).



每次找到目标后，一个新标记就会出现在地图上（也可能是两个标记）。按照这个线索找到下一个标记（在地图标示的地区滑动鼠标“扫描”，找到目标）。最后一个比较难找——在杀死小 boss 的桥附近的灌木丛中。

Each time you've touched an object a new marker will appear on your personal map (in one case – two markers). Use this clue to find the next trail (keep “scanning” the area with your mouse until you find an interactive item). The last object will be hard to find – you'll have to search the bushes near the bridge where you've defeated one of the mini-bosses.



找齐后即可去寻找宝藏了。按照地图向南（M22，12）。当你接近营地后，会有一小群**伪装刺客**发起攻击。杀死敌人后检查其中一棵树，找到**野蛮人狼牙棒（barbarian's mace）**，**采辛德碎骨棒（Chasind crusher）**，**科卡里之弓（Korcari bow）**和**领主头盔（Thane's helm）**

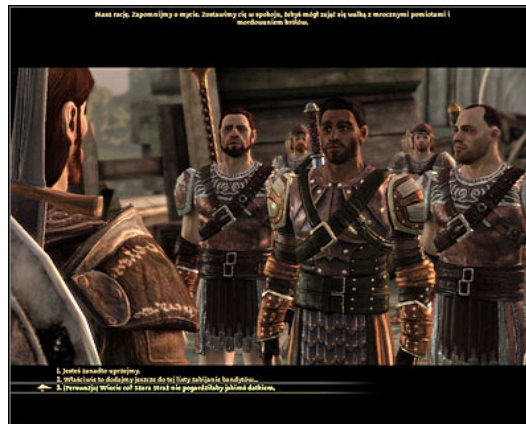
The game will now inform you that you've been able to figure out where to look for the treasure. Use your map and head south (**M22, 12**). Be careful, because when you approach the campsite you're going to be attacked by a small group of **camouflaged assassins**. Deal with the darkspawn and examine one of the trees to find **barbarian's mace**, **Chasind crusher**, **Korcari bow** and **Thane's helm**.

洛瑟灵 Lothering

路上的强盗 Bandits on the road

任务来自：抵达洛瑟灵后自动激活[洛瑟灵]

Received from: automatically after arriving in **Lothering** [Lothering]



抵达**[洛瑟灵 (Lothering)]** (M25, 1) 后，一群**强盗 (bandits)** 拦住你的去路，他们索要 **10 个银币 (10 silver coins)** 的过路费。你要做出决定：

- 1) 同意付给他们 **10 个银币 (10 silver coins)**，这会使得他们更加得寸进尺，开口索要 **20 个银币 (20 silver coins)**。
- 2) 使用 **恫吓 (intimidation)** 技能吓住他们，不对你们进行攻击。还可以使用 **说服 (persuasion)** 技能，告诉强盗，付钱给你才会放过他们。
- 3) 当强盗们准备上前的时候，使用 **说服 (persuasion)** 技能，告诉他们有一个毫无防御的商队 (caravan) 正朝这个方向而来。

Description: As soon as you've arrived in **[Lothering]** (M25, 1) you're going to be stopped by a group of **bandits** and they will demand **10 silver coins** before they'll let you through. You can now decide how to deal with this situation:

- 1) If you pay them **10 silver coins** you'll only make them more greedy and they'll request **20 silver coins**.
- 2) You can use **intimidation** to prevent them from attacking your **team**. In addition to that you can also use **persuasion** to demand money for letting them go.
- 3) Once you've found out what they're up to you can use **persuasion** to convince them that a poorly defended caravan is heading this way.



要想一劳永逸地解决这帮**强盗（bandits）**，只能在战斗中打败他们。即使你之前一直对他们和颜悦色，现在也可以轻松煽动他们发动攻击。战斗开始后全力攻击小 boss——强盗**首领（leader）**。首领快不行的时候就会投降，进行新的对话。你可以杀光这帮强盗，也可以放他们一马。如果你要放过他们，别忘了要他们交还偷窃的东西。

Sadly in order to solve this quest once and for all you'll have to get rid of the **bandits** by defeating them in battle. You shouldn't have any problems provoking them to attack your **team members**, even if you've been acting peacefully so far. As soon as the battle has started focus your efforts on defeating their **leader** who is going to be a mini-boss. Once the leader is almost dead he'll surrender and you'll trigger a new conversation. You can now decide to finish off the bandits or you can let them go. If you allow them to leave don't forget to order them to return all the stolen goods.

一个堕落的圣堂武士 A fallen templar

任务来自：找到圣堂武士尸体后自动激活**[洛瑟灵（Lothering）]**

Received from: automatically after finding templar's body **[Lothering]**



在遇到强盗（M25，1）的区域旁边，发现一具**圣堂武士（templar）**的尸体。点击尸体，拿到两样东西——一封**骑士的短信（knight's note）**和一个**骑士盒子（knight's locket）**。

Description: The body of a **templar** can be found next to an area where you've encountered the bandits (M25, 1). Click on the body to collect two items - a **knight's note** and a **knight's locket**. Read the note to receive further instructions.



到[洛瑟灵一小教堂 (Lothering - Chantry)]去，找到爵士多纳尔 (Sir Donall) (M25, 3)，第一次和他对话时，告诉他你发现了圣堂武士的尸体。把从尸体上得到的东西无偿地交给他，他会给你一个金币 (gold coin)。

Travel to [Lothering - Chantry], find Sir Donall (M25, 3) and during the initial conversation with him mention the fact that you've found the body of the templar. You can give him the items you've collected from templar's body for free or after he's paid you a gold coin.

牧师的告示板 Chanter's board

任务来自：从牧师告示板接到任务后激活[洛瑟灵 (Lothering)]

Received from: automatically after taking assignments from the chanters' board [Lothering]



尽管你的日志中只出现一个任务，要完成它，得完成好几项工作。先阅读告示板 (M25, 2)，接受所有的任务。第一个任务要求你打败三群强盗 (bandits) (M25, 9)。敌人的位置会在地图上标示出来，打败三群强盗的顺序由你任选。要小心的是，除了强盗，你还会遇到怀有敌意的农夫 (peasants)。接近强盗后在远处煽动他们发动攻击，当心其中的弓箭手 (archers)。在水边的强盗群中有个首领 (leader)，先要把他干掉。杀死所有的强盗后回去找牧师德文斯 (Chanter Devons) (M25, 2) 拿报酬 (3 个金币 3 gold coins)。

Description: Only one quest will appear in your journal, however you will be forced to perform several tasks in order to complete it. Start off by reading the board (M25, 2) and accepting all the missions. The first quest will require you to defeat three groups of bandits (M25, 9). The enemies will be marked on your map and you'll be allowed to defeat them in any order you want to. Be careful, because aside from the bandits you'll also encounter hostile peasants. Each time you're close enough to the bandits provoke them from the distance and watch out for their archers. The group stationed near the water will also have a leader and obviously you'll have to pay more attention to killing him. Once you've killed all the bandits return to Chanter Devons (M25, 2) and collect the reward (3 gold coins).



第二项工作是消灭一群**黑熊（black bears）**（M25，11）。出城后一直向东北前进。在水边找到黑熊。尽量逐个消灭。杀死所有的熊以后回去找**牧师德文斯（Chanter Devons）**（M25，2）拿报酬。

The second assignment will require you to get rid of a group of **black bears** (M25, 11). Exit the town and head north-east. The animals can be found near the water. Try attacking one bear at a time if possible. Once you've defeated all the bears return to **Chanter Devons** for your reward.



最后一项工作是找到萨哈的遗体（M25，12）。出城后，按照地图指示一路向北。**腐烂的尸体（rotting corpse）**被一群**狼（wolves）**包围着，要小心。杀光狼之后检查萨哈的遗体，拿到**勋章（medallion）**。带着它回去回去找**牧师德文斯（Chanter Devons）**。

The final third assignment will require you to locate Sarha's remains (M25, 12). Exit the town and follow the instructions on your map by heading north. Be careful, because the **rotting corpse** is going to be surrounded by hostile **wolves**. Defeat the animals and examine Sarha's body to find a **medallion**. Return with this object to **Chanter Devons**.

不仅是植物 More than just plants

任务来自: 长老米里亚姆 (Elder Miriam) [洛瑟灵 (Lothering)]

Received from: Elder Miriam [Lothering]



米里亚姆 (M25, 5) 让你准备三个小型治疗药剂 (lesser health potions)。需要说明的是，只有当你队伍中有人会草药学 (Herbalism) 才能接到这个任务。药剂的配料有：三个精灵之根 (elven roots) (城市北边有很多)，三个空烧瓶 (empty flasks) (可以找到或从巴林 (Barlin) (M25, 6) 那里买到)。打开药剂配置面板制作三个药剂。然后回去找米里亚姆交出药剂，得到 50 个银币 (50 silver coins)。

Description: Miriam (M25, 5) will ask you to prepare three lesser health potions. The most important thing for you to know about is that you'll only be allowed to start this quest if either one of your team members knows something about Herbalism. The ingredients you'll need for the potion are: three elven roots (there are a lot of plants to the north of the city), three empty flasks (you can find the flasks on your own or buy them from Barlin (M25, 6)). Open the screen where you mix the potions and produce three units. You can now return to Miriam to give her the potions and in return you'll receive 50 silver coins.

恶毒的建议 A poisonous proposition

任务来自: 巴林 (Barlin) [洛瑟灵—戴恩收容所 (Lothering - Dane's refuge)]

Received from: Barlin [Lothering - Dane's refuge]



巴林 (Barlin) (M25, 6) 会交给你一个任务。需要说明的是，只有当你的队伍中有人懂毒素学 (Toxins) 才有可能接到这个任务。这个任务和上一个差不多 (不仅是植物)，也是要找到配料，混合制成毒药。这次要制作三瓶**毒液 (venom)**。**空烧瓶 (Empty flasks)** 可以直接从巴林那里购买。**毒素提炼物 (toxin extracts)** 可以在城市东北的蜘蛛巢穴中 (M25, 10) 得到。建议采用远攻，全体队员互相配合干掉**蜘蛛 (spiders)**。拿到配料后打开毒药面板做好三瓶药剂，把毒药交给巴林。他会给你 **75 个银币 (75 silver coins)** 作为报酬。

Description: **Barlin** (M25, 6) will have a job for you. The most important thing for you to know about is that you'll only be allowed to start this quest if either one of your **team members** knows something about Toxins. The idea here is similar to the previous quest (**More than just plants**), because you'll have to find the ingredients, mix them and deliver the toxins. This time you'll want to produce three bottles of **venom**. **Empty flasks** needed for this quest can be purchased directly from Barlin. As for **toxin extracts**, travel to the north-east of the city and find spider's lair (M25, 10). I would recommend killing the **spiders** in pairs by provoking them from the distance and getting rid of them with the help from an entire team. Once you have the ingredients use the Toxins screen to manufacture three units and deliver the venom to Barlin. He'll reward you with **75 silver coins**.

被监禁的库纳里人 The imprisoned qunari

任务来自: **斯腾 (Sten)** [洛瑟灵]

Received from: **Sten** [Lothering]



在城市北边看到一个牢笼，**斯腾 (Sten)** 被关在里面 (M25, 7)。和他对话，听他将他的历史。你可以不理他，也可以邀请他加入你的队伍。为了让他获得自由，你要回到**[洛瑟灵一小教堂]**和**院长嬷嬷 (Revered Mother)** (M25, 8) 对话。如果**莱莉亚娜 (Leliana)** 在你的队伍里，就不必使用说服或恫吓技能，她会为做担保的。得到**钥匙**后去找找斯腾将他从牢笼里放出来。

Description: Check the area to the north of the city and you'll find a cage with **Sten** being held inside (M25, 7). Talk to the qunari and listen to his story. You may now ignore him or you can offer Sten a spot in your team. In order to free him you must return to **[Lothering - Chantry]** and talk to **Revered Mother** (M25, 8). The interesting thing here is that you don't

have to rely on **persuasion** or **intimidation**, because if **Leliana** is a part of your team she's vouch for your good intentions. Once you have the **key** return to Sten and open the cage.

陷阱是女孩最好的朋友 Traps are a girl's best friend

任务来自: **阿莉森 (Allison)** [**洛瑟灵 (Lothering)**]

Received from: **Allison** [**Lothering**]



和**阿莉森 (Allison)** (M25, 4) 对话接到任务。需要说明的是，只有当你的队伍中有人了解陷阱机关才有可能接到这个任务。到**洛瑟灵—戴恩收容所 (Lothering - Dane's refuge)** 找**巴林 (Barlin)** (M25, 6) 买三个**机关触发器 (trap triggers)**。打开陷阱制作面板，制作三个**线路陷阱机关 (line traps)**。回去找阿莉森把东西给她，得到 **50 个银币 (50 silver coins)**。

Description: Start this quest by talking to **Allison** (M25, 4). The most important thing for you to know about is that you'll only be allowed to start this quest if either one of your **team members** knows something about Traps. Head on to [**Lothering - Dane's refuge**] and purchase three **trap triggers** from **Barlin** (M25, 6). You can now open the window where you build new traps and confirm that you want to manufacture three **line traps**. Return to Allison with the items and she'll pay you **50 silver coins** for helping her.

野营地 Campsite

魔化 Enchanting

任务来自: 桑达尔 (Sandal) [野营地 (Campsite)]

Received from: Sandal [Campsite]



这个任务更像是一堂教你如何魔化物品的指导课。和博丹 (Bodahn) 对话，然后和再他的儿子桑达尔 (Sandal) (M26, 1) 对话。要完成这个任务，你需要使用至少一个符文 (rune) 魔化你的物品 (items)。

Description: This is more a tutorial rather than proper quest and it'll teach you how to enchant items. Start off by talking to Bodahn and then have a conversation with his son Sandal (M26, 1). In order to complete this quest you'll have to enchant one of your items with at least one rune.

雷德克利夫 Redcliffe

被围攻的村庄 A village under siege

任务来自: 班恩·蒂甘 (Bann Teagan) [雷德克利夫一小教堂 (Redcliffe - Chantry)]

Received from: Bann Teagan [Redcliffe - Chantry]



抵达[雷德克利夫(Redcliffe)](M27, 1)后可以接到这个任务。在桥那里和托马斯(Tomas) (M27, 2)对话。在[雷德克利夫一小教堂(Redcliffe - Chantry)]和蒂甘(Teagan) (M27, 3)对话, 任务信息更新。如果你拒绝帮助解决不死族的问题, 你就会被赶出村子。答应提供帮助, 协助村民们抵抗入侵。

Description: You can officially start this quest when you get to [Redcliffe] (M27, 1). Approach the bridge where you'll have a chance to talk to Tomas (M27, 2). The next conversation will take place in [Redcliffe - Chantry] where you'll receive an update from Teagan (M27, 3). If you refuse the help in dealing with the undead you're going to be asked to leave the village. Otherwise you'll be allowed to assist in the preparations for the upcoming invasion.



到【雷德克利夫—酒馆 (Redcliffe - Tavern)】(M27, 6) 和酒吧老板劳埃德 (Lloyd) (M27, 7) 对话，向他提起不死族，看看他的反应。你可以使用恫吓 (intimidation) 技能让他加入保卫村庄的队伍。

Start off by going to [Redcliffe - Tavern] (M27, 6) and talk to barkeep Lloyd (M27, 7). Mention the undead during the conversation and listen to his reaction. Notice that you can convince him to join the defenders thanks to intimidation.



再到【雷德克利夫—铁匠铺 (Redcliffe - Smithy)】(M27, 8) 去。现在无法进入房屋，解决方法——使用说服 (persuasion)、恫吓 (intimidation) 技能，打破大门或者使用开锁技能。进入房屋后和铁匠欧文 (blacksmith Owen) (M27, 9) 对话。如果答应帮助他，他就会帮忙做抵抗入侵的准备工作。如果你答应帮他的女儿，就会激活另一个支线任务 (迷失在城堡中 Lost in the castle)。

Now travel to [Redcliffe - Smithy] (M27, 8). You won't be able to enter the building right away, however there are a few solutions to this problem - you can use persuasion, intimidation, break the door or use a lockpick to open it. Once you're inside talk to the blacksmith Owen (M27, 9) and you'll find out that he'll help in the preparation if you promise to help him. If you decide to help his daughter you'll automatically trigger a side mission (Lost in the castle).



到[雷德克利夫—仓库 (Redcliffe - Store)] (M27, 13)，看到一些木桶。点击木桶，仔细检查。然后到[雷德克利夫—德怀恩的房子 (Redcliffe - Dwyn's house)] (M27, 14)。打破大门进入房间，和矮人德怀恩 (dwarf Dwyn) (M27, 15) 对话。可是使用恫吓 (intimidation) 技能让他加入保卫村庄的队伍，如果他仍然拒绝，可以攻击他。

Make sure to go to [Redcliffe - Store] (M27, 13) and you'll find a couple of barrels. Click on the barrels to examine them more thoroughly. Your next stop is [Redcliffe - Dwyn's house] (M27, 14). Break open the door to gain access to this building and once you're inside talk to the dwarf Dwyn (M27, 15). You can convince him to join the battle using intimidation or you can attack him if he still refuses to help.



在村子东北的小山上，找到爵士珀斯 (Sir Perth) (M27, 16)，和他对话。对话中向他提起你在仓库里找到了油 (oil)。答应提供帮助，珀斯会让你帮忙为战士们提供额外的神圣保护。到[雷德克利夫—小教堂 (Redcliffe - Chantry)] (M27, 12) 找圣母汉娜 (Mother Hanna) (M27, 17)。使用说服 (persuasion) 或恫吓 (intimidation) 技能，哈娜答应给军队提供“神圣”护身符。然后回去找爵士珀斯，告诉他你成功了（别忘记警告他，护身符是伪造 (fake) 的）

Once you've explored the village find Sir Perth (M27, 16) on the hill in the north-east and talk to him. During the conversation you should inform your ally about the oil found in the store. You can also offer your services and Perth will ask you to help the soldiers in receiving additional holy protection. Travel to [Redcliffe - Chantry] (M27, 12) and talk to Mother Hanna (M27, 17). You can get what you want if you use persuasion or intimidation. Hanna will promise to deliver "sacred" amulets to the troops. You can now return to Sir Perth and inform him about your successful attempt (don't forget to warn him that the amulets will be fake).



还剩下一件事要做：在村子中央找到**默多克（Murdock）**（M27, 18），和他对话。如果你决定招募一些村民，对话就会长一些。对话结尾确认做好了保卫村庄的准备，然后自动激活一个新任务—**黎明的攻击 Attack at dawn**。

There's only one more thing for you left to do and that is to talk to **Murdock (M27, 18)** who can be found in the center of the village. This conversation may be a little longer if you've decided to recruit some of the villagers. End the conversation by confirming that you're ready to defend the village. This will automatically start a new quest – **Attack at dawn**.

失踪的孩子 A missing child

任务来自：**凯特琳恩（Kaitlyn）** [雷德克利夫一小教堂（Redcliffe - Chantry）]

Received from: **Kaitlyn** [Redcliffe - Chantry]



凯特琳恩让你帮忙寻找她失踪的兄弟贝文。要找到这个孩子，需要到**[雷德克利夫—凯特琳恩的家（Redcliffe - Kaitlyn's home）]**（M27, 10）。进入右边的房间，走近壁橱（M27,

11)。你可以让这个孩子立刻去找她的姐妹，也可以问他关于他父亲的刀的事情。如果你表现好，贝文会给你一把箱子的**钥匙（key）**。

Description: **Kaitlyn** (M27, 4) will ask you to find her missing brother Bevin. In order to find the boy you must travel to **[Redcliffe - Kaitlyn's home]** (M27, 10). Enter the room found to your right and approach the closet (M27, 11). You can send the **boy** to his sister right away or you can ask him about his father's blade. If you play this all out correctly Bevin will give you a **key** to a chest.



从附近的楼梯上到一层，找到一个箱子。用刚刚得到的**钥匙（key）**打开，拿到**绿色大刀（Green blade）**。然后回到**[雷德克利夫一小教堂（Redcliffe - Chantry）]** (M27, 12)。最后一次和**凯特琳恩（Kaitlyn）** (M27, 4) 对话，你可以向她索要一个吻，也可以向她提起家传宝刀。如果你想当一个英雄，你可以向凯特琳恩提出付钱买下那把刀，或者答应在战斗后即归还。如果你想自己留着它，可以向凯特琳恩隐瞒刀的事情，在她感谢你找到贝文后即结束对话离开。

Use the nearby staircase to get to the first floor and once you're there spend some time looking for the chest. Open this object using the newly acquired **key** and take the **Green blade**. You may now return to **[Redcliffe - Chantry]** (M27, 12). During your final conversation with **Kaitlyn** (M27, 4) you can ask her for a kiss and you can talk to her about the family blade. If you want to be a hero you can offer her payment for the blade or promise to return it after the battle. If you want to keep the sword for yourself don't mention it to Kaitlyn and stop the conversation after she's thanked you for finding Bevin.

迷失在城堡中 Lost in the castle

任务来自：**欧文（Owen）** **[雷德克利夫一铁匠铺（Redcliffe - Smithy）]**

Received from: **Owen** **[Redcliffe - Smithy]**



到**雷德克利夫—铁匠铺 (Redcliffe - Smithy)** (M27, 8)。现在无法进入房屋，解决方法——使用**说服 (persuasion)**、**恫吓 (intimidation)** 技能，打破大门或者使用开锁技能。进入房屋后和**铁匠欧文 (blacksmith Owen)** (M27, 9) 对话，当应当你抵达城堡后帮助解救他的女儿瓦莱娜。在**雷德克利夫城堡—主楼层 (Redcliffe castle - Main floor)** 通往地下室的楼梯旁边，有个小房间 (M29, 3)，她就藏在那里。和瓦莱娜对话，让她去找欧文。在城堡解决危机后，回到**雷德克利夫—铁匠铺 (Redcliffe - Smithy)**，铁匠会将给一件**矮人防护装甲 (shielded dwarven armor)**。

Description: Start off by travelling to **[Redcliffe - Smithy]** (M27, 8). You won't be able to enter the building right away, however there are a few solutions to this problem - you can use **persuasion**, **intimidation**, break the door or use a lockpick to open it. Once you're inside talk to the **blacksmith Owen** (M27, 9) and agree to save his daughter Valena during your stay in the castle. You can find the **girl** after you've arrived at **[Redcliffe castle - Main floor]** and she'll be hiding in a small room (M29, 3) near the passageway leading to the basement. Talk to Valena and send her away to Owen. Return to **[Redcliffe - Smithy]** after dealing with the crisis in the castle and he'll reward with a **shielded dwarven armor**.

黎明的攻击 Attack at dawn

任务来自: 完成任务**被围攻的村庄 (A village under siege)** 后自动激活**雷德克利夫 (Redcliffe)**

Received from: automatically after completing **A village under siege** quest **[Redcliffe]**



任务开始地点是[雷德克利夫 (Redcliffe)]东部 (M27, 19)。如果之前你向你的**同盟者 (allies)** 提到过油的事情，此时村里的大路就会成为一堵火墙，协助抵御不死族的入侵。当**僵尸 (zombies)** 出现后开始攻击。注意要集中力量逐个击破，不要全面开花。僵尸不会造成很大的威胁，它们的攻击也很弱。

Description: This quest will begin with you standing in the eastern section of [Redcliffe] (M27, 19). If you've informed your **allies** about the existence of the oil the main path leading to the village will become a burning wall and that'll help you in defending Redcliffe against the undead. Wait for the **zombies** to show up and start attacking them. Make sure to focus on single targets each time instead of injuring random creatures. Thankfully the zombies won't pose a big threat and their attacks are going to be weak.



要对付好几群**不死族 (undead)** 敌人。每群敌人出现前，你会有充足的时间进行治疗。坚持战斗，直到一个**卫兵 (guards)** 前来报告在水边发现了大批骷髅。跟着卫兵来到村子的主区 (M27, 20)，路上记得给你的队员治疗，并保存游戏。

You'll have to deal with several groups of the **undead**, but thankfully you'll have plenty of time to heal before the next wave of monsters shows up. Keep defending this area until you'll be informed by one of the **guards** that more skeletons have been spotted near the water. Follow the guard to the main section of the village (M27, 20) and don't forget to heal your characters and to save your progress along the way.



强烈建议对敌人采用远攻。附近有个小山，你在那里可以获得很好的视野。不要离敌人太近，以防被敌人迅速围攻。杀光所有的敌人后，是一段过场动画，战斗胜利。

I would strongly recommend attacking the **monsters** seen in front of you from a distance. A nearby hill will do the trick, because you'll have a good view of the battlefield. Don't move too close to the monsters, because you would have been surrounded by the them in seconds. Keep fighting until all the undead have been defeated. The game will now display a cut-scene to inform you about your success.

法师法师界塔 The Circle tower

五页文件， 四个法师 Five pages, four mages

任务来自：找到五页文件后自动激活[\[法师法师界塔（The Circle Tower）\]](#)

Received from: automatically after finding all five pages [\[The Circle Tower\]](#)



收集五页文件（pages）后这个任务就会出现。在塔里点击某些物品就会得到文件。在开始寻找之前，要先到[\[法师法师界塔—大厅（The Circle Tower - The great hall）\]](#)（M34, 11）。

Description: This quest will appear on your list once you've collected all five pages and in order to do that you must start clicking on certain objects found inside the tower. Make sure to go to [\[The Circle Tower - The great hall\]](#) before you start looking (M34, 11).



收集到五份文件（notes）后离开界塔，前往另一个地点。会随机遇到贝哈·乔姆（Beyha Joam）。和他对话，然后攻击他。在杀死这个 boss 前，注意附近有个法师（mage），先要把他干掉。

Once you've successfully collected all five **notes** leave the tower and head to a different location. You'll soon take part in a random encounter during which you'll have a chance to meet **Beyha Joam**. Have a little chat with him and then attack him. Don't forget to eliminate a **mage** seen on a nearby field before dealing with the main boss.

召唤科学 Summoning sciences

任务来自：找到《召唤之书》（**summoning books**）后自动激活【**法师界塔（The Circle tower）**】

Received from: automatically after finding one of the **summoning books** [The Circle tower]



找到《召唤之书》（**summoning books**）中的一本后，就会得到这个任务。建议两个部分都要找到，这样你才能明白要做什么。两个部分在【**法师界塔—学生区（The Circle tower - Student quarters）**】里找到，一个在中央大厅（M33, 13），另一个部分在毁坏的图书馆（M33, 14）。拿到书后找到召唤喷泉（M33, 15）开始练习。

Description: This quest will be added to your list assignments after you've found one of the **summoning books**. I would recommend locating both parts, because this will help you in understanding what has to be done. Both parts can be found in [The Circle tower - Student quarters]. Look for them in the centrall hall (M33, 13) and in a destroyed library (M33, 14). Once you have the books in your possession find the summoning fountain (M33, 15) and start completing the exercises.

第一个练习 First exercise:



第一步：点击召唤喷泉（M33，15）

Step 1: Click on the summoning fountain (M33, 15).



第二步：找到图书馆北部的北排书架上的第一本书（M33，16）

Step 2: Find the first book located in the northern row of the northern section of the library (M33, 16).



第三步：点击召唤传送门召唤第一个。一头幽灵野猪出现在图书馆里。点击它的尸体找到宝石（M33,17）。

Step 3: Click on a portal of summoning the First. A spirit hog will appear in the library. Check its body to find jewel (M33, 17).

第二个练习 Second exercise:



第一步：点击召唤喷泉（M33，15）

Step 1: Click on the summoning fountain (M33, 15).



第二步：找到在图书馆南部的北排书架上的第一本书（M33，18）

Step 2: Find the first book located in the northern row of the souther section of the library (M33, 18).



第三步：点击巨大的法师高维什的雕像（图书馆北部，西墙（M33，19））

Step 3: Click on huge statue of mage Gorvish (western wall of the northern section of the library (M33, 19).



第四步：点击召唤传送门召唤第二个。图书馆里出现一个幽灵（M33，20）

Step 4: Click on a portal of summoning the Second. A ghost will appear in the library for a short period of time (M33, 20).

第三个练习 Third exercise:



第一步：点击召唤喷泉（M33， 15）

Step 1: Click on the summoning fountain (**M33, 15**).



第二步：找到在图书馆西南部的南排书架上的第一本书（M33， 21）

Step 2: Find the first book located in the south-western row of the southern section of the library (**M33, 21**).



第三步：点击图书馆北部的木头桌子（M33， 22）。

Step 3: Click on the wooden table in the northern section of the library (**M33, 22**).



第四步：在图书馆南部找到第二部书（M33， 23）。

Step 4: Find the second book located in the southern section of the library (**M33, 23**).



第五步：点击巨大的法师高维什的雕像（图书馆北部，西墙（M33，19））

Step 5: Click on huge statue of mage Gorvish (western wall of the northern section of the library (**M33, 19**)).



第六步：找到在图书馆南部的南排书架上的第三本书（MM33，24）

Step 6: Find the third book located in the southern row of the southern section of the library (**M33, 24**).



第七步：点击召唤传送门，召唤第三个（M33，25）

Step 7: Click on a portal of summoning the Third (**M33, 25**).



完成第三次练习后，图书馆里出现一个小 boss（枯萎国度的水手（**Sailor of the Fade**））。杀掉它以后从尸体上得到**电力防护手套（electrical gauntlets）**和一件**尖刺护甲（spiky armor）**。

After you've successfully completed the third exercise a mini-boss will appear in the library (**Sailor of the Fade**). Kill the creature and examine its body to find **electrical gauntlets** a **spiky armor**.