



FABLE III



COVERS XBOX 360[®]

BASED ON A GAME RATED BY THE ESRB MATURE 17+
M



Microsoft
game studios

Written by Doug Walsh

Characters



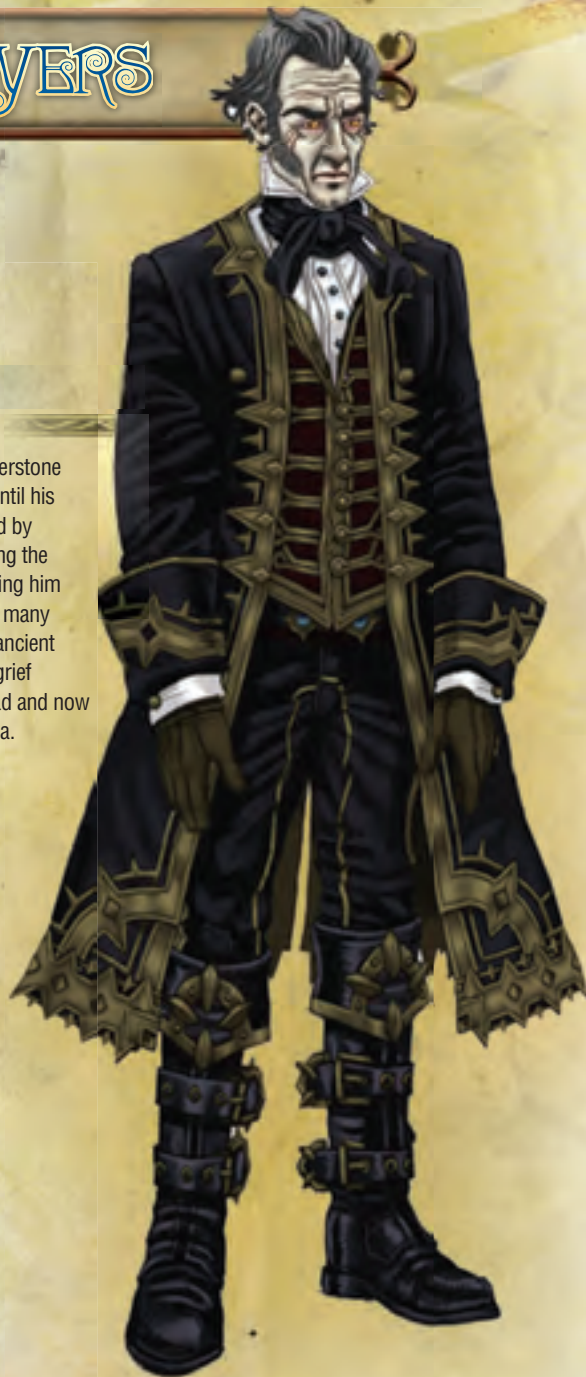
You are the unquestioned star of *Fable II* and it is entirely up to you to decide what your Hero character will look like. Will they be male or female? Attractive and pure or ugly and evil? Thin or fat? These are decisions you'll make through the course of your adventure both directly and indirectly. Nearly everything you do and every choice you make affects your Hero's appearance at least in some small way. Be sure to read 'The Hero's Way' chapter of this book for a full discussion of the many ways in which the Hero's appearance is shaped through normal everyday actions and decisions. In the meantime, read on to learn a bit about the people you'll be meeting during your quest.



MAJOR PLAYERS

Lord Lucien

Lord Lucien was the wealthiest man in Bowerstone and a man everyone looked up to. That is, until his wife and daughter died tragically. Consumed by misery, Lucien threw himself into researching the Old Kingdom, and the citizenry stopped seeing him outside the castle walls. He was a man who many respected, but as he began to decipher the ancient Spire's secrets, his mind grew twisted and grief became madness. He's gone hopelessly mad and now poses a threat to Albion not seen in millennia.



Theresa

Little is known about this mysterious gypsy woman, other than she alone seems to understand how to stop Lucien's plan for world domination. She was there that day in Old Town to convince Rose to buy the music box and she was there to nurse you through your injuries in the days that followed. Theresa rarely ventures outside the Chamber of Fate in the Guild Cave, but her powers and your possession of the Bower Lake Tomb Seal allow her to communicate with you wherever you go. Whether or not she can fully be trusted is something you'll have to take a chance on...



BOWERSTONE OLD TOWN

Childhood

Winter is here, and life on the streets of Bowerstone Old Town is tough. You and your sister Rose are just doing your best to survive.

Follow Rose through Bowerstone Old Town to the crowd gathered around Mystical Murgo's caravan. He has a Music Box for sale that he says is capable of granting a single wish to whoever owns it. Rose doesn't believe in magic, but a mysterious woman named Theresa challenges her beliefs on the matter and convinces Rose to take a chance.



Snooping Around

Rose has no choice but to leave her diary out in the open in the shack you and she share. Head in the opposite direction of the glowing trail to locate it. Stealing other people's personal belongings will typically net you Corruption points—and will usually require a bit more stealth—but Rose's Diary can be swiped without penalty. It's always a good idea to venture off away from the glowing trail to see what you might find. Those who follow the glowing trail without deviation will get to their target much sooner, but they'll also be far less prepared for the trials that follow.



The Chicken Kicker 5 Points



Kick a chicken a good distance, or see one getting kicked.

ACHIEVEMENT

Approach any of the chickens you see running around and give one a good hard kick with the A Button. Kick it good and far—at least 10 yards—to unlock this Achievement. It might take a few kicks to get one to travel the necessary distance, so keep on trying. And don't worry about earning any corruption points, as everyone knows kicking chickens is just good old-fashioned fun!

Go with Rose to seek out work and earn the five gold pieces necessary to buy the Music Box. There are plenty of people in the area who need a favor done for them. You and Rose need only convince them to reward your efforts accordingly. Complete the quests described here to earn the five gold pieces, then return to Murgo and purchase the music box.



Albion's Most Wanted

Derek: Earn a gold coin by finding the arrest warrants for Albion's most ruthless criminals.



Good: Collect the five arrest warrants and give them to Derek.



Evil: Sell the five arrest warrants to Arfur.

Reward	Renown	Good	Evil	Purity	Corruption
1 Gold Coin	-	5	-5	-	-

The guard's five arrest warrants blew off down the alley near the photographer. Complete *Barnum's Image Capturing Device*, then head down the alley where the crowd was lined up. This alley leads to the arrest warrants.

SAVE THE DOG



An older boy, Rex, has cornered a stray dog and is about to beat it with a wooden sword. Rose tries to interfere, but gets head-butted by Rex and knocked to the ground. Rush towards the boy and press the X Button to draw your sword. Repeatedly tap the X Button while Rex is highlighted red to strike him over and over. Hit him five times to get him to leave the dog alone.

Saving the dog from certain torture earns you Good +4. This is an unavoidable act of kindness that you must endure, regardless of how evil you ultimately want to be.

Continue down the hill from the dog to find the **Warrant for Arson**. Locate the **Warrant for Sneakiness** near the steaming grate by the stairs straight ahead. Continue past the warehouse towards the stacked crates to find the **Warrant for Burglary** on the ground to the right of the couple arguing (Pete and Betty) over the bottle of booze. The **Warrant for Guntoting** is obtained after completing *Tramp's Treasure*. You'll find the **Warrant for Assault**, which the dog from earlier has found for you. Now that you have all five warrants, head back the way you came and give them to Derek.

EVIL ALTERNATIVE

GIVE THE WARRANTS TO ARFUR

Arfur will meet you in the alley near the photographer and offer to buy the warrants from you—he's clearly afraid of the guard getting these warrants back. There's no way a crook like Arfur should come to possess these warrants, but then again a gold coin from him is just as good as one from Derek. The choice is yours, but do know that this decision may have far-reaching implications.

Quest End

Introduction

Cast of Characters

The Hero's Way

Quest Guide

Albion Atlas

Weapons of Yore

Items & Clothing

Pub Games, Jobs & More

Enemies of Albion

CHAPTER 1
Childhood

CHAPTER 2
Early Adulthood

CHAPTER 3
Late Adulthood

CHAPTER 4
Happily Ever After

Barnum's Image Capturing Device

Barnum: Help out Barnum by posing for a picture.



Good: Pose for a nice picture with a respectable expression.



Evil: Ruin Barnum's photo with a rude pose.

Reward	Renown	Good	Evil	Purity	Corruption
1 Gold Coin	-	-	-	-	-

Barnum has invented what just might be Albion's first camera and he wants you and Rose to strike a pose for him. Hop up onto the stage and strike either a respectable pose to make for a nice picture, or unleash a nasty, offensive pose to ruin his photo. Whether you succeed or fail doesn't matter, Barnum will give you a **gold coin** regardless.



CHILDHOOD INNOCENCE

Your choices at this young age don't have any immediate effect on your reputation or your standing in terms of purity and goodness, but that doesn't mean they won't come back to haunt you later. Those wanting to follow a path of righteousness would be wise to establish some good habits now. On the other hand, those who can't wait to wreak havoc on the world and be a thorn in Albion's side can begin their evil ways at this ripe young age.



The Show-Off

5 Points



Impress a villager with a perfect expression, or see another Hero do so.

ACHIEVEMENT

Head to any town, get a villager's attention, and perform an expression for them that can be extended. Hold the expression—it doesn't matter which one—until the meter turns green and release it in the sweet spot to succeed.

Quest End



PUB GAMES

DIRECT FROM THE PUB GAMES DESIGNER!

Much of the information presented in the *Pub Games* section of this chapter comes directly from the Lead Designer of the games himself, John Miller. Nobody knows these games better than their creator, so read on for exclusive betting strategies and explanations that can't be found anywhere else!

Whether you're looking to play strictly for enjoyment or are hoping to win a little money, the Game Masters in Albion have an assortment of tried and true *Pub Games* available for you to play. These games are all Albion-inspired takes on modern games that will likely seem familiar. Each game requires a different level of strategy, from "quite a lot" to "none at all," depending on your mood. Many of these games are house-advantage games, meaning that the long-term odds are against the player. If you were to play such a game for a long enough period, you'd probably wind up in the red. However, in the short term you could get incredibly lucky indeed.

☀ Money & Debt

It's important to understand that every time you play these games, you are always playing on credit. When you join the game, you borrow enough chips to play the game (and can re-borrow as often as you like) and you never have to pay for your chips with cash. When you leave a game, any chips you have will go towards paying your debt first. If your debt is paid, then any additional chips end up in your pocket as gold.

You never have to pay your debt with gold if you don't wish to. However, a severe gambling debt can be a problem in the world of Albion and, should it grow large enough, you may be charged with a crime and fined. To reduce your debt, you can pay it down whenever you visit a game master.

Note that in Albion, gambling debt does not interfere with your primary gold balance; that is, beginning *Fable II* with a gambling debt from the XBLA version of *Pub Games* does not mean that you won't have gold in your pocket! It does, however, mean that you owe money to Game Masters, and this will affect your ability to cash money out of those games. As mentioned above, carrying too much gambling debt is considered a crime.



Gambler Ratings

As a gambler in the world of Albion, you earn a star rating based on how much gambling you do. You earn one point for each gold piece that you bet, and you increase in star levels based on your total points earned. These star levels unlock bigger games, and also allow you to borrow money in larger blocks.

You begin your gambling career with a rating of one star, and access to only the lowest-limit games. At 3000 points, you are promoted to the two-star level and so forth. Your Credit Limit represents the largest block of money that you can borrow at once. You actually have unlimited credit, so you can borrow this amount again and again. Also, if you have plenty of gold on hand, your credit limit is always equal to your total gold, or your level-based limit, whichever is greater.

PUB GAMES GAMBLER RATINGS		
Level	Points Required	Credit Limit
★	0	400
★★	3000	800
★★★	15,000	1500
★★★★	75,000	2500
★★★★★	300,000	4000

Fortune's Tower Merchant Directory

Fortune's Tower is a press-your-luck style card game that is a mix of the classic games of Solitaire and Blackjack. Of the three different Pub Games, Fortune's Tower contains the largest element of strategy and gives the player the most control over winning and losing. It's important to always consider how many Hero Cards are still remaining, and most importantly, whether or not the Gate Card is still in play. Knowing when to cash out is where the strategy comes in.

Rules

- A game of pressing your luck, played with a deck of cards ranked from 1 through 7 plus four 'Hero' cards.
- Decks contain 8, 9, or even 10 sets of each numbered card plus the four Heroes.
- Bets must be a multiple of 15 gold. Use the Left Thumbstick to increase or decrease your initial bet.
- The dealer begins the game by dealing three cards. The first is face down and is called the 'Gate Card.' The next two are face up and placed in a second row. There can be as many as eight rows if you reach the bottom of the tower.
- After each row is dealt you can either take the dealer's offer (equal to the total value of cards in the row) or you can choose to have another row dealt.
- Vertical pairs can end your game, so you don't want to see cards of the same rank touching one another from different rows (in contrast, horizontal pairs are a pleasant sight, as it reduces the chance of a vertical pair).
- The first time you draw a vertical pair, the dealer will replace the lower card within the pair with the Gate Card, thereby saving your game. A second vertical pair ends the game and you won't receive any gold.
- Hero cards aren't worth any gold since they have no face value, but their presence protects the entire row from misfortune. Drawing a Hero card not only protects against vertical pairs, but even keeps your Gate Card safe.
- Press the A Button to push on and have the dealer deal another row or press the B Button to cash out and take the dealer's offer.
- When an entire row matches, this is called a 'set.' A set gives a bonus multiplier equal to the row number with which it takes place. This multiplier remains in play until Misfortune is caused or you cash out. Multipliers can go as high as x8.
- Finish row eight without busting or using the Gate Card to win the jackpot. The jackpot pays the value of every card on the table, times any multipliers you may have.
- Each table has its own unique betting limit. Increase your bet in multiples of 15 to win even more gold. For example, betting 60 gold earns you 4x the gold you'd win by betting just 15 gold.

MISFORTUNE

The term "Misfortune" simply refers to losing at Fortune's Tower before you had a chance to cash out. This happens whenever you have one or more vertical pairs and no Gate Card or Hero Card to save you from defeat.



Variants and Odds

All Fortune's Tower games play by the same rules. However, there are three different decks, known as the Ruby, Emerald, and Diamond decks. The difference in the decks is the quantity of the number cards. Since Hero cards are the best cards for the player, having proportionally fewer of these cards makes the Ruby and Emerald decks slightly worse for the player than the Diamond deck.

Ruby Decks: Contain 4 Heroes and 70 number cards.

Emerald Decks: Contain 4 Heroes and 63 number cards.

Diamond Decks: Contain 4 Heroes and 56 number cards.

With basic strategy (described below) players can expect the following approximate returns in the long run: Ruby deck (92%), Emerald deck (93.3%), and Diamond deck (99.4%).

Basic Strategy

Since Fortune's Tower is a press-your-luck game, you are essentially making a new bet on each round. You are risking the value of the row (which you could take right now) in exchange for the expected value of the next row, which might be better or worse.

- Introduction
- Cast of Characters
- The Hero's Way
- Quest Guide
- Albion Atlas
- Weapons of Yore
- Items & Clothing
- Pub Games, Jobs & More
- Enemies of Albion



Despite this complexity, there is a simple strategy table for Fortune's Tower, which gives you the correct play most of the time. This table is based on two factors: the Gate card, and the value of the row.

To use these tables, simply look at the unmodified offer value (that is, the raw total of the values in the row, applying no multipliers). If that value is equal to or higher than the value on the table, you should take the dealer's offer; otherwise, you should push on. The first column under each deck represents the minimum cashout value if your Gate card is intact; the second, lower value is the minimum value if the Gate card has been used.



HUMANS



---	= Normal	X	= Resistance
O	= Weakness	+	= Immune

Bandits

VARIETY	HP	HOLY	EVIL	INFERNO	SHOCK	BLADES	CHAOS	VORTEX	FORCE PUSH	BLUNT	CUTTING	BULLET	ARROW
Thag's Gang Grunt	53	---	---	---	---	---	---	O	O	---	---	O	O
Turret	100	---	---	O	O	O	---	O	O	---	---	O	O
Easy Grunt	100	---	---	---	---	---	---	---	---	---	---	---	---
Regular Grunt	150	---	---	---	---	---	---	---	---	---	---	---	---
Bandit Leader: Thag	400	---	---	---	---	---	X	X	X	---	---	---	---
Lieutenant	600	---	---	---	---	---	---	---	---	---	---	---	---
Elite Turret	700	---	---	O	O	O	---	O	O	---	---	O	O
Elite Grunt	800	---	---	---	---	---	---	---	---	---	---	---	---
Crucible Grunt	900	---	---	O	O	O	---	O	O	---	---	O	O
Crucible Turret	900	---	---	O	O	O	---	O	O	---	---	O	O
Elite Lieutenant	1000	---	---	---	---	---	---	---	---	---	---	---	---
Crucible Lieutenant	1200	---	---	O	O	O	---	O	O	---	---	---	---
Bandit Leader: Ripper	1200	---	---	---	---	---	---	---	---	---	---	---	---
Bandit Leader: Fairfax	6000	---	---	---	---	---	+	X	X	---	---	---	---

Bandits are the lowest form of human enemy you'll encounter. These sword-wielding lowlifes prey on innocent, helpless travelers and imprison many of them as slaves. Although they travel in packs, they typically lack the coordination and intelligence necessary to develop any semblance of group strategy.






The Hero can make quick work of the bandits by taking advantage of their known weaknesses, of which there are several. For starters, most forms of bandits are vulnerable to ranged weaponry, thereby giving you a huge advantage if you can spot them early and snipe them from afar. If that's impossible and the bandits begin to swarm around you, look no further than the Inferno spell. Many of the bandits, particularly the higher powered ones, are vulnerable to all sorts of magic spells, but there's little denying the power of Inferno so light them up!



- [Bandits](#)
- [Part of Character](#)
- [The Hero's Work](#)
- [Easy Guide](#)
- [Alban Aka](#)
- [Weapons of War](#)
- [Best of Online](#)
- [All Games](#)
- [A-Z](#)



Spire Guards

VARIETY	HP	HOLY	EVIL	INFERNO	SHOCK	BLADES	CHAOS	VORTEX	FORCE PUSH	BLUNT	CUTTING	BULLET	ARROW
 Basic	500	---	---	---	---	---	---	---	---	---	---	---	---
 Lieutenant	600	---	---	---	---	---	X	---	---	---	---	---	---
 Elite	1100	---	---	---	---	---	---	---	---	---	---	---	---
 Lieutenant Elite	1300	---	---	---	---	---	X	---	---	---	---	---	---
 Soldier	1500	---	---	---	---	---	X	X	X	---	---	---	---
 Commandant	2000	---	---	---	---	---	X	X	X	---	---	X	---
 Soldier Elite	2400	---	---	---	---	---	X	X	X	---	---	---	---

The Spire guards are an elite set of warriors who do Lucien's bidding, which explains their seemingly constant presence at Brightwood Tower. Spire guards are capable swordsmen with a knack for defense. Equipped with katana, the Spire guards are capable of attacking with surprising speed. Soldier and soldier elite level Spire guards are capable of unleashing a ground-based shockwave that sends a bolt of spikes through the ground in your direction. Never stand directly in front of these higher-level enemies.

The basic Spire guards don't have any particular weaknesses or resistances, but they are quite a bit harder to damage than other human enemies thanks to their training and thick armor. Stay on the move (rolling is the key to avoiding their sword slashes) and alternate between Flourishes and gunshot blasts. Use Force Push to keep them from getting too close and Time Control to buy yourself time to unleash a high-level magic spell.



Highwaymen

VARIETY	HP	HOLY	EVIL	INFERNO	SHOCK	BLADES	CHAOS	VORTEX	FORCE PUSH	BLUNT	CUTTING	BULLET	ARROW
 Basic	700	---	---	---	---	---	X	---	X	---	---	---	---
 Elite	1400	---	---	---	---	---	X	---	X	---	---	---	---
 Darius Zing	2500	---	---	---	---	---	X	X	X	---	---	---	---

Highwaymen are far tougher than everyday bandits and are equipped with both a sword and a rifle. They travel in packs and are fierce combatants who can defend as well if not better than Spire guards and attack with much greater force than bandits. Fortunately for the Hero, they should have more than enough firepower to deal with them by the time they make themselves known.

Highwaymen aren't as susceptible to Force Push or Chaos spells, but a Level 3 Inferno spell will all but wipe them out; just make sure to use Time Control or Raise Dead to buy you the time it takes to cast it. The speed of the highwaymen makes using ranged weaponry tough, especially if they get close to you, but a few well-aimed headshots can certainly put a dent in their plans!



FABLE II

OFFICIAL STRATEGY GUIDE

Written by Doug Walsh

©2008 DK Publishing, a division of Penguin Group (USA), Inc.

BradyGames® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGames Publishing
An Imprint of DK Publishing, Inc.
800 East 96th Street, 3rd Floor
Indianapolis, Indiana 46240

© 2008 Microsoft Corporation. All rights reserved. Microsoft, Fable, Lionhead, the Lionhead Studios logo, the Microsoft Game Studios logo, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, “EC”, “E”, “E10+”, “T”, “M”, “AO”, and “RP” are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@thesa.com.

ISBN: 0-7440-1049-7

Printing Code: The rightmost double-digit number is the year of the book’s printing; the rightmost single-digit number is the number of the book’s printing. For example, 08-1 shows that the first printing of the book occurred in 2008.

11 10 09 08 4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

BradyGames Staff

Publisher

DAVID WAYBRIGHT

Editor-In-Chief

H. LEIGH DAVIS

Licensing Director

MIKE DEGLER

Marketing Director

DEBBY NEUBAUER

International Translations

BRIAN SALIBA

Credits

Sr. Development Editor

CHRISTIAN SUMNER

Screenshot Editor

MICHAEL OWEN

Lead Designer

CAROL STAMILE

Designers

DAN CAPARO

KEITH LOWE

Production Designer

AREVA

Map Illustrators

ARGOSY PUBLISHING

A Sincere Thank You from the Editor

Wow. Closing in on a decade in the strategy guide business and I’m still meeting absolutely extraordinary people. This project was a fantastic experience and everyone we dealt with both at Microsoft and Lionhead Studios was, to put it simply, remarkable. First off, thanks to the whole *Fable II* team. Jeff MacDermot, John Miller, Jeremie Texier, & Jason York went beyond the “extra mile” marker about a week after the process began. Thanks guys. Ryan Wilkerson was 110% behind this thing from the moment his hat was thrown into the ring and all I can say is “Thanks a million.” John McCormack is just an incredible person and I feel as if I’ve become a better person on all fronts just by having worked with him on this amazing project. Lastly, Nancy Figatner, our tireless contact at Microsoft worked non-stop to make sure that this entire project came off without a hitch—and it did. Thank you Nancy, for everything.

Microsoft Game Studios

NICOLLE BLACKWELL	SOREN LAULAINEN
NATHAN BOROUGHS	AMRITZ LAY
JONATHON BRESSLER	ROSS LITTLE
RICH BRYANT	SHANNON LOFTIS
LEIF CHAPPELLE	JEFF MACDERMOT
JEAN COLBERT	RICK MARTINEZ
KEVIN DODD	JOHN MILLER
TIM DUZMAL	BRYCE PINKSTON
NANCY FIGATNER	MIKE RHINE
MATT GIDDINGS	AMANDA SCHNEIDER
CHAD HALE	ANN THOMAS
WHITNEY HILLS	RYAN WILKERSON
WILLIAM HODGE	JASON YORK
JEFF KAHER	MOHAMED ZOWEIL

Lionhead Studio

LOUISE COPLEY	PETER MOLYNEUX
JON ECKERSLEY	JEREMIE TEXIER
IAN FAICHNIE	MIKE WEST
BEN HUSKINS	STUART WHYTE
JOHN MCCORMACK	

Author Acknowledgments

A book of this magnitude doesn't come together without the hard work and assistance of many people, and nobody was more helpful than Jeff MacDermot of Microsoft Game Studios. Jeff painstakingly answered every question I could throw his way and did it with a speed and sense of humor that made working with him a real joy. Of course, Jeff doesn't work alone so I must also thank everyone at Microsoft and Lionhead Studios who helped funnel tips and data through him. Additionally, I also want to thank Jason York and John Miller for their assistance with the *Pub Games* portion of this guidebook. It was much appreciated! A tremendous amount of credit also needs to go to my editor Christian Sumner of BradyGames, one of the hardest working guys in the industry. Christian continually challenges each of us to put out the best guidebook we can and offers a perfect blend of guidance, support, and patience that we authors crave. Thanks Xian! I also want to thank Carol Stamile of BradyGames for the incredible design work she did for this book, and everyone else at BradyGames who contribute to the look and feel—it really would be just a collection of text and screenshots without their talents. Lastly, I want to thank Leigh Davis, Mike Degler, and David Waybright of BradyGames for giving me the honor of writing this guidebook.

About the Author

Doug Walsh has been authoring strategy guides for BradyGames for over eight years and has over seventy books to his credit including guidebooks for *Bioshock*, *Gears of War*, and *Tales of Vesperia* to name but a few. He lives in Snoqualmie, Washington with his wife and two dogs and spends what little free time he has mountain biking in the hills near his home. Doug took a short break during the writing of this book to compete against Lance Armstrong in the hundred mile Leadville Trail 100 mountain bike race high in the mountains of Colorado. Lance beat him—by a lot.