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**DLC**

DOWNLOADABLE CONTENT GUIDE

FABLE II

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COMPLETE COVERAGE OF ALL DOWNLOADABLE CONTENT

- Knothole Island
- See the Future



# FABLE II

**BOTH CAMPAIGN  
EXPANSIONS**

**NEW ACHIEVEMENTS**

**NEW ITEMS**

COVERS XBOX 360®



**Microsoft**  
game studios

Doug Walsh

# FABLE II

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# About This Guide

Thank you for purchasing this *Downloadable Content Guide for Fable II*. This guide contains everything you need to know to get the most out of both of the available DLC packages, whether you bought them individually over Xbox Live or are just getting into the world of *Fable II* via the "Game of the Year Edition". The following pages contain a complete walkthrough with maps for each of the quests contained in both "Knothole Island" and "See the Future" expansions. Each of the dozens of new items and weapons are described in detail in the subsequent chapters and, last but not least, the "Achievements Guide" chapter provides you with a blow-by-blow account of how to unlock the additional 350 Gamerscore worth of Achievements these two expansions provide.

Though we are confident this book will help you get the most out of the DLC, it's important to note that this book serves only as a compliment to the full *Fable II Official Strategy Guide*. This book assumes that players are already well-versed in the gameplay mechanics, have spent considerable time in Albion, and are already well on their way to putting a stop to Lucien. Our full-featured book contains over 250 pages of maps, strategy, and data for all facets of the game. In contrast, this book deals only with the expansion packs.

The Knothole Island expansion was originally released in January, 2009. This sprawling island, reachable only from the docks in Bowerstone Market, is home to a mystical set of weather totems that the villagers had historically used to alter the weather at their fancy. Unfortunately, the shifts in climactic conditions lead from one extreme to another. As time passed, the villagers lost the ability to retrieve the totems from within their respective Weather Shrines and the island has plunged into a deep freeze. The village's Chieftain has sent for a Hero who can retrieve the totems once and for all, and give the village easier control over the weather.



# Knothole Island's Big Freeze

*The people of Knothole Island are freezing to death.*



Good: N/A

Reward	Renown	Good	Evil	Purity	Corruption
--------	--------	------	------	--------	------------

Ice Key	150	-	-	-	-
---------	-----	---	---	---	---



Evil: N/A

Activate the quest and travel to the docks in Bowerstone Market. A man by the name of Gordon has been sent from Knothole Island to bring a hero back with him in his handmade submarine—don't worry, he's pretty sure it doesn't leak.

Listen to Gordon's well-rehearsed request and accept his plea for help. In a show of good faith on behalf of the Chieftain, Gordon gives you the following items exclusive to Knothole Island: **One Burned Calorie Potion**, **Solar Shielding Spectacles**, **Knothole Island Volume I**, **Assassin Gloves**, and **Knothole Knight Boots**.

## THE KNOTHOLE KNIGHT OUTFIT

Hero's destined to heed the call of Knothole Island's suffering villagers will gain the opportunity to assemble a complete suit of the awe-inspiring Knothole Knight outfit. There are six pieces of armour in the set, each of which boosts the Hero's attractiveness and aggressiveness. Perhaps best of all, the Knothole Knight Helmet takes on an appearance to match the Hero's moral standing.



# Knothole Island (Ice)



## THE DEEP FREEZE

Knothole Island's winter state limits accessibility more than the other weather conditions. Even though a lengthy arching ice-bridge allows access to the top of the mountain to the south, many of the valleys and trails are buried beneath impenetrable layers of ice. The massive lake in the center of the island is completely frozen, preventing access to the many treasures located at the lake's bottom and beneath the homes and stores that line the waterfront. Worse still, the bitter cold has encased each of the treasure chests within huge blocks of ice, forcing the Hero to return during warmer days.

## TREASURE

### DIG SPOTS

DIG SPOT	CONTENTS
1	Bow Wow Collar
2	Diver's Dye
3	1000 Gold
4	Adept Skill Potion
5	Forever Ring
6	Mood Ring
7	500 Gold
8	250 Gold



## TALK TO THE CHIEFTAIN

Gordon delivers on his promise to ferry you to Knothole Island in one piece, and instructs you to head up the path and meet with the Chieftain. Follow the glowing trail away from the cliffs, towards the frozen lake in the center of the island. You can find the Chieftain in the first red house on the left. The Chieftain is very pleased to see you and explains the situation—he needs you to dig up the Ice Key, enter the Ice Shrine, and retrieve the Sun Totem. Only then can Knothole Island be freed of winter's icy grip.



## DIG UP THE ICE KEY

### PET-LESS IN ALBION

Those who have already completed the main story and selected anything other than “Family” are in the unenviable position of having no way to dig—the dog is an absolute requirement for locating dig spots! Fortunately, Knothole Island was once home to a mage who was quite the dog-lover and he left behind a crypt—the aptly-named “Cheet-Ur’s Crypt”—that is capable of returning a dog from the afterlife. All it takes is one human sacrifice! Befriend a villager and lead him/her to the large crypt in the cemetery to the left of the Chieftain’s house. Wait for the sacrifice to enter the crypt, then pull the lever on the left. Cheet-Ur’s Crypt is only present to those who have lost their dog.



# MELEE WEAPONS



## AXE OF DISHARMONY



Originally built by Gordon as an instrument to make a completely new and unique kind of music, it soon proved more useful as a weapon. Its "Whack to the Head in E Minor" is particularly effective.

DAMAGE	TYPE	ATTACK SPEED	BASE VALUE	AUGMENT SLOTS
99.0	Cutting	Slow	20200 Gold	1



## BRODICAN MACE



The Brodicans were a race of warriors who roamed the world as conquerors and barbarians, but were mostly known for their politeness. There weren't many people who would argue with them anyway, when they caught sight of the vicious bludgeoning weapons they used.

DAMAGE	TYPE	ATTACK SPEED	BASE VALUE	AUGMENT SLOTS
91.0	Blunt	Slow	19800 Gold	1



# From the Island of Knothole

Each of the items listed here can be found exclusively in the Knothole Island expansion, whether through exploration or by purchase from one of several shops. Some items only become available over time and after the economy of Knothole Island has increased.

## MISCELLANEOUS ITEMS

### ICE KEY

★☆☆☆☆	
Effects	Base Value
-	5 Gold

This is the key to the Ice Shrine. Despite its name, it isn't made of actual ice.

### SUN KEY

★☆☆☆☆	
Effects	Base Value
-	5 Gold

This is the key to the Sun Shrine. It feels oddly warm in your hands.

### STORM KEY

★☆☆☆☆	
Effects	Base Value
-	5 Gold

This is the key to the Storm Shrine. If you hold it close to your ear, you can almost hear the sound of distant thunder.

### BOW WOW COLLAR

★☆☆☆☆	
Effects	Base Value
-	50 Gold

For those special occasions when your pet needs to attend royal beheadings, award ceremonies, and guest lectures.

# BOOKS

TITLE	STARS	BASE VALUE	COMMENT
Knothole Island, Vol I	5	201	Hundreds of years ago, the tribe from Knothole Glade discovered the existence of an island far off the mainland said to offer its inhabitants full control over their weather. Tired of constant Balverine attacks and damp, dreary weather, the tribe...
Knothole Island, Vol II	5	202	The Knothole tribe withstood many hardships on their search for the island. They had sea-charts with coded references as to its location, but were forced to sail for months as they navigated dangerous waters and disorienting winds. There are few...
Knothole Island, Vol III	5	203	The tribe's elation at finally finding the island was short-lived. Instead of the balmy, flora-covered paradise they had expected, they found a frozen tundra. The ancient, magical civilization who had created the Weather Totems thousands of years...
Knothole Island, Vol IV	5	204	The new settlers waited in hushed apprehension as their bravest warrior entered the Ice Shrine. They had endured hunger, cold, terrible tides and devastating storms to get here, and now they would discover whether they had truly landed at their...
Knothole Island, Vol V	5	205	Once they had the Sun Totem in their possession, the Knothole tribe began to build a village, toiling under a scorching sun, full of joy but parched with thirst. Over the course of the next few weeks, their best warriors made preparations to enter...
Knothole Island, Vol VI	5	206	The tribe had been living in the happiest circumstances over a twelvemonth, changing the weather to suit their needs, and never wanting for anything. They grew soft and lazy, and the town elders realized they could not survive without the sort of...
Knothole Island, Vol VII	5	207	Over the course of the next few centuries, the tribe lived peacefully, though it never grew beyond its first small village. It had minimal contact with the outside world, usually in the form of shipwrecks and passing pirates, barbarian hordes and the...
Knothole Island, Vol VIII	5	208	The day the tribe had long feared eventually came: none of the so-called warriors sent into the shrines were able to retrieve the totems. "I told you we should have just kept them last year", "why did we put them back in the shrines?" and...
Knothole Island, Vol IX	5	209	With the island stuck in perpetual winter, and none of its inhabitants strong enough to survive the shrines, a local blacksmith set out to create an armour that would protect its wearer against all the trials and dangers one was likely to encounter...
Knothole Island, Vol X	5	210	This is the apocryphal and rarely seen last book chronicling the history of the island. It tells of the greed and megalomania of the latest generation of Chieftains, who banned all the earlier volumes in the series, save for the first. Most of the books...



# FABLE II

## DLC Mini-Guide

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ISBN: 978-0-7440-1179-1

**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, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09

4 3 2 1

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