



Introduction

Magic or pistols, swords or hammers, skills or strength, male or female, *good or evil*—the choices are yours to make. But no matter how you decide to tackle the challenges ahead, your goal is the same: vengeance.

Whatever fate brings you, our Fable II guide will help you sort it out. With combat tips and walkthroughs for the main quest *and* side quests, plus treasure and silver key locations, our guide to Bowerstone and beyond is the ideal adventurer's handbook. Next to your trusty dog, we're your best bet against evil..or good, whatever.


In this Fable II strategy guide, you'll find:

- **BASICS** // Combat tips and suggestions for spending your precious experience points on vital upgrades.
- **WALKTHROUGH** // Our massive Fable II walkthrough with tips for finding hidden items.
- **REGION MAPS** // Treasure and hidden item locations, plus info on jobs to find.
- **SIDE QUESTS** // Myriad side quests—where to find and how to finish 'em.

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Fable II Basics

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Combat

COMBAT TIP A: BEING OUTNUMBERED SUCKS

In the vast majority of Fable II fights, you will be outnumbered, usually with odds worse than four-to-one. None of the enemies in the game are, on their own, especially lethal, but when they descend on you in packs is when you're likely to miss a dodge and get hit, absorbing massive damage. The best way to deal with being outnumbered is to even the odds, which is why we highly recommend the **Raise Dead** Will ability. As soon as a battle starts, quickly cast Raise Dead and the majority of the enemies will be distracted, letting you focus your attention on charging up powerful attacks.

COMBAT TIP 2: CHARGE ATTACKS FOR MORE EXPERIENCE

Upgrading your Brutal Styles lets you charge up flourish attacks which look a bit dopey but deal some serious damage, often knocking opponents onto the ground. Opponents that are knocked down are likely to get attacked by your dog, effectively doubling your offensive ability. Even better, charging flourish attacks yields lots of experience from downed enemies. You're even quasi-invincible when executing the attacks, so unload them often.

COMBAT TIP D: SHOCK THE MONKEYS

When you've built up the experience to do so, we *highly* suggest powering up your Shock Will ability to Level 2 and beyond. When you've got a Level 2 Shock spell, you won't have to manually switch between your Raise Dead spell and your Shock spell—simply holding the Will attack button longer to charge your Will to the second charge level and you'll automatically use whichever Level 2 skill you've got. What we like to do is start a fight by calling the Raise Dead skill and, while the enemies are distracted, start charging up massive Shock spells. The Shock spell also has the effect of stunning opponents, leaving you time to charge up another attack...and another, and another, and...you get the point. If you start a fight with the momentum in your favor, it's very easy to dominate it with radius spells like Shock.



Another point worth noting is that dying doesn't really matter in Fable II. Yeah, your pretty face will get scarred up if you die excessively, but you won't have to redo any gameplay. You revive exactly where you were knocked out and the *only* inconvenience is that you lose whatever experience orbs were sitting on the battlefield before you were knocked out. To make dying completely pointless, simply collect all experience points when you're near death.



You'll get knocked out, but if there's no unclaimed experience then there's no loss to you unless you really cherish your good looks. For this reason, we don't strongly suggest upgrading your character's health until later in the game when it's easy to die to a single hit and constantly getting KO'd becomes a bit of a nuisance.

IGN_Strategize

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Abilities

RECOMMENDED FIRST UPGRADES

1ST UPGRADE	Raise Dead (Will)
2ND UPGRADE	Dextrous Styles (Skill)
3RD UPGRADE	Brutal Styles (Strength)
4TH UPGRADE	Shock (Will)
5TH UPGRADE	Shock Level 2 (Will)

STRENGTH

Brutal Styles	<p>The first level of the Brutal Styles ability gives you the option to block incoming attacks. Blocking is very effective when you get surrounded (which is often), but blocking alone can get you into trouble. In addition to blocking, you can really benefit from the roll ability that you earn by upgrading the Dextrous Styles. Block incoming attacks and then roll out of the way to avoid getting surrounded with no way out.</p> <p>RECOMMENDED? Yes, but upgrade Dextrous Styles first.</p>
Physique	<p>Quite simply increases the amount of damage you do with weapons. It's useful for sure, but adding real skills is more important.</p> <p>RECOMMENDED? Sure, but worry about real skills first.</p>
Toughness	<p>Essentially doubles the length of your health bar (the first level of Toughness, anyway), which is pretty huge. However, later upgrades offer diminishing returns. Still effective, but dying isn't too much a problem in the game so spend your experience elsewhere.</p> <p>RECOMMENDED? First level, sure, eventually you'll want to upgrade. No rush.</p>

SKILL	
Dextrous Styles	<p>The first Dextrous Styles upgrade gives you the simple ability to roll during combat. Maybe that sounds a bit lame, but know this: rolling is key to getting through fights with multiple enemies and for taking on baddies that just won't stun. Use the roll to avoid getting surrounded and try to keep all enemies on one side of you. The next stage of the upgrade lets you aim your long range attack, which makes it much easier to toggle between targets. Definitely helpful if you're a fan of guns.</p> <p>RECOMMENDED? First two levels, definitely.</p>
Accuracy	<p>Very simply adds to the damage dealt by your range attacks. If you're a big fan of guns and crossbows and favor them in combat, this is a solid upgrade, though the damage multiplier isn't particularly strong—the first level of Accuracy boosts your damage by merely 25%.</p> <p>RECOMMENDED? We wouldn't rush to upgrade this.</p>
Speed	<p>Speed affects how quickly you reload weapons as well as how speedy you launch melee attacks, making it a bonus to your all-around offense. It's a solid upgrade if you rely more on physical attacks rather than Will magic attacks.</p> <p>RECOMMENDED? Don't waste too much on Speed upgrades, but they are good.</p>

Will	
Shock	<p>The Shock attack can be used both as a radius attack and as a projectile. Simply tapping the magic button will send a short shockwave around your character, temporarily stunning most enemies that it hits (the stun is ineffective against powerful enemies). When the range of the radius attack isn't enough, point toward your target as you press the magic attack for a long-range blast. The range isn't as long as a typical gun blast, but it will let you keep your enemies at bay. Use the Shock to stun enemies so that you can focus on fighting others.</p> <p>RECOMMENDED? Yep!</p>
Inferno	<p>Want a solidly fast projectile with decent knockback effect? The Inferno offers that, and adds to that description "looks real pretty!" Inferno acts somewhere between the Shock and Force Push abilities.</p> <p>RECOMMENDED? We say Shock is better, but this is prettier.</p>
Time Control	<p>The only "control" you get with Time Control is the ability to slow time temporarily by tapping the Will attack. This is effective for letting you charge up other magic attacks or line up pinpoint shots with your long range weapon of choice. You can also effectively warp around by spamming the Time Control while moving forward. You can use this quick warp to move behind opponents and attack 'em, safe from a counter. Warp, strike, warp, strike—with this pattern, you can sort of use the Time Control as an alternative to the roll maneuver you get with the Dextrous Styles ability.</p> <p>RECOMMENDED? Mos' def', at least the first level.</p>
Blades	<p>Blades gives you a decently damaging projectile, but not much else. The attacks don't stun enemies, so there's nothing keeping them from advancing toward you while you unleash the blades. They essentially don't do anything your gun won't do, and your guns are capable of much more.</p> <p>RECOMMENDED? Not worth it. Not a bad upgrade, just not real helpful.</p>
Vortex	<p>Can <i>possibly</i> knock opponent down so your dog can attack them? Sounds promising, letting you essentially fight two enemies at once, but in practice it's just about useless. Scratch that, it is straight up useless.</p> <p>RECOMMENDED? Probably the worst purchase you can make.</p>

Chaos	<p>Like in basically every other game with a similar effect, Chaos in Fable II is pretty worthless. It's supposed to distract enemies from fighting you, causing them to fight each other or take part in some other nonsense. Problem is, there's only a <i>chance</i> that the enemy will be distracted and the duration of the effect is pretty minimal.</p> <p>RECOMMENDED? Not even kinda!</p>
Force Push	<p>The radius effect of the Force Push is pretty effective at clearing enemies away from you when you get surrounded. The range version of the Will power is effectively the same as shooting someone with a gun—they take some damage and get knocked back a bit. It's not a bad skill, and the radius attack is actually pretty solid, but there are other ways to get basically the same effects with more useful skills.</p> <p>RECOMMENDED? Not really. Could choose worse, but not by much.</p>
Raise Dead	<p>We're pretty surprised that this skill is actually very useful. It's surprising 'cause similar skills in other games (and even Fable II's Chaos skill) are generally rubbish. What makes the Raise Dead Will ability pretty strong is that you don't actually have to kill anyone before it'll work—the skill will find dead souls previously lurking about. You can't expect these awakened spooks to do the heavy lifting for you in battle, but they will effectively distract enemies, letting you pull away from the thick of the fight to safely take shots with projectiles. The first level of the skill lasts long enough, so there's no real need to upgrade.</p> <p>RECOMMENDED? Absolutely no...er, actually, yeah!</p>

Fable II Walkthrough

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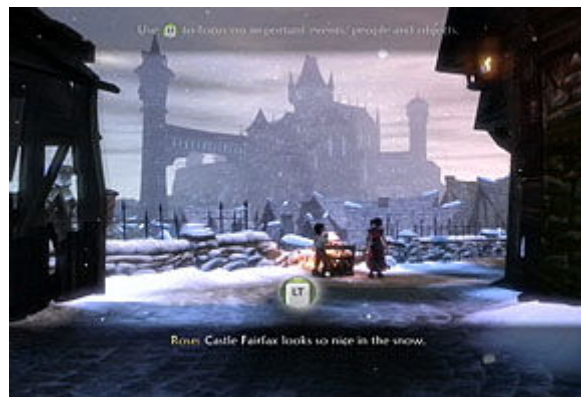
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Childhood

BOWERSTONE OLD TOWN

You start the game as a little boy (or little girl—we chose a boy, so apologies in advance for any mixed pronouns should you have chosen otherwise). After an introductory conversation, Rose runs off and you can chase her by following the glowing trail. This glowing trail will always lead you to your next objective, so feel free to explore what little there is to explore since you can't get lost.



Rose stops for a brief chat in the street just around the corner but soon leads you to a group of folks huddled 'round a trader's caravan. Sit around for the display to see the trader's music box, which a nearby woman, the blind Theresa, suggests you buy in order to achieve your dreams. Easy enough, right? Not quite. The music box costs 5 gold, and you and Rose have none. Time to do some odd jobs around the town in order to make up the difference. Follow the glowing trail to meet up with Derek who's standing guard just ahead.



Albion's Most Wanted

Turns out Derek's, um, misplaced a handful of warrants, essentially five pieces of paper that you'll find scattered around Bowerstone. Find all five and return them to Derek to earn 1 gold piece. Accept the quest and a helpful glowing trail will appear, leading you to the warrants.



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Childhood (cont.)

Barnum's Image Capturing Device

Actually, that's a bit of a lie, as the glowing trail first leads you to another chance to earn a buck. Simply accept Barnum's Image Capturing Device task and you'll appear on stage, ready to strike a pose for Barnum's camera. You can press any direction on the D-PAD or select from your many possible social actions. Any pose will do, and afterward you'll be rewarded with your first gold coin—easy money!



The glowing trail now leads you down an alley just right of Barnum's camera setup. You get a bit interrupted just out of the alley as you find Rex, a local bully, tormenting a stray dog. After the short cut scene, you've got to defend yourself against Rex, but that's really not difficult. Just approach him and give him a whack or two with your sword to show the bully's true colors (turns out he's yellow).



Continue chasing the light trail and watch the ground just past the pack of kids to discover the first of the five warrants, the **Warrant for Arson**. The light trail then leads you further down the street and up the stairs to the stoop of a building where Balthazar asks for your help.



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Childhood (cont.)

The Beetle Hunt

Accept Balthazar's task and you'll be automatically warped inside his warehouse to kill off a pack of beetles infesting his ceiling. Just inside you'll find Arfur peeking through the window, trying to convince you to destroy Balthazar's goods instead of killing the beetles. You'll get the same 1 gold reward either way, but this marks your first opportunity to decide between good and evil. For the sake of this walkthrough, choose to be good. Go upstairs, wait for the beetles on the ceiling to glow red, and then fire your long-range gun to clear the lot.



Go downstairs and turn right to find the **Warrant for Assault** behind a dumpster near a little boy. Continue following the trail up the street to find Pete and Betty, a squabbling couple that request you retrieve a stolen bottle of booze from the beggar just down the street.



Tramp's Treasure

Maggie (the beggar in question) is in an alley left of Pete and Betty, near the foot of the stairs that lead to Balthazar's warehouse. Walk up to him and grab the **Booze with Note** and bring it back to the charming couple. You have the option of giving the booze to either Pete or Betty. Hand it to Betty and she'll give you 1 gold, plus the **Warrant for Sneakiness**.



Turn around from your dealing with Betty and you can find the **Warranty for Burglary** on the ground, just in front of a dog. The fifth warrant, the **Warranty for Guntoting**, is very nearby, just on the other side of the narrow street. With all warrants in hand, the glowing trail leads you back toward Derek the guard.



On your way to see Derek, you'll get stopped by Arfur who again tries to persuade you to evil. Simply walk by him if you, like us, would rather be good. You'll find Derek in the same place where you left him and you can trade him his stack of warrants for 1 gold piece, bringing your total purse to 4 gold. To net the final gold piece, follow the glowing trail over to Monty, a pitiable sap under the balcony of his torn lover.



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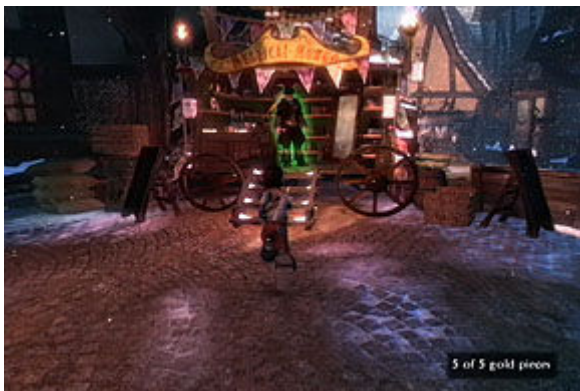
Childhood (cont.)

The Love Letter

After the brief cut scene, go talk to Monty in the town square and accept his quest to deliver a letter. Walk up to Belinda's house and knock on the door. Her mother opens the door, letting you run inside and upstairs to find Belinda cleaning the floors. Hand her the letter and you'll receive your fifth gold piece, enough to buy the music box from the trader.

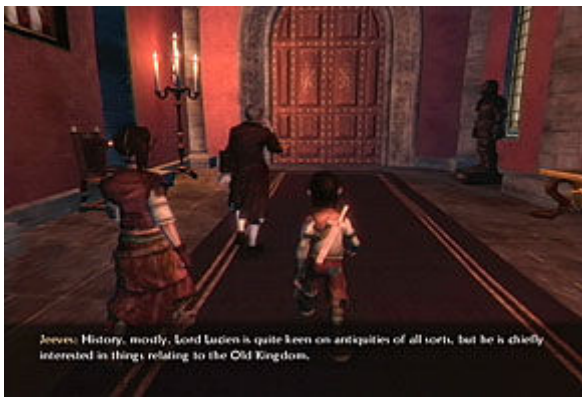


Leave the house and return to the trader's caravan and approach Murgo to buy the **Music Box**. Follow Rose to the end of the street where you can use the music box. After the brief scene, follow Rose back down the alley where your sad little beds are. Stand on top of your bed inside the shack and you can choose to sleep to trigger another cut scene. When you wake up, follow the guards around the corner and accept going to Castle Fairfax.



CASTLE FAIRFAX

Follow Rose and Jeeves down the long castle hall. You'll be let into Lucien's quarters where a conversation plays out, things happen, and the childhood portion of the game ends.



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The Birth of a Hero

BOWER LAKE

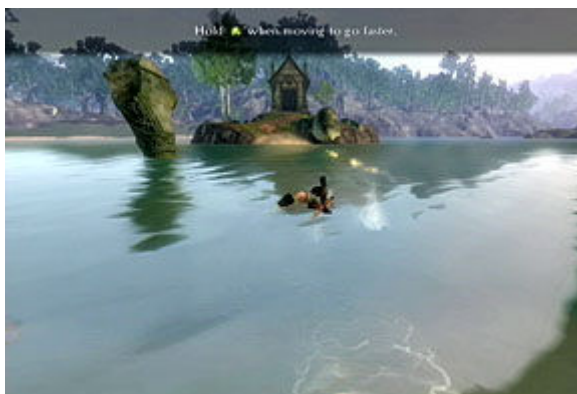
You're now ten years older than you were before, though the dog and Theresa are still with you. Theresa suggests you grab the gear from a chest just outside your caravan. Follow the glowing trail down the hill side and to the chest surrounded by the sparkling gold trail. Open the chest to kit up with the **Rusty Longsword**, **Light Splintered Crossbow**, and a host of other items.



Leave the caravan and follow the glowing trail up the road to meet up with Theresa who leads you through a gate. Before you can leave, Theresa hands you the **Bower Lake Tomb Seal**. Theresa shows you a tomb entrance in the water below that you're to enter. Follow the lead of the glowing trail (or just jump down the hillside) to make your way to the water's edge.



There's a hidden chest just off the water's edge, amidst some old pillars. Grab the **Children's Health Potion** from inside before jumping into the water and swimming to the small island with the tomb entrance. Around back of the tomb entrance is a **Silver Key** you can collect before opening the tomb's entrance with the tomb seal.

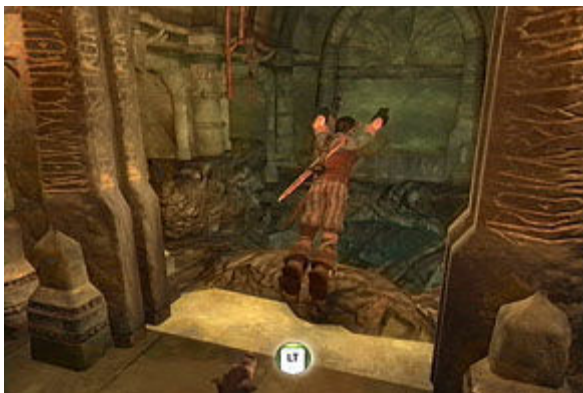


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The Birth of a Hero (cont.)

OLD TOMB

Move down the first hall of the tomb and you can dive into the water at the bottom of what appears to be a well. Once in the water of the lower cavern, swim to solid ground by following the glowing trail. Move through a doorway-esque passage and dive off another ledge, into the next room.



You'll encounter a pack of beetles inside the next cavern, which you can easily lay to waste by holding your ground and blasting 'em with your crossbow. There are more beetles than you likely realize, so keep looking out for glowing red objects to appear and give 'em a quick shot to get rid of the buggers. After clearing the room, look for a **Silver Key** tucked in a corner along the left wall.



Follow the glowing trail into a long hall where you can expect to find more beetles impeding your path. The hall opens to a larger area. Look to the left for a purple-glowing door that you can open to find a hidden treasure chest with a bag filled with 150 gold coins.



You've got to shoot a floating target at the far side of the room to open up a doorway to the next hall. Just inside the hall is a bit of a detour to the left that'll lead you to a chest with the **Rusty Mace**. Grab it and a few beetles will spawn behind you before you can continue following the glowing trail down the cavern hall.



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The Birth of a Hero (cont.)

More beetles are ahead just before reaching an underground lake. Explore the edges of this area to find a couple of skeletons that you can search, each containing a note including **Brendan's Diary** and **Erik's Letter**. Grab the letters and continue along the trail, back onto dry land and into another tunnel.



Before long you can spot a third skeleton on the ground, this one with **Drake's Suicide Note** that tells of a gem he threw into the underground lake you just left behind. Backtrack to the lake and look for a bubbling spot to the right where you can dive to collect the **Bewitching Augment**. With the loot collected, go back to following the trail.



After moving through the uphill hall and jumping off a ledge, you'll be on a path that runs above the underground lake. Continue straight ahead to another hall with more beetles and out to another cavern with, uh, more beetles. There are a lot of beetles in this open area, including some on an upper plateau to the left and a few between each of the short bridges to the right.



You're soon led to a bit of a puzzle room. Stand on the center circle in front of the next doorway and shoot the target to move it toward you. Before the target can move away, strike it with your melee weapon and then shoot it again as it moves away to open up the door.



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The Birth of a Hero (cont.)

Move into the next hall and look for an optional path to the left. You can grab a book in the bookcase at the foot of the path before continuing uphill to a dead-end with a pack of beetles. Defeat the beetles and look for a nearby chest packed with 150 gold coins. There's a second treasure chest nearby, this one carrying an **Amethyst**. After collecting the loot, continue following the glowing trail back down the narrow path.



Theresa speaks up as you enter the next room. When the platform at the center of the room lights up, step onto it and you'll be able to spend the experience points you've collected thus far to augment your abilities. You need to add at least one Will ability, though feel free to upgrade otherwise however you choose. We highly recommend the Shock ability.



Strike the Cullis Gate (er, the floating pink thing) with your new Will ability and it'll open up a portal back to Bower Lake. Use the portal and you'll be transported out of the tomb, instantly surrounded by beetles. You can simply spam the Shock attack to kill 'em all and start on your new quest.



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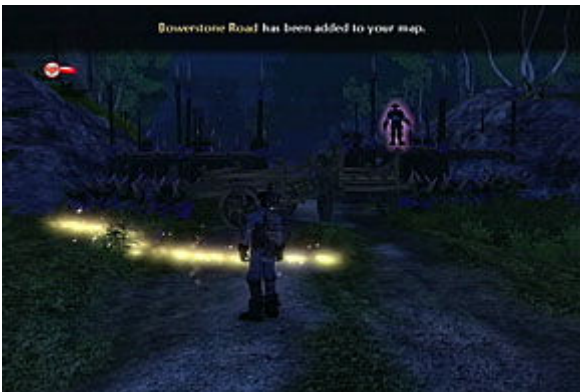
The Bandit

BOWER LAKE

Follow the glowing trail to the base of the mound you're on and look around the backside of the mound (not quite off the ledge and into the water) for a chest with a **Economy Value Necklace**. You can freely roam the lake area to find many more secrets, but for the sake of the walkthrough we'll only point out the secrets that are near your path. Follow the glowing trail to the entrance to the road to Bowerstone.



You'll find the road is blocked off, though the friendly Bert lets you know that you can defeat the bandit Thag to open up the road. Follow the glowing trail north, dropping down the hillside until you hit a path that leads into the woods and to Thag's bandit camp.



Enter the camp (boldly!) and an initial pair of bandits will appear. Fight 'em off using whatever skills you've got (the Shock works quite well, as does the roll maneuver afforded by the Dextrous Styles) and be prepared for more bandits to appear in groups of two or three. The Shock attack stuns enemies, letting you disable one baddy while turning to fight off another without having to fear getting attacked from behind. When all of Thag's minions are defeated, Thag himself appears.



Thag's not quite the pushover his thugs are, but he's also not very difficult. As Thag approaches, tag him with your ranged weapon and blast him with Shock. Shock doesn't have much of a stun effect, so you'll need to rely on evasiveness to keep from getting hit. If you've got the Dextrous Styles upgrade, you can use an attack-roll-attack-roll pattern to tag Thag and immediately evade any counter attack he throws. Fight smart and he'll die quite quickly.



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The Journey Begins

Go inside Thag's house and open the chest inside to acquire **Thag's Cage Key** (and some other stuff, including 300 gold pieces). You can use the key to unlock the cage outside Thag's house to release the two slaves, though the aptly named Dick shows up and offers you cash for the key instead. The *good* decision here is to unlock the gate and free Bark and Reg (...it's Regina!).



Upon freeing the pair, Dick attacks you, though he's easily enough defeated. The road to Bowerstone should now be open, so follow the glowing trail to the road's entrance.



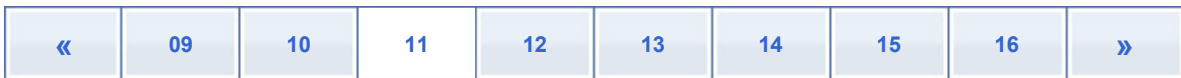
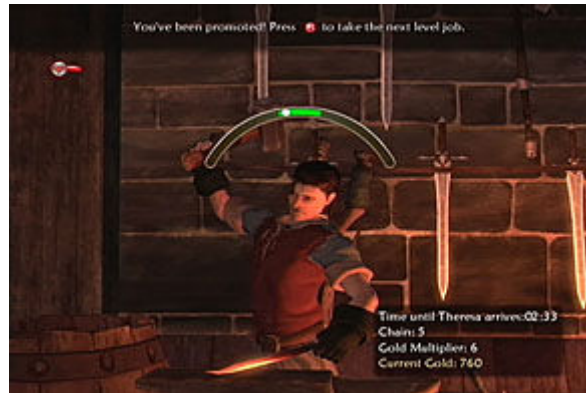
BOWERSTONE MARKET

Upon arriving at the Bowerstone Market, you'll immediately run into a local bard, Roland, who follows you around. Ignore him and continue westward to the center of the market on the other side of the bridge. The glowing trail leads you to a clock tower which marks the meeting point with Theresa, though she's not around yet. For the time being, you can explore the town and take on some jobs to earn cash. Just north of the clock tower is the blacksmith shop where you can take up a job to pass the time until Theresa arrives.



Blacksmith Job

The job of a blacksmith is pretty simple—as a dot moves through the slider, strike your hammer when the dot is within the ever-shrinking green section. As the green section of the slider is always shrinking, it's easiest to make a successful hammer strike on the first pass of the bouncing dot. You increase your multiplier for every consecutive sword finished without a mistake, which greatly increases the amount of cash you earn for each completed sword. If you get promoted, the base price for each sword rises, though the difficulty of the mini-game also increases.



The Journey Begins (cont.)

When you're notified of Theresa's arrival, leave your job and go back to the clock tower at the center of the town square. From there, Theresa will lead you down a street and tell you of your future task, to find the abbot in Oakfield. Follow the glowing trail north, heading to Bowerstone Old Town. The trail will lead you straight through the down and out to Rookridge Road.



ROOKRIDGE

Early on the road to Rookridge you'll cross paths with a running citizen screaming of bandits ahead. A bit further up the road you'll find Will, pillaging the leftovers in the wake of the bandits, though he himself is not one of the baddies. Continue following the gold trail up the path until Theresa stops you to point out the bandits taking pot shots from afar.



You can take reasonably good cover behind a broken stone structure to the left, a spot from which you can hit most of the bandits to the northeast. Pull out your crossbow and looking for their red auras to show you where they are. Alternatively, you can just fire and your crossbow will usually auto-aim to the clearest target. Keep shooting down the baddies until you see one kill in slow-motion, your sign that there are none left to shoot.



With the road clear, follow the golden trail and look for a path on your right that leads up the hillside to the area where the dead bandits now lie. At the end of the path is a hidden chest with a **Civil Ring**. There's a second secret further up the road the glowing trail leads you on. Look for another branch, this one to the left, that leads to an island platform with a statue that's obscuring a **Silver Key** behind it.



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The Journey Begins (cont.)

Get back to the main trail and, as you crest the hill and start going back downhill, you'll run into another pack of bandits. This group you'll have to take on in close-range. Use Shock to stun the lot and chop 'em down, then continue north

where you'll find another chest just off the main path (inside is the book **The Dogs of War, Book 1**).



As the road curls east you'll chance upon a trio of bandits that are sleeping. Theresa suggests getting the drop on them with your crossbow, which makes for a set of easy kills. Behind their camp is a dig spot that your dog will point out, letting you grab a bag of 100 gold pieces. Very close by is a chest with the **Dog Tricks! Hide Snout** book. Push on north and you'll soon reach a busted bridge.



Theresa echoes the sentiments of the bandits who suggest you dive off the bridge and into the water, so go ahead and do so. The glowing trail will lead you to a shore where a man named Herman asks you to help find his son in a nearby cave. The cave entrance is just ahead.



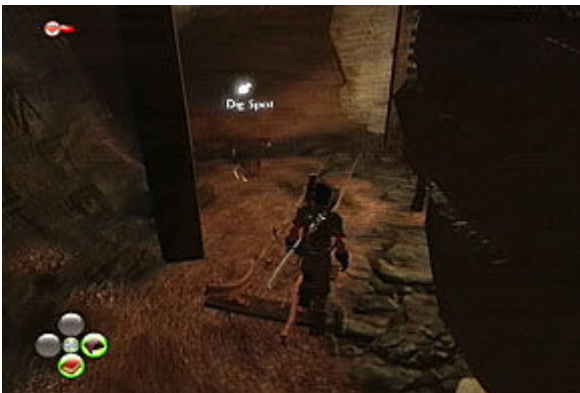
The Journey Begins (cont.)

HOBBE CAVE

There's a dive spot just inside the cave and on your right, and it gives you a **Hobbe Strength Potion**. Follow the trail into the cave, past some boney remains, and finally to a part of the cave with a trio of hobbe enemies. They're easily dispatched with your Shock skill and a few sword swipes, just like the human enemies you've fought before.



Just past the hobbes, off the glowing trail in the corner of the cave, is a dig spot with 100 gold pieces. Follow the trail uphill on some wood-plank paths and look for a quick detour on the left where you can make a couple of short jumps down to find a chest with another 250 gold pieces. The glowing trail will lead you back to the previous cavern from where you can resume following the trail up the ramps.



You'll soon enter a fairly cramped area where hobbes surround you by popping out of the crates in the room. Use Shock without any directional input to stun the lot and then dive out of the way to try and keep the enemies all on one side of you—getting surrounded is dangerous. When you've cleared the room, go back to the trail until you find Herman at a closed doorway.



There's an alternate route along the cave wall to the right that drops you into a pretty seedy-lookin' area. Make your way to the bottom and find the boarded doorway that you can bust open, leading you to the cave behind the aforementioned door. You'll find Herman, who's already hosed, and another hobbe to kill. Theresa urges you out of the cave, so continue following the glowing trail.



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The Journey Begins (cont.)

In the next open cavern you're lead to there's a large group of hobbes that'll soon catch onto your presence. One of 'em is armed with a large bomb and he'll charge toward you so try to stun him with Shock and keep him stunned until the bomb explodes (away from you). As you move uphill in this cavern you'll run into further groupings of hobbes. After the third group, look to the right for a branching path that leads to a chest with 300 gold pieces. When you've reached the top of this area, look out for another bomb-armed hobbe. Kill him and you can hop off the ledge to the left to find another chest, this one with a **Standard Health Potion**. The ladder back to Rookridge is just ahead.



ROOKRIDGE

You pop back onto the main road to Rookridge behind the group of bandits that goaded you into jumping off the bridge. Look for 'em to the south and take them out before running 'round to the back of the building you emerged from to find a **Silver Key**. Follow the glowing trail up the steep hill and look for a treasure chest to the right, behind some boxes, inside which is an **Emerald**. Go back to the trail and you'll soon hit the road to Oakfield.



OAKFIELD

Welcome to Oakfield; start running. Just chase after the glowing trail, making your way to the west side of the town. Just after Theresa finishes up a blurb about the abbot and his acorn planting, be on the lookout for an ambush of beetles.

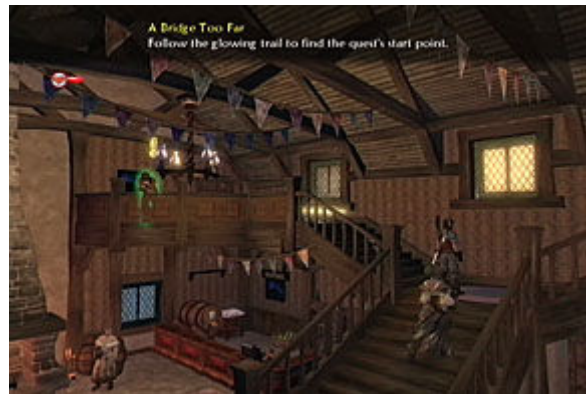


A bit further ahead, the glowing trail leads you alongside a pretty lake. Look for a **Silver Key** in plain view on your left and continue up the hill to a temple on the hill.



The Ritual

Have a talk with the abbot and he'll ask you to prove yourself before he sends you on his errands. To prove yourself you'll need to help out the citizens of Oakfield, so head back into town and follow the glowing trail to Barnum, the photographer you encountered in your childhood. After hearing his sob story, accept his mission and head out of town, returning to Rookridge to take care of the bandits.



A Bridge Too Far

ROOKRIDGE

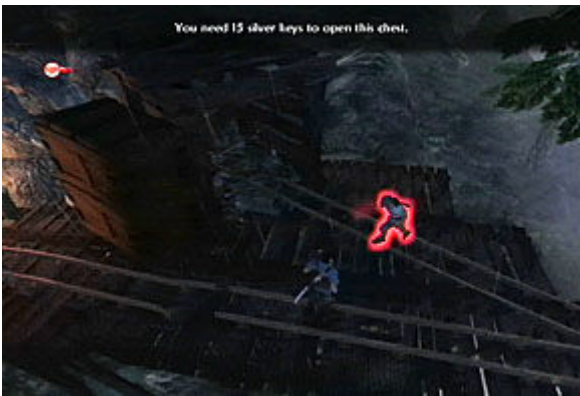
Follow the glowing trail down the hill and then up toward the Rookridge Inn. As you enter the inn, bandits charge you from upstairs. Take cover under the stairs to avoid taking cheap shots from the gunners upstairs and take out guys sent to fight you man to man before rushing upstairs to obliterate the gunners. After clearing the inn, look for a side room on the upstairs level with a chest bearing a **Resurrection Phial**.



The glowing trail leads you outdoors where you briefly encounter the bandit leader, Dash, from a distance. He'll run off before you can do anything about it, so just follow the trail to the ground level and then up a short flight of stairs to encounter another batch of bandits. Try to keep your distance and avoid getting surrounded—if you can manage to take 'em out, there's a nearby chest with a **Standard Health Potion**. The trail wants to urge you south down the rail tracks, though a quick diversion to the north will net you another **Silver Key**.



Just a few yards up the track and you'll need to watch for an ambush from your left. There's one bandit in this bunch that is particularly strong and won't be stunned by your Shock, so make ample use of your rolling ability (should you have it, and we hope you do) to allow for a safe strike-strike-roll-strike-strike-roll attack pattern.



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The Ritual (cont.)

There's another group of bandits waiting after you leave the tracks and hit the hillside again, though thankfully none of them are of the tough sort. Clear 'em out, then follow the trail down and up again, looking for a side path to the left where you can open a chest with 300 gold pieces.



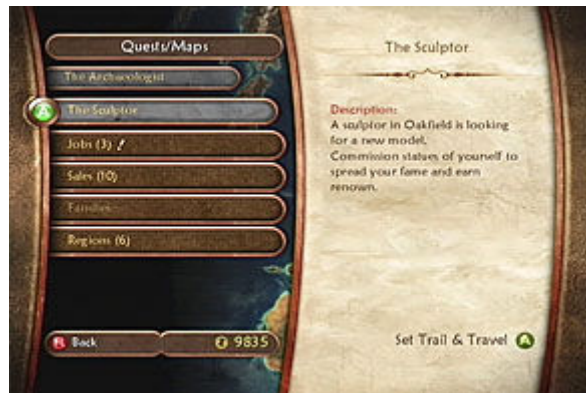
You'll hit the tracks again and just a bit further up is another ambush with another of the uber-baddies that won't be stunned by your Shock. The narrow arena afforded by the tracks makes it difficult to create distance, so just try to kill off the weaker guys while avoiding the uber-bad guy. Continue following the trail and you'll soon find Dart sitting atop a platform talking smack. While he's blabbering, nail him with a single shot (of whatever) and he'll go down, letting you

grab the 100 gold from the chest behind him.



OAKFIELD

Return to Barnum in Oakfield to complete the job. You earn a lot of renown points for the task, but it'll take even more in order to impress the abbot. Check your list of quests for opportunities to earn renown in Oakfield. Select a quest and the game will mark a glowing trail for you to follow.



The Sculptor

You'll find this quest within Oakfield. Simply accept Susannah the sculptor's quest and all you need to do is hold a pose for her while she works. That's it.



The Ritual (cont.)

Til Death Do Us Part

ROOKRIDGE

Another quest that'll earn you lots of renown is Til Death Do Us Part. Make it your active quest and follow the glowing trail out to Rookridge, and expect to run into bandits and hobbes along the way. Near a statue on an offshoot path to the right is the ghost of Victor, a vindictive lover who asks you to take on his quest. Accept the quest and then head south to Bowerstone Market to find Alex. Oh, and expect more bandits during your trek through Rookridge.



You'll find Alex on the east end of the Bowerstone Market. Before talking to her, you can use the book *The Art of Seduction* that'll give you the *seduction* expression, one that Alex is quite fond of. You can alternatively bring her into your favor via your standard positive expressions, even farting. Lock onto Alex and continually impress her to move the slider toward the wedding ring.



When you've sufficiently impressed Alex, the game gives you the option to hand her Victor's rejection note or marry Alex. Giving Alex the rejection note is—surprise!—the evil choice in this dilemma, and marrying her is the good choice. Either way, return to Victor to complete the quest. You'll earn 100 renown points for the deed, leaving you with just a handful to earn in order to impress the abbot.



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The Ritual (cont.)

The Archaeologist

To earn the last few renown points, pick the Archaeologist quest and follow the glowing trail. It'll lead you through Rookridge, back into Old Bowerstone, and into Fairfax Gardens. Here you'll find Belle the Archaeologist, who gives you the quest.



FAIRFAX GARDENS

Belle asks you to find an artifact for her and hands you a note with info on its whereabouts. The note says that the artifact is found in the "oldest part of the city," which, interestingly enough, isn't limited to Fairfax Gardens. Head to Bowerstone Old Town.

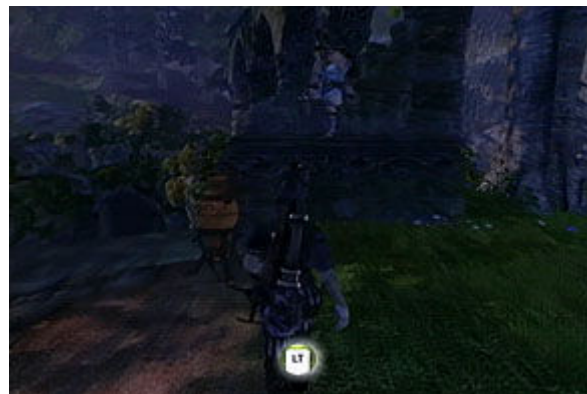


As soon as you reach Old Town, your dog takes off running toward a dig site. Follow the dog to the dig site and dig up the **Ancient Scroll**. Return to Fairfax Gardens and hand the scroll to Belle to complete the quest and earn 75 renown points, more than you need to impress the abbot of Oakfield.



OAKFIELD

Return to Oakfield and follow the glowing trail up to the temple to meet up with the abbot. He'll lead you outdoors while conversing a bit and then finally asks you to go to a nearby cave to meet a monk. The glowing trail leads you to the monk in Oakfield, and she (yes, *she*) leads you into a nearby cave.



The Ritual (cont.)

WELLSPRING CAVE

Lead Hannah into the cave and follow the glowing trail deeper and deeper. Hannah talks. A lot. She pretty much never shuts up, which is just as well since nothing happens for a long while as you move through the cave. You'll eventually reach the central chamber but still nothing happens, Hannah just opens a door that leads to another cave tunnel you lead her down.



Eventually, you reach a pool of water with a spring that you and Hannah can use to fill her jug of water. Stand on the highlighted floor switch and wait there as the percentage in the lower-right corner of the screen goes up with the water level of the jug. When the jug is 100 percent full of water, grab the **Silver Key** in the water, just behind the fountain. Follow the glowing trail out of the room, back the way you came.



As the tunnel opens up to the large cavern with the wisps, you'll run into a new enemy type, the hollow man. Hollow men are pretty basic enemies but very aggressive. Try to keep 'em at bay with projectile shots and clear the path for Hannah. Return with her to the central chamber.



Hannah now opens up a doorway to the second chamber. Lead her into the next room and go to stand on the floor switch on the elevated platform of the room. She'll start filling her jug with water while you watch overhead. Wisps will start floating into the room and transforming into hollow men, first one at a time and eventually three at a time. Quickly snipe 'em with your long range weapon to keep them away from Hannah—if an unattended baddy gets near the monk, switch targets to temporarily stall the enemy that's most likely to hit Hannah.



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The Ritual (cont.)

Return to the central chamber after you've reached 100 percent again and Hannah will open a third doorway. Go into the third chamber and expect to get surrounded by hollow men that spawn in groups of about four. As before, try to keep the enemies off of Hannah. The final enemy is the headless hollow man, and he's—predictably—much more powerful than the rest. Still, you can take him out easily by getting behind him and beating the headless enemy from the back, keeping him from counter attacking.



With the room clear, follow the glowing trail to the next room, step on the highlighted switch, and wait for a scene to play out, ending with Hannah taking off into a tunnel. Follow her into the tunnel and out to Oakfield.



The Hero of Strength

OAKFIELD

The glowing trail leads you through Oakfield and back up to the temple where you met the abbot. The whole "Hero of Strength" quests sorta completes itself, so just sit with it until you're given new instructions from Theresa.



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The Hero of Will

OLD TOMB

Theresa sorta tells you that you can do whatever you want, but if you want to continue the main quest, make your way to the Chamber of Fate entrance all the way back at Bower Lake. Step through the Cullis Gate and you'll be brought to the Old Tomb. All that traveling, and for what exactly? Theresa tells you now to go to Brightwood. Return to Bower Lake and make your way to the southeast road that leads to Brightwood.



BRIGHTWOOD

Follow the glowing trail through Brightwood and expect a small pack of gun-toting bandits at the base of the first hill. Take 'em out, and then look for a large gate you can open that leads you deeper into the woods.



There are hobbes to watch out for as you trek through the wilderness, but nothing you haven't seen before. That is, until you near the castle to the east. You'll soon be introduced to a new enemy type, the spire guards. Their patterns aren't particularly unique but these tough baddies are rarely slowed by your attacks so it'll take evasive maneuvering to get through the fight unscathed. We highly recommend the Time Control Will ability that'll let you warp behind enemies and attack them without fear of being countered.



When you've cleared the area in front of the castle, move inside and expect more spire guards, a pair downstairs and a pair upstairs. Fighting on the stairs is difficult so feel free to lure them elsewhere. When you reach the outdoor landing at the top of the stairs, you'll meet up with three very powerful spire guards. They may look like any other spire guard, but they take a heckuva beating before they'll go down. Use your roll technique a lot and avoid getting surrounded to survive the fight.



Move into the tower ahead and climb the stairs to the top floor. There's a scene you can watch, and as it ends you're instructed by Theresa to turn to the Guild in the Old Tomb.

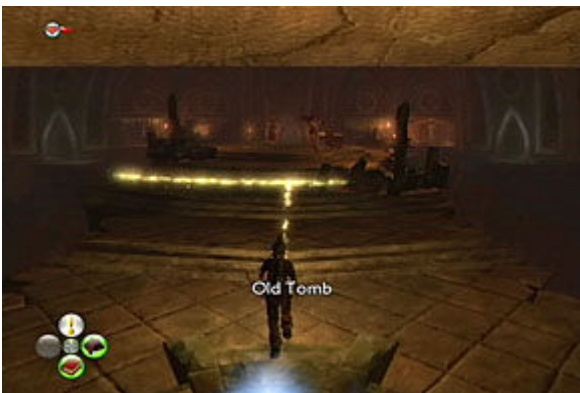


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The Bargain

OLD TOMB

Return to Theresa in the Old Tomb and she'll give you the skinny on the next portion of the main quest. You're to head to the Bowerstone Market to meet up with Lucien's old butler, Jeeves, who you may remember having met in your childhood. Leave the cave and make your way through Bower Lake to the market in Bowerstone.



BOWERSTONE MARKET

March your way to the west end of town and enter the local pub. Head upstairs and you'll find Jeeves in his room, and while he'll help you he's not exactly the most selfless guy. Jeeves demands 1,000 gold pieces in exchange for the diary you've come for and there's no way around it. Though even after you fork over the dough, you don't get the diary right away. Jeeves instead hands you the **Map to Lucien's Diary**. With the map in hand, leave the market and return to Bower Lake.



BOWER LAKE

All looks normal in Bower Lake until you reach the dig site where Lucien's diary is buried. As you approach that spot, a massive forest troll rises from the ground. Unlike other enemies you've fought, the forest troll is stationary and has a visible health bar on the screen. Getting close to the troll is suicide, so keep your distance and strafe around him, firing at the glowing red spots on his body with your best projectile weapons.



Try to get behind the troll as some of the glowing weak spots will appear on its back. When you see the troll toss rubble at you, use sideways rolls to dodge the attacks. As long as you keep your distance and roll frequently, you should be able to easily defeat the troll. When the troll is defeated, dig up **Lucien's Diary** from the spot where the troll was and then return to Theresa in the Old Tomb.



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Road to Westcliff

BRIGHTWOOD

Run to Brightwood and start making your way westward, through the northern part of the land. You'll run into bandits early and later hobbos in large numbers. Thankfully, you're not alone in these fights as local sheriffs will get your back if they're in the vicinity.



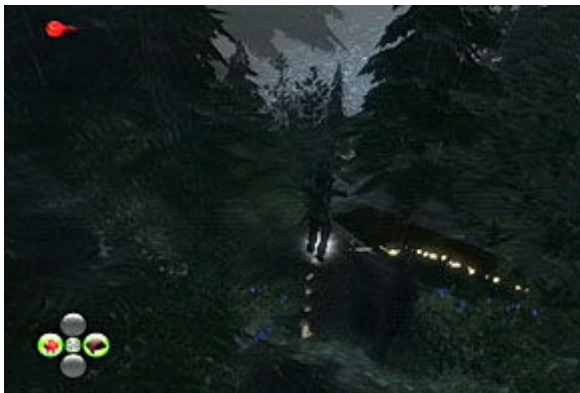
Clear the path and then tread further into the woods. The glowing trail leads you to Hannah, er, Hammer, who then leads you to the Bandit Coast area.



It should come as no surprise that there are bandits on the Bandit Coast, and not just a couple of them. As you trek westward along the linear path, expect to bump into packs of bandits, usually three or four strong. Fortunately, you're not alone, as Hammer will lay the hurt down alongside you. Hammer isn't quite invincible—if she takes too much damage she'll stop in her tracks—but she is very capable, so don't worry about trying to protect her.



As you move westward, look for chests and other treasures along the way. Be on the lookout especially for the **Silver Key** just off the southern end of the road before it switchbacks in the center of the Bandit Coast area. Look ahead at all times and pay attention to your dog who'll let you know of enemies in the distance. If you're aware, you can get the jump on enemies, starting the fight from afar using your projectiles pick off the weaklings.



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Road to Westcliff (cont.)

You'll eventually reach a barricade that you can't get through but that Hammer has no problem destroying. Sad news, though: behind the barricade waits a huge pack of bandits. Try to pick off a couple with shots from afar before moving in with Time Control and Brutal Style combos. Rolling, as always, is key to avoid getting surrounded and pummeled.



Clear the camp and then look for a couple of nearby treasures. Next stop? Westcliff road, so trek north to the next area.



WESTCLIFF

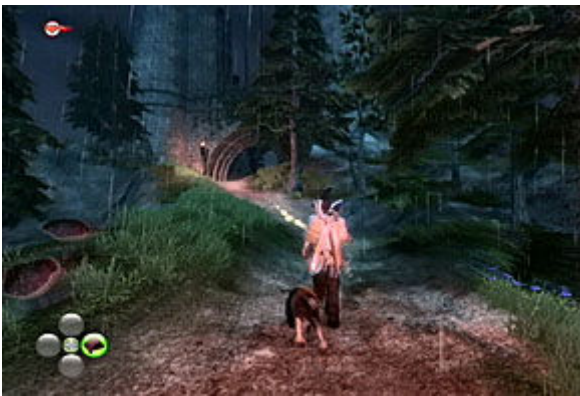
Early on the road, look to your left for a chest that contains a **Steel Cutlass**, among other items. If you haven't been keeping up with your weapon upgrades, this blade should provide a significant damage bonus over whatever you've currently got. And that's doubly good because just a bit ahead, you'll run into balverines, a beastly enemy type. We suggest hammering them with Brutal Style combos. Also keep in mind that just because they're far away doesn't mean a particular balverine is of no threat, as they can dash quickly for a swipe that'll knock you down. Roll frequently.



Expect more balverines as you move westward. Eventually you'll run into Lilith, who's not a balverine. You need to escort her as you continue west, across a bridge. As the path turns downhill, another pair of balverines appear.



Keep along the path and before long you'll near a fortress area with a trio of balverines watching guard from above. They won't attack you, though you can scare 'em off with a few shots from your gun before heading into the fortress. The glowing trail leads you to a doorway that loads the next area, the Howling Halls.



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Road to Westcliff (cont.)

HOWLING HALLS

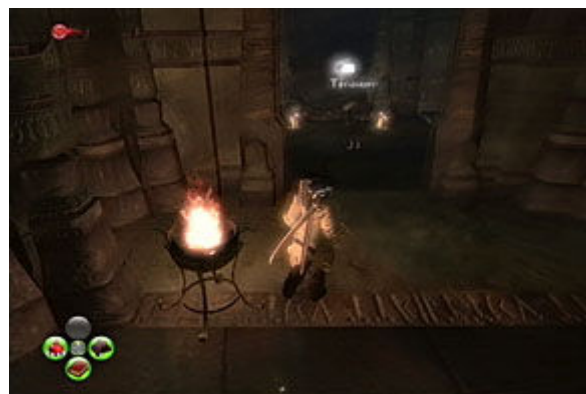
Early on in the Howling Halls, look for a dig site just off the right side of the road and dig up the **Crushed Wheat Will Potion**. Continue along the path and you'll pass through a door and into a large arena where myriad balverines attack you and your crew. If you've got the Raise Dead spell, use it now, and do plenty of rolling to avoid counter attacks. If you see a balverine leap off the screen, immediately roll away to avoid the incoming air stomp.



Make your way to the far end of the arena to find a large, impassable pit of spikes. Hammer spots a weak pillar that she can knock down, which leaves you alone to fight off the next batch of balverines. It's this point where the Raise Dead spell becomes especially useful, offering distractions to the balverines so that you can focus on fighting the enemies one at a time. When Hammer knocks down the pillar, use it to cross the spiked pit and then look to the left for a treasure chest with a **Cure-All Health Potion**.



Follow the next hall into another open room with another chest (this one's got 250 gold coins). Go to the next open room and ascend the spiral stairway. At the top of the stairs, look into a side room for a **Silver Key**. Not far further ahead through the underground tunnels, you'll reach a doorway that leads back out to Westcliff.

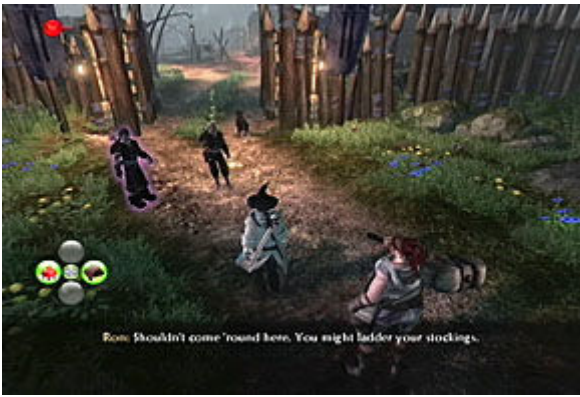


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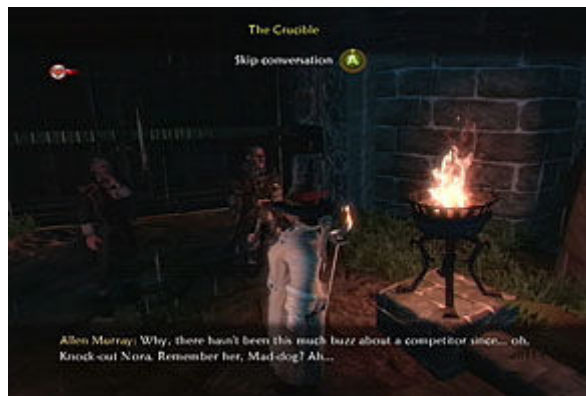
The Crucible

WESTCLIFF

There's a pair of halfwits outside the camp that try and hang you up with conversation, though feel free to waltz past them and into the camp. Make your way to the footsteps that lead to the Crucible and you'll strike up a conversation with Mad-dog who, assuming you've got fewer than 2,500 renown points, essentially insults your fame and demands you get more famous before you're allowed to fight in the Crucible. That means you'll need to knock out some side quests to boost your renown score to at least 2,500.



Check your quests menu and complete whichever quests look appealing. The Westcliff Development and Cold Comfort Farmer quests both yield a lot of renown points and, on their own, may be enough for you to earn your way into the Crucible. When you've got the proper stock of renown, return to Mad-dog and he'll let you into the Crucible.



THE CRUCIBLE

The Crucible consists of eight rounds carried out in eight different rooms. There's a rule book you can read from the table just in front of the entrance to the first chamber. While you're standing around there, some dude will come in and ask for a willing contestant. Since everyone around you punks out, you're next! Walk into the first chamber.



Round one consists of fighting off three waves of beetles. Difficulty is essentially non-existent, though the beetles do get tougher in the third round and actually killing everything within the time limit can be tough (though it's not necessary). If you've got powerful magic spells, use 'em and their radius effects to drop the buggers as quickly as possible. When all three rounds are complete, a doorway opens to the second room.



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The Crucible (cont.)

Round two pits you against three waves of hobbes, some in little mechanical suits, some with guns. As soon as they start warping into the room, charge your best magical spell to unleash it the moment they're vulnerable. Use Time Control to slow down the baddies and charge up your shots.



The third round has another three waves of hobbes, but what makes this round unique is the explodable barrels placed around the arena. Shoot the barrels to blow 'em up and take out the hobbes while simultaneously exciting the crowd and earning you even more money.



In the fourth round you'll be up against hollow men, the enemies that spawn of floating wisps. There are *lots* of baddies to fight at once and creaming them with powered up radius spells is the best way to take them out quickly. Clear the room, collect your look, and continue to the fifth round.



Bandits are the enemy du jour in the fifth level of the Crucible. As soon as you enter the room, run down the stairs and across the arena to the other side where you'll find stairs that lead up to the bridge that spans the room. This is where the first enemies appear and if you're waiting by the room's entrance you'll just take pot shots and waste time. There are plenty of explodable barrels to shoot and you can do all of the fighting from the on the bridge.



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The Crucible (cont.)

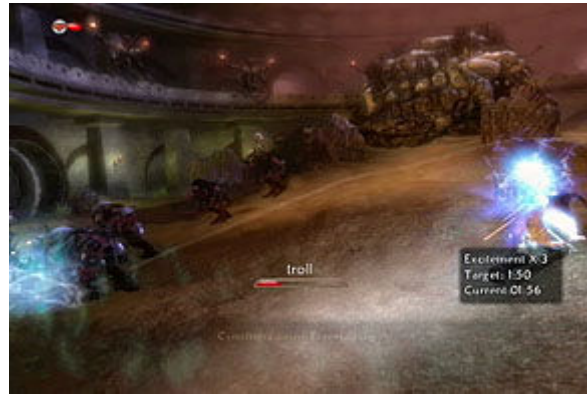
Move to the sixth floor and immediately start looking out for the floor switches that cause flames to shoot out from the walls surrounding the arena. These flame switches are great for taking out the gunners that hang out around the perimeter of the arena while you fight off the more daring enemies in the center of the room.



The seventh round is a match against balverines. There are exploding barrels you can use, but the terrain makes doing so difficult without some sort of area spell that'll blow up adjacent barrels while simultaneously taking out the baddies.

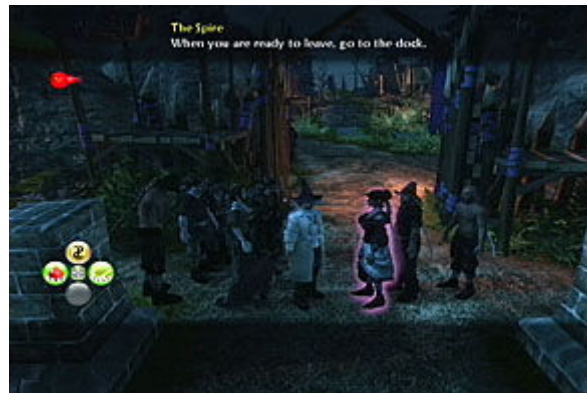


The eighth and final round of the Crucible pits you against a rock troll who fights exactly like the forest troll you encountered earlier in your quest. Look for glowing red weak spots around its body and target them with your guns. Run around to the back of the troll to zap any hiding red spots (*like zits*). Eventually, hobbes will start nipping at your heels while you try to fight, so give 'em a Raise Dead spell to keep them occupied while you take out the troll. Thankfully, there's only one giant troll to kill.



WESTCLIFF

Walk back out to Westcliff and make your way down the stairs. You can listen to Mad-dog blather on, or continue to the base of the stairs where Hammer is waiting. Thus ends the Crucible quest and begins the Spire. If you'd like to knock out some of the side quests that are still open, now's the time to do so.



The Spire

WESTCLIFF

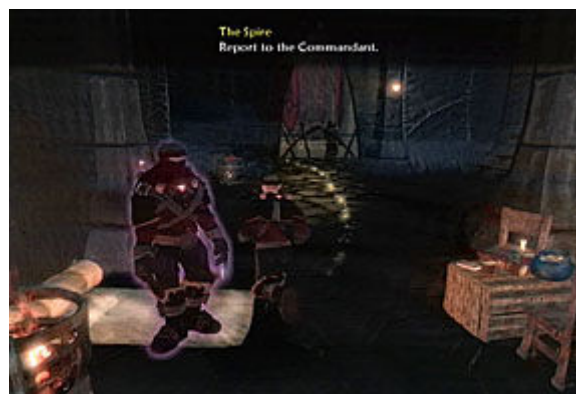
When you're ready to tackle the Spire, go through a gate at the north end of the Westcliff camp. Hammer is waiting to say her goodbyes. Walk down to the dock below and leave your gear behind to hop aboard the ship and sail to the Tattered Spire.



THE TATTERED SPIRE

Week 1

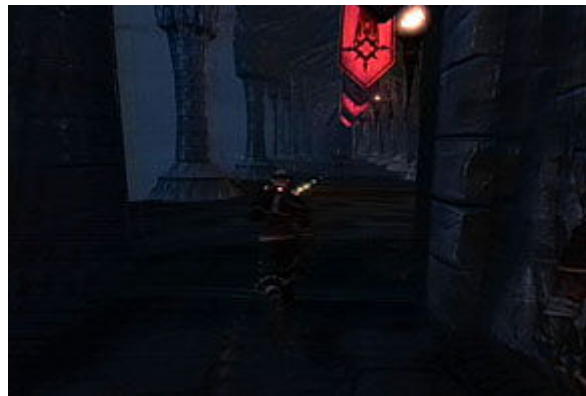
During the first scene in the Tattered Spire, you can do nothing but march forward with guards prodding you from behind. Reach the end of the walk and you'll wake up in the sleeping quarters of the Spire as a guard urges you to go meet the Commandant. Follow the glowing trail through the first area and into a circular room with four doorways.



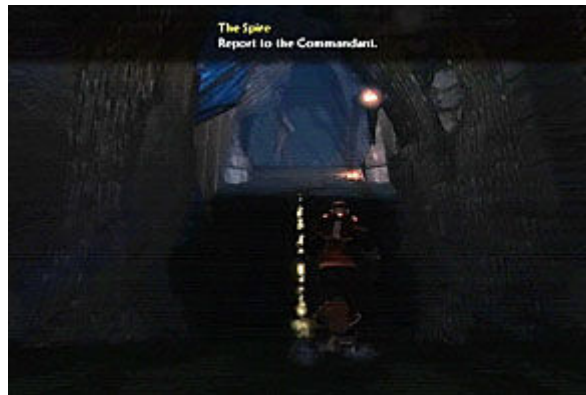
Before heading through the door on the far side of the room (the one the glowing trail leads you to), look in a room to the right for a chest inside which we found **Concentrated Will Potion**. Grab the loot and follow the trail through the suggested doorway and eventually up some stairs.



While following the trail, look for an alternate path that branches off your left, up some stairs. It leads to another set of living quarters and inside one of those rooms, identical to the previous rooms, is another chest, this one with 500 gold pieces. Go back to following the trail until you meet up with Bob.



Follow Bob down the walkway and you'll be introduced to Garth, who's got a few words for you. Nothing much to do here—just wait for the signal to find the Commandant, letting you back on the glowing trail.



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The Spire (cont.)

You finally meet up with the Commandant who tests your obedience. When the Commandant tells you to obey him, you've got ten seconds to walk to the highlighted spot. Refuse and you'll lose some experience—at first roughly 1,600 experience, 2,400 experience the second time, 4,000 experience the third and final time you refuse.



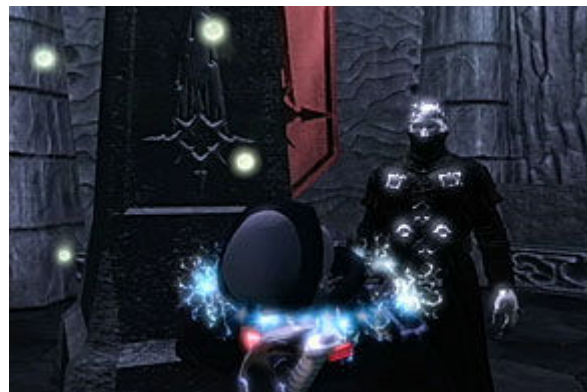
Week 38

The new week starts with a conversation. When Bob's sent off, follow the glowing trail to the detention center where a guard asks you to take over his post momentarily. When he's gone you have the option of feeding the prisoners—by pulling the levers in front of their cages—or letting them starve. Feeding them earns you good points but will cost you experience points. Just as before, you will lose 1,600, 2,400 and 4,000 for each pull of a switch. Alternatively, you can let them starve to earn evil points.



Week 137

You're once again sent to see the Commandant who gives you another test of obedience. This time, however, he asks you do something we can't understand—he asks you to *kill a man*. Accept the sword from the Commandant and make your decision wisely. You can kill Bob and earn evil points or stand and do nothing to earn some morality points and lose some experience. Alternatively, you can attack the Commandant, futilely, to earn even more morality points. You will, however, lose more experience as a result of your bravery-slash-stupidity.

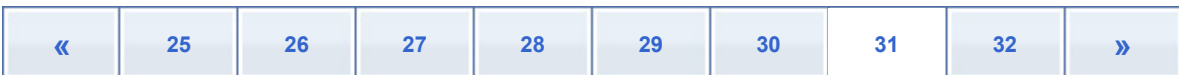


Many years later

You're given orders to go see the Commandant once more. Follow the glowing trail to his chambers and he'll send you to find a missing guard. The glowing trail leads you to the guard's corpse, which you can inspect to collect a **Steel Cutlass** and **Steel Clockwork Pistol**, among other items.



As you grab the loot, Garth shows up and removes the collar from your neck. You are now free to use any and all Will attacks you previously learned.



The Hero of Will

THE TATTERED SPIRE

Immediately you get a chance to unleash your regained powers. A few guards show up and it's up to you to take 'em down. They're not particularly difficult so do whatever you'd like, and remember that all of your previously learned Will powers are in full effect. When you've cleared the first group, follow the glowing trail and expect to run into multiple groupings of guards.



Eventually you'll reach the Commandant's chamber, which for now is empty. Wait for Garth to catch up and, before long, the guest of honor will show up. You get to fight the Commandant for real this time, but he won't be alone. While you try to take him down, the Commandant surrounds himself with dozens of guards.



Distracting the guards with the Raise Dead Will power won't really work here, so instead focus on using quick, first-level radius attacks like Shock, Inferno, and Force Push. Spam the Will attack repeatedly while standing as close to the Commandant as possible. You want to include him in the damage from the attack while simultaneously keeping the guards off your back. Watch the Commandant carefully so that you can time rolls to evade his attacks. Unlike the lesser guards, he won't be as stunned or knocked down as the rest of the rest of the evil dudes.



It won't take too long before the Commandant falls and you move outside the Spire walls via a nearby cullis gate. You'll have to fight a few more groups of Spire guards as you make your way down the docks to meet up with a group of prisoners and boat back to the mainland of Albion.



«	25	26	27	28	29	30	31	32	»
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The Cullis Gate

OAKFIELD

Walk to the foot of the dock to spark up a conversation with Theresa. She warps herself and Garth away, leaving you to go pick up Hammer at the Rookridge Inn. Fortunately, you're in Oakfield and Rookridge is just beyond the town limits.



ROOKRIDGE

Make your way to Rookridge and expect a few enemies in your way as you march toward the Rookridge Inn. You'll find Hammer inside the inn, which you may notice is totally renovated and no longer a pile. After a brief talk with Hammer, you're told to return to the cullis gate in the Old Tomb, but only after Theresa calls for you. For the time being, you're free to explore Albion and complete some optional quests.



You won't get too much time to yourself before you hear back from Theresa, summoning you to the Old Tomb. Return to the Chamber of Fate for a conversation with *da team* and then, on Theresa's command, head to Brightwood to meet up with the others.



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The Cullis Gate (cont.)

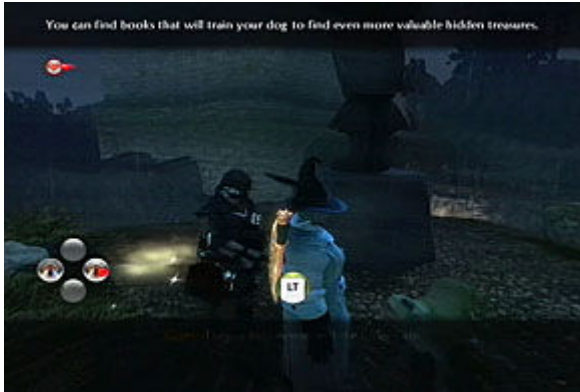
BRIGHTWOOD

Just inside Brightwood you'll find Garth and Hammer. Follow Garth westward and expect to run into a pack of bandits or two—sadly for them, with the help of Hammer and Garth they don't stand a chance.

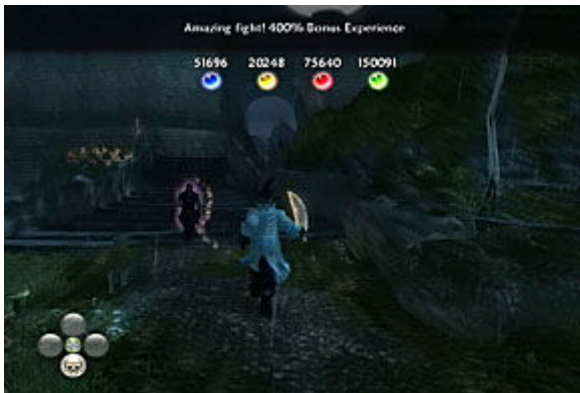


Garth leads you to a lookout spot from which he eyeballs a host of enemies below. To get into the tower, you're gonna have to fight your way in. Follow the glowing trail back down the hill and expect to run into spire guards in relatively small

groupings along the way.



When the path leads you under a bridge, look out for a spire shard that you need to fight off. Stand back and pelt it with Will attacks until it goes down and a few guards take its place. Follow the trail into the nearby tower and up the stairs to the upper landing.



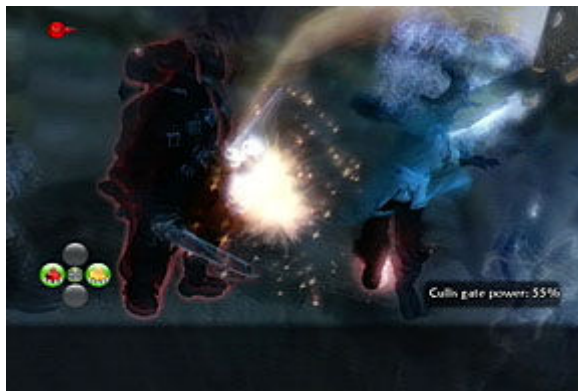
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The Cullis Gate (cont.)

It's here where Garth will start to conjure up the cullis gate, rendering him unable to fight. A percentage meter in the lower-right corner of the screen measures his progress, though it'll stop rising if you let enemies get to Garth. At the beginning of the battle, you can stand atop the area where the cullis gate is forming and simply cast mid-level radius effect Will spells (like Shock) to keep the spire guards at bay.



However, more powerful enemies—ones that have Will of their own—will start showing up and dashing your dream of just standing still and pressing the Will button. When you see a Will-casting enemy, immediately charge with flourish attacks to take 'em down. Do your best to protect Garth, but don't worry too much if he gets hit. Garth getting hit only prolongs the battle, doesn't end it.



When the cullis gate is open, Garth will resume fighting by your side. The enemy's seems to spawn indefinitely, but you can end the scene by hopping into the cullis gate and transporting to Wraithmarsh.



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Stranded

WRAITHMARSH

You'll meet Old Gregg upon arriving in the marshes and sit through a bit of a scene, the details of which we won't go into. Eventually, your dog brings you the **Cage Key** which you can use to unlock the door in front of the dog. When you break out, follow the glowing trail into Oakvale town.



As you move deeper into the marsh you'll bump into a banshee, a new enemy type that you can't attack directly. When you first see the banshee, do nothing but charge up your best radius effect Will spell. The banshee calls forward a gaggle of wisps that spawn little mini hollow men around you. Unleash your spell when the enemies spawn to take 'em out (repeat the spell as necessary).



When all of the mini enemies are dead, the banshee will get dazed, floating in place while bobbing its head. This is your chance to attack. Unload whatever attacks you can muster, focusing on flourish attacks to deal chunks of damage. Your window for attacking isn't very long, as the banshee will soon become invincible again and resume summoning wisps to attack you. Fight off each group of small enemies to weaken the banshee and take your chance to deal as much damage as possible. Since your window for attack is so short, we suggest always staying as close to the banshee as possible.



Get back to following the glowing trail westward across the marshes and expect to run into myriad groupings of hollow men. After passing through a mausoleum and heading down to a foggy graveyard, you'll be introduced to the elder hollow men. Turns out they're basically just normal hollow men, just a bit more resilient. Blast through 'em and push forward.



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Stranded (cont.)

You'll run into another nasty banshee in another foggy marsh ahead, though we found him even easier than the first. The same strategy from before applies here: kill of his little goonies and then unload flourish attacks on the dazed banshee to drop him. A bit further through the Wraithmarsh, you'll hit an area dominated by a massive troll.



Immediately start targeting the troll's weak red spots with your gun and keep an eye on his movements so that you can effectively dodge out of the way of his attacks. Hollow men will occasionally spawn and try to distract you, though you can return the favor by casting the Raise Dead Will spell to distract the lesser enemies while you continue shooting at the troll. Look for weak spots on the troll's back and nail 'em.



With the troll defeated, the path is cleared and you can continue to the road to Bloodstone. There are a few last hollow men to take out before you can step into a large mausoleum and travel to Bloodstone.

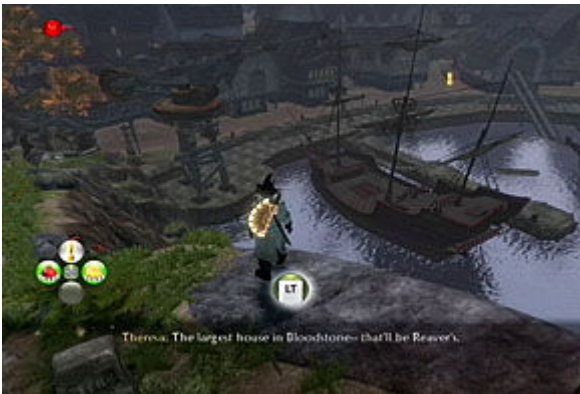


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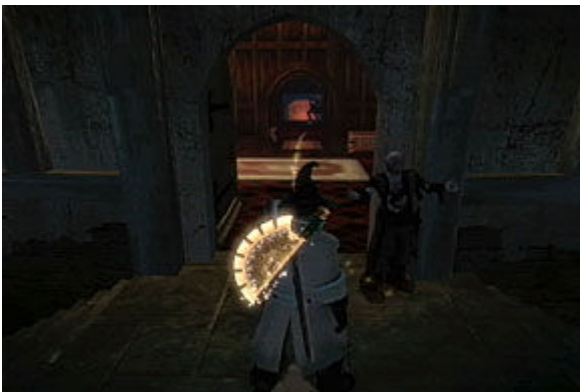
The Hero of Skill

BLOODSTONE

Make your way peacefully through the cemetery at the north end of Bloodstone. There are no enemies to worry about, but there are a number of treasures and dig sites to look for as you descend into the main town area. Follow the glowing trail through the village and up the hill to Bloodstone Mansion.



A man named Norman is standing out front and sends you through the back of the mansion to find Reaver. You'll find Reaver inside, posing for a statue. But unless your renown points total 20,000 or more, he won't be interested in dealing with you. Now's a good time to tackle some of the many side quests at your disposal in order to build up your renown such that Reaver is thoroughly impressed.



Return to Reaver when you've earned the required renown points, and while he's now more impressed by you he still isn't convinced to help you. To gain Reaver's aid you'll need to carry out a task for him. Pick up **Reaver's Dark Seal** from the nearby table and carry it out of Bloodstone and into Wraithmarsh.



WRAITHMARSH

Follow the glowing trail through Wraithmarsh and you'll run into the obligatory groups of hollow men. They're nothing much, though do expect to also encounter another banshee, who does pose a more serious threat. Take out the banshee by first clearing her minions and then striking the banshee when she's dazed.



The trail doesn't go for too much longer before you jump off a ledge, fight some more hollow men, and then eventually reach the grand entrance to Shadow Court.



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The Hero of Skill (cont.)

SHADOW COURT

Let the glowing trail lead you through the Shadow Court. After going down some stairs, look to your left for a weak wall that you can break down, revealing a treasure chest with, we found, a **Troll Strength Potion**. Just a bit further into the cave, watch out for little shadow hobbies that blend into the darkness.



A bit beyond the first batch of baddies, look along the left wall for a boarded-up section that you can tear through to reach another chest. The next obstacle you run into is a hall with a spiked floor. The spikes move up and down in alternating patches—if you're careful, you can pretty easily move forward one section at a time without needing to slow time or anything. At the end of the hall is a chest in plain view, inside which we found a **Pure Experience Extract**.



The next hall leads to a relatively large, blue-hued room. On the left wall is another weak section you can break down to find a **Silver Key**. Before you can open the door out of this room you'll need to clear it off the shadow enemies. You start fighting a few shadow hobbies, then graduate to shadow hollow men and eventually end up fighting a few batches of shadow balverines. Ample use of the Raise Dead and large radius effect Will skills will help out immensely.



With the room cleared and the doorway open, drop into the hole ahead and you'll come to a chamber with a crying woman and a trio of Shadow Judges. They give you the option of sacrificing yourself or the stranger. As you might guess, sacrificing yourself is the good option while giving the seal to the stranger is the evil option. Step into the glowing ring before the judges and either do nothing to sacrifice yourself or press a button to give the seal to the woman.



You're now done here, so follow the glowing trail out of the Shadow Court. Along the way, you'll run into (pretty much literally) a chest inside which we found a **Concentrated Will Potion**. Grab the loot and continue out to Wraithmarsh so you can get back to Bloodstone and talk to Reaver.



Bloodstone Assault

BLOODSTONE

Meet back up with Reaver in his mansion in Bloodstone. Some stuff goes down and Reaver opens up a secret passage. Follow him down into it.



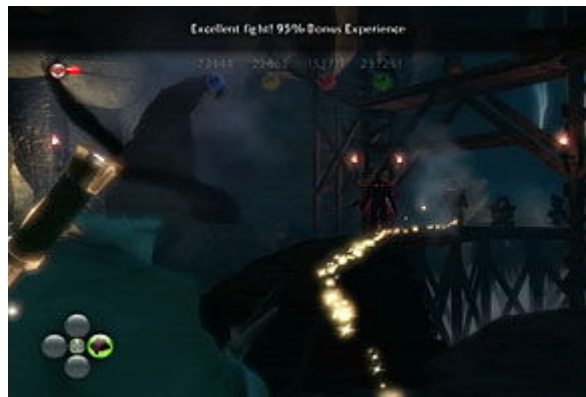
Early in the tunnels, look behind a large wine barrel to find a treasure chest, which for us contained 400 gold coins. Keep following Reaver further into the passage and it'll soon open up to a large cavern where a swarm of Lucien's spire guards show up. They start firing at you from afar and eventually start charging you and Reaver with melee attacks. You can hold your ground and fire at them with Reaver, or charge back. Either way, there's a treasure chest up by the gunners that you can open up when the coast is clear.



You won't move much further forward before another group of spire guards come from another hole in the passage. Look for explodable barrels that dot the walkways and shoot 'em for quick and easy kills. When you've cleared those walkways, you can move up to where the shooters were for another treasure chest.



The glowing trail leads you and Reaver into another cave area where yet more spire guards attack. Clear 'em out and continue onto some mine tracks where—guess what—another batch of enemies try to get in your way. There are more exploding barrels around that you can use to quicken the killing process. As you move down the tracks, look for a branch that leads left to a chest (we found just a **Troll Strength Potion** inside).



Resume the glowing trail and before reaching any more action look out for a dig spot with 100 gold pieces. Just ahead, the cart tracks lead to a large, open room with cross-crossing tracks and a number of spire guards. Note the tracks that run under the tracks you're on—spire guards will cross them going left and then take a passage and end up behind you. When you see the guards take this path, start charging up a radius effect Will skill and unload it as they appear on your level to take 'em out.



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Bloodstone Assault (cont.)

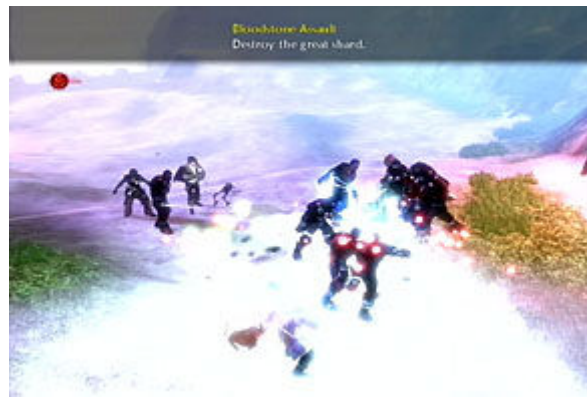
There's one more batch of spire guards to worry about just ahead. Sure, you'll run into one more group after them, but

there's no need to do anything: Reaver dispatches them quickly in a fit of showing off. Continue marching forward to reach the Smuggler's Beach.



SMUGGLER'S BEACH

As you exit to the beach, you'll regroup with Hammer and Garth. But it's not long before a Great Shard shows up to spoil the party, pitting you and your crew against a large pack of spire guards. Take them out quickly and then follow Garth up to the lookout on the left (southeast). It's here where you and he can begin assaulting the defenses of the Great Shard.



You'll need to watch for a bright red beam that signals an attack from the Great Shard. As well, the shard will spawn more guards on the beach below as well as smaller spire shards to attack you more closely. When you can, focus your most powerful Will attack on the Great Shard and, with the help of Garth, you'll drain its health with relative quickness.



With the Great Shard defeated, you return to the beach and Theresa shows up. Sit through the conversation and you'll soon return to Bower Lake.



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The Weapon

BOWER LAKE

Nothing much happens here. Just step into the glowing circle when prompted, sit back, and watch the drama unfold.



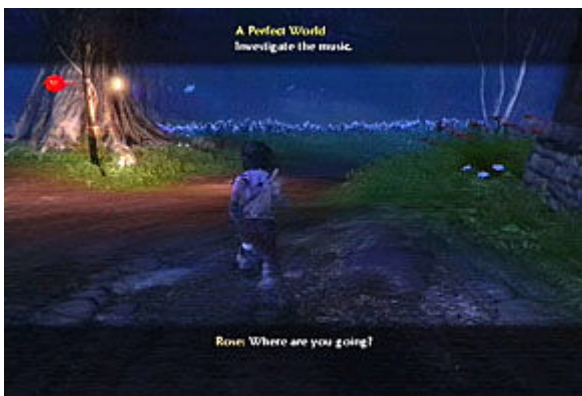
A Perfect World

HOME

You can roam the farm and do pretty much whatever you please. There are bottles to shoot, beetles to hunt, and a handful of chickens you can kick back into their coop. Run around and waste time until the day turns to night and Rose urges you back to bed. Run upstairs, find your bed, and sleep.



You wake up in the middle of the night to the noise of music from down the street. Quickly run out of the house and straight through the field beyond the front door to find the opened gate. If you're too slow, the gate will close and you'll have to repeat the perfect day. If you're quick enough, you can follow the road beyond the gate to the music box that started this tale.



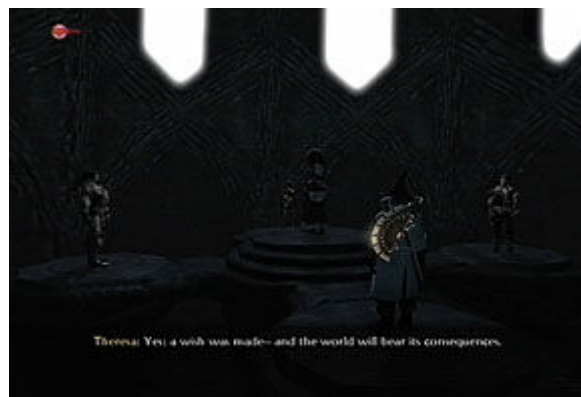
Retribution

THE TATTERED SPIRE

Run up the stairs of the Tattered Spire and you'll interrupt Lucien as he does whatever it is he's doing. When prompted, approach Lucien and hold down a button to use the music box against him.



A story scene follows and climaxes with a choice. You have one final choice to make that will reflect on your personality. Choose "Sacrifice" to earn both good and purity points, choose "Love" to earn just good points, or choose "Wealth" to earn evil points. Whichever choice you make is up to you, though take note: "Love" is the only way to get your dog back (helpful for finding everything in Albion), while "Wealth" will give you one million gold coins. Choosing "Sacrifice" gives you nothing but the respect of Albion's residents.



Fable II Region Maps

Index	Bower Lake	Bowerstone Market	Bowerstone Old Town	Rookridge	»
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Region Index

NOTE

We'll be updating these maps as we find more treasures, Silver Keys and jobs along the way. Check back for updates and we'll try not to give up. Also, in our experience, some items are randomized so apologies for any discrepancies.

x	BOWER LAKE
x	BOWERSTONE MARKET
x	BOWERSTONE OLD TOWN
x	ROOKRIDGE
x	OAKFIELD
x	FAIRFAX GARDENS
x	BRIGHTWOOD
x	THE BANDIT COAST
x	WESTCLIFF
x	THE SPIRE
x	WRAITHMARSH
x	BLOODSTONE
x	BOWERSTONE CEMETERY

Bower Lake



1

TREASURE

This chest with 150 gold pieces is just off the lake beach, behind some ruined structures.

2

SILVER KEY

This Silver Key is tucked behind the entrance to the cave on an island in the middle of the lake.

3

TREASURE

This chest is at the base of the tall mound you appear on after you complete the Birth of a Hero quest. Inside is a Children's Health Potion

4	<p>SILVER KEY CHEST</p> <p>There's a Dog Tricks! The Bunny Hop book inside this chest, just off a main path and behind some rocks. You need just one Silver Key to unlock it.</p>
5	<p>TREASURE</p> <p>There's a chest in Thag's shack with a key to unlock his cage, a bag of gold, and some rancid jerky. Yum!</p>
6	<p>TREASURE</p> <p>There's a cave behind Thag's hut and in it is a chest with an Amethyst.</p>
7	<p>DIG SITE</p> <p>Just off the road leading southeast to Brightwood is this dig site, in which we found a Condom.</p>
8	<p>DIG SITE</p> <p>This site is just southeast of the aforementioned dig site and contains the Treasure Hunting, Book 1.</p>
9	<p>DIG SITE</p> <p>Look for this dig spot on the north side of the road. We got a delightful Rubber Ball from it!</p>
10	<p>GARGOYLE STATUE</p> <p>This guy is on top of the remaining ruins right on da beach. If you're facing away from the beach, he's on the left.</p>
11	<p>GARGOYLE STATUE</p> <p>Go south of the bridge to the hilltop overlooking the water. This gargoyle is on the western bank.</p>
12	<p>GARGOYLE STATUE</p> <p>Positioned at the top of the archway, dead center on the southwest side.</p>
13	<p>GARGOYLE STATUE</p> <p>On the opposite side of the same archway, at the tippy-top of the rather high tower on the right.</p>
14	<p>SILVER KEY CHEST</p> <p>Just one Silver Key unlocks this chest with a meager bag of gold.</p>
15	<p>GARGOYLE STATUE</p> <p>This one is inside the Old Tomb (or Guild Cave). Enter from the island on Bower Lake and move deep into the cave. At the part where the path leads you across a wooden bridge that overlaps an earlier part of the cave, look up for the statue on the ceiling.</p>

16

GARGOYLE STATUE

Go inside the Tomb of Heroes (the quest Rescuing Charlie will bring you to it). After going down some stairs to a large room and then through another archway, look overhead to find the statue.

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Bowerstone Market



1

BLACKSMITH JOB

The job of a blacksmith is pretty simple—as a dot moves through the slider, strike your hammer when the dot is within the ever-shrinking green section. As the green section of the slider is always shrinking, it's easiest to make a successful hammer strike on the first pass of the bouncing dot. You increase your multiplier for every consecutive sword finished without a mistake, which greatly increases the amount of cash you earn for each completed sword. If you get promoted, the base price for each sword rises, though the difficulty of the mini-game also increases.

2	<p>TREASURE</p> <p>There's a chest with a Fumbling Skill Potion down by the docks on the west end of town, behind some tall boxes hugging the wall.</p>
3	<p>DIVE SPOT</p> <p>Jump into the water off the southwest dock and there's a dive spot with a Freshwater Springs Dye item.</p>
4	<p>DIG SITE</p> <p>West of the town square, behind a fence is this site with a Banana Pudding Dye.</p>
5	<p>SILVER KEY CHEST</p> <p>With five Silver Keys, you can unlock this chest just outside the road to Fairfax Gardens.</p>
6	<p>DIG SITE</p> <p>Next to the aforementioned Silver Key chest is this dig site, with 200 gold pieces.</p>
7	<p>GARGOYLE STATUE</p> <p>On the left wall inside the carriage driver's building.</p>
8	<p>GARGOYLE STATUE</p> <p>From the lower walkway by the water, look for this guy against the eastern wall.</p>
9	<p>GARGOYLE STATUE</p> <p>This one's indoors, on the top level of the furniture shop, in the corner of the back room.</p>
10	<p>GARGOYLE STATUE</p> <p>You'll have to get to the top of the castle wall for this one. Look for a doorway on the north of the market entrance that leads to some stairs and to the wall top. Turn right and at the end of the walk is this statue.</p>

Bowerstone Old Town



1

DIG SITE

There's a Hydroponic Carrot that you can dig up from beside a wheelbarrow, behind a short fence at the south end of town.

2

DIG SITE

You can dig up a block of Jet on the dirt path that leads out the north end of the town.

3

SILVER KEY CHEST

There's a bag of 500 gold in an obvious treasure chest just off the path leading out of the north end of town. To open the chest, you need at least five Silver Keys.

4 DIG SITE
There's some Sublime Celery in this dig site in the center of town, at the corner of a building.

5 GARGOYLE STATUE
On the western side of the base of the odd tower. Shoot it from the top of the ramp.

6 GARGOYLE STATUE
You'll have to get inside the Felling Residence via the southern road that runs east-to-west. Look above the stairs.

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Rookridge



1	TREASURE	There's a chest with a bag of 200 gold pieces off the main road. Follow the uphill path to the southeast where you fight a group of gun-toting bandits when you first explore this road.
2	SILVER KEY	This Silver Key is on an island with the statue of a dead man. You have to cross a short wooden bridge to reach it.
3	TREASURE	You can get the book The Dogs of War, Book 1 from a chest just off the main road, before the collapsed bridge.
4	TREASURE	There's another dog tricks book, Dog Tricks! Hide Snout, in a chest just behind some rocks after you ambush a sleeping pack of bandits.
5	DIG SITE	There's a small bag of 100 gold pieces you can dig up from behind the sleeping bandits you ambush.
6	SILVER KEY	This key is on the deck around the back of the building that you come out from when leaving the underground cave to circumvent the collapsed bridge.
7	TREASURE	As you head toward the road to Oakfield, look behind some junk to the right for a chest with a Sleepy Bean Java Potion
8	TREASURE	There's a Children's Health Potion in a chest on the top level of the Rookridge Inn.
9	TREASURE	This chest, complete with a Standard Health Potion, is on the wood platform leading to the train tracks behind the Rookridge Inn.
10	SILVER KEY	Look at the north end of the tracks that run behind the Rookridge Inn for this Silver Key.
11	SILVER KEY CHEST	You'll need fifteen Silver Keys to open this chest just off the tracks behind the Rookridge Inn.
12	TREASURE	There's a Resurrection Phial to be found in a chest just off the road to the left after crossing the tracks when chasing Dash.

13	<p>TREASURE</p> <p>There's a 100 gold piece money bag in a chest behind the site where you zap Dash dead. Oh yeah, there's also a bandit outfit in the chest.</p>
14	<p>SILVER KEY CHEST</p> <p>There's a Ruby in this chest tucked in a little corner on a side path at the south end of the main road. You'll need five silver keys to unlock it.</p>
15	<p>DIG SITE</p> <p>200 gold coins are buried next to the aforementioned chest at the south end of the road.</p>
16	<p>GARGOYLE STATUE</p> <p>Behind the bandit gate at the top of the hill, this statue is atop a wooden tower.</p>
17	<p>GARGOYLE STATUE</p> <p>On the side of the steep cliff just east of the entrance to Hobbe Cave.</p>
18	<p>GARGOYLE STATUE</p> <p>This one's tough to see, but it's atop the wall on the northern corner of the roofless building.</p>
19	<p>GARGOYLE STATUE</p> <p>This statue is found early in Hobbe Cave. When you reach the large cavern covered in rail tracks, start following the wooden structure upward and look for the statue mounted on the ceiling.</p>
20	<p>GARGOYLE STATUE</p> <p>You'll have to step into the Temple of Shadows, located in the northwest corner of Rookridge, to get to this statue. Go down the first hall to a room with a banshee, and from there turn left into another room. Over the doorway that leads into the room is the statue.</p>

Oakfield



1 SILVER KEY
 This Silver Key is right on the main path as you move northeast to meet the abbot.

2 DIG SPOT
 There're 200 gold pieces buried just off the main path near the south end of town.

3 TREASURE
 We found an Emerald in the chest just outside the exit of the Wellspring Cave.

4 TREASURE
 There's a grass-covered chest with a Resurrection Phial on the west end of town, just up the path from the beach.

5

WOODCUTTER JOB

You'll want to time the slider on the very first pass in order to get it while it's still green, earning you the most money possible. Every chain of ten you make will give you another gold multiplier. It takes longer to build up your gold multiplier in the woodcutting job versus the blacksmith job, but woodcutting is much easier. Moreover, you make money with every press of a button. Still, until you get highly promoted, the woodcutting job isn't especially lucrative. It's just very easy.

6

SILVER KEY

There it is, behind a some hay bales off one of the western roads.

7

TREASURE

Should you want it, the book Wedding Bells is in a chest behind the sculptor's house.

8

GARGOYLE STATUE

At the very top of the arch on the north face of the bridge.

9

GARGOYLE STATUE

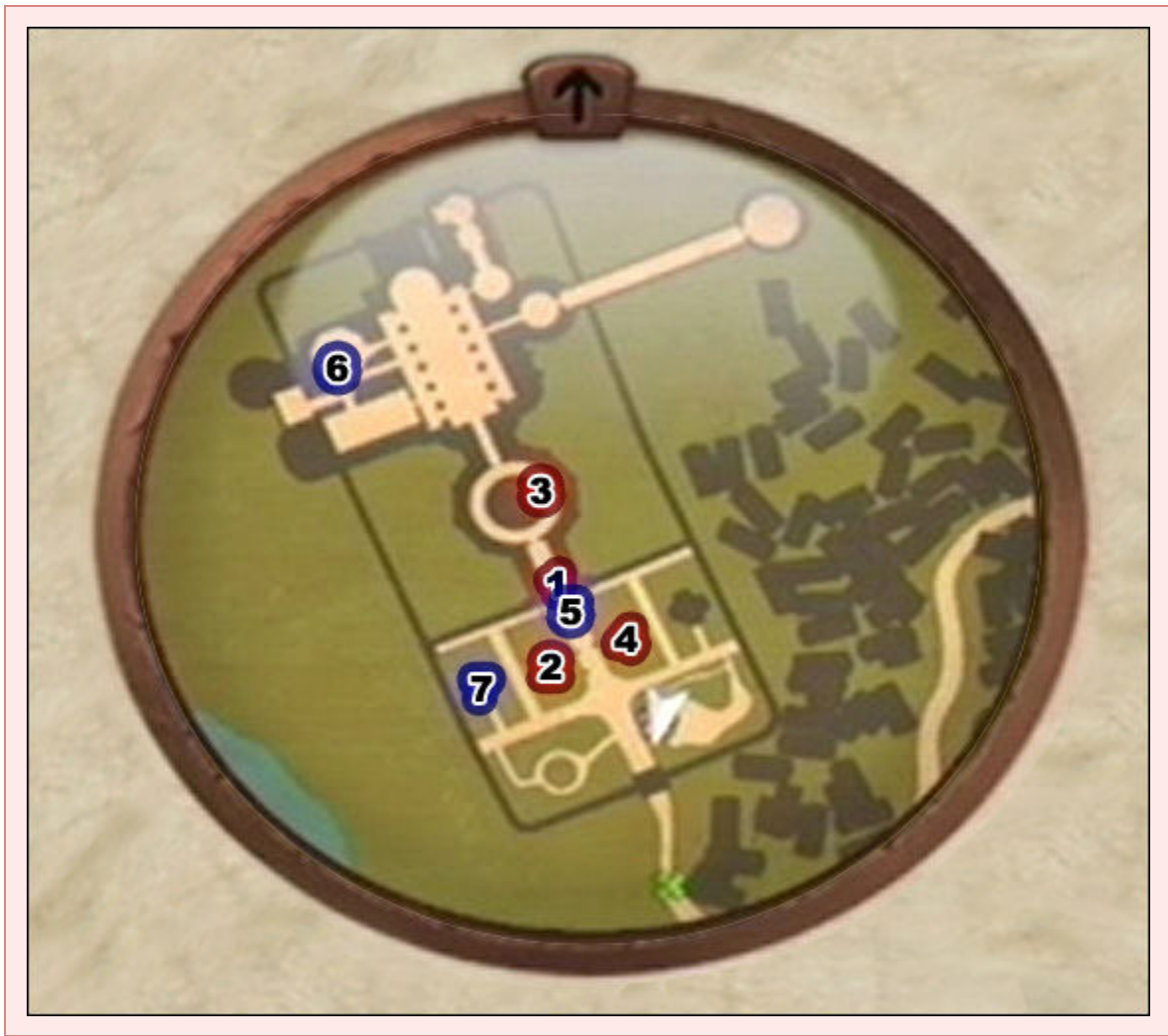
From the northwestern beach of the small lake, look for this statue at the top of some stone columns.

10

GARGOYLE STATUE

On the outside of the sculptor's shed, on the side facing the water.

Fairfax Gardens



1 SILVER KEY
Follow a walkway that goes under the stairs in front of the castle and look for a tunnel with the Silver Key.

2 DIG SITE
There's a piece of Jet in a dig site in front of a tree on the south end of town, just off the path that leads into the castle.

3 DIG SITE
This bag of 300 gold is found in the area in front of the old demon door, underneath the castle.

4

DIG SITE

Dig up the Collar of Regality from in front of a tree in front of the castle.

5

GARGOYLE STATUE

From the front of the castle, look high, high up. The statue is dead-center in a nook of the tower.

6

GARGOYLE STATUE

Annoyingly, you've got to purchase Castle Fairfax in order to get to this statue. Go west of the throne to a library and look for the statue on the wall, high up.

7

GARGOYLE STATUE

You'll have to get into Lady Grey's Tomb by carrying out the side quest Love Hurts side quest (found in Bowerstone Cemetery). Before diving into a hole at the beginning of the tomb, look past the hole for the statue on the wall.

Brightwood



1 DIVE SPOT
 There's an Economy Value Necklace to be found in a dive spot just left of the castle entrance.

2 TREASURE
 This chest is on the bottom floor of the tower, right at the base of the stars.

3 TREASURE
 There's an Iron Clockwork Rifle in a chest behind Ripper's camp.

4 SILVER KEY
 Tucked away at the southeastern tip of Ripper's camp is this Silver Key, boyeee.

5	<p>DIG SITE</p> <p>Mmm, we found Unicorn Cheese in this dig site on our way through Brightwood with Hammer and Garth.</p>
6	<p>DIG SITE</p> <p>This dig site is just north of the Brightwood Tower. We dug up some Yellow Fairy.</p>
7	<p>GARGOYLE STATUE</p> <p>This gargoyle is on the outside of Brightwood Tower but you have to shoot it from inside. You'll need to get to the top level inside (sadly, that requires buying the tower) and shoot through one of the windows to peg the gargoyle outside.</p>
8	<p>GARGOYLE STATUE</p> <p>You'll find this guy amid myriad ruins, mounted on the back side of an archway.</p>
9	<p>GARGOYLE STATUE</p> <p>There's a tower on a small island south of the Brightwood Tower. On the backside of the tower is the gargoyle.</p>
10	<p>SILVER KEY</p> <p>You'll find this key at the top of some ruins, at the edge of a path that's broken off long ago.</p>
11	<p>GARGOYLE STATUE</p> <p>You've got to enter the Archron's Knot cave by jumping off the south side of the base of Brightwood Tower (just south of the cullis gate) to the secret entrance. Swim out of the water and turn around 180 degrees to see the gargoyle in the wall.</p>
12	<p>SILVER KEY</p> <p>Also inside Archron's Knot: You'll have to go through myriad puzzles (most of which involve shooting a glowing sphere, one of which involves roaring at a statue) to find this chest with the Silver Key on the last batch of spiked floor panels.</p>
13	<p>TREASURE</p> <p>Also inside Archron's Knot: This chest with the Cursed Warrior Augment is just a bit past the Silver Key.</p>
14	<p>SILVER KEY</p> <p>This Silver Key is in plain view on the top of the hill. Watch for an ambush of hobbes.</p>
15	<p>GARGOYLE STATUE</p> <p>This guy is found within the Forsaken Fortress, which you can enter through the quest The Hit. The entrance is in the southwest corner of Brightwood and may or may not be open until you do this quest. While on the brick stairway/walkway to the southeast of the Forsaken Fortress, look off the railing to find the mouthy bugger.</p>

The Bandit Coast



1

DIG SITE

Your pooch should help you find a dig spot under a log structure just off the main path with a Classy Claret.

2

SILVER KEY

Before the road switchbacks downhill, look for a side path off the northern section of road from which you can jump down to this Silver Key.

3

SILVER KEY CHEST

It'll take 10 Silver Keys to open this chest just off the north end of the path. Inside are 1,000 gold pieces.

4	<p>DIG SITE</p> <p>There be 150 gold pieces buried just off the road to the west.</p>
5	<p>TREASURE</p> <p>Just a bit further into the woods behind the aforementioned dig site is a chest with 200 more gold pieces.</p>
6	<p>TREASURE</p> <p>There's a Light Oak Crossbow in this chest near a fire behind some pillars behind the barricade.</p>
7	<p>TREASURE</p> <p>Look for this chest, with Obsidian Java Potion, under a watchtower behind the barricade.</p>
8	<p>DIG SITE</p> <p>There's a Watered Down XP Potion that you can dig up on the same landing as a Silver Key, which you can only get to by jumping off the northern path.</p>
9	<p>TREASURE</p> <p>This treasure chest is behind a small bandit camp and caravan, and we got a Resurrection Phial from it, plus some Children Health Potions.</p>
10	<p>GARGOYLE STATUE</p> <p>Go to the top of a small tower in the bandit camp and look for the gargoyle on an adjacent column.</p>
11	<p>GARGOYLE STATUE</p> <p>You'll have to enter a cave that's found at the end of this narrow cliffside walkway. Inside, look for a hole in the left wall, inside which is the gargoyle.</p>

Westcliff



1	<p>TREASURE</p> <p>We found a Steel Cutlass in this chest that's just off the beginning of the road to Westcliff.</p>
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2	<p>TREASURE</p> <p>There's a side path that leads to nowhere but this chest with a Wizard Hat.</p>
---	--

3	<p>TREASURE</p> <p>An Obsidian Java Potion awaits you in this chest behind a leveled building just off the main path.</p>
---	---

4	<p>TREASURE</p> <p>Another chest? You betcha! This one's up some stairs on a path that leads north to a dead-end and in it is a Concentrated XP Potion.</p>
5	<p>TREASURE</p> <p>After grabbing the last treasure, jump off of the tower just left of the chest to land on a little hill with another treasure chest. There's a Will User Robe inside.</p>
6	<p>SILVER KEY</p> <p>Just after crossing a bridge on a westward stroll, look left for a small shed inside which is this Silver Key.</p>
7	<p>SILVER KEY CHEST</p> <p>You'll need 20 Silver Keys to unlock this chest which is also just on the other side of a bridge.</p>
8	<p>TREASURE</p> <p>There's a Petty Necklace in a chest way off the beaten path, south of the main road just outside the Westcliff fortress.</p>
9	<p>TREASURE</p> <p>Before taking the underground path to Howling Halls inside the fortress, look north for this chest with an Obsidian Java Pot. Woo!</p>
10	<p>TREASURE</p> <p>Within the walls of the camp just outside the Crucible is this chest with Obsidian Java potion. The chest is inside a caravan on the top of the hill.</p>
11	<p>SILVER KEY CHEST</p> <p>You'll need 5 Silver Keys to unlock this chest right next to the Westcliff shooting range. Inside is a Bewitching Augment.</p>
12	<p>SILVER KEY</p> <p>This key is on the docks at the north end of town, behind some crates.</p>
13	<p>GARGOYLE STATUE</p> <p>While on the footpath that leads down to the beach, look on the cliff face to the west for the statue.</p>
14	<p>GARGOYLE STATUE</p> <p>On the south side of a stone structure on the south side of the road.</p>
15	<p>GARGOYLE STATUE</p> <p>Atop one of the shorter stone structures at the base of the ruined tower.</p>

16

GARGOYLE STATUE

Inside the structure surrounding the entrance to Howling Halls, mounted on a wall facing south, just over the entrance archway.

17

GARGOYLE STATUE

This one is inside the Howling Halls. After opening a door and going downstairs, you get to a large room. The gargoyle is at the far end, on the wall to the right.

«	Westcliff	The Spire	Wraithmarsh	Bloodstone	»
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The Spire



1

TREASURE

When you reach the first circular room with four doorways, go into the doorway to the right and look for the chest near some bedding.

2

TREASURE

On your way to meet the Commandant at the first part of the stage, look for an alternate path to the left that leads up some stairs to another sleeping quarters area. In one of the rooms is this chest.

«	Westcliff	The Spire	Wraithmarsh	Bloodstone	»
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Wraithmarsh



1

DIG SITE

Just inside the Oakvale gate, go inside a building to the north to find this spot. We got some Revelatory Beef Jerky from it.

2

TREASURE

We found an Obsidian Java Potion in this chest underneath the stone bridge walkway.

3	<p>TREASURE</p> <p>Just off the east side of the main path is this chest.</p>
4	<p>SILVER KEY</p> <p>This Silver Key is in the foggy graveyard just past the mausoleum.</p>
5	<p>TREASURE</p> <p>You'll find this chest in a building just after the second banshee attack.</p>
6	<p>DIG SITE</p> <p>Just past the building with the aforementioned treasure chest, look for this dig site across the water.</p>
7	<p>TREASURE</p> <p>We found this chest when fighting a banshee on our way to complete Reaver's quest. Just some ol' Obsidian Java Potion inside.</p>
8	<p>DIG SITE</p> <p>After jumping down off a ledge on this back road, look for a nearby dig site.</p>
9	<p>GARGOYLE STATUE</p> <p>This guy's on the back side of a tall archway, facing north.</p>
10	<p>GARGOYLE STATUE</p> <p>Mounted on the face of a mausoleum that's on a narrow cliff edge.</p>
11	<p>GARGOYLE STATUE</p> <p>Tucked in on the left (west) side of a house at the corner of the road.</p>
12	<p>GARGOYLE STATUE</p> <p>You'll find this gargoyle on the inside of an abandoned shack, near the ceiling.</p>
13	<p>SILVER KEY CHEST</p> <p>You'll need 20 Silver Keys to open this chest, which is at the end of a dead-end walkway.</p>
14	<p>GARGOYLE STATUE</p> <p>You'll have to get into Twinblade's Tomb (the quest Love Hurts will bring you there) to find this statue. In the final room with the coffin, turn around and find the statue mounted over the arched doorway.</p>

15

GARGOYLE STATUE

You'll find this gargoyle inside the Shadow Court, the entrance to which is found in Wraithmarsh's southeast corner. In a spiked hall, before dropping into a deep well, look above one of the archways to spot the chatty statue.



Westcliff

The Spire

Wraithmarsh

Bloodstone



Bloodstone



1

DIG SITE

Go past the initial grouping of mausoleums to find this site, in which we found 100 gold pieces.

2

SILVER KEY CHEST

It'll take 15 Silver Keys to unlock this chest, plainly visible from the main path at the northwest corner of the map. We got a Golden Touch Augment.

3	<p>DIG SITE</p> <p>This dig site is just off the road that descends into the main town. We got a Steel Flintlock Pistol from it.</p>
4	<p>TREASURE</p> <p>This chest is off the north end of the path just before entering the main town. We got a Highwayman Hat from it.</p>
5	<p>DIG SITE</p> <p>This dig site is in the middle of a bunch of houses. Just some Jet in it.</p>
6	<p>GARGOYLE STATUE</p> <p>Ya got ta swim out to a small beach landing on the south side of the peninsula to find the gargoyle on a nearby rock in the sea.</p>
7	<p>GARGOYLE STATUE</p> <p>Go behind the building just off the water. From the alley behind the building, you can spot the gargoyle on the deck of a building one step further up the hill.</p>
8	<p>GARGOYLE STATUE</p> <p>Conspicuously mounted on the south face of a tall wood beam structure.</p>
9	<p>GARGOYLE STATUE</p> <p>Take the Treasure Island of Doom! quest and during it you'll go to Lion's Head Island. Make your way to the oasis in the center of the island, drop into the water, and then follow a dirt path that leads back up to the top of the hill. Along the way, listen for the gargoyle—he's overhead.</p>
10	<p>SILVER KEY</p> <p>Take the Treasure Island of Doom! quest and during it you'll go to Lion's Head Island. Make your way to the oasis in the center of the island, drop into the water, and then follow a dirt path that leads back up to the top of the hill. There's a lower ledge you can drop to find the Silver Key.</p>

Bowerstone Cemetery



1 GARGOYLE STATUE
The gate at the end of the road is locked, but if you look through the gate, to the top of the tall wall behind it, you can just barely spot the gargoyle. You can't shoot through the gate but back away and you can fire through the tree leaves that obscure your view.

2 GARGOYLE STATUE
Pretty easy to spot, mounted facing west on the right side of the roof of a large mausoleum.

3 GARGOYLE STATUE
Mounted up high on this rather tall pointed roof.

4	<p>GARGOYLE STATUE</p> <p>On the east-facing outer wall of one of the last mausoleums.</p>
5	<p>SILVER KEY</p> <p>Easy to spot, right in front of a few small mausoleums.</p>
6	<p>SILVER KEY CHEST</p> <p>Inside a mausoleum directly beneath one of the gargoyle statues.</p>
7	<p>SILVER KEY</p> <p>You need to get inside Shelley Crypt (buy the Cemetery Mansion and you'll get the key) for this treasure. Early in the crypt, behind a row of caskets, look for a breakable wall that hides the Silver Key.</p>
8	<p>GARGOYLE STATUE</p> <p>You need to get inside Shelley Crypt (buy the Cemetery Mansion and you'll get the key) for this gargoyle. On your way out of the crypt, after crossing the series of translucent footpaths to get to the far side of a largish cavern, turn right and look in the upper corner of the cavern for the chatty statue.</p>

Fable II Side Quests

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The Sculptor

OAKFIELD

Simply accept Susannah the sculptor's quest and all you need to do is hold a pose for her while she works. Select a pose and hold the button until it's okay to release. That's it.



Apparently it's corrupt to commission more statues for yourself. If you find empty plinths around Albion and activate them (just interact with 'em), you can pay to have another statue made, adding to your corruption. Should you want to.

GOOD Commission only one statue.	EVIL Commission multiple statues.
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Til Death Do Us Part

ROOKRIDGE

A quest that'll earn you lots of renown is Til Death Do Us Part. Make it your active quest and follow the glowing trail out to Rookridge, and expect to run into bandits and hobbes along the way. Near a statue on an offshoot path to the right is the ghost of Victor, a vindictive lover who asks you to take on his quest. Accept the quest and then head south to Bowerstone Market to find Alex. Oh, and expect more bandits during your trek through Rookridge.



You'll find Alex on the east end of the Bowerstone Market. Before talking to her, you can use the book *The Art of Seduction* that'll give you the *seduction* expression, one that Alex is quite fond of. You can alternatively bring her into your favor via your standard positive expressions, even farting. Lock onto Alex and continually impress her to move the slider toward the wedding ring.



When you've sufficiently impressed Alex, the game gives you the option to hand her Victor's rejection note or marry Alex. Giving Alex the rejection note is—surprise!—the evil choice in this dilemma, and marrying her is the good choice. Either way, return to Victor to complete the quest. You'll earn 100 renown points for the deed, leaving you with just a handful to earn in order to impress the abbot.



GOOD Marry the ghost's former lover.	EVIL Dump the ghost's former lover.
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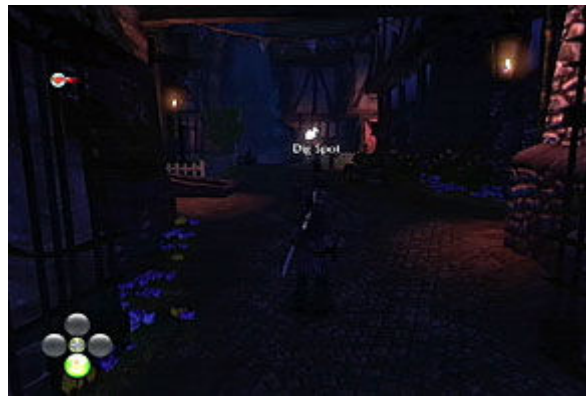
The Archaeologist

FAIRFAX GARDENS

Pick the Archaeologist quest and follow the glowing trail. It'll lead you through Rookridge, back into Old Bowerstone, and into Fairfax Gardens. Here you'll find Belle the Archaeologist, who gives you the quest.



Belle asks you to find an artifact for her and hands you a note with info on its whereabouts. The note says that the artifact is found in the "oldest part of the city," which, interestingly enough, isn't limited to Fairfax Gardens. Head to Bowerstone Old Town.



As soon as you reach Old Town, your dog takes off running toward a dig site. Follow the dog to the dig site and dig up the **Ancient Scroll**. Return to Fairfax Gardens and hand the scroll to Belle to complete the quest and earn 75 renown points.



You can keep coming back to Belle for more short quests—thirteen total—that follow the same basic formula. Simply go to the region described by the letter and your dog will lead you to the dig site for the artifact. You'll earn 100 renown points (or more!) for each artifact returned.

1ST ARTIFACT	Bowerstone Old Town
2ND ARTIFACT	Rookridge
3RD ARTIFACT	Bowerstone Cemetery
4TH ARTIFACT	Oakfield
5TH ARTIFACT	Bower Lake
6TH ARTIFACT	Brightwood
7TH ARTIFACT	The Bandit Coast
8TH ARTIFACT	Westcliff
9TH ARTIFACT	Gemstone Grotto
10TH ARTIFACT	Wraithmarsh
11TH ARTIFACT	Bloodstone
12TH ARTIFACT	Guild Cave
13TH ARTIFACT	Reaver's Rear Passage

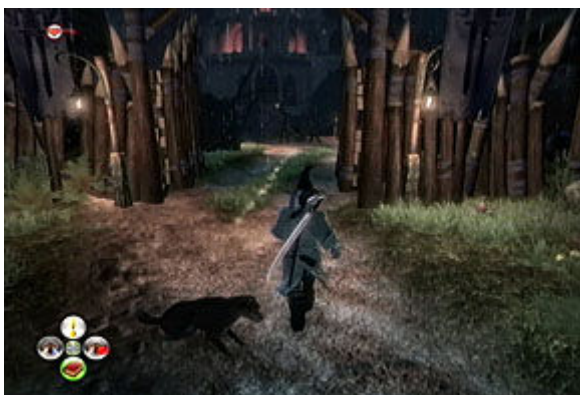
GOOD Return the items to Belle.	EVIL <i>No option.</i>
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Westcliff Development

WESTCLIFF

There's a boatload of renown to be earned within the walls of the Westcliff Camp, provided you've got some cash to spare. The Westcliff Development quest sends up the hill from the Crucible to meet with Barnum, who's got another promising business opportunity. If you're willing to part with a scant 5,000 gold pieces, you can give it to him as an investment. Though considering his track record with money making schemes (...the photography, the Rookridge bridge...) who knows how this'll turn out.



Turns out it's not actually a bad investment, though you won't get it back until after you've reached late adulthood in the game. Return to Barnum after returning from the Spire and he'll give you 15,000 gold pieces, along with another healthy boost of renown.



GOOD | *No option.* EVIL | *No option.*

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Cold Comfort Farmer

BRIGHTWOOD

For a cool 750 renown, accept the quest of Giles the farmer, who you'll find at the western end of Brightwood. He asks you to bring to justice the Bandit Ripper, dead or alive. Well, preferably alive. The glowing trail leads you to the south end of Brightwood and into Ripper's dope bandit camp.



Upon entering the camp you'll run into Ripper's crew, which is appreciably larger than pretty much any gang you've run into so far. There are so many enemies, in fact, that we experienced quite a bit of slowdown, which wasn't necessarily a bad thing. We highly suggest the Raise Dead Will skill to create other bodies that'll distract the bandits and let you fight freely, without getting overrun.



When the myriad groupings of bandits are finally defeated, the Ripper drops out of a tree to take you on himself. Now even though you're asked to not kill Ripper, you'll still fight him as normal. He uses a bit of Time Control to warp around, which is a decent idea since we also suggest using Time Control against him. Warp behind Ripper and attack him from the back until he gives up. It won't take long; he's a bit of a pansy. Choosing to kill Ripper is the evil choice, while sparing his life is the good choice. We spared his life.



GOOD Spare Ripper and give him over to Giles.	EVIL Kill Ripper yourself.
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Defender of the Light

OAKFIELD

Go back to the temple at the northeast end of Oakfield and talk to the head abbot about this quest. He sends you back into the Wellspring Cave, which you'll find within Oakfield. Run through the cavern and toward the first spring on the left.



The spring is swarmed with shadow-worshippers, so bust in and take 'em out. They're armed with guns so you won't have much advantage fighting them from a distance unless you can distract them with the Raise Dead spell. Make sure you take out the shadow-worshiper that's standing under the spring and then head back to the cavern hub.



The glowing trail leads you into the second spring chamber where you'll need to do the same thing as before; kill off the enemies and take out the worshiper that's under the spring. The glowing trail will then lead you into the third and final spring. Here you'll find Cornelius Grimm, the leader of the shadow-worshippers.



You can't hurt Cornelius right away, so just focus on taking out the baddies he sends at you. The first wave is just a small group of worshipers who should be easily dispatched. When they're dead, Cornelius calls a swarm of hollow men. Immediately start charging up a powerful radius spell (Shock works beautifully) and zap 'em repeatedly to kill them off. When they're dead, Cornelius attacks you personally, but against him you want to rely on melee attacks. If you stop to charge your Will attacks, Cornelius will hit you with his own. Just pressure him with melee strikes, however, and he'll go down without much of a fight.



GOOD | Defend the temple.

EVIL | *No option.*

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The Summoners

BOWERSTONE OLD TOWN

You'll find the two idiots in question in Bowerstone Old Town. Talk to 'em and they'll explain that you need to kill about a hundred hollow men in the nearby cemetery. Make your way to the Bowerstone Cemetery and follow the glowing trail to packs of hollow men.



The hollow men are spread out in five groupings of twenty enemies each. As soon as you see the wisps forming around you, cast the Raise Dead spell and start charging up a radius attack such as Shock. It's pretty easy to clear out each pack of hollow men by just repeatedly charging Shock and releasing it to damage everyone at once. When you've killed off twenty enemies, follow the glowing trail to the next pack until all one hundred hollow men are defeated. Return to the men in Old Town to complete the quest.



GOOD | *No option.* EVIL | *No option*

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Donating to the Light

OAKFIELD

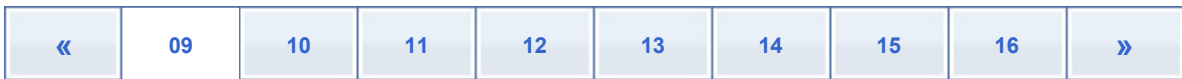
Simply go to the Temple of Light in Oakfield and you can make donations (via the non-glowing coffer just right of the central statue). You get morality and purity points for the cash you donate, though you have to donate at least 50 gold coins in order to earn anything. Donating more than 5,000 gold coins will earn you the same amount of morality and purity, so don't bother donating in sums larger. The best amount to donate in is 250 gold, which will earn you 10 morality points and 10 purity points. You can donate over and over again, as much or as little as you want.



After donating a significant chunk of change, you'll be asked to make a donation "when the mystical sun reaches its zenith," which is to say when the sun is at its highest point, which is to say between 12:00 PM and 1:00 PM. Wait until that time and make a donation of 10,000 gold pieces (or more!) and you'll earn the **Rising Sun** melee weapon. It's better than pretty much anything else you can get for 10,000 gold pieces so it's totally worth it.



GOOD Make a donation, dude.	EVIL No option.
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Slave Rescue

BOWERSTONE MARKET

The man with this quest is found in Bowerstone Market. Talk to him and he'll tell you about some captured slaves in Bower Lake that need rescuing. He hands you **Civilian Rescue Details** which you should immediately read in order to leave a glowing trail that'll lead you out to Bower Lake.



Follow the glowing trail a bit north of the entrance to the market and you'll soon reach the small bandit camp where the prisoners are held, right on the edge of the lake. Start your bandit genocide via whatever attacks you prefer. We suggest distracting them with a Raise Dead spell. Amid the killing, you'll collect **A Key**, which you can use to unlock the caravan cage on the water edge and complete the quest.



Watch your quests menu and more opportunities to stop slave traders will arise. Just return to Charles in Bowerstone Market for the map to the target.

GOOD Free the slaves.	EVIL No option.
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Westcliff Shooting Range

WESTCLIFF

Unlike other quests, you've actually gotta fork over some cash to partake in this. It costs 50 gold pieces to play the game, but you get a chance to win prizes worth more than that. Go to the end of the nearby dock and ready your rifle. The first batch of targets will show up to your left, the second batch shows up mostly on the bridge straight ahead, and the third batch of targets show up on your right.



Don't worry about good or evil points here, even though you're urged to shoot citizens instead of bandits. There are multiple targets that represent citizens but only one target—a man standing straight, with a wrap around half of his head—that represents bandits and should *not* be shot. You get three times the points for head shots, so it's definitely worth taking a second longer to line up a shot for the head. How good your final score is determines the quality of your prize. The best prize, earned by getting 175 points, is the Red Dragon Pistol.



45 POINTS	Dog Treat
65 POINTS	Worn Double Bed
95 POINTS	Table Wine
125 POINTS	Cure-All Health Potion
150 POINTS	Hero Doll
175 POINTS	Red Dragon Pistol

GOOD <i>No option.</i>	EVIL <i>No option.</i>
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The Blind Date

BRIGHTWOOD

Look for Giles at the west side of Brightwood and talk to him about this quest. He wants you to find a date for his some and hands you **Rupert's Photo** to show off. When you're done talking to Giles, go find Rupert in the nearby field. He'll tell you that he doesn't want to get married...to a woman.



Make your way to Bowerstone Market and look for a suitable mate. If you want to ignore Rupert's request for a male mate, you can find a straight woman and show her Rupert's picture. However, this'll earn you evil points. For the good ending to this quest, find a suitable gay man—Dan the Househusband is one we found in the east of the market—and show him the picture. Whoever you show, provided they're interested, will give you some date details.



Return to Rupert in Brightwood and give him and his dad the news. Everything turns out okey-dokey, and Rupert even puts the farm up for sale, letting you buy it should you choose.



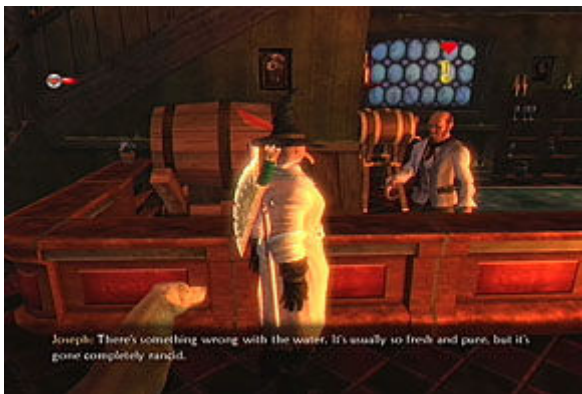
GOOD | Hook Rupert up with a fellow gay man. EVIL | Hook Rupert up with a girl.



Something Rotten

ROOKRIDGE

Talk to the bartender in the Rookridge Inn and he'll tell you that he thinks somethin' is stinking up the water from a nearby cave. Follow the glowing trail outside and across the train tracks. As you near the cave entrance, expect a few lowly bandits.



Enter the Wellspring and start following the glowing trail inside. There's a treasure chest just inside and on the left in which we found 750 gold pieces. Make your way to the base of the cave and—what have we here!—a giant troll is chilling in the spring. Take him down! The same tactics you've used against other trolls apply; target his red growths and blast 'em to chisel away his health bar.



Getting to the weak spots on the troll's back is pretty tricky in these tight quarters since getting behind him safely is nearly impossible. Try luring him into facing one extreme direction, bait him into attacking, and then quickly roll to the other side of the cave to get a peek at his zits. When the troll is dead, be sure to grab the contents of the nearby chest. There's also a dig site your dog can help you find.



Return to the bartender at the inn and he'll thank you. As well, he'll put the bar up for sale, letting you purchase it to add to your real estate portfolio. Should you choose to.



GOOD <i>No option.</i>	EVIL <i>No option.</i>
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Evil in Wraithmarsh

BOWERSTONE MARKET

Talk to Mrs. Spade in Bowerstone Market (she's upstairs in the bar) and she'll tell you about her sons that've gone missing in Wraithmarsh. Travel to Wraithmarsh, either via the menus or by hopping a boat in Westcliff to Bloodstone and continuing to the marsh.



As you enter the marsh, your dog will start leading you to the lost boys. Follow his trail and expect to run into hollow men along the way. You'll jump into a small creek, run through marshes, and eventually find the entrance to a well. Descend into the well to continue the search.



Beyond a few hollow men is a treasure chest on your left inside which we found a **Live Forever Health Potion**. Not much further into the cave, you'll find another pack of hollow men though there are two magic casters among them. Try to take out the magic casters first as the lesser hollow men are only a distraction. When the room's cleared, you'll find the two familiar "boys" cowering in the back of the cave.



Before leaving, check out the easy-to-find treasure by the lost boys. We got 400 gold pieces from it before returning to Wraithmarsh and running to Bloodstone. You'll find a banshee on one of the Bloodstone docks. As she summons her little minions, charge up a radius effect Will spell and kill everyone at once. When the minions are dead, turn your efforts to the banshee, unleashing charged up flourish attacks to drain its health. With the banshee killed, return to Mrs. Spade in Bowerstone Market to complete the quest.



GOOD <i>No option.</i>	EVIL <i>No option.</i>
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Hobbe Squatters

OAKFIELD

You'll find the quest-giver Tommy near the Temple of Light in Oakfield. Talk to him and he'll tell you that his cave is overrun with hobbes. Make your way to the southwest corner of Oakfield where you'll find the entrance to Tommy's cavern. There are a few hobbes you'll have to fight through before you can break into the Echo Mine.



There's a small handful of hobbes at the beginning of the cavern. Kill 'em off, then go past their corpses a bit and look to the right for a **Silver Key**.



As you near the shabby wooden structure ahead, prepare to fight another five hobbes. Not much further into the cavern and you'll find the last five hobbes. Take 'em out. Unfortunately, despite the counter on the screen being run down to zero, you've still got to fight the hobbe leader.



Look to the right of where you found the last five hobbes and there's a dig spot from which we uncovered an **Amethyst**. And nearby is the hobbe leader. He'll immediately summon another batch of lesser hobbes to distract you, but don't let them—go straight for the hobbe leader and kill him off to make the summoned hobbes disappear automatically. When you've killed the leader hobbe, look for a treasure just a bit further into the cave and then return to Tommy.



On your way out of the cavern, you'll find Tommy's come to you first. However, he shows his evil intentions and the only way you can get out of this cave is to fight Tommy and kill him. Boo hoo. Kill Tommy and exit the cave to complete the quest.



GOOD <i>No option.</i>	EVIL <i>No option.</i>
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Love Hurts

BOWERSTONE CEMETERY

Talk to Victor at the Graveyard Mansion in the northern part of the Bowerstone Cemetery. He asks you to collect some things for him, and while it sounds a bit dark we promise it doesn't necessarily mean you'll get evil points. Your first errand sends you to a cave in Rookridge.



The cave in question is Hobbe Cave, which you may remember from earlier in the main quest. Make your way deep into the cave and expect lots of hobbe interference along the way. Keep your dog with you as you'll need his help—when you reach the spot that the glowing trail leads you to, your dog will identify the dig spot so you can unearth **Lady Grey's Lower Body**.



Return to Victor and hand him the, um, goods and he'll give you another location to travel to in order to find a second body part. Take it to Wraithmarsh and look for the Twinblade's Tomb, expecting a few hollow men on the way.



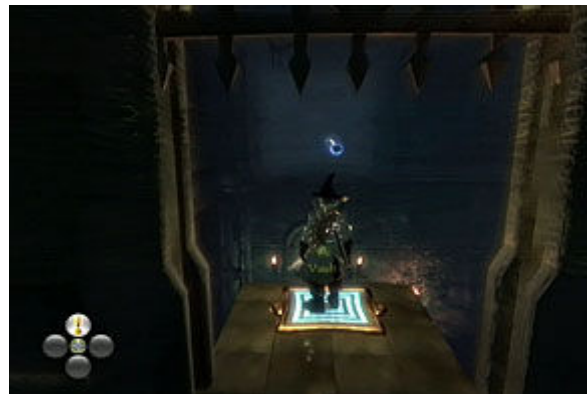
There are more hollow men in the tomb but, even more challenging, there's also a bit of a puzzle. When you reach a locked doorway, cut through the thorns blocking some stairs on the left. Go up the stairs to a platform and stand on the glowing square. Across the room is a glowing ring you can shoot with your gun. Shoot the ring and it'll move toward you so that you can strike it with your blade. It'll move over the top of the locked doorway—shoot it once more to open the door.



Further into the tomb, you'll pass a hall with a spiked floor and around the corner is another locked door. Step on the glowing spot on the floor to summon another glowing ring that you can shoot. Return to the spiked hall and shoot at the orb without touching the spikes to open the locked doorway.



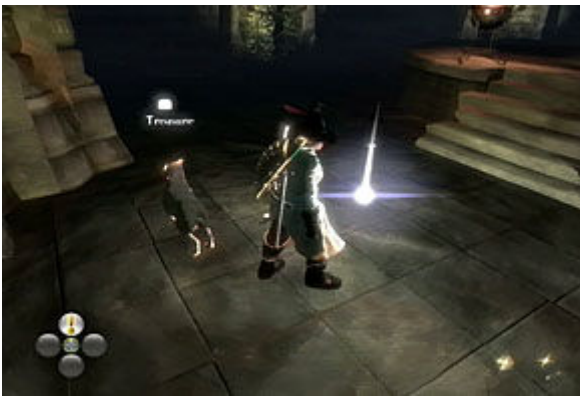
For the next locked door, look for a floor switch in front of a creepy statue that's glowing green and step on it. Press RIGHT to perform the given expression—a nice little chicken dance—and the doorway to the left will open up. Follow the path through that door to a floor switch, stand on it, and shoot the orb in front of you to open a doorway below. When you vault down to the lower level, tear through the thorns with your sword.



Expect a *ton* of hollow men in the next room. When you've cleared it, look for an orb you can shoot in order to unlock one of the doorways. You'll need to shoot the orb multiple times, sending it clockwise around the room until it opens up the door to the right. When it's safe, run down the hall, past the fires, to step on another floor switch. This one opens up the second locked door in the previous room. Follow the glowing trail through it.



You'll go up some stairs, through some hollow men, and into a large room with a treasure to the right and a **Silver Key** at the far end. You'll also find **Lady Grey's Upper Body** on the floor to the right of the Silver Key. Return the body part to Victor and he'll send you to Fairfax Gardens for the last body part.



Once in Fairfax, locate Lady Grey's tomb to the west. Drop down into the deep hole at the beginning and your dog will lead you to a nearby treasure chest. There's a second treasure on the opposite corner of the very dark room. More importantly, you'll find **Lady Grey's Head** in a casket at the far end of the room. Grab it, then start following the glowing trail out of the tomb.

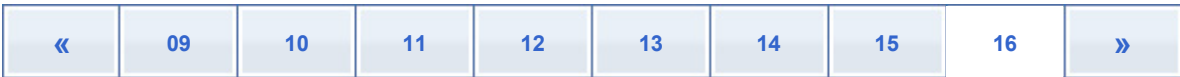


Beetles will try to slow you down, but they are weak and you are strong. Watch for a **Silver Key** to the right as you ascend out of the tomb. Leave the tomb and return to Victor in the Graveyard Mansion basement. After the scene plays out, you're given about forty-five seconds to get out of the mansion to let Lady Grey fall in love with Victor. Or, should you choose, you can stay in the room and let Lady Grey fall in love with you. The former is the good choice and the latter is the evil choice.



GOOD | Leave the mansion before time expires.

EVIL | Let Lady Grey fall in love with you.



T.O.B.Y.

BLOODSTONE

Speak with Toby in his house in Bloodstone and he'll ask you to retrieve a sacred mutton from a nearby home. Follow the glowing trail to the home, head inside, On the second floor, open up the bureau to the right (this requires stealing) to find the **Mutton of Eternal Hope**. Bring it back to Toby for the next part of the quest.



Toby: We must continue our efforts regardless, faster & better.



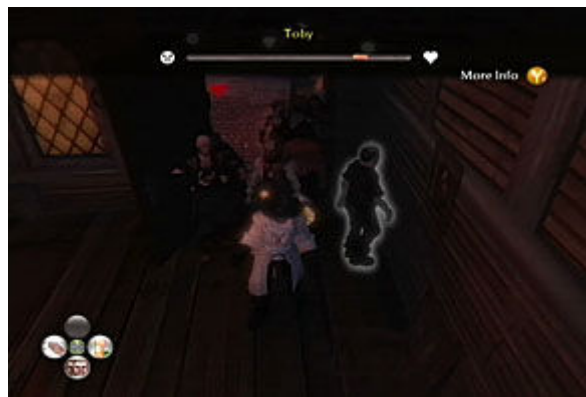
You'll have to knock to get into the second house. Head upstairs again and go to the bureau that's furthest from the top of the stairs. Again, you'll have to steal in order to get the **Wine of Forgiveness**. Give it to Toby and he'll ask you for one more item. Follow the glowing trail to the next house and, just after stepping inside, turn left around the corner and open the cupboard along the wall for **The Sacred Pie of Kindness**.



Bring the pie to Toby and he asks for one more fetch quest. You need to bring him a prostitute, so follow the glowing trail to a nearby whore. Target the hooker and choose the "Follow" social expression to get him/her to follow you. Lead the prostitute back to Toby and then leave the house.



While Toby is talking to the prostitute, follow the glowing trail to a nearby town resident who gives you the real skinny on the freak. You have the option of chasing Toby out of town by scaring him with expressions or simply killing him. We'll let you guess which choice is good and which is evil.



GOOD Scare Toby until he leaves town.	EVIL Kill Toby.
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The Hit

FORSAKEN FORTRESS

To unlock this quest, you'll need to collect four sketch fragments from groups of assassins that try to kill you later in the game. These assassins dress in all black with bandanas around their heads. You can collect one sketch fragment from each of the following four areas: Bower Lake, Brightwood, Bandit Coast and Westcliff. When all four are collected, go to Brightwood to find the Assassins' Guild's hideout.



The glowing trail will lead you to the Forsaken Fortress in the southwest corner of Brightwood. Once in the fortress, expect to fight off countless assassins. Make your way north and follow the paths around until you encounter Darius, who likes to taunt you. He looks pretty normal but he teleports around, making him a bit difficult to elude. Thankfully, dying doesn't matter in this game and you can just kill him however quickly or slowly you choose.



GOOD | *No option.* EVIL | *No option.*

Rescuing Charlie

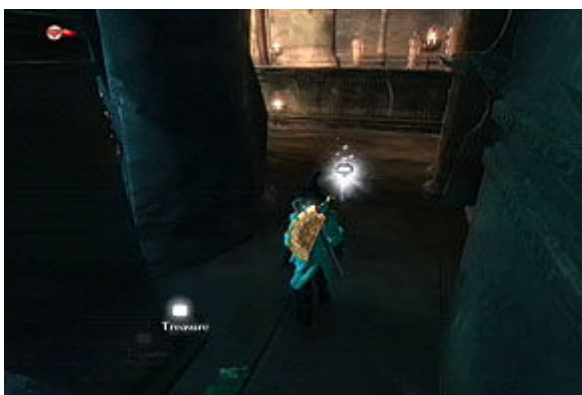
BOWER LAKE

Talk to Granny Miggins at the gypsy camp for this quest to rescue her dear Charlie from a nearby cave. The entrance is

within the Bower Lake area, just east of the northern part of the lake. Step inside.



Inside the Tomb of Heroes, go straight into a large room and a gate will lock behind you. To the right is a small chest with some gold, but otherwise there's nothing to the room. Follow the next hall to another large room and then look to the left for another chest. On the right side of the room is a **Silver Key** and at the far end you'll find Charlie, who apparently is actually Charles.



Charles asks you to help him with opening a sarcophagus which appears to be rigged to spawn hollow men every time someone tries to open it. Stand at the top of the stairs and look back at the main part of the room. The hollow men will spawn in waves, letting you stand back and charge up a powerful radius attack spell to intercept their charge as they rush up the stairs to stop Charlie. Fight off a few waves (three or four, we lost count because we've only got two fingers) and then Charlie will ask you to finish the opening.



Once you've opened the sarcophagus you'll have to tear a route out of the tomb with Charlie in tow, and that's easier said than done. *Myriad* hollow men spawn all around the tomb in an attempt to kill you both. You can run out on your own easily enough, but Charlie gets caught up and will end up dying if you don't help him. We strongly suggest using the powered up Inferno spell to clear the hollow men en masse. Cast a level two Time Control and use the time afforded you to charge up a level five Inferno. As soon as enemies are dead, run further away to get Charlie to chase after you.



You'll have to find a way around a gate that closed behind you earlier (look to the right). Once outside, you'll find Granny Miggins just outside the tomb. Talk to her to get the **Gold Burden Augment** and end the quest.



GOOD Rescue Charlie.	EVIL Kill Charlie.
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The Cemetery Mansion

BOWERSTONE CEMETERY

To get this quest you'll have to buy the Bowerstone Cemetery Mansion for a cool 100,000 gold. When you buy the mansion, you get a key that opens up a gate just southwest of the mansion. Just through the gate is the entrance to Shelley Crypt.



Follow the glowing trail, deep into the tomb, and you'll be lead to a chest inside which is **The Stone of Myr'Bregothil**. Grab the loot and you're urged to leave the crypt by following the glowing trail back the way you came. After passing behind the row of caskets, look for a breakable wall to continue into a smallish cavern ahead. Here you'll be trapped while fighting off a couple of waves of hollow men—if you've got the Inferno spell, there's not much to worry about.



With the hollow men killed, go to the next room and hit the blue orb and then shoot it to create a translucent walkway to the next platform. You'll have to repeat this process a few times to get across the cavern. In the next hall, simply run quickly to avoid the hollow men that start to spawn.



The hall leads to a cavern with the main hollow man who demands you return the stone you've usurped. You can attack him to start a fight and keep the stone, or simply wait for an opportunity to hand the stone over. Returning the stone is the "good" choice. After either choice, follow the glowing trail out of the crypt to end the mission.



GOOD | Return the gem to the hollow man.

EVIL | Keep the stone.

Treasure Island of Doom!

BLOODSTONE

Find Salty Jack in a Bloodstone bar and he'll start to tell you a story. His throat gets dry, though, so you'll need to buy a beer (any beer) from the bartender and give it to Salty Jack so he can continue. Accept his quest and then leave the bar, following the glowing trail to the south end of Bloodstone.



You'll need to chop through some plants to follow the trail to the Sinkhole entrance. Once inside the cave, follow the glowing trail alongside a large ship and up a series of ramps that lead to a room crowded with pirate ghosts. Distract the ghosts with Raise Dead castings and then charge up a radius Will attack to clear out the multiple waves of pirates. When they're all dead, a door at the far end of the room opens.



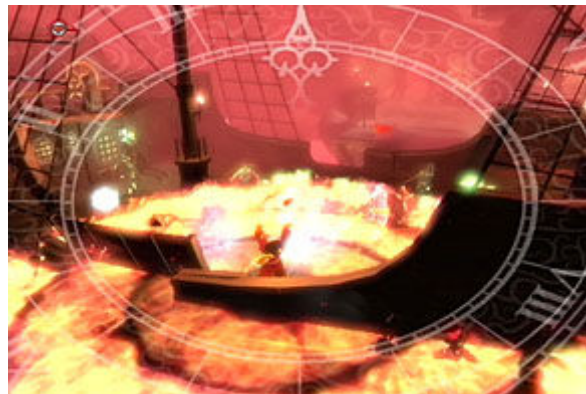
Just a bit further ahead, you'll find a door that's locked. Look for a floor switch in the room that's covered by a pair of boxes, clear it, and press the switch to unlock the door.



Through the door, you're lead to what appears to be Captain Dread's chambers. Open a small table next to the bed to find a key that you can use to unlock the chest in the same room. Inside the chest is the **Lever**—grab it, then leave the way you came in, backtracking all the way to the top of the series of ramps overlooking the ship deck below.



You can use the Lever to the left in order to raise the water level, bringing the ship to your level. Hop onto the ship and you'll have to fight off a large group of ghost pirates that're easily dispatched with radius spells. When the basic pirates are dead, you'll be left to fight Captain Dread. Distract him with Raise Dead spells and hit him from behind with charged Will attacks. When Dread dies, he leaves behind **Captain Dread's Map**.



Move up to the helm of the ship and you can ride it to Lion's Head Isle, a secret island you can only get to with this ship. There are ten treasures to find before you can hop on the ship and ride it back to Bloodstone to complete the quest.



1. Look inside the front of the busted-up ship on the beach.
2. At the end of the beach, swim to the end of the narrow peninsula to the right for a second, smaller beach.
3. As you go up the dirt path off the beach, tear through some thorns to the left and jump down to the deck of a ruined ship.
4. When you reach the ledge overlooking a watery oasis, jump to the *left* to land on a lower platform.
5. Swim to the island in the middle of the oasis and look for the chest by the tree.
6. Dig the dig site on the island.
7. Hit the dive spot just off the island.
8. Look behind one of the waterfalls.
9. Follow the oasis exit (a dirt hill you can walk up). From inside the tunnel at the top of the hill, break open a wooden wall to the left.
10. At the end of the tunnel, drop down to the ledge below and look left.



GOOD | *No option.*

EVIL | *No option.*