

Fable 2

Story: And so our story begins, 600 years after the events of Fable: The Lost Chapters, and centuries more after the fall of the Old Kingdom. The Guild of Heroes has long been destroyed because the invention of the firearm allowed villagers to revolt against their then decadence. A man named Lucien Fairfax is trying to rebuild the Tattered Spire that destroyed the Old Kingdom, because it allegedly lets someone make a limitless wish. Guided by the over 600-years-old Seer Theresa, an extremely distant descendant of William Black (first Archon of the Old Kingdom) named Sparrow wants to avenge his sister Rose who Lucien murdered. Unbeknownst to anyone currently involved in this, the Spire originally opened up a portal to The Void, a place of evil and corruption, and where most of the country of Albion's problems come from. As of the start of the game and this Jump, the Tattered Spire will take roughly 10 years to complete.

Intro: You'll be spending 10 years in this world. You begin the day of Sparrow's 19th birthday at Bower Lake. If the Hero of Will gets captured, you won't be around long enough to see the conclusion of this story because that alone takes 10 years.

1,000CP (choice points): Choice points. Your purchasing power for below.

Origin: The forces of good and evil. Any origin may receive no history as a Drop-In. Your age is 19. You may change your gender to be male or female for free.

Gypsy (Free)

Some of the nicest and most free-spirited people in all of Albion. They try to have no contact with society except for Travelling Traders, but they've been shown to help orphans from time to time. They're more promiscuous than average, and this could help to explain their transitory nature. You were raised by gypsies.

Monk (Free)

Devout worshippers of the light at the Temple of Light in Oakfield. Their order originally worshipped at the Temple of Avo which was later destroyed, and their current temple can be destroyed because they still refuse to defend themselves. They mean well and actually help others. You were raised by monks.

Scholar (Free)

Many occupations could put you above the average education standard, but this origin focuses on Will. Willpower is how magic is primarily utilized by humans in this world, but not all magic is Will. What it is specifically isn't exactly clear, but it's extremely powerful nonetheless. You were raised by highwaymen.

Pirate (Free)

Usually murderous cutthroats who travel by water. Improvements in navigation and ship design has caused naval trade to boom, and thus piracy as a result. The port town of Bloodstone is effectively controlled by pirates because of its lack of law and an easy accessibility to the sea. You were raised by pirates.

Starting Location: Centered on the western side of Albion. Roll 1d8 for your location. You may spend 100CP to change your location within the rollable 1-8.

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1. Bower Lake - A forest surrounding a lake with a locked tomb at its center. The door to the tomb can only be opened with a Guild Seal. Beneath the tomb is what remains of the Heroes' Guild. There is a camp of gypsies nearby.

2. Brightwood - A relatively dense forest right next to the Deepwoods. While there is a Guard presence in the area, bandits, Hobbes, and Balverines are present. There is a large tower where the Hero of Will is located. Warning him of Shards is wise.

3. Bowerstone Market - Bowerstone is the biggest city in Albion. Its main district is the market where the largest of its gates is located. Anything that you could need to buy can be found here. There's also plenty of jobs or quests to be done.

4. Bowerstone Old Town - A newly renewed area of great potential. The worst of its criminals were arrested in the last 10 years, and the resulting prosperity is clear. It is one of the better places to live in the city. It links every part of Bowerstone.

5. Fairfax Gardens - The location of Fairfax Castle. Upper-class people linger about despite most of them living in the Bowerstone Market. Many wealthy Traveling Traders sell wares here. Lucien Fairfax will not return here, but he is the Mayor.

6. Bowerstone Cemetery - A very large graveyard that actually extends into the neighboring forest. There's a number of tombs here that can be explored. If you have a dog, there's plenty of buried treasure. Hollow Men (undead) lurk around.

7. Rookridge - A very rocky, mountainous coastline. The area is heavily infested with bandits and Hobbes. It is also home to the comically evil Temple of Shadows. The bridge across the main ravine is broken, and so you'll have to swim.

8. Free Choice - You should try your hand at some pub games. You're free to choose from any of the above locations to start, but also the farming village of Oakfield, the Bandit Coast which speaks for itself, Westcliff where the Crucible arena is, the remains of Oakvale known as Wraithmarsh, or the pirate town of Bloodstone.



Map of Albion

Origin Perks: Many extraordinary people exist in Albion. Discounts are always 50%.

Gypsy

Pied Piper (100CP) (Free: Gypsy) - It is the job of criers and bards to make sure the people stay informed, but bards are the more important of the two because they actually travel and spread the word. You're a master lute player, and have a lovely singing voice as well. Whenever you go to spread the renown of things or people, you'll also be more successful than you would have been.

Ranger Woodcutter (100CP) (Free: Gypsy) - You've been trained as a 5-star woodcutter. You can find your way through the densest of forests with ease, and can fell the hardiest of trees in no time at all. Clear the paths to your adventures.

Purchasing this may let you become known as Avenger.

Breadcrumb Trail (200CP) (Discounted: Gypsy) - Ever since the Heroes' Guild was destroyed, it's been much harder to find Quests, but some Heroes just seem to know where and when to be anyways. You now have a mental quest log that can predict where and when quests will be so that you can arrive on time. It's only as predictive as you are potentially slow to get to them, but this makes you aware of the more persistent quests as well. This gives you knowledge of things going on that you really shouldn't know of, whether it's avenging a farmer in the middle of nowhere, helping a Gravekeeper who hasn't told anyone his plans, or buying a tower so that you can sleep in a bed and have terrible nightmares. It comes with a toggleable glowing gold trail to help you find the quests it tracks.

World Morphing (200CP) (Discounted: Gypsy) - Multiple times in the story, seemingly innocuous choices have dramatic effects on the state of the world. For better or for worse, when you commit good or evil acts, the resulting effects will be multiplied during a period of 10 years. Turning in the arrest warrants for some (mostly) petty criminals revitalizes a city, a modest investment in a town redeems the majority of its citizenry, and saving a Temple of Light causes others to help people everywhere. This won't slow any events if they would have happened sooner, but this perk causes its perk-granted progress to be rewarded near the end of 10 years. Plant the seeds for trees whose shade you'll never sit in.

Knocked Out (400CP) (Discounted: Gypsy) - Twice Sparrow is shot point-blank by a master flintlock pistol, and twice they're knocked out by it. They canonically acquire a Resurrection Phial, a potion that can automatically resurrect a person, and it's implied in a later game they never used it. Any time that something would have killed you, you'll instead be knocked out for several seconds. During this time your natural healing is multiplied many times over, and you will remain unconscious until your wounds have fully healed. Inward injuries are healed before outward ones, and so this gives the illusion you actually died. It's entirely possible for you to be finished off while you're in this state, but that's unlikely at least the first time for a number of reasons.

Stone Cutter (400CP) (Discounted: Gypsy) - You've been trained as a 4-star stone cutter. Stone cutters make gemstones called augmentations that are somehow imbued with magical power by being cut in a specific way. These augments can then be placed in weapons with empty augment slots for various effects. The entire list of augments has been given at the bottom of the notes. You essentially already know how to make all of these, but could discover new ones with practice as your talents become 5-star. You also know how to make Augment Removers, the only way to remove augments from non-legendary weapons.

Hero of Heroes (600CP) (Discounted: Gypsy) - You are now a Hero who access to every Discipline. Whether it's Strength, Skill, or Will, you're able to improve every aspect of what makes Heroes what they are. Your maximum potential in the three Disciplines is equal to Sparrow's, but your starting levels are higher. The various aspects of your Strength, Skill, and Will start out as the equivalent of level 1 of 5. There's no direct comparison to just how much better this makes you, but an argument could be made that aspects of levels 2 and 3 are peak human.

You're also able to use the common targeting and AOE Will spells. The most “common” Will spells are Blades - shooting magic swords, Chaos - random effects, Force Push - telekinetically pushing things, Inferno - fireball, Raise Dead - necromancy, Shock - lightning beam, Time Control - AOE slowing time (Assassin Rush - Time Control as a targeting spell, moving fast), and Vortex - summoning a tornado. Despite being more willful, you don't have any Will lines yet, the physical manifestation of Will on your body. You have access to a limitless well of Will within yourself, and can spam the lower-level versions of Will spells as much as you want because of this, but you cannot access this well with enough precision to use it when you otherwise shouldn't be able to. This basically makes you immune to torture, and you can focus your mind to do any task you set out to do.

At the maximum level of your potential, you’ll rival some of but not all of the feats done by the Heroes of Strength, Skill, and Will. You're noticeably more muscular, tall, lithe and agile, and you will become more so as you improve over time. You will live for at least a decade longer than average because of your potent blood.

Real Estate Royalty (600CP) (Discounted: Gypsy) - Lucien Fairfax is a Lord and the Mayor because of the land that he owns. From now on, the more land that you own, the more authority you are given. If you somehow owned Fairfax Castle,

people would just assume you're the new Mayor. This manifests as a level of authority around you. Everyone will know when you become a landed aristocrat.

If you happened to own all of the properties in Bower Lake, Brightwood, Bowerstone Market, Bowerstone Old Town, Fairfax Gardens, Bowerstone Cemetery, Rookridge, Oakfield, and Westcliff, people would name you as the ruler of Albion. There would functionally be no naysayers, and then you could use your authority to cement rulership of everything else in the country that you don't literally own. From Oakfield to Bloodstone, you could reunify the people.

To help with this, you can now walk up to the front of any property and just magically buy it if you have enough money. You can then set if it's rented or how much their rent is, and from inside of the property you can magically trade furniture you own to replace a piece of furniture not already in another property. Some buildings may require you to do a Quest in relation to them, but almost nothing is off limits. Lowering the rent prices and or improving the furniture will improve the economy by making people work harder, and it will improve your relationship with your tenants. In the long run, it's better to reduce rent by 75%.

Purchasing this may let you become known as King or Queen.

Monk

Statuesque Model (100CP) (Free: Monk) - As Heroes get physically stronger, their bodies become more exaggerated, and halfway to the peak of their Strength, they actually start becoming uglier because of their hulking appearance. You're a master model, and by working out you have sculpted your body to be attractive regardless of how strong you become, and are far stronger than average to start. You're so statue-like it's as if you have Stoneskin, becoming completely immune to scarring, and you can hold a pose for hours without any fatigue.

Bounty Hunter (100CP) (Free: Monk) - You've been trained as a 5-star bounty hunter. You know of almost every type of creature and major criminal in Albion, and are familiar with the theoreticals of fighting them. Become the Hero Albion needs.

Purchasing this may let you become known as Bounty Hunter.

Luminous Waters (200CP) (Discounted: Monk) - In a dark moment of your life, you stumbled upon an area saturated with good Will. The circumstances that lead to your being there and the nature of the place itself blessed you. You're able to use the Will spell Heal Life which seems to have been lost in this era, and can purify people, places, and things using Will. People that you help to purify have their skin clear up, and they become slightly but noticeably more attractive. A place the size of a large room would take considerably more Will to purify, and might take days with the level of Will you currently have. You were also granted the ability to de-age people by anywhere from 1 year to 10 once per person, and while this too takes considerably more Will to use, both purifying and de-aging are much easier to use when the sun is at its peak. Despite being more willful, you don't have any Will lines yet, the physical manifestation of Will on your body.

Tavern Tour (200CP) (Discounted: Monk) - When someone refuses to defend themselves or can't, it helps to go under the radar. You have the remarkable ability to go undetected by your enemies so long as you're not actively doing anything about them. Gathering information about them is fine, but fighting them in any way is not. This does not protect other people around you. You don't have to disguise yourself or anything, this will generally work regardless of your look.

Hero of Strength (400CP) (Discounted: Monk) - You are now a Hero who has mastered the Discipline of Strength. Those who have mastered the Discipline of Strength become muscular and bulky. Your level of prowess and potential in everything not related to Skill or Will is borderline impossible, and in many ways already is.

You can out-lift, out-last, and strike harder than anyone alive. You're able to swing hundreds of pounds around near effortlessly, and will survive and heal from multiple point-blank shots from master weapons. You've trained yourself to be a master at blocking, chaining together relentless melee attacks, getting through enemy defenses and knocking people down, and know how to turn your enemies around in melee so that you can then attack them from behind.

Master Blacksmith (400CP) (Discounted: Monk) - You've been trained as a 4-star blacksmith. You could really make almost anything that can be pressed into shape with a hammer, but you specialize in making master melee weapons with 2 empty augment slots. When you finally become a 5-star blacksmith, you'll be able to make master melee weapons with 4 empty augment slots. This gives you a rough equivalent of the Physique and Toughness needed to properly utilize it.

You could forge a hundred master melee weapons with 2 empty augment slots in twelve hours, but you'd need to sleep after doing so.

Weather Wizard (600CP) (Discounted: Monk) - Old Kingdom Will-users would go on to establish a settlement at Knothole Island to make sure their descendants never became weak. Due to its inhospitable weather, they built and enchanted three Weather Totems to control the climate, and then locked those totems behind trial shrines. This plan did not end up working because at some point it was abandoned, and eventually the warriors of any new settlers would die off.

In any case, you must have reached them at some point because you've studied them extensively and learned how they work. Your latent Will abilities were awakened, and now you can manipulate the weather in an area of a small island. You're immensely powerful at this one thing, being as Willful as the Old Kingdom Will-users who built the totems, and could flood an area with torrential rain, cause a river-drying drought, or make it snow several feet, and all in tens of minutes. Once used, this is a continuous effect and effectively requires all of the Will this grants you, but you can switch between whichever effect whenever you want.

You've gained brightly glowing blue lines of Will power across your body, the physical manifestation of Will, and your eyes have turned a bright glowing blue. This basically makes you immune to torture, and you can focus your mind to do any task you set out to do.

White Balverine (600CP) (Discounted: Monk) - Before even the Old Kingdom, there was once a monster called the Balvorn. Countless Heroes would die to the beast, but one would eventually slay it. They were however bitten, and would go on to become the first Balverine. Balverines are werewolf-like mammalian creatures that can physically rival Heroes, but are almost always mindless. The exception is when someone is bitten on a full moon, at which point they turn white.

White Balverines are bigger, faster, stronger, and can take much more damage. They retain their minds, but are influenced more or less by their Balverine side depending on their willpower. The weaker-willed people who are turned into White Balverines cannot maintain their humanity at all, and become functionally mindless. Those with a greater willpower can transform into their White Balverine form whenever they want, and look completely human normally. All Balverines crave or otherwise desire the taste of human flesh. Silver is the best weapon

against Balverines as it does more damage against them, and they avoid areas where it's at in higher concentrations.

You've been turned into a White Balverine, and completely retain your mind. Whenever you bite and turn someone not on a full moon, the resulting mindless Balverine will follow your various commands. You completely understand their language of growls and howls.

Purchasing this may let you become known as Butcher.

Scholar

Bewitching Witch (100CP) (Free: Scholar) - Of the few people who can use Will, they tend not to be very powerful, but exceptions can happen. You're able to use a common targeting, not AOE, Will spell. The most “common” Will spells are Blades - shooting magic swords, Chaos - random effects, Force Push - telekinetically pushing things, Inferno - fireball, Raise Dead - necromancy, Shock - lightning beam, Time Control - AOE slowing time (Assassin Rush - Time Control as a targeting spell, moving fast), and Vortex - summoning a tornado. Despite being more willful, you don't have any Will lines yet, the physical manifestation of Will on your body, and if you achieve these, people will find them Bewitching.

Blank Assassin (100CP) (Free: Scholar) - You've been trained as a 5-star assassin. You specialize in making people disappear under specific circumstances such as having witnesses and then getting away, making them paranoid before the kill, or just assassinating a person who is under protection. You're not obligated to have killed people if you take this, but these skills can make you a killing either way.

Purchasing this may let you become known as Executioner.

Gate Keeper (200CP) (Discounted: Scholar) - Through extensive trial and error where you somehow didn't die, you’ve become a master at building and operating the Old Kingdom Cullis Gates. These teleportation pads are usually deactivated unless a person has a Guild Seal or similar, a disk-like object used by the Heroes' Guild long ago. They're sometimes only attuned to other specific locations, but those with a Guild Seal could teleport to any location they were aware of outside of these specific cases. You know how to activate, deactivate, and attune Cullis Gates to other Cullis Gates with the Will spell Shock even if

you've never been to the gate you're linking it to. This will give you the targeting version of Shock if you didn't have it before.

Shard Implantation (200CP) (Discounted: Scholar) - Spires Soldiers undergo a process of implantation where parts of the Tattered Spire are implanted directly into their skulls. This process turns the person pale white, and they go blind but can still see through using Will. They often wear hats to cover up their spikes, and they can still grow hair. The spikes enable them to use the targeted versions of the Will spells Shock, which they specialize in, Force Push, and summon spikes - impaling things from the ground. They're considerably more resistant to damage, able to tank some gunfire. Their understanding and control of Spire technology becomes inherent.

You have gone through this process. Nothing related to Lucien Fairfax or the Tattered Spire has any more control over you than it otherwise would, and you won't die or anything if the Tattered Spire is activated or destroyed.

Potion Motion (400CP) (Discounted: Scholar) - There are various ways to acquire experience orbs in Fable 2 that don't require hitting or killing things, and most of those alternatives involve eating something. The canonicity of food giving you experience orbs is dubious, but experience orb potions are canon. It seems like only Heroes can really benefit from experience orbs.

You've been trained as a 4-star potion maker. Cure-all healing potions that can remedy Balverine bites, and Obsidian-black coffee that gives a lesser degree of healing while providing experience orbs are your specialties. You can however make the potent Strength, Skill, Will, and general experience orb-granting potions, but know that these need increasingly fantastical ingredients. The 5-star experience orb potions require the remains of the greatest Heroes as an example, and sometimes of multiple Heroes. The 5-star Resurrection Phials that can automatically resurrect a person and the life-extending Potions of Life are currently beyond you, and they have limits to their number of uses. Leo Head's greatest potion is within your grasp as it's only 1-star, and so you can make the gender-swapping Potion of Transmogrification that he was so proud of.

Spell Enchanter (400CP) (Discounted: Scholar) - While augments are the primary method of enchanting weapons, multiple explicitly magical enchantments exist. Reaver's / the Hero of Skill's Dragonstomper .48 has been enchanted with unlimited ammunition, most likely involving the Will spell Time Control, and the

Brightwood Tower has been made invulnerable through enchantment, most likely involving the Will spell Physical Shield from a previous era. You are now proficient with enchanting various items using Will spells. This is likely extremely tedious given how rare it is, but by all rights it should stack with augments.

Blades could make melee weapons hit harder, Chaos could have random effects, Force Push could make ranged weapons hit harder, Inferno could inflict fire damage, Raise Dead could make an item raise the dead, Shock could inflict electricity damage, Time Control could give ranged weapons infinite ammo, and Vortex could make weapons more accurate. You should be able to find more uses for these with time.

Hero of Will (600CP) (Discounted: Scholar) - You are now a Hero who has broadly mastered the sub-Disciplines of Will. You've gained brightly glowing blue lines of Will power across your body, and your eyes have turned a bright glowing blue. Your level of prowess and potential in everything not related to Strength or Skill is borderline impossible, and in many ways already is.

You have access to a limitless well of Will within yourself, and can spam the lower-level versions of Will spells as much as you want because of this. Even under circumstances where using your Will would normally be impossible, you can still manage to use it, but it can take you years to gather up enough energy to do it a handful of times. This basically makes you immune to torture, and you can focus your mind to do any task you set out to do.

You know all of the common spells, whether targeting or AOE, and you can push them beyond what is seen in the game. Using Blades as shields or having them fight independently, getting more predictable results from Chaos, pushing enemies towards you instead of away with Force Push, launching a barrage of ship-destroying fireballs with Inferno, raising more and powerful versions of the undead with Raise Dead, arching continuous lightning beams around obstacles and chaining hits with Shock, slowing time for longer and rushing faster within Time Control, and pulling targets apart by surrounding them in multiple tornados. You're also capable of telepathy that takes almost no Will to use, and it has a roughly line-of-sight range. Magical research comes to you naturally, and you can learn to use Will for other things with time.

Seer Soothsayer (600CP) (Discounted: Scholar) - A combination of your bloodline and a traumatic event awakened your ability to use Will. This expressed itself as your being able to see into the future and past, but also knowing how to act to get the results you desire most. You can't observe every possible future, but you can experience multiple at once, and this allows you to effectively sense presences, have visions, and see without eyes. You're also capable of telepathy that takes almost no Will to use, and it has a roughly line-of-sight range. Over time, you developed a great immunity to physical damage, able to withstand a **Hero of Heroes** striking you in melee, but a powerful enough physical attack will bypass this completely, and Will or magic will also ignore it. Something about your accessing these powers has altered your body, and you'll live for at least a millennium as a result.

Purchasing this may let you become known as Joker.

Pirate

Dread Pirate (100CP) (Free: Pirate) - A pirate isn't a pirate if they don't know sailing. You're a master sailor, and can do boarding actions as easily as anything else, which is important because cannons don't exist yet. The whispers of your reputation has caused others to fear you as Fear Itself.

Salty Bartender (100CP) (Free: Pirate) - You've been trained as a 5-star bartender. You would be surprised how pliable sailors and pirates are once they drink, and whether it's on a busy boat or in a full tavern, nobody can serve drinks like you. Not even pirates are inclined to shoot the guy serving their booze.

Purchasing this may let you become known as Desperado.

Swinger Paramour (200CP) (Discounted: Pirate) - The women of Albion don't care much for bandits, but they have plenty of romantic tales about bedding pirates. Whenever someone would be willing to sleep with you, you're able to convince them to sleep with any other number of people so long as it's also with you. Should you be married, you can sleep with other people with no problem so long as your significant other is involved. As a bonus, you no longer have to worry about unwanted pregnancies or STDs from not wearing a condom.

J.U.M.P.E.R. (200CP) (Discounted: Pirate) - A man named Toby created the Temple of Benevolent Yokels (T.O.B.Y.) as a cult to manipulate people into doing whatever he wants. This includes him outright scamming, receiving donations, getting others to break into houses to steal, and generally believing in a made-up religion with no evidence at all. You find that you can easily do these and similar things with much greater success than before.

Hero of Skill (400CP) (Discounted: Pirate) - You are now a Hero who has mastered the Discipline of Skill. Those who have mastered the Discipline of Skill become tall, slender, lithe and agile. Your level of prowess and potential in everything not related to Strength or Will is borderline impossible, and in many ways already is.

You can out-move, out-swing, and out-shoot anyone alive. Your aim is impossibly accurate, allowing you to land headshots with a pistol from miles away, even in a storm on a moving boat, without ever missing. The canonical Hero of Skill, Reaver, has captured literally hundreds of ships essentially by himself.

Normally included in this would be the buying and selling of wares, sneaking around undetected, picking locks, and stealing unnoticed, but these are things you will have to improve on your own time. You're still better at them than average, but they are nowhere near as remarkable as the rest of your abilities.

Love Hurts (400CP) (Discounted: Pirate) - What's normally supposed to happen to souls in Fable after death isn't clear, but it turns out people can be resurrected with the right technology. At some point in your travels, you stumbled upon a machine that can bring back the dead while making its subject fall in love with the first person they see by incorporating a “love spell”, and you studied it until you could build it from scratch. It consists of a harness-like apparatus attached to a table, a switch connected to a generator, and various alchemical solutions. The only materials you need from the person is their relatively intact cadaver. It's fine if the parts are damaged so long as they're brought back together because the process restores the person to a healed but altered state.

People who undergo this process become undead, and just look like a pale but healthy version of whatever they looked like before. They're functionally alive, with all biological processes, including pregnancy and childbirth. They can however sustain much greater damage, and can sew back on any parts of theirs that become removed. It's very likely they don't age anymore.

You can have died and gone through this process if you like, but know that people in this world won't take kindly to your true nature if they learn about it. Should you choose to have gone through this, the first person you saw was yourself in the mirror, and at most think you're pretty great because of it.

Clockwork Conspiracy (600CP) (Discounted: Pirate) - Gordon of Knothole Island, Montague Humes, who builds Understone, and Professor Ernest Faraday, who builds his “Clockwork Island”, all appear to have developed variations of clockwork and steam technology during the same roughly 10 year period. Maybe they were all just iterating off of clockwork firearms, but it bears acknowledging. You're now a peer to these tinkerers as they are presented within the timeline of Fable 2. You should be able to single-handedly thrust Albion into the industrial revolution with all of the fantasy steam and clockwork devices that you know how to make. Whether it's master ranged weapons with 4 empty augment slots, cannons, phonographs, motion sensors, various automated industry, submarines, trains, producing and harnessing electricity, you're familiar with it all. Given the knowledge you no doubt have from the real world, you should have no trouble building a car, plane, or powered boat.

While that's all extremely impressive, you stand out in a handful of areas. You know how to adapt a number of plants to grow without sunlight, you can make master-equivalent wooden melee weapons with 1 empty augment slot, and you know how to build Colins. A Colin is a semi-intelligent clockwork robot that can physically rival Heroes, and they can use a technological version of targeted Time Control to Assassin Rush their targets.

Grim Shadow (600CP) (Discounted: Pirate) - Having committed a supreme act of evil, you were transformed into an ageless shadow by the resulting amount of evil Will. Your body is now a semitransparent black with the exception of your eyes that glow red. This transformation has allowed you to corrupt physical sources of good, and you will become more powerful by doing so.

You’ve also gained access to a number of Will and magic abilities. You know the Will spells Blades - shooting magic swords, Inferno - fireball, Raise Dead - necromancy, Shock - lightning beam, and summon spikes - impaling things from the ground. You're especially talented with using Blades as shields, raising more and powerful versions of the undead with Raise Dead, and raining Inferno and Shock down directly on targets. Your magical abilities are more broad and

include, turning others into lesser Shadows, turning people into chickens, decapitating targets, petrifying the living, and changing the genders of anyone.

Purchasing this may let you become known as Shadowfiend.



Balverine

Items: You should prepare for the journey ahead. Outfits can limitedly resize, and are dyed in the colors you'd prefer. All ranged weapons have been enchanted to have unlimited ammunition. Weapons with empty augments slots will be filled with augments at your discretion. The entire list of augments has been given at the bottom of the notes.

Similar items can be imported into like. You will find a similar property that's also yours in every Jump you go to from now on. Non-property items that are lost or destroyed will be replaced after a week. Discounts are always 50%.

Gypsy

Gypsy Outfit (100CP) (Free: Gypsy) - This outfit is perfect for those who have the sky for a blanket and the earth for their bed. For males, this is a Bandana, an open-chested Gypsy Male Shirt, Gypsy Male Trousers, and Clogs. For females, this is a Gossamer Head Wrap, a long-sleeve Sun Vest shirt, a long Layered

Skirt, and Leather Boots. The outfit doesn't make you more attractive, but it also doesn't make you uglier. You can get the opposite gender outfit if you want.

Steel Longsword (100CP) (Free: Gypsy) - A fine piece of steel, designed to skewer your enemy in the most elegant manner possible. While it may seem mundane, only the more elite fighters have access to steel weapons.

Master Turret Pistol (200CP) (Discounted: Gypsy) - The invention of the turret firearm revolutionized warfare in Albion. Multibarrel technology eliminated the need for continuous reloads, and gave its users a marked advantage on the battlefield. This pistol is amongst the finest examples of this technology, capable of bringing down a small army. It has 1 empty augment slot.

Axe of Disharmony (200CP) (Discounted: Gypsy) - Originally built by Knothole Island's foremost inventor as an instrument to make a completely new and unique kind of music, it soon proved more useful as a weapon. This is a lute shaped like a Flying-V 4-string electric bass guitar. Despite being made out of wood, it's functionally a two-handed master axe. It has 1 empty augment slot.

Music Box (400CP) (Discounted: Gypsy) - A magical wind-up box that has its origin in the Old Kingdom. It's a relic of considerable and generally unspecified power. You've been deemed worthy by it, and it will stay in your possession. You can use it to drain large amounts of Will from a target, and it makes you very resistant to mental domination. In extreme and specific circumstances it can teleport you places, but you have no control over when it does this. It appears to have the ability to teleport you inside of itself to test you against illusions of its choice.

Chamber of Fate (400CP) (Discounted: Gypsy) - A Guild Plate like the one in the remnants of the Chamber of Fate can awaken the ancestral blood of Heroes to harness their powers of Will. You get a copy of the ruined Chamber of Fate that attaches to your Warehouse, and the Guild Plate inside of it will work similarly on other dormant genetically magic-using bloodlines. The center of the Plate can act as a Cullis Gate, and it's possible to link other magic-based teleporters to it in the future. It's still in your Warehouse, so while you may be able to teleport to it, others can't if you're not already there. The frescoes on the wall show updating events from your Chain rather than the exploits of the Hero of Oakvale.

Mustela Java Potion (600CP) (Discounted: Gypsy) - The beans that constitute this specially-branded java potion have been eaten and subsequently evacuated by rare Samarkandian weasels. This gastrointestinal process results in a radically stronger, smoother potion. Java potions cause wounds to regenerate for a limited period of time, and even the Toughest Heroes can be fully healed by one of this strength. It also gives an amount of Strength, Skill, and Will experience orbs when consumed. You get one of these every three weeks, and the experience orbs given are almost enough to fully develop a hero with access to all of the Disciplines from scratch over 10 years.

Purchasing this may let you become known as Blade.

Fairfax Castle (600CP) (Discounted: Gypsy) - Lucien Fairfax hasn't been to his castle in over 10 years, and he’s not coming back. If there weren't the occasional guard running around doing his bidding, it would be safe to assume that he's dead. You've somehow acquired ownership of this castle. He will not be compelled to do anything about it because he believes he can just rewrite the world anyways. The estate comes with a butler who while loyal, is a coward and will quit if push comes to shove. Sleeping in its master bed temporarily makes you more attractive, your constitution more robust, and gives you slow regeneration.

Purchasing this may let you become known as Mayor.

Monk

Explorer Outfit (100CP) (Free: Monk) - Gambling explorers who have ventured beyond the lands of Albion have traditionally favored this outfit. This is a short-sleeved Explorer Shirt, a sleeveless Highroller's Coat, Explorer Trousers, and Explorer Boots. The outfit as a whole doesn't make you more attractive, but the jacket in particular makes you slightly but noticeably more dashing.

Steel Cleaver (100CP) (Free: Monk) - A light but effective weapon. able to gash and tear the flesh of enemies with great speed. Steel cleavers are a fearsome weapon in close-combat. Useful for chopping through obstacles in your way.

Heavy Master Crossbow (200CP) (Discounted: Monk) - There is no more finely crafted heavy crossbow than this. Devastating from a distance, and more manoeuvrable than its name might imply. It has 1 empty augment slot.

Master Cleaver (200CP) (Discounted: Monk) - Though popular among well-to-do Fairfax citizens who use them as decorative items and to carve exotic meat, there are few weapons as damaging as this magnificent cleaver. It has 1 empty augment slot.

Golden Acorn (400CP) (Discounted: Monk) - There is a golden oak in Oakfield which every few decades dies and produces a single golden acorn. When planted into the ground and watered with holy water, the surrounding lands in a couple hundred miles are reborn. Life flourishes, and people are generally happier. However, if the new sapling is ever destroyed, this effect goes away. You get your own golden acorn and a refilling water skin of holy water.

Master Hammer (400CP) (Discounted: Monk) - An exquisite example of a warhammer, wielded in countless battles by the ancient warriors of the Northern Wastes. Despite its immense size and weight, you can swing it fast because it weighs almost nothing in your hand. If you put a Skill and Luck augment on it, it will noticeably outperform The Dachi, making it the most powerful melee weapon in the world. It has 4 empty augment slots.

Knothole Knight Armor (600CP) (Discounted: Monk) - When the warriors of Knothole Island first began to die out, the local blacksmith created this spectacular armor so anyone might enter their trial shrines. Unfortunately, no one proved strong enough to wear it without breaking their bones. While the game treats this outfit as a cosmetic, the descriptions for it would imply it weighs at least a ton. For our purposes, this steel armor weighs nothing when you wear it, and it's immune to almost any physical attack this world can throw at you.

The armor changes appearance based on your Purity or Corruption, and your morality. When you're evil, it looks blackish-silver, the visor glows dark red, and the cape turns red. When you're good, it looks goldish-silver, the visor glows gold, and the cape turns white. When you're neutral, it looks pure silver, the visor doesn't glow, and the cape is checkered blue and white. This set is non-dyeable. The outfit as a whole makes you more attractive than the finest of Middle Class clothes, but it also makes you noticeably more scary.

Purchasing this may let you become known as Brute.

Redeveloped Crucible (600CP) (Discounted: Monk) - Westcliff is a proving ground full of thugs and prostitutes, and the surrounding forest is filled with Balverines. Were the Crucible anywhere else, Westcliff would be considered a bandit camp. After 10 years in-world, it's possible for the whole place to be cleaned up and turned into a tourist trap. You don't have 10 years to spare, and so there's this. You are now the owner of the Crucible, and have been indirectly responsible for the redevelopment of Westcliff as if 10 years had past. The whole place is filled with villagers, guards, traders, and still a few prostitutes here or there for flavor.

The Crucible makes more money than ever, and this gives you 15,000 gold coins to start. Ownership of the Crucible comes with ownership of The Chopper, a legendary two-handed axe. The Chopper doesn't hit quite as hard as a master axe, but it has the Discipline and Stoneskin augments attached.

Purchasing this may let you become known as Lionheart.

Scholar

Highwayman Outfit (100CP) (Free: Scholar) - The perfect outfit to stalk the roads looking for travellers to rob and murder. This is a tricorn Highwayman Hat, Highwayman trench Coat, Highwayman Gloves, Highwayman Trousers, thigh-high Highwayman Boots, and a cloth Highwayman eye Mask. The outfit as a whole makes you almost as attractive as the finest of Middle Class clothes, but it also makes you almost as scary as a bandit due to its associations.

Steel Katana (100CP) (Free: Scholar) - These remarkable swords are imported from the hills of Eastern Samarkand, a country east of Albion, where they are forged by warrior monks. Few melee weapons are as deadly in the right hands.

The Red Dragon (200CP) (Discounted: Scholar) - This unique and exotic pistol once belonged to Wicker, the finest shot Albion had ever seen. Until Reaver / the Hero of Skill appeared. Wicker visited Reaver and challenged him to an honorable duel to decide who had the greatest skill. Reaver's reply was to shoot him in the head. The Red Dragon has the Devastation and Lucky Charm augments attached, making it almost as good as a master turret pistol.

Staff of Wrath (200CP) (Discounted: Scholar) - When Will-users get angry, they cast their most fearsome spells. When they get really, really angry, they bludgeon their enemies to pulp using an old fashion stick. It's functionally a master mace. It has the Hardwood augment attached.

Transportation Amulet (400CP) (Discounted: Scholar) - Teleportation is only really available to Heroes, and even then it's almost always by using the various static Cullis Gates which have existed for centuries. One Will-user however managed to find or make a necklace that let them teleport halfway across the globe. They were killed long ago for unimportant reasons, but they must of had two necklaces because you have one as well. It requires a relatively large amount of Will to use, but you can just stand there until you've channeled enough Will, or blink away if you're powerful enough. It can move you to anywhere on the planet, and you can take at least one other person you're touching with you.

The Daichi (400CP) (Discounted: Scholar) - This exceptional katana once belonged to the legendary Zuna Daichi, a female warrior monk whose exploits in Eastern Samarkand have become part of popular myth. The Daichi noticeably outperforms a master hammer because of its craftsmanship and Devastation augment. It also has the Bewitching and Killerwatt augments attached.

Spire Schematics (600CP) (Discounted: Scholar) - In your possession is a copy of all of the notes Lucien has collected from building the Tattered Spire. Its purpose is to channel all of the Will in the world for various effects, but primarily to make a wish. The only time a wish was made, it tore a hole in reality, and it's hard to say whether that was related to the wish or a consequence. It only accepts one master at a time, and it drains and stops the use of Will from all but the strongest anywhere in its vicinity. Even if you couldn't use Will, being the master of a Spire will let you gradually learn and use it. It otherwise dramatically improves any existing Will powers that you have.

Included in this is using the designs of the Spire to make other things such as collars that drain the Will, memories, and experience of anyone who disobeys you, or even killing someone if they resist too much. This can also teach you how to build Cullis Gates that link together for teleportation. The greatest of the Old Kingdom technology that this can enable you to build, outside of the Spire itself, are Shards. Shards are effectively shards of the Spire that can fly and attack with lightning, and they act as teleportation conduits from the Spire to a Shard or vice

versa. Great Shards are the most powerful variants of these, and they are extremely dangerous even by Hero standards. It took Lucien over 20 years to build the Tattered Spire with slave labor, but maybe you can do it faster.

Purchasing this may let you become known as Conjurer.

Snowglobe Village (600CP) (Discounted: Scholar) - This small snowglobe contains a very realistic model of the village of Oakvale in its prime. Consequently, it was filled with the tortured souls of the villagers of Oakvale before you destroyed the Shadows torturing them. You can enter the snowglobe by willing to, and it contains the entire town of Oakvale prior to it accidentally being destroyed by Reaver's / the Hero of Skill's deal with the Shadow Court. It's ultimately an idyllic miles-in-size beachfront paradise in your pocket that you're free to do whatever you want with, including inviting people in to seek refuge, or whatever else you have in mind. The snowglobe itself is virtually indestructible.

Purchasing this may let you become known as Chosen One.

Pirate

Bandit Outfit (100CP) (Free: Pirate) - Nobody knows where bandits buy their clothes, but they probably stitch and sew them themselves, when no one's looking. This is a Bandit Bandana and cloth face mask, open-chested Bandit Shirt, a single Bandit Glove and wristband, Bandit Trousers, and Bandit Boots. The outfit doesn't make you more attractive, but no outfit is more terrifying to the average person than it.

Hal's Longsword (100CP) (Free: Pirate) - Made out of a strange material resembling glass, this two-pronged longsword once emitted a powerful energy when wielded by Hal. Unless you put a Skill and Luck augment on it, it's less sharp than an iron longsword, and only slightly sharper than one if you do. This is a modified Type-1 Energy Sword from Halo 3. It has 3 empty augment slots.

Hal's Rifle (200CP) (Discounted: Pirate) - Few enemies were able to withstand the firepower of Hal's sophisticated clockwork rifle. This is a modified MA5C series rifle from Halo 3 that fires in three-round bursts. It has 1 empty augment slot.

Master Cutlass (200CP) (Discounted: Pirate) - The pirate captain's weapon of choice. It's perfectly balanced, and able to strike down a mutiny in a moment. Just be ready to duel those who don't know your reputation. It has 1 empty augment slot.

Master Flintlock Pistol (400CP) (Discounted: Pirate) - As stylish a firearm as you could hope to carry, those who die from one of its shots should count themselves lucky. If you put a Skill or Luck augment on it, it will noticeably outperform Reaver's / the Hero of Skill's Dragonstomper .48, making it the most powerful sidearm in the world. It has 4 empty augment slots.

Sinkhole Ship (400CP) (Discounted: Pirate) - After stumbling upon and defeating the undead pirate known as Captain Dread, his enchanted ship, The Marianne, took a liking to you. You only need to touch its steering wheel for the ship to sense what you want it to do. It comes with Captain Dread's Sword, a Steel Cutlass that looks like an Iron Cutlass, and it will make people believe you killed him. A small flooded cave attaches to your Warehouse to store it in, and you can enter or leave this attachment by having the ship sail into or out of any small cove or water-accessible cave. As a bonus, there's 15,000 gold coins on the boat.

Hal's Outfit (600CP) (Discounted: Pirate) - Long ago, when Albion was still under the rule of the Old Kingdom, a rift in space opened a portal between dimensions. Through the rift stepped a warrior of immense power, clad in green armour, and carrying a striking crystal longsword and clockwork rifle. Though he never revealed his real name, he was known to all as 'Hal'. This is a modified Mjolnir Powered Assault Armor Mark VI from Halo 3.

The armor no longer has its iconic energy shield system for one reason or another, but it's still powered in every other way. Its capability will be limited if you're a normal human so that you don't hurt yourself, but if you're physically capable enough the armor will dramatically improve your strength and speed. It has thick titanium-alloy plating, a titanium-based armored undersuit, and impact-absorbing hydrostatic gel. The armor's plating is described as nearly impervious to small-arms fire, although sustained armor-piercing fire can eventually breach it. A Banshee, one of the strongest enemies around, attacking this with their claws would barely manage to scratch it. The outfit as a whole makes you almost as attractive as the finest of Middle Class clothes, but it also makes you noticeably more scary.

Purchasing this may let you become known as Master Chief.

Under Town (600CP) (Discounted: Pirate) - In Fable 3, it’s revealed that Montague Humes had built a smaller town underneath Bowerstone during the later half of Fable 2. How this timeline actually lines up is questionable at best because the people of Albion generally understand what happens during Fable 2’s ending, and thus Humes' stated motivations make no sense being made after Lucien’s defeat. Humes is presented as having died prior to the events of Fable 3, which makes sense because of how old he would have been. Professor Ernest Faraday then takes and improves upon many of Humes' designs.

The isolated events leading to the construction of this town have happened early, and Montague Humes has died leaving you the inheritor of Understone. Nobody outside of this town knows anything about it. Despite being located in the Bowerstone Cave Network, it's entirely self-sufficient, and has even managed to grow various types of vegetation to mimic the surface. While it has a large cast iron gate back door deep underground that you've found, the front of this vault--I mean, town–is blocked by a giant metal cog door which leads to the surface.

The people of Understone are terrified by the construction of the Tattered Spire, and they have been conditioned to do almost anything you say. They're in a sort of steampunk Industrial Revolution, being roughly 50 years more advanced than the town above them. There's a degree of automation, electricity, lights, and even a speaker system throughout the entire town. It comes with a small army of semi-intelligent clockwork robots called Colins that can physically rival Heroes, and they can use a technological equivalent of targeted Time Control to Assassin Rush their targets.

Purchasing this may let you become known as Fearmonger.



Sinkhole Ship

Companions: The followers. Companions may not purchase others or take drawbacks.

Hired Henchman (100CP / 300CP) - One of your previously established or newly met collaborators. You may spend 100CP to import or create a companion with a purchase of this. Spending 300CP instead allows you to import or create eight companions to enter this world with you, but no more. They get an origin, their free perks, their free items, and 100CP to spend on whatever.

5-Star Dog (100CP) - Sparrow would be much less without his loyal Mutt. Following in their example, you too now have a year-old Bloodhound, Dalmatian (Dalmatians are otherwise extinct in Albion), Husky, or Mutt companion of your choice. Whatever you pick, they can easily live for 25 years. They're trained in every way you can imagine, and know the tricks Backflip, Beg, Bunny Hop, Chase Tail, Growl, Hide Snout, Play Dead, Roll Over, Targeted Urination, and Wave. They'll even do their equivalent tricks with your own Expressions. They've also been trained to function as a guard dog, able to leap through the air to rip throats out, and they will take a bullet for you if it comes to it. Their nose can literally smell treasure, and when they find a dig spot a spade can materialize in your hands until it's dug up.

The collar that they come with is a blue Collar of the Holy Sky, and it already has your chosen name stamped into the metal. It grants a potent boost to Will to

Will-using dogs, but it doesn't do anything for your dog because they don't have Will. They also come with a never emptying Dog Elixir, a pungent potion which cures their wounds. It will also keep their coat shiny, their nose cool and their breath smelling like daisies. Their love for you is unconditional, but they also like dog treats.

This purchase counts as a follower for Jumpchain purposes, and if they die their soul will be returned to the copy of Cheet-ur's Crypt which has been placed inside your Warehouse. Placing a human inside of the crypt will slay them and resurrect your dog. This is not an evil action as Cheet-ur will take the evil for you. The process de-ages your dog to 1 year old. They are otherwise free to roam around your Warehouse as a fully interactable ghost.

Purchasing this may let you become known as Dog Lover.

Your Family (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.



5-Star Dog (Husky)

Drawbacks: 600CP can be taken from any number of these. They will be removed in 10 years, or on death. They supersede other choices.

The Lost Chapters (+0CP) - If you've been to a Fable Jump before this where the times can line up, you may take this option to make them connect. Over 600 years pass between the first game and this one. There will be a degree of timeline protection to make sure you don't Butterfly Effect things too much.

Who is the Hero (+0CP) - You may choose whether Sparrow is male or female. Whatever's the canon choice, they can change their gender later anyways because of the Potion of Transmogrification in Fairfax Castle.

Getting Hit (+100CP) - You've become a target of the Highwayman's Guild. It's entirely possible that you can manage to defeat them one way or another, but they're willing to wait or attack people you care about. Kidnapping or killing someone to get you into a trap where they can then confront you with Will is a possibility.

Over Bloomed (+100CP) - One of the more common compliments given to Fable 2 is how well it holds up graphically. While that may or may not be true, it certainly has a lot of god rays. In many areas throughout this world during the day, you will find it very difficult to see with your eyes or other kinds of sight due the light.

Betwazzling Vocabularium (+100CP) - It is an irrefutation that your vocabularium leaves others betwazzled and even downright ambidextrous from the dexterosity you speak with. You now talk in a ridiculously verbose manner. You're not compelled to say anything, but when you do the words come out exaggerated.

Salad Dodger (+200CP) - You're unattractively fat, and everyone's going to make sure that you know it. Your appearance is a 4/10, and people have taken to calling you Salad Dodger. If you truly manage to win people over by being a hero or whatnot, they'll just start calling you Dumpling instead.

Journey On Foot (+200CP) - Walking everywhere in Fable 2 takes various lengths of time such as 1 hour from Bowerstone Market to Bowerstone Old Town, 15 hours from Bowerstone Old Town to Rookridge, and 13 hours from Rookridge to Oakfield. You must walk or take a period-appropriate boat to get anywhere, speed buffs and anything but localized teleporting doesn't work for you, and your

Warehouse is locked out for the Jump. On the plus side, you can't really be abducted by teleportation anymore either.

Shadow Courting (+200CP) - Every year for the duration of your stay in this Jump, you must take a new person to the Shadow Court in Wraithmarsh to sacrifice their youth for your life. They will then be aged near to death, and you'll be allowed to go free for another year. Failure to do this will have them hunt you, and they will warp space and time, amongst other things, to try to kill you.

Solemn Vow (+300CP) - All of the monks at the Temple of Light take a vow of pacifism. It is completely ridiculous, and will absolutely get them all killed again just like it did the first time, unless someone intervenes on their behalf. You've taken this as well, and you cannot harm anyone else even if they're trying to kill you.

Fairfax Curse (+300CP) - The Fairfax family is said to be cursed due to what seems like hereditary madness and mania, but Lucien had broken this assumption prior to the death of his wife and child. Maybe you're a distant relative to him, because you suffer from delusions and extended moments of hysteria. You're still yourself, but many of your worst aspects are turned up to 11.

Nightmare Hollow (+300CP) - Chesty the chest wants to be your Super Best Friend, and they're not inclined to take no for an answer. They can teleport and hide in mirrors, and their idea of friendship involves manipulating your dreams to kill you in real life. You must regularly sleep until one of you is permanently dead.

Endgame: Albion can be quite dangerous, but you're alive after 10 years.

Sacrifice (Stay) - You give up further adventure to help people here. You're staying.

Love (Go Home) - You decide that family takes priority in life. You're going home.

Wealth (Move On) - You want more than what there is. You're moving on.

Notes: Throwing shade, clarifications, and augments extrapolation.

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1. Everything is Theresa's fault. Whether she's responsible for killing Lucien's wife and child is up for debate, but Lucien learning about the Tattered Spire, the death of Rose and the shooting of Sparrow, the death of Hannah's father, the killing of hundreds or thousands that build the Tattered Spire, and the subsequent reopening of the tear to the Void (the events of Fable 3) either have or will happen because of her meddling. In particular, she almost certainly informed Lucien's men where Hannah / Hammer / the Hero of Strength was to then get her father killed because she would otherwise stay a pacifist.

2. William Black, now known as Scythe, is still alive, and he is who all **Heroes of Heroes** and most Will-users descend from. He is the greatest hero who has ever lived, and magic (Will) is literally named after him. He lives somewhere in Albion.

3. Will cannot be destroyed, disrupted, blocked, or negated except by using other magical powers. A strong control over one's Willpower may bend reality to one's own desires. In the Old Kingdom, many things were powered by just Willpower. There is no substance or material natural or created that is immune to Will.

4. Scorn and Avo were just places of particularly strong Will power, not actual gods. It is likely the same for the Temples of Light and Shadow. That said, Old Gods and Demons explicitly exist in Fable. There's also canonically much worse things than Krakens in the deep oceans, and we don't actually know what that means.

5. Hobbes are just goblins that kidnap and transform children into more Hobbes.

6. **Hero of Heroes** likely makes you the sibling of Sparrow and the late Rose.

7. Having multiple **Hero of** perks doesn't make you a Hero of multiple disciplines, but you get the effects of both. A Hero of Strength with Hero of Skill is only a Hero of one or the other. If instead taken with **Hero of Heroes**, you're not a Hero of Strength, Will, or Skill.

8. The four types of colored experience point orbs are canon, and it's unknown if only those with the blood of Heroes can see them. By willing them towards yourself, they are drawn towards you and absorbed like in the game.

9. A Colin's' targeted Time Control (Assassin Rush) is possibly magic and not technology. Just know that as per events in Fable 3, technology and magic can be mixed to great success.

10. Knothole Island is one of the small islands off the southern coast of Albion.

11. Based on various pieces of evidence, Sparrow most likely does not choose Sacrifice, bringing everyone back to life, or Family, bringing their dog, potential wife or any children, and sister Rose back to life. They canonically become King, and Wealth would give them one million gold which is the cost of the castle. Rose, who shares the same blood as Sparrow, is never heard from again, and Theresa expresses remorse at all of those who died creating the Tattered Spire.

12. **Augments:** How these work in the meta sense is speculation because it's just not clear, but I have provided a description of their effects and which are what to make choosing easier. The information in brackets next to their names was provided from elsewhere and acquired through testing, it's not rulings by me. Double check your choice(s), but know that this is the most comprehensive and clear gathering of this information.

    Identical augment effects do not stack, but an aspect of an effect can be replaced if a better effect is available. Higher-star augments are probably stronger than lower-star ones, but it's not exactly clear. The damage increase for the highest-star Skill or Luck augments appear to be between 20-30%.

Armor - Less damage taken. Lowers the speed that life is lost when under Life Loss.
Life Loss (Minor) - When your weapon is drawn, your HP will very slowly drop to 75%.
Life Loss (Major) - When your weapon is drawn, your HP will very slowly drop to 25%.
Skill - Increases all damage types.
Luck - Has the combined effects of Armor and Skill, and stacks with both.
Bad Luck - Decreases Armor and Skill.
Flame - Converts approximately 33% of physical damage into fire damage.
Lightning - Converts approximately 33% of physical damage into lightning damage.
Life Drain - Healing equal to physical damage. Skill and Luck increase this effect, but flame and lightning augments do not as they convert physical damage.
Anti-Scarring - No scarring.
Scarring - Scar more.
Beauty - More attractive.
Fear - High tendency of causing widespread panic.
Anti-Evil - Increases damage to Evil.

Anti-Good - Increases damage to Good.
Protect Evil - Less damage to Evil.
Protect Good - Less damage to Good.
Gold - 50 gold per kill.
Experience - Earn experience orbs on hits.

Passive
Lucky Charm (**Luck**) | ★★★★☆ |
Hardwood (**Anti-Scarring**, **Armor**) | ★★★☆☆ |
Mighty Oak (**Armor**, **Luck**) | ★★★☆☆ |
Sapling (**Armor**, **Bad Luck**) | ★★★☆☆ |
Thug (**Anti-Scarring**, **Fear**) | ★★★☆☆ |
Gnarly (**Armor**, **Scarring**) | ★★☆☆☆ |
Stoneskin (**Anti-Scarring**) | ★★☆☆☆ |
Barkskin (**Armor**, **Scarring**) | ★☆☆☆☆ |
Beauty and the Beast (**Beauty**, **Luck**) | ★☆☆☆☆ |
Bewitching (**Beauty**) | ★☆☆☆☆ |
Empty Shell (**Bad Luck**, **Beauty**) | ★☆☆☆☆ |
Eternally Damned (**Bad Luck**) | ★☆☆☆☆ |
Fear Itself (**Fear**) | ★☆☆☆☆ |
Masochist (**Fear**, **Major Life Loss**) | ★☆☆☆☆ |
Perfect Skin (**Anti-Scarring**) | ★☆☆☆☆ |
Sexy Scars Augment (**Beauty**, **Scarring**) | ★☆☆☆☆ |
Terrifying Visage (**Fear**, **Scarring**) | ★☆☆☆☆ |
Tree Sap (**Armor**, **Major Life Loss**) | ★☆☆☆☆ |
Uncanny Luck (**Fear**, **Luck**) | ★☆☆☆☆ |
Vanity's Curse (**Beauty**, **Minor Life Loss**) | ★☆☆☆☆ |

Good vs. Evil
Evil Triumphs (**Anti-Good**) | ★★★★☆ |
Blessed Suffering (**Anti-Evil**, **Minor Life Loss**) | ★★★☆☆ |
Divine Favor (**Anti-Evil**, **Anti-Scarring**, **Protect Good**) | ★★★☆☆ |
Divine Luck (**Anti-Evil**) | ★★★☆☆ |
Madman's Bane (**Anti-Good**, **Bad Luck**, **Protect Evil**) | ★★★☆☆ |
Martyr's Curse (**Anti-Evil**, **Bad Luck**) | ★★★☆☆ |
Nasty Scars (**Anti-Good**, **Protect Evil**, **Scarring**) | ★★★☆☆ |
Pain is Pleasure (**Anti-Good**, **Minor Life Loss**, **Protect Evil**) | ★★★☆☆ |
Righteous Violence (**Anti-Evil**) | ★★★☆☆ |
Sacred Scars (**Anti-Evil**, **Protect Good**, **Scarring**) | ★★★☆☆ |
Scourge (**Anti-Good**) | ★★★☆☆ |

Strength of Evil (**Anti-Good**, **Anti-Scarring**, **Protect Evil**) | ★★★☆☆ |

Damage
Devastation (**Skill**) | ★★★★☆ |
Double Edged (**Scarring**, **Skill**) | ★★★★☆ |
Luck and Skill (**Luck**, **Skill**) | ★★★★☆ |
Skill and Beauty (**Beauty**, **Skill**) | ★★★★☆ |
Piercing Agony (**Major Life Loss**, **Skill**) | ★★★☆☆ |

Elemental
Shockingly Smooth (**Anti-Scarring**, **Lightning**) | ★★★★☆ |
Energy Drain (**Lightning**, **Minor Life Loss**) | ★★★☆☆ |
Flame (**Flame**) | ★★★☆☆ |
Flame Resistant (**Anti-Scarring**, **Flame**) | ★★★☆☆ |
Flame's Curse (**Bad Luck**, **Flame**) | ★★★☆☆ |
Flame's Gift (**Flame**, **Luck**) | ★★★☆☆ |
Killerwatt (**Lightning**) | ★★★☆☆ |
Negatively Charged (**Bad Luck**, **Lightning**) | ★★★☆☆ |
Positively Charged (**Lightning**, **Luck**) | ★★★☆☆ |
Slow Burn (**Flame**, **Minor Life Loss**) | ★★★☆☆ |
Slash & Burn (**Flame**, **Scarring**) | ★★☆☆☆ |
Storm Scar (**Lightning**, **Scarring**) | ★★☆☆☆ |

Life Drain
Devourer's Scars (**Scarring**) | ★★★★☆ |
Ghoul | ★★★★☆ |
Insatiable Thirst (**Minor Life Loss**) | ★★★★☆ |
Luck and Life (**Luck**) | ★★★★☆ |
Renewal (**Anti-Scarring**) | ★★★★☆ |
Life Sucks (**Bad Luck**) | ★★★☆☆ |

Gold
Golden Touch | ★★★★★ |
It's Not Luck (**Luck**) | ★★★★★ |
Power of Money (**Anti-Scarring**) | ★★★★★ |
Rich Guilt (**Minor Life Loss**) | ★★★★★ |
Soft Skin (**Scarring**) | ★★★★★ |
Gold Burden (**Bad Luck**) | ★★★☆☆ |

Experience
Combat Mastery (**Luck**) | ★★★★☆ |
Discipline | ★★★★☆ |
Hidden Knowledge (**Anti-Scarring**) | ★★★★☆ |
Untapped Potential (**Bad Luck**) | ★★★★☆ |
Warrior's Burden (**Scarring**) | ★★★★☆ |
Cursed Warrior (**Major Life Loss**) | ★★★☆☆ |

13. Life Drain augments don't work on ghosts, but they do work on other undead. That is probably an oversight, and so assume they generally work on anyone.

14. **v1.1:** Buffed **Luminous Waters**, **Master Blacksmith**, and **Love Hurts**. Changed the 9th Note to reflect the change to **Love Hurts**. Clarified the limitations of **Weather Wizard** and **Seer Soothsayer**.

Nobody knows. Nobody sees. The sirens of Oakvale. Down by the reeds.

