Fable II Unpatched Any% Guide by SeraVenza

DISCLAIMER: The camp that you start in after Lucien shoots you out of the window, which this guide will refer to as “Nomad Camp,” has an unintended ethnic slur in its name. One of the game’s co-creators, Dene Carter (a.k.a. Fluttermind), said the following about it in his Discord: *“The gypsy camp in Fable 2 was never meant to be a slur, but quite the opposite. It's a group of lovely people who take in a child and raise them as one of their own. 'Romani' would have been ridiculously specific and 'Traveler' - at the time - was too steeped in another very specific UK community. So, in ignorance I chose 'Gypsy' as an aesthetic/ambiance because everyone knew what living in 'gypsy caravan' was. Nowadays, I'd avoid it, of course.”*

How Many Controllers Do You Have?

No, really, because there are going to be strats in here for runners with only 1 controller, but there are also strats for runners with 2 controllers that can simplify and/or expedite some key fights.

How Do I Know If My Game Is Unpatched?

We don’t know if there are specific physical identifiers on the disks themselves, but the best way to ensure you have an Unpatched copy is to use a Limited Collector’s Edition copy of the game (thankfully, as of Jan 2025, these still tend to be available at a reasonable price on sites like eBay). Refuse to update if prompted on game launch. Also, you will want the game installed on your 360 to minimize load times.

Movement Basics

This video by Boco is a must watch before you jump into this run, but the TL;DW is keep your left stick in the most North position that you can, and use claw grip to more easily control your camera while weapon swapping
https://youtu.be/l6xNwcrkVkQ?si=-g_XCXGK4VbDoTNf

There’s Actually A Lot of Escort Quests

When I say that, I mean there’s a bunch of quests where the triggers are controlled by NPCs, and NPCs will delay their voice lines to make sure they are facing either towards you or towards another NPC depending on the voice line in the current sequence. This is why I try to face specific NPCs in specific directions in my runs, and try not to force them to turn around until they are already speaking a longer voiceline.

Childhood

Unlike in Current Patch Glitchless runs, Sparrow’s gender does not affect this run in any way outside of female Sparrow getting a Dumpling pop-up after escaping the Spire which can be quickly mashed out of. Timing starts when the first load screen finishes.

Buffer LT during the opening cutscene with Rose.

Position yourself as close to the edge of Derek's cutscene radius as you can get (roughly shown below) - this seems to help me the most with preventing Barnum from turning around and wasting 3 seconds talking but it's not always consistent.



After the Barnum picture and when the quest information reappears on the screen, flick left stick back once, then right once, then tap LB once and move forward to (hopefully) go through the alley during the fade in.

1 controller runners will "just play the game lol" for the Rex fight while 2 controller runners will want to try and position Player 2 (as shown below) to flank him (rarely, the NPC kids can block you from doing this though) video example - https://www.twitch.tv/seravenza/clip/ImpossibleEvilMomGingerPower-ochURINWuXaMGeVp



After beating up Rex, wait for Rose to approach the doggo before going to pick up the warrants and then going to Balthazar.

After shooting the beetles in Balthazar's warehouse, position yourself in front of the crate next to the pillar by the door (shown below) and hold LB. Listen for the sound of a footstep during the black screen and hope there aren't any kids in your way as you try to run forward.



Go to Pete and Betty to start Lady and the Tramp, then get the warrant from the doggo, then get the bottle from Magpie and give it to Betty.

"Run" past Arfur, return warrants to Derek, and then when approaching Monty, press LT once, then keep Monty in the camera view as he goes to his quest giving position (as shown below).



Walk all the way up the stairs and give the letter to Belinda, then start going back to Murgo. Rose needs to say "Come on, let's go buy the music box" during this time. If she doesn't, go back inside until she does. When buying the music box, you only

need to hold A until the progress circle is filled, then you can let go and run to the music box cutscene location and hope that Rose behaves when starting cutscene.

If you get to your beds after Rose, you can get past her by going to the left of her.

I like to stop myself on the wall when going to the castle but this is a personal preference.
Play Angy-Garth mini-game for funsies!

After Lucien finishes saying “I’m sorry,” be pressing Start to skip the cutscene, and do the same after the load screen immediately after.

Bower Lake

After gaining control back, turn off safety and then open the caravan chest, mashing A and X.

Break a section of the fence with your sword, and then get ready for Theresa Skip. demonstration: Fable II - Any% (Unpatched) Speedrun in 2:49:26

If Theresa Skip was successful, press Start once to dismiss the Guild Seal get-prompt as you approach the first vault location.

Get Potion of Life (shown below), and then enter the Old Tomb.



Old Tomb

Immediately press Y once upon loading in, then press A until you put the crossbow away and you have max run speed

Weapon swap when approaching the bridge into the Chamber of Fate to maintain movement speed (the goal is to reach the center before Theresa finishes her “For centuries, this academy trained the most supremely gifted sons and daughters of Albion, bound together by the blood that flowed in their veins.”

Don’t horse around and hit the Will flit switch with anything that isn’t Inferno, or else vaulting off the hill in a moment will take a few extra seconds due to brandishing a weapon even though the cutscene of arriving outside makes it look like you aren’t.

“You need to learn a Will ability to activate the Cullis Gate.” Press Up on D-pad, then down x2, A, down, A x2, Start, use Inferno on Will target and then use the Cullis Gate.

Bower Lake

Vault from Hero Hill by going directly up and right as you load in, and go to Bowerstone Road, then to Thag’s camp.

1 and 2 controller strats both spam directed Infernos on the bandits and Thag here, but positions are different.

1 controller would want to follow this video:
https://www.youtube.com/watch?v=bVZM-buBqRo



The idea here is to position yourself at this corner of his cabin so that you can more easily contain Thag - if he decides to actually continuously strafe into the railing.

2 controllers however would want to follow this video if you find aiming with 2 controllers tough like I do:

https://www.youtube.com/watch?v=u85cHk7lYko



The goal I have in mind here is to limit the range of motion I need to be able to change my aiming for, meaning I need to make way less adjustments to account for spawn RNG before Thag. And for Thag, you should be able to just aim both controllers forward because the cutscene will face the camera at him for you.

Wait to fast travel until after Theresa's "Well done" line has shown in the subtitles, press Start, A, down x4, mash A to fast travel, then enter Bowerstone Market.

The Journey Begins

Sell the Potion of Life to either the general trader immediately on the right upon entering the town if the sell price is at least 2500, otherwise go to the Alchemist (first building on your left as you enter the Town Square) and sell it to him instead.

Trigger the Theresa event in the town square (**make sure you unlock it as a fast travel location!**), then go right into Old Town.

In Old Town, depending on where the most NPCs have gathered (spot 1 is immediately upon entering, spot 2 is by the clothing trader, spot 3 is at the Cemetery Road), use your trophy 5 times around the biggest crowd of NPCs you find, and at the weapon trader, go all the way to the bottom of the Buy list and buy as many weapons as you can afford, then go to the Cemetery Road to unlock the fast travel point, then D-pad Up and mash A to fast travel to Town Square.

Sleep in the Cow and Corset for 2 weeks to get rid of the scripted Market blacksmith sale, sell your weapons (should have at least 4,500 gold after), then go to Theresa in the Town Square. **D-pad to Thumbs Down when prompted.**

Buffer LT when Theresa says “That is where Lucien is now. The Tattered Spire.” Mash Start during the cutscene fadeout.

You can instantly dismiss the Fate Cards prompt by pressing Start once, wait a brief moment, then press and hold A to skip the dialogue, then fast travel to Old Town Cemetery Road.

Buy the House of Might, sleep in it, sell it, then go to Abilities in the menu, mash Y and A on physique until you have 6,000 experience, then buy the next level, continue mashing Y and A until you have 144,000 experience, then buy it again, then continue mashing Y and A until you have roughly 3 million experience, though a little more doesn’t hurt for safety. Buy Max Toughness, Max Speed, Max Accuracy, Max Dextrous Styles, Max Shock, Max Inferno, Time Control Lv 3, and Max Vortex. Exit the menu and go directly to Rookridge, then Hobbe Cave, then Oakfield, ignoring all Bandits.

Hobbe Cave

Be cautious of weapon swapping when near the Hobbes lest you accidentally shoot at them and waste time. Ideally, if your movement is good, the final part of the cave shouldn’t have any Hobbes except any followers from earlier sections. Consult this video as a visual guide for Hobbe Cave movement.
https://youtu.be/l6xNwcrkVkQ?si=-g_XCXGK4VbDoTNf

Oakfield

Go to the Temple of Light, then fast travel to The Sandgoose. Pay the Bard, but before he starts singing, go upstairs and to the left to get A Bridge Too Far from Barnum, then go back to the Bard. Once you see the first renown increase, hit up on the d-pad, A once, down once, then mash A to fast travel to Rookridge.

A Bridge Too Far

Stand to the left of the tavern exit, charge up Shock until you see the camera pan to the left by itself (this signifies the bandit has spawned outside), then release it to kill the bandits in the area.



After this, go no further than is shown below (or he'll run and you'll need to do the quest as normal), and snipe Dash with 5 shots. Press RT to get out of the zoom in, then D-pad up, A, down, mash A to fast travel.



When entering the tavern, try to avoid getting too close to the Bard (or you'll trigger his cutscene and lose a few seconds because you'll have to pay him to get out of it) and use your trophy 5 times, then go to Barnum to finish A Bridge Too Far.

Trophy grind after until you have enough renown to return to the Abbot, then D-pad Up and mash A to fast travel.

After the Abbot says, "The cave is not far," there is a small window where you can enter the menu and fast travel to the Sandgoose after the camera zooms out from you, otherwise, just fast travel to there when the game finally lets you.

Make sure you have Time Control as your default spell before entering the ritual cave.

The Ritual

Use directed Time Control a couple of times to escape Sister Hannah's dialogue and slow down radius, but don't run through the cave. Make sure she is actually moving behind you. Once in the center room, make all spell charges Inferno.

After the first fountain is done, quickly get off of the platform (skips the "Don't talk much, do you?" voiceline), then wait for the camera to zoom out after she finishes talking to go back up to the central chamber.

Kill the first Hollow Man with a level 2 Inferno (typically avoids commentary from Sister Hannah which eats a second or two), then dispatch the rest with Inferno.

Continue not running to the central chamber after you've killed all the Hollow Men.

In the second fountain room, single tap the Y button to shoot and knock down the Hollow Men and stall for time - the next wave doesn't spawn until the one before it is cleared out.

Before the 3rd room, make sure you set all but your first spell to Shock, keeping Inferno on that first one and use Shock to kill the Hollow Men, Inferno to deal with any stragglers.

You can charge up Shock during the slow down after the Headless Hollow Man spawns, and hit him with a Lv 4 Shock, then finish him off with Infernos. Make sure you set Time Control back to 1 for after leaving the cave.

Keep the camera directed away from the portcullis by repeatedly tapping LB so that Brother Robin doesn't take a million years to enter the cave.

After leaving the cave and jumping down, use directed Time Control until you can no longer do so to get a little bit of extra distance while your movement speed is limited.

Mash A and B while moving to skip the trophy animation after Sister Hannah says "Call me Hammer," then D-pad up and mash A to fast travel.

The Hero of Will

In the Chamber of Fate, run up next to Hammer, and wait to press and hold A until after Theresa starts turning towards you (or you will have to sit through her dialogue anyway), then fast travel to the Nomad Camp in Bower Lake.

Vault down the hill from the left of the bridge into the camp, and go to Brightwood.

After the Commandant abducts Garth, be ready to hit d-pad up and fast travel back to the Guild.

The Bargain

Go to the Cow and Corset in Bowerstone Market, trigger Jeeves's dialogue, then go downstairs and pay the Bard, then return to Jeeves until you give him 1,000 gold, then go to the front balcony and vault out of the tavern when you can. Wait until you've gotten the map to Lucien's diary, then go to Arfur and take the Red Harvest quest, wait for the camera to fully zoom back out, then press Start, A, down x4, A, up (confirm you've selected Nomad Camp!), mash A

Forest Troll Fight

While strats differ here for 1 controller vs 2 controllers, you want to use Lv 2 Time Control next to the rock-textured terrain before initiating combat (shown below).



1 Controller runners will want to position themselves against the tree stump next to the troll and use Lv 2 Time Control again just before getting hit by the troll. The goal is to be knocked into the stump so you can get up more quickly, use Lv 2 Time Control again, then hit the troll with Lv 4 Shock (Lv 4 Inferno will work, but can miss if you don't position yourself correctly in front of the troll)

2 Controller runners will leave Player 1 standing still after triggering the getting up cutscene, and summoning Player 2 during said cutscene. Wait until the troll is getting a rock to throw at Player 1 before running up to him with Player 2 to cast Lv 4 Shock.

In either case, this should 1 shot the troll if performed correctly.

Make sure you heal the doggo if he gets hurt or he won't point out the dig spot!

D-pad up to fast travel to the Guild after

Road to Westcliff

Enter the menu to fast travel to Bower Lake Road in Brightwood

Do Red Harvest quest - set up Inferno on spells Lv 3-5 while waiting for Ripper to jump down from the trees

Go to Bandit Coast after

Bandit Coast

Trophy grind here to 2,500 renown, turn safety off before the barricade and use Inferno to kill the Highwayman leader (skips his dialogue), then move onto Westcliff

Westcliff

Use directed Time Control to move ahead a little faster, be cautious of doggo blocking you though.

Open the chest immediately on your left, loot the Steel Cutlass (don't equip it) and drink or keep the 2 Resurrection Phials after.

Try to get to the Balverine cutscene before Hammer finishes her "A slaver found the poor things, took them back to his camp, and locked them up in a cage," voice line and starts another.

Lilith skip - use Lv 5 AoE Inferno while standing near but not right next to the torch (rough position shown below, maybe aim to be a little bit further away than this), and mash direct Time Control after - if you fail, just wait and shoot Lilith with your crossbow after the dialogue between her and Hammer



Boco's video on this skip: https://www.youtube.com/watch?v=FTqGcz3BdfU

Setting up Vortex 5 once past Lilith in Westcliff is recommended.

I tend to hit a slow patch when approaching the door to Howling Halls, so I tend to weapon swap a bit there.

Howling Halls

Be standing in front of Lilith, use Lv 4 Inferno to kill the first two Balverines, then stand next to the pillar on your right (position shown below), charge Lv 5 Vortex, and wait for the second balverine to swoop in from the left before releasing Vortex.



After killing the 4 Balverines there, stand next to the brazier and the left pillar (as shown below), charge Vortex, release when Hammer says "There must be something we can do!"



Buffer LT to advance the quest. Once Hammer starts moving, position yourself near the broken tile in between the left and center pillars and hold forward with Inferno (shown below), releasing it when you have confirmation of targeting Balverine Lilith (Lv 4 directed Inferno will instantly kill).



Use weapon swapping as needed while getting out of Howling Halls.

<u>The Crucible</u>

Wait until after Allen Murray says “Well, look who it is!” to skip the dialogue.

Go to the door to start the cutscene, wait for the “No! No! Noooooooooo!” voiceline to start, skip the dialogue, and speak to the trader.

Sell the Steel Cutlass, Buy and Equip Steel Flintlock Pistol, Buy Children’s Health Potion and Standard Health Potion

i. Beetles - Use Lv 5 Vortex once on each wave, but on the 3rd wave, follow it with a Lv 3 Inferno to finish the round.

ii. Hobbes 1 - Stay roughly where the round start circle was and use Lv 5 Inferno once per wave, shooting any stragglers or the Hobbes that are on stilts.

iii. Hobbes 2 - Try to kill the Hobbes with Inferno as they spawn in on waves 1 and 2, but try to shoot the exploding ones at a distance (these spawn can spawn in different places). On wave 3, Lv 5 Inferno next to the pit in between the 3 groups. This is an example of how fast the round *can* go. https://youtu.be/ECH027ohY8I

iv. Hollow Men - After starting the round, kill the first Hollow Men with Lv 4 Inferno, shooting any stragglers, then position yourself here -

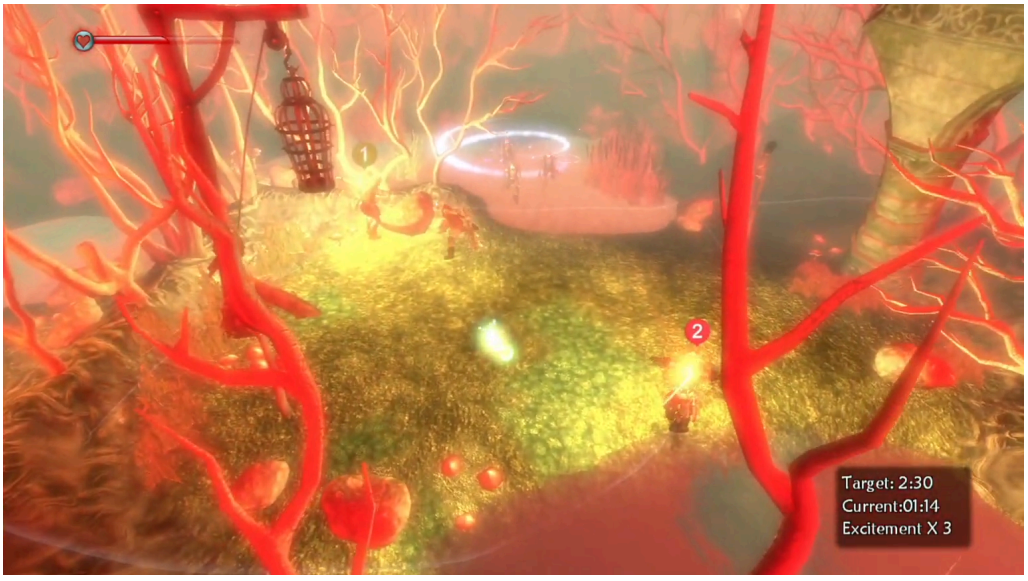


- and use Inferno to handle the bulk of them. As a rule of thumb, switch to the gun for any stragglers. Upon reaching wave 3…

1 Controller - Stand on the Safety Rock™ (shown below) and use Lv 5 Inferno twice to kill the Hollow Men that spawn closest to it, and then go back next to the first location, and kill the final group.



2 Controllers - Position Players 1 and 2 in roughly these locations (shown below), charge up a max Inferno while waiting for as many Hollow Men from the first spawns as possible, and follow up with a Lv 4 Inferno afterwards.



Use a healing potion or refund and rebuy a level of Toughness to refill health during the end-of-round announcer dialogue so you don't get knocked out next round!

v. Bandits 1 - Vault off the ledge, and shoot the middle barrel (shown below)



Then position yourself where the barrel was (it won't respawn while you're there), charge and release a Lv 5 Inferno immediately, then follow up with another for stragglers (there almost always are some on the first wave). Ideally, the second wave will start spawning in, and you should be charging a Lv 5 Inferno, releasing it when the Current timer has reached roughly 00:38 or until you know all the other Bandits have spawned in. Same with 3rd wave, just ideally releasing Lv 5 Inferno at 00:52-ish or later if you were delayed by bad luck.

vi. Bandits 2 - Honestly, just try to follow this clip of Boco as closely as possible because I still suck at this round: https://www.twitch.tv/darklightboco/clip/BraveAbstemiousAsparagusAMPTropPunch-iH-mF6cnKXoLXb01

vii. Balverines - A decent starting location can be around here



but be ready to change your position if the spawns aren't accommodating for it. You can kill stragglers with the gun (using LT to aim for the head is genuinely helpful with this as it can 2 shot the White Balverine and 1 shot the regular ones).

Once done with this round, set Time Control at Lv 3, and Shock at Lv 4 + 5 before the final round.

viii. Use Lv 3 Time Control before starting the round, start the round, use Lv 3 Time Control one more time, then run up to the Troll and cast Lv 5 Shock to instantly kill it, EZPZ.

During the announcers' dialogue, learn Blades Lv 3, Chaos Lv 2, and Raise Dead Lv 3, set spells to be Lv 1 Time Control, Lv 2 Chaos, Lv 3 Blades, keep Shock on 4 and 5, turn off safety, and reset your health by refunding and rebuying Toughness again if needed. (If you plan to use only Inferno during the Commandant fight later, only include Lv 3 Raise Dead in your spell upgrades here.)

D-pad Down to Heroic Pose when prompted. Once you're done with the cutscene with Hammer, use your trophy at the crowd at least 10 times, then use Lv 4 Shock once, then shoot NPCs on your way to Hammer, keeping a couple of them alive so you can have them chase you down the hill. By keeping at least one enemy close to you like this, you can turn around to face them and roll your way down the path to the boat. You can turn safety back on at this point.

The Tattered Spire

Be ready to skip the cutscene after the load screen with Start.
Keep your movement to the left so you can escape the dialogue zone and get to Lucien a little faster.

After his monologue, there is a **very rare** chance that a wandering guard can open the door for you and let you progress through the quest sooner.

Whenever you start moving more slowly, tap LB to refresh your run speed.

Press D-pad Up each time for the Commandant.

Feed 3 prisoners (I go from left to right because I find it easier to pull levers that way).

Press Start to dismiss the Master Cutlass loot prompt, then wait a few seconds for Bob to be highlighted red to try and kill him (**please spare yourself the pain and don't accidentally attack the Commandant**). Skip the cutscene after one you kill Bob in.

Press Start 5 times after looting the dead Guard to more quickly dismiss the item prompts.

Escaping The Spire

Shoot the first two Guards.

Shoot the next three Guards as they come down the stairs.

Position yourself roughly here and use Lv 4 Inferno (shoot stragglers)



Press on once they're dead, then stop again here, rinse and repeat.



Same thing here.



You'll likely end up charging a Lv 5 Inferno in this corner here while waiting for all the Guards to approach on the final wave.



After Garth says, "This is it!" make sure he's actually with you when you run into the Commandant's chamber, or you risk soft-locking your game and killing your run!

Buffer LT when Garth says "Take a look," releasing it as soon as the camera goes to the boat.

The Commandant

The way this fight works is that the Commandant will always teleport after you clear a health phase, and then also spawn two more Guards.

After the cutscene, mash a Lv 1 Time Control, step forward to start the fight, and shoot the Commandant.

After this, position yourself to use Lv 2 Chaos on both Guards, then use Lv 3 Blades on the Commandant. After this, use another Lv 2 Chaos, then move to the center of the room and use a Lv 5 Inferno.

On the final phase, hold a Lv 5 Inferno until all the Guards have spawned in. There's a chance that the Commandant will be hit by this Inferno before the Guards are. If he is and the Guards are dead, he should be able to be finished with a single shot from your gun. If the Chaos+Blades strat goes south, just use Inferno. **Keep an eye on your health in this fight.**

Wait until after the area has completely darkened again after Garth teleports before trying to use the teleporter yourself.

Wait until Garth starts running to run to the escape ship, be ready to skip the cutscene with Start after.

Mash A to vault off the dock to cancel the trophy animation, D-pad up, and mash A to fast travel.

The Cullis Gate

Manually fast travel to the Guild Cave (using the quest will place you right back at the tavern in Rookridge).

D-pad Up and mash A to fast travel.

You will be stuck in slow movement until Hammer says "And if you swallow it all…" at which point you will run to the overlook where the statue is (**the game requires you to do this**), then you can press on to Brightwood Tower proper.

Use Lv 4 Shock or your gun on the shard, and dispatch the Guards as quickly as you can.

Have Raise Dead Lv 3 ready because it's going to mostly carry you through this quest if used here because it tends to make the Guards focus on your spirits instead of Garth, as well as send some downstairs if the spirits fall down the wall, but be

ready to kill any who might ignore them and go after Garth anyway.



Wraithmarsh

The most ideal scenario with the Banshee fights is to kill the adds that they spawn with the inner rings of a Lv 5 Inferno to make the Banshees vulnerable, and then the outer rings will kill the Banshee. If Inferno misses any Banshee but successfully kills the adds, gun her down.

For the first Banshee, position yourself roughly here at the start of the patch of tall grass near the well as quickly as you can.



Position yourself roughly here for the second Banshee



Use a directed Time Control to cancel the Victory Pose animation you're forced into, and try your best to continue through during the forced camera angle until it gives camera control back to you (it's painfully awkward most of the time, I'm very sorry lol)

Skip the Troll and press on to Bloodstone

Once in Bloodstone, unlock The Waterfront fast travel, then fast travel to the Something Rotten quest.

Something Rotten

Having a practice save for this is highly advised!

For 1 controller, I suggest following this video:
https://www.youtube.com/watch?v=dSQgPKdXAtw
Don't completely wedge yourself in here (the terrain can make the rock fail to hit you), and try to put off using Lv 3 Time Control until the troll reaches for a rock to throw at you. Once you get up, use Lv 3 Time Control again, then run up to the troll and use Lv 5 Shock while it's taunting.

For 2 controllers, I suggest following this video:
https://www.youtube.com/watch?v=9C3cM-l4fgk
Use Time Control Lv 2 after vaulting, run up to the troll and summon Player 2. Make sure you have Player 2 a little bit further behind the Troll so as to help make sure it only slams Player 1, and use a Lv 5 Shock while it's taunting.

Fast travel back to the Rookridge tavern using the quest menu, complete the quest, then fast travel to Hobbe Squatters.

Hobbe Squatters

Accept the quest from Tommy next to the Temple of Light proper, then fast travel using the Hobbe Squatters quest again, and enter Echo Mine.

Nothing too special here, just kill the Hobbes quickly. The final Hobbe should die to either a Lv 4 Inferno or Shock.

Shoot Tommy, wait for the key prompt and press Start once to dismiss it, leave the mine, then fast travel to Evil In Wraithmarsh

Evil In Wraithmarsh

Pay the Bard in the tavern, then go upstairs where you met Jeeves and accept the quest from Mrs. Spade, then go vault off the side balcony after Mrs. Spade starts saying “Good. I just haven’t haven’t got the energy…” then fast travel to The Drowned farm in Wraithmarsh.

To your right, enter The Well.

Don’t worry about the first chamber of the cave, just go to the end chamber, kill all the Hollow Men there, sit through the dialogue, and fast travel using the Evil In Wraithmarsh quest.

I personally suggest turning safety off before turning around to go fight the Banshee just in case there are any NPCs on the dock. If there are, shoot them, then get in position to hopefully kill the adds and the Banshee with a Lv 5 Inferno (keep your eye on your health!) If things go south… Improvise…? Gun’s pretty good…? That’s unfortunately the best advice I can offer.

Before returning to Bowerstone Market to complete the quest, run over to the Bard and pay him to sing a song. According to Boco, this also helps avoid the quest soft-locking, but is also necessary for renown anyway.

Once you see the first of the renown increase, fast travel using the Evil In Wraithmarsh quest.

Pay the Bard in the Cow and Corset, then stand in front of the window to the right of him and complete the quest.

Cancel the trophy animation by mashing A to vault, then return to The Waterfront in Bloodstone once you have the 20,000 renown you need, and go to the Bloodstone Mansion.

After picking up the Dark Seal from the table, there is a chance you can mash D-pad Up to fast travel while Reaver is about to shoot the sculptor. Whether or not you get this skip, fast travel using the Hero of Skill quest.

The Shadow Court

For the final Banshee, you want to be in roughly the same position as you were in for the very first one.

Once you kill the final Banshee, go into the Shadow Court.

Reset your run speed with LB here because the shadow enemies will chase you through here and you want to avoid being stuck in combat with them until the room locked portcullis.

For 1 controller, this is a safe spot to stand in a pinch…



But I suggest just standing in the center of the room once you've started the gauntlet and using Lv 4 Inferno, gunning down running Hobbes or more singular targets. As always, be mindful of your health!

2 controllers just go roughly to the center from and spam Lv 4 Inferno from the get-go, and having the two Player Units next to each other tends to greatly eliminate

the risk of Inferno whiffs. As usual though, it's not always perfect so be ready to improvise if needed.

Keep the Dark Seal (yes, it's faster), and fast travel back to Bloodstone Mansion in Bloodstone.

Reaver's Rear Passage

Stand within the cutscene area so that Reaver will kill Barnum and progress the story

Just run through Reaver's Rear passage as fast as you can.

If you have a swarm of Guards on you (and you likely will), use a charged Time Control (doesn't have to be Lv 2, but it helps) to put your weapon away and slow the Guards on your butt down so you can more easily vault into the hole at the end of the section of cave.



The Great Shard

During a Guard phase, kill the Guards with a Lv 5 Shock, avoid the Great Shard's massive laser, kill any stragglers with your gun, then stand at the wall in front of the Great Shard.

For 1 controller, you might just have to 2 cycle it with two directed Lv 5 Shock casts, plus a shot from your gun. **This section might be updated later with a better strat.**

For 2 controllers, you will summon Player 2 and try to use Lv 5 Shock with both players at the same time, and if all goes right, finish the Great Shard with a shot from your gun to 1 cycle it, and dismiss Player 2 when you're not stuck in a cutscene.

After that, just sleep in the bed immediately behind you in the dream home, run out and get the music box, press and hold A when prompted on Lucien, shoot him ASAP after that cutscene, choose Wealth to save the most time, and be ready to skip the cutscene that follows with Start.

Timing ends when the screen goes black after Theresa says "Begone."