

Fable: The Lost Chapters – One Way Entrance Randomizer

These are notes for the new Fable: The Lost Chapters one way entrance randomizer by Avethis. These notes were initially written by SeraVenza for BlastedT's entrance randomizer, but they were adapted with Sera's permission for the new entrance randomizer. The randomizer does work for both Fable: The Lost Chapters and Fable Anniversary, but do note that the mod and these notes were made with TLC in mind.

Critical Things First

- It is highly recommended to frequently use the zoomed in map (default "M" key) with low opacity to navigate the game's randomised maps efficiently.
- Due to the nature of the game's quest system, you will need to either make an edit to the game's Fable.exe file to allow you to leave quest areas (see the specifics of this edit in the randomizer's readme .txt file), or install the FableMenu mod by Ermaccer and uncheck the Quest Regions setting (Nexus page here: <https://www.nexusmods.com/fablethelostchapters/mods/502>). Doing either of these also allows you to World Save while on quests but be aware that it is not a reliable checkpoint system like in Anniversary, where you can save anywhere in the middle of some quests and pick up right where you left off.
 - One example of this is Rescue Scarlet Robe. In this quest, you need to start from Underground Chamber, manually move your way to Torture Chamber (as the guild seal is disabled during the quest), and then navigate to Underground Passage where you're caught by Jack. Attempting to load a save made mid-quest will only result in a progression lock where the cutscene with Jack will not trigger and you must load a save from before starting the quest.
- For this reason, it is highly advised that you save before starting any quests. You have 50 save slots, so make use of them. I recommend saving after every step in a story quest. For example, I usually end a rando playthrough with over 40 saves.

Recommended Tricks, Exploits, and/or Glitches

There are some tricks, exploits or glitches you'll want to be aware of before trying this randomizer. Whether or not you use them is up to you, but most of them are highly recommended.

Summon Clipping

This is probably the most important exploit you'll need. If there's a barrier, gate, or quest-related demon door you need to cross, you can use the Summon and Assassin's Rush spells in conjunction to get through it. You'll want to get a hobbe or bandit as a Summon creature (bandit preferably for the next glitch), cast the Summon spell to where the creature is on the other side of the barrier, and Assassin Rush towards it. This might take a few tries. I highly recommend watching this example video [here](#).

EtemMode v3

This one is a bit much to explain here, but [here](#) is a video on how to perform it. It allows you to [kill demon doors](#) to summon clip through them, get to Bowerstone North early, and more.

Buy/Sell Exploit

The buy/sell trick is very simple. Pick a preferably valuable item with a large amount of stock (40+ generally), buy all of it, then sell it back to the trader for profit. Some recommended locations are Emeralds, Perfume, and Potions in Oakvale, or Diamonds and Perfume in Bowerstone North. You can make this more efficient by giving gold to the trader before starting (if you haven't moved your action bar, just press 1 while soft targeting them). You can do this with less expensive items as well, such as Will Potions in the Heroes' Guild store, but it will provide much less profit.

Hotshot Glitch (HSG)

This is also a little complicated to explain, so definitely watch the video [here](#). It allows you to get upgrades that you otherwise wouldn't be able to afford. You buy as much of an ability as you can, spam D to "Undo Level Up" while spamming left click on "Yes" on the pop up confirmation menu. You'll know it worked when you get the next level of the ability.

Notes for Each Required Quest

- **Birthday Gift**, **Melee Combat Test**, and **Guild Training** are all guaranteed to be vanilla, as you will always go from Childhood Oakvale to Heroes' Guild as normal. Also, Guild Woods is excluded from randomization due to various issues.
- **Wasp Menace** requires visiting Lookout Point before entering Picnic Area in order to start correctly. Visiting Lookout Point also makes the Heroes' Guild available in the teleport menu. If you load a save for any reason, you'll need to visit Lookout Point again before being able to proceed to Picnic Area to start and complete the quest.
- It is best to wait until after you've found an entrance to Orchard Farm to pick up **Protect / Attack Orchard Farm** as they require finding the appropriate entrance for the corresponding version of the quest in order to start it. In vanilla, this would be the Greatwood Entrance -> Orchard Farm entrance for Attack, and the Greatwood Lake -> Orchard Farm entrance for Protect.
- **Trader Escort** only requires starting the quest from Darkwood Entrance then finding Barrow Fields manually, since the traders cannot teleport with you.
- For **Find the Bandit Seeress**, it is recommended to start the quest as normal by entering Clifftop Path. If you don't, it *can* cause a hardlock later on if you reenter the area, start the empty quest, and watch the cutscene where the Hero walks through the gate. Skipping this cutscene *should* avoid this hardlock from happening though. While on the quest however, it could be useful to let this cutscene play out as doing so will warp you to Abandoned Road as in vanilla.

For the sake of convenience, you can go to Twinblade's Camp and Twinblade's Elite Camp to open the gates as normal so you don't need to do as much Summon Clipping later. Otherwise, you can instead go directly to Twinblade's Tent to fight Twinblade. Finally, you'll need to manually enter Twinblade's Elite Camp to complete the quest, as the guild seal is disabled until then. Saving/loading after the Twinblade fight will cause a progression loss. Saving in Twinblade's Tent is safe, though be aware that you will have the cutscene bandits as well as the ones normally present in the fight.

- **The Arena** can be started as normal by talking to the Guard in Arena Entrance or by entering Hall of Heroes. Entering Arena Anteroom by any other method should be avoided because the AI will not properly warp you to the Arena when spoken to, but will instead result in a permanent black screen when trying to

enter The Arena proper. **Beware** of misbehaving in the Arena Anteroom; stay in the room while waiting to enter The Arena proper, otherwise you will get the black screen hardlock.

Unless the Arena's maps are vanilla, it is strongly recommended to kill Whisper to leave the Arena. Leaving the Arena in any other way will restrict you from being able to use your map as well as restricting you from using your guild seal, making the quest very hard to complete. Killing Whisper will end the quest, leaving you at Arena Entrance.

- **Finding Theresa Again** is unchanged, just enter Grey House and then you can return to the Guild.
- **Rescue the Archaeologist** only requires starting the quest in Bowerstone Jail and completing it in Prison Path with no saving/loading in between. The cutscenes in Windmill Hill and Gibbet Woods are not required.
- **The Graveyard Path** requires you to retrieve and return Nostro's gear as normal, and kill the Undead guardian in Old Graveyard Path before completing the Circle of the Dead event to complete the quest.
- **Rescue Scarlet Robe** starts upon entering Underground Chamber. You must manually make your way to Torture Chamber to free Scarlet, then to Underground Passage so you can trigger the getting caught by Jack cutscene in order to complete the quest. Saving/loading in between causes a progression loss.

While technically not necessary, it's strongly recommended to get Scarlet after starting the quest in Underground Chamber. If you get her from Torture Chamber before then, you'll need to revisit Torture Chamber before going to Underground Passage in order to trigger the cutscene with Jack.

- **Prison Escape** will play out as normal. After you've acquired the Prison Cell Key from the Warden's diaries and left Cell Block One, you will safely be able to world save, then load to get your items and spells back to help you with moving around faster as well as surviving the trip to Prison Barracks so you can loot the Your Missing Belongs chest. Avoid reentering Cell Block One during this quest as reentering it will strip you of items and spells again.

The game also requires you to have entered Bargate Prison: Courtyard in between leaving Cell Block One and re-entering Torture Chamber from the Courtyard-side entrance specifically, or else Scarlet Robe will not be there. After you've successfully gotten to Torture Chamber and found Scarlet, you must then manually go to either:

- Underground Chamber to kill the Kraken, then trigger the scripted warp zone at the southern end of the map, as you do in a vanilla playthrough.
 - Lychfield Graveyard where the quest will complete. If you need to return to Underground Chamber for any reason, you can still kill the Kraken to disable the barriers and go about your business but just be aware that the one-time warp to Lychfield Graveyard trigger will still be active on the southern end of the Underground Chamber once the Kraken is slain.
- **Gateway to Hook Coast** starts as normal upon entering Ancient Cullis Gate. The rest of the quest is unchanged.
 - **Return to Hook Coast** is unchanged.
 - **Try to Stop Jack of Blades** requires you to trigger the focus sites' cutscenes in the vanilla order. This starts with the Heroes' Guild cullis gate leading to Witchwood Cullis Gate, then manually navigating from Orchard farm to Greatwood Lake, from Hobbe Cave Entrance to Focus Chamber, and from Bowerstone Jail to Gibbet Woods.

Visiting maps with other focus sites to access other entrances is safe, but avoid approaching the cutscene trigger zones prematurely as it can cause a softlock. You can also safely revisit past maps with focus sites that already had their cutscenes triggered.

- **Battle Jack of Blades** requires you to start the quest by triggering the cutscene with the Guildmaster in the burning library and manually moving to Chamber of Fate. Saving/loading in between these steps will cause a progression loss.
- **Prophets of the Fire Heart** requires triggering the cutscene Lookout Point before entering Prophets' Chamber (this only matters if Prophets' Chamber is not vanilla).
- **Ship of the Drowned** is unchanged.

- **Oracle of Snowspire** requires you to enter Snowspire Village from Archon's Shrine. You can use the guild seal to warp from Archon's Shrine to Snowspire Village to this and trigger the Snowspire arrival cutscene. After that, you'll need to either enter Necropolis directly or normally via the cutscene trigger in Northern Foothills. The graves that have the required glyphs have the names T. Fung, I. Lovett, and George W..
- **Oracle's Knowledge**, the quest where you speak to Scythe in Snowspire Village, is unchanged.
- For **Souls of Heroes**, it is highly advised that you choose the evil options for the quest as the respective Cullis Gates make them the most easily accessible option for completion. Make sure to right-click for killing the Guildmaster.
- **The Final Battle** is unchanged once entering Archon's Folly.

Tips and General Advice

- The area behind the stone slab in Circle of the Dead can be summon clipped into if needed before completing Graveyard Path, though this is probably the hardest useful summon clip to perform.
https://www.twitch.tv/etem/clip/SpunkyDaintyFrogHotPokket-Jylx3WwH_PAVHCAE
- Expect Demon Doors to be part of your routing (until you can Summon Clip them, if applicable), so shop accordingly when at specific towns/shops. After you have a bandit or hobbe summon, you will be able to clip behind Demon Doors if you have the "Demon Door permanent region exit" option set to TRUE when you generate your randomizer (randomizer v1.1).
- It's worth picking up any available Ages of XYZ potions you'll find in various maps until you've gotten comfortable upgrades. Below is a list of the potions that are available:
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 - Bowerstone South: **Might**
 - Lookout Point (requires Fishing Rod): **Skill**
 - Grey House (requires completing Trader Escort or summon clip): **Skill** + **Will**
 - Abandoned Road: **Skill**

- Twinblade's Camp: Will
- Twinblade's Elite Camp: Might
- Witchwood Cullis Gate: Will
- Bowerstone Jail: Will
- Windmill Hill: Might
- Prison Path: Skill
- Lychfield Graveyard: Skill
- Underground Tunnel: Will
- Underground Passage: Might
- Prison Barracks: Might
- Northern Foothills: Will
- Snowspire Village: Will (big house opposite Charity Shop, right of fireplace)
- Necropolis: Might + Skill + Will