
Subject: Rebel's Weapon & Tattoo Pack

Posted by [alexmvss](#) on Fri, 11 Apr 2014 00:36:44 GMT

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Hello guys. Fable 3 is one of my favourite games. I have all DLC's except the pre-order one. So, since there is no way to receive it, I hope you could help me activate it, cause as I know it's already in the game files.

Subject: Re: Rebel's Weapon & Tattoo Pack

Posted by [Artofeel](#) on Sun, 20 Apr 2014 07:01:53 GMT

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You can add it manually by with code

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), '>>Item<<') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), '>>Item<<')
  GUI.DisplayReceivedItem('>>Item<<')
end
```

whete >>Item<< is:

Industrial Tattoo
ObjectTattooSuitSE1

Balance Tattoo
ObjectTattooSuitSE2

Dragonsbreath Tattoo
ObjectTattooSuitSE3

Crystal Tattoo
ObjectTattooSuitSE4

Swirlwing Tattoo
ObjectTattooSuitSE5

Clockwork Tattoo
ObjectTattooSuitSE7

example

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ObjectTattooSuitSE1') == 0 then
  Inventory.AddItemOfType(GetLocalHero(), 'ObjectTattooSuitSE1')
  GUI.DisplayReceivedItem('ObjectTattooSuitSE1')
end
```

what is Rebel's Weapon?

You may also add this
Gameflow.AllowFakePreOrderTemplates = true
it will add 2 quest in Brightwall village
they probably not part of any DLC\PreOrderPacks and does not activate at all

Subject: Re: Rebel's Weapon & Tattoo Pack
Posted by [Phnx](#) on Wed, 22 Oct 2014 10:30:01 GMT
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Rebel's Weapon Pack is The Shardborne Sword, The Champion Hammer, Channeler Sword, Absolver Hammer and Inquisitor Sword. All the pre order DLC that wasn't available for the PC until Fable 3 went to Steam.

Subject: Re: Rebel's Weapon & Tattoo Pack
Posted by [Artofeel](#) on Thu, 23 Oct 2014 16:27:12 GMT
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Then items name is:

ObjectInventoryLegendarySwordShardborne
ObjectInventoryLegendaryHammerChampion
ObjectInventoryLegendarySwordChanneler
ObjectInventoryLegendaryHammerAbsolver
ObjectInventoryLegendarySwordInquisitor

Subject: Re: Rebel's Weapon & Tattoo Pack
Posted by [Ovridemon](#) on Mon, 10 Nov 2014 14:15:36 GMT
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What's the 2 quests in Brightfall?

Subject: Re: Rebel's Weapon & Tattoo Pack
Posted by [fierymarigold](#) on Tue, 11 Nov 2014 01:29:53 GMT
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I think those are the quests added with the 'create your own villager' available only on xbox as a pre-order bonus. Only one quest would show up in game -- good quest for a good villager, evil quest for an evil villager.

Subject: Re: Rebel's Weapon & Tattoo Pack
Posted by [Artofeel](#) on Tue, 11 Nov 2014 07:39:26 GMT
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Ovridemon wrote on Mon, 10 November 2014 19:15 What's the 2 quests in Brightfall?
QOTA_TOW010 - "How to Get Ahead in Academia" (kill scientist in Mistpeak valley)
QOTF_TOW010 - "The Search" (find letter in Mistpeak valley)

Subject: Re: Rebel's Weapon & Tattoo Pack
Posted by [Ovridemon](#) on Tue, 11 Nov 2014 09:51:56 GMT
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Thanks. Now, I just need to figure out how to make that work.
