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# Walkthrough

Dishonored's **Walkthrough** is broken into "medium" Chaos, Low Chaos, and High Chaos sections since there are multiple ways to play the game.

Click this link to see the video

<http://www.ign.com/videos/2012/10/10/dishonored-choosing-your-path-to-revenge>

Mission	Runes	Charms	Shrines	Paintings	Blueprints
Dishonored	0	0	0	0	n/a
High Overseer Campbell	7	5	1	1	Sokolov Elixir Lens Magnify Bonded Galvani Weave
House of Pleasure	5	5	0	3	Lens Magnify Incandescent Paste
Royal Physician	5	3	1	1	Sokolov Elixir Folded Galvani Resin
Lady Boyle's Last Party	3	2	1	2	Spiked Grenade Housing
Return to the Tower	4	2	1	1	Small Scale Combustion Refinement
Flooded District	5	8	1	3	Previously missing plans
The Loyalists	1	0	0	0	n/a
The Light at the End	1	0	0	0	n/a

## What is "Medium Chaos"?

Medium chaos isn't a game state -- it's merely there as a guide to playing the game on Low Chaos with an occasional kill or battle here and there (where it would make things easy to kill everyone).

Remember that killing anyone will negate the Clean Hands achievement (have no kills for the entire game), which is what the Low Chaos walkthrough pages are for.

## Suggested Achievement Roadmap

- Handle Clean Hands by itself, unless you feel like using a Save History as your extra "weapon"

to save and reload all your failures at being seen or spotted (for Ghost and Faceless).

- For Clean Hands, the Combat Sleep Dart is a very handy purchase, since that is Corvo's only non-lethal ranged attack.
- For Ghost and Faceless, you cannot be spotted at all (the *Metal Gear Solid* Stealth Syndrome). Killing enemies is an option, so you may find the occasional stealth kill using a crossbow very helpful. This naturally, will disqualify you from Clean Hands.
- Beware that in the mission Flooded District, Corvo will need to make a mandatory decision between two NPCs. One choice will always brand you as a killer, but incur no alerts; the second choice easily results in no fatalities, but it may be extremely difficult (if not impossible) to evade detection (unless you use Bend Time at maximum level at the right moment). Alternately, you can risk shooting the NPC with a Sleep Dart (resulting in a massive swarm of rats) but that will immediately disable the NPC and prevent it from respawning a version that can detect you.
- All other achievements (esp. the secret achievements) can be accessed easily by maintaining a comprehensive Save History to access different points of the campaign.

## Notes on Difficulty

There is no difficulty requirement for any achievement. You may accomplish them all on any difficulty setting you choose (and you may change the setting at any time).

A note on Easy Difficulty -- Corvo does not need to be in "sneak mode" to choke or stealth kill enemies on Easy (he can be standing up; as long as the NPC is not aware of him, he can initiate either action).

You may find Easy difficulty the fastest / easiest way to do Clean Hands and Shadow / Ghost especially once you upgrade Corvo's boots to have maximum stealth. Once you do, you can literally sprint up to unaware targets and take them down.

# Dishonored

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## Dishonored

You escaped Coldridge Prison

**Dishonored** starts with Corvo taking a quick tutorial about looking around, jumping, stealth, and movement. Once you're able to disembark, head for the palace across the bridge. You will be coming back here in a little bit.

## Optional: Hide and Seek with Emily

Playing hide and seek with Emily is essentially a very basic tutorial on Stealth. Entering stealth makes Corvo move slower, but he will be harder to spot, and he may perform a non-lethal takedown of humanoid enemies when he sneaks behind them.

Emily will ask you to hide and she will try to find you after she counts to ten. You cannot leave the area to "hide" (that fails the mission); the best spot to hide would be the niche next to where Emily stands (the spot just past the bridge's moorings). Once Emily gives up, reveal yourself and go meet her mother, the Empress.

## Meet the Empress Jessamine

You may speak to Anton Sokolov on your way up the Empress' gazebo, but that is chiefly a flavor action. After speaking to the Empress (deliver the letter by targeting her hand and pressing the action button), you go through a short combat tutorial where you beat off the incoming assassins. None of the enemies here can be killed, so your Clean Hands trophy is unaffected for now.

## Escape Coldridge Prison

Escaping the prison is rather easy, unless you are intent on scavenging every last piece of coin, or want to commit to the "Low Chaos" path (which means with a little extra work, you can attain both the Ghost and Clean Hands achievements) . In that case, you will need to resort to a few manual saves (see: Save History) and reserve some patience.

## Outside Your Cell

Take the key from the food tray and immediately drop into stealth (you may also want to manually save the game after the auto-save is done).

There are three guards in the small yard past your cell. The first guard can be sleeper-held and his body carted off.

The second guard is best grabbed as soon as the third guard walks away, and the second guard is facing a prison cell. The third guard is someone you can takedown on his return patrol. For no detection, it may be better to avoid the two guards after taking out the first.

Dishonored Stats	
Runes	0
Charms	0
Shrines	0
Sokolov Paintings	0
Coins	1010

## Walkway to Prison Guard Booth

On your way to the room with the large ventilation pipes, feel free to take the City Watch pistol from the weapons racks (additional pistols are converted to bullet ammunition). If you are looking to evade enemies, climb (mantle) atop the ventilation ducts to avoid the three guards from earlier, stay in stealth and wait on the fourth guard (the one with the key) to present himself as a target.

Once you nick the key from the guard past the ventilation room (choke him out), you may want to save the game before moving onto the walkway. There is a lone guard on patrol past the guard booth. Icing him will pretty much give you a run of the immediate and next area for a little while.

## Explosives in the Interrogation Room

You may want to save the game before entering the interrogation room, as taking the clockwork explosive will trigger more guards in the main yard. Take the explosive from the safe in the interrogation room and head back outside.

## Exterior Maintenance Yard

There are two guards in the maintenance yard. You may choke them out, or leave them alone. If you take out both of them, you will be assured that the yard will be devoid of enemies as you challenge the next section.

## Prison Front Gate

The prison's front gate is broken into two sections - the first is patrolled by three guards; one outside, and two in the control booths (one in each booth). The second half has two guards - one in front of the security doorway at the bottom of the stairs, the second at the top of the stairs.

Saving the game before committing to an action is handy here. Either choke out all three guards (it's possible to do it undetected - you also gain plenty of loot from the control booths) in the first half or take the route to avoid contact. The "avoidance path" requires you to mantle onto the ventilation pipes and get over the heavy security door.



The second half of the entrance is dicey. You can avoid both guards (if you prefer) by dropping near the entrance of the main door you need to blow up to escape.

For Ghost, you will definitely want to choke out the two guards here in the second half of the entrance hall, as they will immediately react and see Corvo when the explosion occurs.

## Make Door Blow Now

Notice the metal container you can stealth crawl into near the door? That's where you want to hide after setting the explosive. Corvo will be close enough to the escape route to escape detection and be protected from the blast.



Blow the door, step outside, and dive down into the water. The sewer entrance is directly across from the broken stairs / catwalk where you exit the prison.

## Dunwall Sewers

The only enemies in the sewers, up until the last part (four guards) are rats, which do not count towards Clean Hands and Ghost, so you can be a little more noisy than usual. Beware of the packs of rats infesting the sewers; if they decide to feast on Corvo, they will swarm you, attack, and possibly kill you.

Move to the valve wheel that's obstructed by a corpse. Move the corpse and turn the wheel fully (hold the action button down until the gate is fully raised). Consider saving once you are past the gate.

For the next valve wheel, you need to distract the pack of rats (or you can try and destroy them by looking down and attacking with your sword). The preferred method is to take the corpses being dropped into the sewer and throwing them as lures for the rats. When the rats are distracted, go and turn the valve wheel that opens the exit.

## Chain Climber

Climb the chain (check your options to see how you can adjust or fine-tune this mechanic as well) and at the top of the chain, jump to safety. Corvo's gear is now very near; however, you have to deal with some crossbow traps.

One trap is near the bottom of the stairs, and a second is near the off-shoot with some valuable items.

Triggering the traps with thrown items is one way to deal with them. That however, not only generates noise (a bad thing for Ghost) but you also lose out on valuable ammunition (free Incendiary Bolt!!) if you decide you want to start your High Chaos approach. Setting people on fire (in videogames) is one of IGN's favorite things; it is in fact, a requisite for hiring a games editor.

Clear the traps by getting close to them and disarming them; once you do, you may trigger the tripwire with no penalty.

## **Gear Up**

Corvo's gear is in the fancy travel trunk. Open it and get Corvo's normal gear. He will also get his Crossbow for his trouble. Any incendiary bolts you picked up from the traps will be available for use now.

## **Safe Cracker**

The combination for the safe (before you drop down into the final area of the sewer) is **4-5-1**. You can get a list of Safe Combinations (they don't change) on the Combos page.

## **Final Section**

Four guards are pre-set for the final section of the sewers (where you drop down), but if you cause an alert, more guards may spawn. If you're not interested in doing things stealth-like, feel free to practice the drop assassination on the poor sap near the barbeque pit with the rat shish-ka-bob.

Once you deal with the first guard, consider saving the game, as the next three guards are placed rather close together. If you're not interested in picking their pockets (which means you lose out on coin), you can avoid the entire set of people by either diving underwater and swimming to the exit, or use the pipes over the ground to avoid detection.

## **Optional: Hermit's Hut**

There is a hermit's hovel in the corner of the sewer, past the area where the guards are patrolling but before Corvo sees the train tracks. Entering this area is a "bonus" and adds some much needed coin to his purse.

Meet Sam the boatman outside the sewers and you will effectively end this mission.

# Dishonored (Low Chaos)

The mission **Dishonored** on Low Chaos, along with an adherence to the conditions required for the Ghost, Shadow, and Clean Hands achievements.

Click this link to see the video

<http://www.ign.com/videos/2012/10/07/dishonored-low-chaos-walkthrough-mission-1-dishonored-pt-4>

# Dishonored (High Chaos)

Playing through **Dishonored** on High Chaos is mostly one of judiciously using the pistol in small doorways. One pistol bullet is enough to kill a guard, and drop assassinations only add to the mayhem.

Up close, practice Corvo's "just-frame" guard. By blocking an enemy's melee attack at just the right moment (as it lands), Corvo stuns enemies long enough for a deadly (and stylish) close-quarters kill.

Click this link to see the video

<http://www.ign.com/videos/2012/10/17/dishonored-high-chaos-walkthrough-mission-1-dishonored-pt-2>

# High Overseer Campbell

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Excommunication

You eliminated High Overseer Campbell

**High Overseer Campbell** is the first "real" mission Corvo will do, and as such, will take up a bit of his time (esp. if you are interested in both Clean Hands and Ghost). Otherwise, you're free to mass murder everyone who looks at you cross-eyed and/or with a smirk.

However, the "Mission Save" will start you a little past the events that unfold at the Hounds Pit. When you first arrive at the Hounds Pit tavern, you will want to do everything there is to do. See everything there is to see, before you speak to Sam the boatman again to start the "actual mission".

## Sojourn of the Outsider

After speaking to the conspirators in the tavern, you have the option to go to the Outsider. That's where that, since you cannot do much without The Heart or Blink. In the realm of the Outsider, earn the Blink power, speak with emo-mystery man, and learn how to teleport from one spot to another. There are no enemies or alerts here. Just get used to the limitations of Blink (esp. the vertical distance), since you will be using Blink in mid-jump in later missions to take some great shortcuts.

The Heart is earned from the Outsider to locate his Runes and Charms (but not his Shrines, which generally have runes and charms on them). Track down your first bonus rune at the shrine and you will be warped back to Earth.

## Optional: Find More Runes

Two more runes are attainable this early on. If you do get a total of three runes, it's highly recommended that you use it to purchase Dark Vision to its maximum level. Once you have, you can easily use "Detective Vision" to locate valuable items, see enemies through walls, and locate important switches and secret rooms (which often use switches to open).

Use the Heart once you wake up and find the second rune near the water by the fighting pit building (past the inaccessible pedestrian bridge). Use Blink to skip over the water and minimize damage from being bitten by hagfish.

The third rune is purchased from Piero's store for 500 coins. Buy the rune before buying equipment. You probably won't need to start upgrading any items until after you bought the important blueprints in the next mission. If you need money, be sure to check the wrecked boat past the point where Sam is docked; there is a sextant worth 100 coins there.

Once you have Dark Vision maxxed out, use that power (wait for the mana to recharge before using another power) to look for loot. Blink will help you reach some loot you could not access before you went to bed.

Talk to the Admiral (and then to Sam) to start the next mission.

High Overseer Campbell Stats	
Runes	7
Charms	5
Shrines	1
Sold Blueprints	1
Coins	3794
Blueprints	
Lens Magnification	
Sokolov's Elixir	
Blood of the Outsider	

## Go Into Mission

The first thing you need to do once Sam's boat docks is to get your bearings. Some NPCs here will not attack you (like the Survivors) while others, the City Watch, will instantly attack you for being Corvo. If you are not interested in Ghost you may be able to get all the runes and charms without much trouble. Not killing anyone (Clean Hands) is also easy to do if you have the patience to divide and conquer. Your first optional task however, is to satisfy Granny Rags. Completing her missions will earn you two of the the area's seven runes.

## Bone Charm 1 of 5

At the gun position on the guarded bridge where guards are chucking out the bodies. The best method is to Blink across the water to the bridge mooring, then climb the chain to the fortification. Reverse course to get back to the mainland.

Going to Granny's place also lets you avoid the Wall of Light (forcefield) on the main street. You will probably want to do this on the High Chaos path as well, since you have want of runes to power up your kill-bot.

## Granny Rags - Gentlemen Callers

Granny's place in the corner is pretty locked up. Visit her by going through the open balcony. Speaking to her (instead of killing or stunning her outright) will start a long series of side missions to introduce you to several places on Clavering Street.

## Rune 1 of 7

Granny's basement has a rune.

The "gentlemen callers" Granny has are three Bottle Street gangsters. You can (and should) approach them from behind by going back out the way you came and Blinking to a spot behind the three thugs. Consider saving the game. For a Clean Hands attempt, you can choke the thug standing on the left in the back row. If you immediately carry his body after he collapses, you can retreat safely and focus on the other two thugs.

## Outsider Shrine

Granny's basement also has an Outsider Shrine.

The last two thugs will always spot you (so this may be a mission you skip for your Ghost run), since the one tough knocking on the door will turn around (to resume patrol) once his remaining buddy is choked. To get this mission done without casualties, try turning off auto-aim (and aim-assist) in the options and lining up a Sleep Dart on the gangster knocking on the door. Once you fire it, sneak up

and choke out the tough standing behind him.

Speak to Granny Rags after the three goons are handled (knocked out or slain). She will give you a second rune.

## Rune 2 of 7

Granny gives you a rune for neutralizing the three toughs at her door.

## Poison the Distillery

Granny gives you another task to earn another rune. She wants you to poison the Bottle Street gang's illegal distillery. To do that, you need to enter Dr. Galvani's offices, take some rat viscera, and drop it into the distillery's vat. The next few sections assumes you complete some other tasks while attempting to commit an act of bio-terrorism.

## Griff the Merchant

Griff is a merchant of ill-repute in Dunwall. Rescuing him from the Bottle Street gangsters in the **High Overseer Campbell** mission will allow you to purchase items from him in that mission and the following mission House of Pleasure.

Price	Item
200	Sokolov's Elixir
50	Guard Bullet x1
200	Blueprint Lens Magnification
200	Blueprint Sokolov's Formula
100	Sleep Darts x3
50	Crossbow Bolts
200	Rewire Tool

The two thugs will split up after a little while. One thugs publicly urinates at a dumpster while the second walks around the corner to have a smoke. Choke out the smoker first, drop his body, and take out the pisser before he finishes. You can then break Griff out of his "prison" and deal with him as you would Piero.

## Bone Charm 2 of 5

On the floor above where you found Griff being held by the gang; the Fishmonger building. Blink or jump there.

Note that Griff sells two blueprints. You can skip the Sokolov Elixir blueprint if you like (you can find it for free a few missions later, in Sokolov's lab). However, you should know your performance will be saved to the "Mission Saves" on your storage device.

## Blueprints

Sokolov's Elixir and Lens Magnification are sold by Griff in the alley off Clavering Street.

## Dr. Galvani's

The doctor's office is marked on your map if you take up Granny's offer. Galvani is not home, but his place is occupied by four guards (one personal guard and three City Watch) and he has a maid. Three of the City Watch are on the first floor, patrolling different hallways. The personal guard will move to the third floor after he is done speaking to the maid. The maid seems to move into the bedroom first, then elsewhere. Taking out all five NPCs will give you a free run of the place.

There's nothing really of note in Galvani's office except the diseased rat viscera. However, the items in the home (bullets, potions) are helpful and lets you build up a stock of those items. The viscera is in his secret lab, which you can open using a fake book on a bookshelf.

## Safe Combination



Dr. Galvani's Safe Combination is **2-8-7**.

## Dunwall Whiskey Brewery

The Distillery is heavily guarded, and if you proceed past the guard at the bottom of the stairs, you start a gang war. Instead, take the pipes that lead you up and over the main yard and to the entrance of the brewery building.

## Bone Charm 3 of 5

In the Dunwall Distillery; get past the front yard and explore the rafters in the casket-lined storeroom. Use Blink to warp to the caskets, then again to the building rafter to reach the charm.

For Ghost, you may want to skip this mission altogether, although there is a charm to be grabbed if you bypass all the security. And if you proceeded that far, you're in a good spot to complete Granny's mission (and then escape).

For Clean Hands, you simply need to out-choke all the enemies in the building (or at least the majority of them) to access the distillery.

Before you decide to poison the whole batch of "fake" Sokolov Elixir, if you need a few bottles of red potion, fill them up now and stock them. Otherwise, poison the whole batch and leave for Granny. Speak to her and she'll give you her final rune for this mission.

## **Rune 3 of 7**

Granny gives you a rune for poisoning the distillery with infected rat intestines. *Dat rat poop.*

## **Enter the Overseer Compound**

The only entrance to the Overseer Compound area is the front door, so do your best to avoid the thugs past the underpass, or disable the second Wall of Light. For Ghost, the underpass is the best option, unless you are absolutely sure you can choke out the City Watch by the forcefield so you can yank out the power cell.

## **Rune 4 of 7**

The City Watch kiosk just past the second Wall of Light.

Before entering the Overseer's base (and change maps), it would be prudent to check around using the Heart once more. There should be something out of this world nearby.

## **Free Overseer Martin**

Overseer Martin, an ally of the conspirators, will need to be rescued, or you cannot complete the mission (Campbell never opens his meeting chamber doors). Choke out the Overseer guard and operate the lever to free Martin. Blink over the gate and enter the Overseer base.

If you completed Granny's missions, you should have enough runes to purchase Agility at the basic level and be able to jump pretty damn high. Couple that with Blink to reach the ledges on the side of the building to gain entry. You will bypass the basement, the kennels, and most of the first floor of the base.



Alternately, you can try sneaking past the complex's guardhouse; outside, there is a sewer drain running under the street in front of the Overseers complex that leads to the kennels (see below).

As yet another option (especially if you Blinked to the second level ledges), you can Blink across the street (use the streetlights and ledges as Blink destinations) to go past the main entrance and into a side street (or alley) that leads to the "Backyard" map.

From the backyard, you can gain entry into the Office of the High Overseer; in fact, the map portal connecting the backyard to the compound's interior is right next to the stairs which has the portal between the kennels and the compound.

## Optional Area: Kennels

The kennels are an optional area for exploration. There are a few loose items in the storage cage, and the locked door, but probably not worth the trip if you do not wish to be detected. If you don't care about detection, you may want to drop by to loot the place.

The kennel's locked door is **2-1-7**.

## Campbell's Bat-Cave (Secret Room)

Campbell has a secret Bat-cave room in the map "Overseer Compound". Locate the door from the compound to the kennel; directly across from the door is a statue's head. Press the left eye to open the chamber.

## Rune 5 of 7

Locate the door to the kennel in the Overseer Compound and click on the eye of the bald moustache guy statue to open a secret door. The rune is inside.

## Sokolov Painting 1 of 1

Locate the door to the kennel in the Overseer Compound and click on the eye of the bald moustache guy statue to open a secret door. The large painting is done by Anton Sokolov.

## Optional: Neutralize Campbell (Non-Lethal)

Discrediting Campbell - instead of repeatedly shoving a sharp metal object through his body - will require you to read about the "branding" process in the Archive or the Interrogation room (the latter's key is on a guard who patrols near the room's entrance). Once you have the instructions, take the brand from the Interrogation room, and clear a path on the second level of the Overseer Compound.

You need to clear a path (knock out or kill all enemies) since you will be carrying an unconscious Campbell to the interrogation chair to brand his ass. Naturally, you will want to prepare a path before you enter the Meeting Room, or you will have to fight while carrying Campbell to the "incredibly comfy chair".

## Enter the Meeting Room

Entering the meeting room where Curnow and Campbell are talking will trigger a timed event. You have only a few seconds to decide how you want to handle Campbell. For sure, you will want to find a place to hide (motionless under the table where the wine cups are is a good spot). Using a sleep dart on Campbell is also a good idea, if you can't wait to see where he goes.

## Campbell's Journal

Hiding under the table where the wine cups are placed puts Corvo in a good spot to pick-pocket the journal without much trouble.



## Rune 6 of 7

In the large room where the meeting is taking place. Check above the fireplace for rune.

## Optional: Save Uncle Curnow

For the meeting room, opt to switch the glasses of poisoned wine (killing Campbell), or spill the wine (saving both for Clean Hands). The latter option will usually have both men retire to Campbell's secret Bat-cave.

Saving Callista's "Uncle" Curnow may require you to clear some Overseers outside and inside. For the most part, he's very capable of fleeing pursuers, but lucky shots from alerted Overseers may kill him. Disabling alarms in the hallway (using Rewire Tools) will go to great lengths to stemming the tide of enemy spawns.

Once Uncle Curnow leaves the front gate of the Overseer compound and steps into the stockade area that Martin was being held, you complete this task.

## Getting the Hell Out of Dodge

With Campbell's journal in hand, you can escape the mission by locating Sam the boatman in the base's "backyard". However, there is plenty more loot and Outsider relics to collect. The "backyard" is accessed in the Overseer Compound's first floor; the door can be Blink'ed to to avoid detection by the tour group.

## Workshop Area

The Overseer Workshop has a ton of material for you to take. You can get into the workshop by breaking the skylight on the roof.

## Blueprints

Bonded Galvani Weave. Inside the workshop, there is a locked cabinet with a valve wheel you can pick up; the plans are in the locked cabinet. The workshop cabinet key is placed inside a bottle on a shelf near the magic-nullifying music machine. Put the music machine behind you and walk to the corner of the workshop - the shelf the workshop chest key is on is right at that corner.



## Rune 7 of 7

The workbench across from the anti-magic music machine.

The mystery of the valve wheel isn't very mysterious. It opens up a warehouse near the extraction point; the shutter - once opened - will come down, but you can sprint inside before it closes to grab a grenade and a charm from a dead Overseer.

## Bone Charm 4 of 5

A bricked up storage shed in the "Backyard" of the compound has a charm next to the dead Overseer. The shed is near the extraction point.

## Bone Charm 5 of 5

Warehouse A. You can use Blink to access the roof and go inside.

## The Bunkhouse and Assisted Suicide

Three Overseers in the bunkhouse will do some assisted suicide. Before you commit to action, save the game. You can drop down and choke out one of them (the one who bows, then looks away from the scene) while the other two do their "procedure". With the third Overseer dead, you can choke out the killer as he turns and walks out.

This particular area is only interesting since there is a safe that has Sleep Darts (x2) and some money. The safe combination is **2-0-3**.

## Leave

Once you're done with looting the area, you can leave. Meet Sam the boatman and head back to base.

# High Overseer Campbell (Low Chaos)

The mission **High Overseer Campbell** on Low Chaos, along with an adherence to the conditions required for the Ghost, Shadow, and Clean Hands achievements.

Click this link to see the video

<http://www.ign.com/videos/2012/10/07/dishonored-low-chaos-walkthrough-mission-2-high-overseer-campbell-pt-5>

# High Overseer Campbell (High Chaos)

Playing through **High Overseer Campbell** on High Chaos is a task about sniping and being thorough in leaving no one alive (although you will want to keep Granny alive for House of Pleasure and Flooded District). You may not have enough runes to activate your Powers, so you will need to do things the old fashioned way.

Remember that the first upgrade to the pistol will turn it into a short range shotgun, and guards so stunned (or staggered) can be killed with a sword strike up close.

Bring the body count up using drop assassinations, and resort to stealth to gather enemies (esp. the Wolfhound tenders) to a large group for Spring Razors or Grenades to be effective.

## Loot the Dead

With the carnage you're causing on High Chaos, you will want to thoroughly explore all areas and choices for coin. You will need the cash to spend on Sokolov Elixirs and upgrades for Corvo's Crossbow and Pistol.

Take note some later missions may require you to restrain your bloodlust to earn extra Runes (proof that murder isn't always profitable).

Click this link to see the video

<http://www.ign.com/videos/2012/10/17/dishonored-high-chaos-walkthrough-mission-2-high-overseer-campbell-pt-5>

# House of Pleasure

The **House of Pleasure** is not as long as the previous mission, unless again you wish to remain undiscovered (Ghost) or go out of your way to keep everyone alive (Clean Hands). It's otherwise a fairly quick mission (esp. if you just start murdering people). But first, let's chase down some additional runes in the Hounds Pit.

## Learn More About Weepers

And while you're at it, grab two more runes. Descend into the sewers and ~~chase down the Weepers~~ (killing them will fail the condition for Clean Hands - consider this the same as murdering lepers in the Middle Ages). Once you neutralize both Weepers, you can meet the Admiral, Martin, and weasel-face Pendleton up top. Note that stunning at least one Weeper earns you some respect from Piero (via a note and two free Sleep Darts) later.

The two runes are in the dead end where you find the Weepers. One rune is in the toppled cabinet. The second rune is underwater, past the gate. Take both before going back. You may also want to check around the Hounds Pit for loot using Dark Vision (level 2).

## Mission Preparations

Having gone through two missions, you should have plenty of loot (coins). If you want to snipe, you will want the mask zoom, as well as range (for the crossbow) and accuracy (let's assume the crossbow, because of its sleep darts). You can easily put your money into the Pistol, Grenades, Spring Razors, and Rewire Tools if you wish; the choice is ultimately dependent on your playstyle or the achievements you wish to earn.

## Go and Meet Slackjaw About the Pendletons

Watch out for the turret, the Watchtower, which will turn and fire explosives at you if it sees you. If you don't want to get your hands dirty, you will need to meet Slackjaw - the gangster whom you poisoned the distillery last time - at the brewery. He will be amicable to Corvo (for now) since he needs two tasks done. The first is to locate a missing gangster by the name of Crowley. The second is to get the safe combination for an Artist's safe; this second part requires you to visit the Golden Cat brothel anyway, so it's all good.

Depending on what you did in the previous mission, the distillery will be having a Weeper problem, or be totally clean. If you poisoned the still, Weepers will be in a locked cage to the side of the front door; additionally, more Weepers will appear / spawn and attack Slackjaw's men in the yard after you meet with Slackjaw. If you poisoned the still and want to avoid combat (Clean Hands) or detection (Ghost), you can come back to claim the charm at the distillery (all enemies will be gone by then) after the Pendletons are neutralized.

House of Pleasure Stats	
Runes	5
Charms	5
Shrines	0
Sokolov Paintings	3
Coins	4084
Blueprints	
Incandescent Paste	

## Bone Charm 1 of 5

Find the distillery reserve key (in the same room with the Incendiary Paste schematic); head back outside the distillery's front yard and open the side gate to the charm.

Otherwise, you can unlock the door to the charm, let Slackjaw's men cack a few Weepers, then make it a point to take to the roof when you come back outside.

## Blueprints

Incandescent Paste. Locate the Dunwall Whiskey Brewery (the Distillery) and locate a valve wheel that operates a fast closing shutter. The plans are just past that shutter; you can use the increased jump height of Agilty and Blink to bypass the shutter, or simply sprint and slide under the shutter before it closes shut. The blueprint is inside one of the lockers past the shutter.



Slackjaw will be in the still room; if you didn't poison the place, you can fill up for free. Otherwise, the still will be empty. Negotiate your deal and leave. You can actually ignore his second deal (accept once you come back later) after you speak to the artist at the Golden Cat.

## Assassination Detour

Three of Daud's assassins will be waiting for Corvo in the building next to the distillery entrance. Two will be indoors, and one will be patrolling the rooftop that leads to the ravine/ditch that runs under the street past the second Wall of Light. If you want to maintain your Ghost achievement condition, you need to find a way to knock out (or sleep dart) all three assassins or they will spot you.

## Bone Charm 2 of 5

The room occupied by one of three of Daud's assassins waiting for Corvo above the Distillery entrance; take out the assassin on the mid-level, then the top-level; the charm is in the top-most room's storage closet.

The first assassin to be choked out should be the one on the lower room; once he's out, Blink past the assassin in the higher balcony (saving before trying something stupid is highly advisable). Choke him out and take the Outsider relic. The final assassin is too far to be Blinked past (unless you come at him from behind, which defeats the purpose of taking him out); use a single Sleep Dart is the best answer.

## **Pickpocket Griff**

Visit Griff one last time, because you will not be coming back to Clavering Street or Bottle Street. Buy what you want (note that his prices are inflated compared to Piero's), but make sure to pickpocket him before leaving. You'll get some of your coins back.

## **Optional: Find Crowley**

Crowley is in Dr. Galvani's residence. He's the corpse on the third floor. Four City Watch will be inside the house, a pair on the top floor, and a pair on the middle floor. Entering the building on the second floor balcony (choke out the Watch Officer there) is your best entry point.

## **Rune 1 of 5**

In Dr. Galvani's secret lab, where the poison rat poop was found to poison the distillery in High Overseer Campbell mission.

Visiting Galvani's place isn't simply something to humor Slackjaw, but there are other "outside" reasons to do so. Neutralize all the city watch inside, check Crowley's body for the audiograph, and leave after you loot the place.

## **Optional: The Artist's Residence**

Two thugs will be in the artist's residence trying to break into the safe. You can gain early access to the place by going through the unlocked second floor balcony. Once inside, choke out the thugs, then loot the place. To make your life easier, the artist's safe combination is **8-7-9**. Other variations have been reported; these variations are listed on the Safe Combinations page.



## **Rune 2 of 5**

Third floor safe of the Artist's house. Safe combo is 879. Variations have been reported to the Safe Combinations page.

Note that even if you open the artist's safe, you need the verbal "combination" from the artist to fulfill Slackjaw's condition, which is only earned if you interrogate his freaky ass at the Golden Cat.

## **Sokolov Paintings (all)**

Three paintings in the artist's residence are Sokolovs.

## **Optional: Visit Granny Rags**

Granny Rags will be in her new "home" in the understreet ravine populated by Weepers. The only reason to visit - besides having a backdoor entrance to the Golden Cat brothel - is to fetch an Outsider relic. For Ghost players, taking out the Weepers in the ditch/ravine is possible. You only need to be patient.

## **Bone Charm 3 of 5**

In Granny Rag's new hangout, the dead end under the main road past the infected Weepers. The charm is atop her stove.

## **Optional: Save the Serving Girl**

A woman will be hassled by two City Watch in the small rest that leads up from the ravine to Clavering Street. If you manage to neutralize the two uniformed bullies, you will gain the Artist's residence key. Completing this task reduces your Chaos level slightly as well, but is not necessary. If you are intending on not being seen, you will want to access the brothel through Granny Rags' place.

## **The Captain's Chair Hotel**

Slackjaw will tell you to access the Golden Cat's district through the run down Captain's Chair Hostel. The place is protected, and there's nothing a little Blink and ingenuity can't solve. The second Watchtower is next to the Wall of Light. In fact, it's on the forking branch that leads to the brothel. If you want to keep the turret from killing you, jump and Blink to its service platform. Open the power cell cover and pull out its battery.

### **Bone Charm 4 of 5**

In the Captain's Chair Hotel, there is a charm under the stairs from the first floor to the second.

### **Brothels: The Only Way**

You wind up on the street outside the brothel. The other "entrance" would be the door leading from the brothel to the fork in Clavering Street with the Watchtower.

### **Rune 3 of 5**

The storeroom near the street entrance between Clavering Street and the Golden Cat maps has a charm. Blink or jump to the second floor, and then again to the half floor to get it.

### **Rescue Emily**

Campbell's journal says for you to visit the madam and get Emily's location. The madam will be moving around, but Emily probably won't. She will be in one of the small dormitory's on the third floor. Rescue her and send her on her way. You can deal with Emily later.

### **Rune 4 of 5**

One of the upper dormitory rooms on the brothel's third floor has a rune.

### **Optional: Interrogate the Artist**

### **Bone Charm 5 of 5**

The locked room on the brothel's third floor; there is a charm on the fireplace mantle.

This is optional, because forcing a blunt piece of metal through someone's skull is far more quick and effective. However, doing that will negate the Clean Hands achievement, and you can get rid of the Pendletons with Slackjaw's grudging assistance. All you need to do is locate the artist in the "Silver

Room" (the torture chamber) in the brothel's lower floors.

## Rune 5 of 5

Second floor foyer across from the madam's office; a guard is usually standing guard in front of the door by the rune. A noise generally makes the guard come to investigate; you can choke him out once he turns away.

The best way to get through this is to clear the guards and girls who are moving around. The sleeping guard (the one on the chair) may not get up; if you are paranoid, shoot him with a sleeping dart.

The two women who are engaged in Sapphic activity in the garden outside the Silver Room can be ignored. They will be too enamored with their activity to notice Corvo *unless' you were stupid enough to get close enough to touch them. They will sound an alert, so steer clear of them unless you plan to kill them (for High Chaos).*

## Neutralize the Pendletons (Non-Lethal)

Find the Silver Room and use the switch on the shock machine until the Artist gives up his safe combination (8-7-9). Naturally, the combinations don't change, so if you opened his safe earlier (thanks to the guide) and took everything, you need not go back to the safe; all you need to is return to Slackjaw and you will neutralize the Pendletons with damning evidence.

## Kill the Pendleton in the Gold Room

The Gold Room is atop the highest floor from the garden chamber. Watch for the guards (choke out the peeping Tom and use the nearby balconies to stockpile bodies), burst into the room and waste the s.o.b. Easy! If you are not interested in killing anyone, consider saving the game, and pickpocketing the Pendletons for money.

## Kill the Pendleton in the Steam Room

There are two guards near the steam room. Take them out and then deal with the Pendleton in the steam room. If you want to kill this Pendleton by boiling him (and apparently, his current rented doxy) alive, visit the maintenance room adjacent to the steam room. Place the valve wheel into the slot and turn it for well-done results.

10G

An Unfortunate Accident

Killed a Pendleton using steam.

Otherwise, you will need to lure out the Pendleton to choke him out. You don't really need to deal with them directly; however, he has a purse worth 100 coins. There is another 100 coins in the steam room that's worth the effort if you don't mind being spotted by the girl or Pendleton (you can sleep dart him in the face to keep him alive).

## **Return to Emily and Sam**

After you get the combination from the artist, or kill the Pendletons in a gruesome, gruesome methods (Spring Razors in the Gold Room for example), return to Emily and Sam by the shore. If you need to non-lethally take down the Pendletons, take the information from the artist's safe to Slackjaw, and he will take care of them for you.

Either way, you will be done with the mission and head back home.

# House of Pleasure (Low Chaos)

The mission **House of Pleasure** on Low Chaos, along with an adherence to the conditions required for the Ghost, Shadow, and Clean Hands achievements.

Click this link to see the video

<http://www.ign.com/videos/2012/10/07/dishonored-low-chaos-walkthrough-mission-3-house-of-pleasure-pt-5>

# House of Pleasure (High Chaos)

Playing through **House of Pleasure** on High Chaos is a task about sniping and being thorough in leaving no one alive, although you will want to leave Slackjaw and Granny alive (both for Flooded District).

You should have a few runes to pick some nice powers (like extra Vitality) but also some "fun" one like Wind Blast (which substitutes for Grenades and Spring Razors once upgraded to lethal speed).

Remember that the first upgrade to the pistol will turn it into a short range shotgun, and guards so stunned (or staggered) can be killed with a sword strike up close.

Bring the body count up using drop assassinations, and resort to stealth to gather enemies (esp. the Wolfhound tenders) to a large group for Spring Razors or Grenades to be effective.

## Loot the Dead

With the carnage you're causing on High Chaos, you will want to thoroughly explore all areas and choices for coin. You will need the cash to spend on Sokolov Elixirs and upgrades for Corvo's Crossbow and Pistol.

Take note some later missions may require you to restrain your bloodlust to earn extra Runes (proof that murder isn't always profitable).

Click this link to see the video

<http://www.ign.com/videos/2012/10/17/dishonored-high-chaos-walkthrough-mission-3-house-of-pleasure-pt-4>

# The Royal Physician

10G  
Capturing Genius and Madness  
You abducted Anton Sokolov, Royal Physician

This mission is a little bit unlike the last one, as there is no "rest period". However, you can still visit Piero and upgrade Corvo's trappings and equipment. It may be a good idea to save the game if you haven't done that in a while (just so you have a back-up file). Speak to Lord Pendleton, then meet the other conspirators at the Hounds Pit tavern.

Your immediate goal will be to kidnap Anton Sokolov to find out the Lord Royal Physician's plans. After her, you will be able to strike down Hiram Burrows and end his reign of terror (and start your own reign of terror). To do that, Sam will ask that you disable the lights illuminating the waterfront so his boat can get closer to Sokolov's residence undetected. That "big objective" will be completed on the map "Drawbridge Way", so it will be a while.

Royal Physician Stats	
Runes	5
Charms	3
Shrines	1
Soul's Patterns	Using
Blueprints	30/31

## Prepare Your Ammo

If you have been doing High Chaos, chances are you will need some ammunition either in bullets or crossbow bolts (the regular ones). Restock now. For players engaged in Low Chaos, look to restocking your supply of ten Sleep Darts. Ten darts will be all Corvo will carry for both incendiary or sleep bolts, so make sure you have a good stock (about 6 to 8) sleep darts for non-lethal runs.

The Combat Sleep Dart is a handy upgrade for the next mission, Lady Boyle's Last Party, but only for one particular target; that upgrade does put enemies (alerted or not) instantly to sleep.

## Clear South Side

The south end of Kaldwin Bridge is thick with City Watch, so Corvo needs to be careful, especially if you don't want him sighted. There are four guards in the immediate area where you go on the street. Unless you really need their coins (the most guards tend to carry is 10 coins), avoiding them may pay off.

## Blueprints

Folded Galvani Resin. Check the work station next to the minecart. The schematic is on the table.



Sneak by the guards and use a whale oil fuel cell to power up your minecart ride. Have Corvo get in first, then use the switch to travel to the other side of South Side. This puts Corvo near the entrance of Drawbridge Way, and out of sight from the enemies in South Side.

### **Extra Leg Work Thanks to The Outsider**

If you want a rune and a charm in South Side, you will need to take some risk at being discovered by the patrols.

### **Rune 1 of 5**

On the way to Drawbridge Way, there is a side-path to a metal walkway with a climbing chain. The rune is in the room at the chain's top. Smash the door's obstruction to unlock the second way out, or go back the way you came.

### **Bone Charm 1 of 3**

A side door near the exit from the South Side Gate to Drawbridge Way leads to a canal lock and a Weeper-inhabited room with a charm. Use the top of the raised lock to get the height you need to Blink to the room. Naturally, deal with the City Watch who tend to the canal lock. *This ain't rocket science, bro. It's Dishonored.*

Whether or not you choose to claim those Outsider relics or not, the goal remains the same - exit the door from South Side to Drawbridge Way.

### **Drawbridge Way**

Upon entering the second map, you will eavesdrop on a City Watchman talking to a man named Pratchett in front of the latter's house. The more important target is Pratchett, since he has a key to his house. Save the game and observe the pair. Once you have their movement route down (after they are done talking) choke-out Pratchett first, catch his body and drop it before you take out the City

Watchman.

## Rune 2 of 5

Inside the safe of Pratchett's house. The safe combination is **4-7-3** derived from the three paintings hinted at in the clue you find on the note in his place.

That done, you have free reign over the immediate area around Pratchett's house to make noise, sprint, etc. The goal from the start of Drawbridge Way is to find a way onto Kaldwin Bridge and disable the searchlights for Sam to follow Corvo to Sokolov's. That doesn't mean you should not explore for extra goodies.

## Optional: Meet Pratchett's Neighbor

## Rune 3 of 5

The raving madman (you can hear him) next to Pratchett's house has a rune on his Outsider shrine. Blink into Pratchett's place for a good angle to take out the lunatic (lethal or non-lethal) and nick the rune afterward.

Pratchett has a crazy neighbor. You should be able to hear his ravings as you near the Pratchett Residence's third floor balcony. There is only one NPC in the neighbor's house who can detect you (or be killed).

## Outsider Shrine

The madman has a shrine to the Outsider in his apartment. Touching it seems to be in poor social grace, and results in visitors being stabbed repeatedly in the eyes and throat until they learn their manners.

## Danger of Shock and Electrocution

At the bridgehead, there is an active Arc Pylon. The best way to get there is by the side route next to Pratchett's house. At the bridgehead, two thugs who play out some dialogue (if you do not interrupt them) and who then proceed to attack the City Watch. For them, it's essentially a *kamikaze* run, so use their sacrifice to Blink past them and use the pipes and chain on the side of the bridge to circumvent the Arc Pylon.

## Faceless, Ghost and Clean Hands Players

Players who do not wish to be spotted should ideally move on from the first Arc Pylon to the bridge's under truss. Players who do not wish to engage in active murder should do the same.

If you're interested in seeing how the Arc Pylon works, you can Blink to the control panel (Dark Vision

2 will reveal the power lines easily) and either pull out the fuel cell or rewire the pylon to fry City Watch.

## Kaldwin Bridges Falling Down

Continue under bridge and avoid pylons -- either de-power them by removing the fuel cells (the safest method, even if you are going for 100-percent stealth) -- or by avoiding being spotted by the device. Unfortunately, Dark Vision does not display the sight range/cone for Arc Pylons (because its reaction is distance based ... and it is not alive). Hence de-fanging the damn thing by pulling out its power cell is the best method.

Keep moving towards your main objective and use Dark Vision to spot enemies before they come. Dark Vision (or Detective Vision) has a very short range compared to regular sight, so be aware that an enemy can sometimes stumble into your view "suddenly" even though he was quite visible in the distance with normal sight.

Get to the bridge's drawbridge control booth to raise it. Either take the stairs (dangerous, due to the guards, unless you choose to choke-out all of them slowly) or take the alternate paths (chains) to get around the stairwells to get there. You need the added height of the raised drawbridge to reach the searchlight's power cells.

10G

King of the World

Reach the top of Kaldwin's Bridge.



Note that if you follow the series of hanging chains on the bridge, you will eventually reach the highest point. There, you will be accompanied by a corpse, a journal, and some items.

## Cross the Bridge

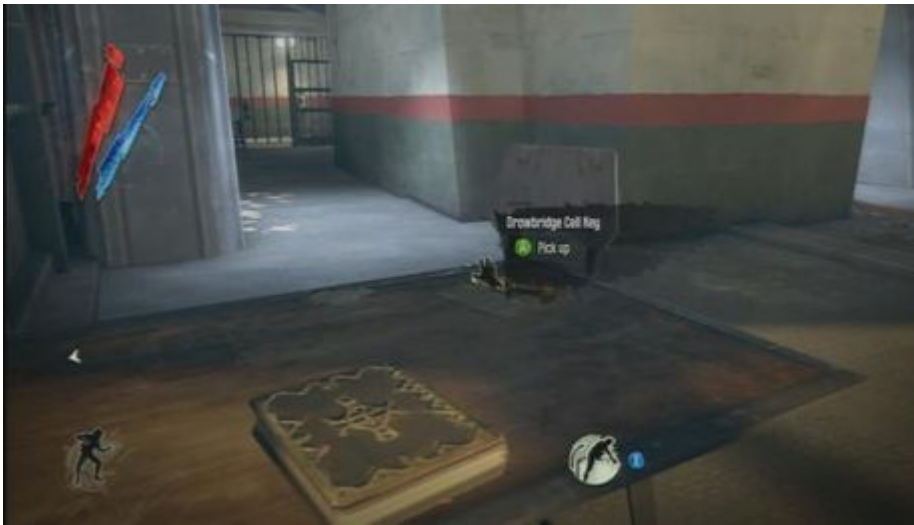
Cross Kaldwin Bridge; the base of the north bridgehead has a small prison, as well as Alec -- the thug his mates were chatting about on the south bridge end before they were mercifully disintegrated by

the Arc Pylon. Alec the Scavenger will ask that you help free him so he can split his stash of River Krust pearls with you.

## Optional: Free the Scavenger

Take note that if you are opting for a Ghost / Shadow run, helping Alec is a bad idea, since he will lead Corvo to an ambush by him and two of his surviving gang. If you are only interested in Clean Hands, and have a few Sleep Darts to spare, you can opt to take them out in open combat (or risk detection by one and still take them out peaceably).

The key to the cell Alec is held in is on a table in the same immediate area. Choke out the guards near the cell and take the key. Alec will take you down a side path to avoid the City Watch, but the path is blocked by hostile River Krust.



River Krust are acid spitting clams. They are completely immune to damage until they open their shells to fire. At that point, one pistol bullet or two crossbow bolts will take them out (they detach from the rock when slain). Each River Krust slain will have a pearl on their corpse; don't leave without looting them. For players disinterested in helping Alec, you can still avoid (or speed past) the River Krust and cause no alerts from the City Watch (who will probably hear the gunfire and sounds of battle occurring below their position).

## People Are Lying Scum-Sucking Effluvia

Alec will ask that you unlock the side path's gate (the key is on the table near the City Watch, or on one of the guards -- it is randomized). Once you unlock the door, you will trigger Alec to go to his "stash" then ambush you. It will be a fight to the death, unless you have the weapon of fore-knowledge.

Before unlocking the door, use Dark Vision to scan for two suspicious NPCs in a building near the locked gate. Those two are Alec's "buddies". If you manage to Blink (or jump) to the room and take them all down (by lethal or non-lethal means), you can raid the stash early, then have a Sleep Dart (or a Shotgun) ready for Alec when he makes fun of your earnestness and tries to kill you.

## Midrow Substation

Regardless how you wish to approach the problem of the pearl scavenger, the entrance from Drawbridge Way to the Midrow Substation is your goal. Evade or neutralize hostiles on your way to the door.

### Rune 4 of 5

On the desk right in front of you when you first enter Midrow Substation.

Midrow Substation has several City Watch patrolling around the Wall of Light and the generator control booth. To get by the Wall of Light, either use Possession at Level 2 (allows you to take over a City Watchman and run past the forcefield), or do things the long and hard way.

### The Hard Way

Disabling the Wall of Light the long way involves stopping the spinning generator wheel (the switch is in the control booth), then Blinking/hopping over the wheel (or crawling under it if the wheel was correctly stopped), pulling out the forcefield's power cell, and then getting back on the road.

### Optional: Krusty's Crustaceans

For players who want more loot, or just want to avoid the road patrols, the side path near the water is a "safe" route inhabited only by River Krusts. Take them out if you wish, and claim the pearls they have within.

### Bone Charm 2 of 3

At the Midrow Substation, before exiting towards Sokolov's house (the North End Map), check the basement of the large warehouse for a charm. The rats can be lured to a corpse, then the mass blown up with a grenade, or hacked apart with slow and steady downward chops (you may want to have Corvo stand on something while doing that).

Leave the substation map for North End when you wish. Note that if you have the time and inclination to explore before leaving, there is a charm in the warehouse right before the station map's exit.

## North End

Upon entering the North End, your goal (Sokolov's mansion) is in sight after you make a few turns in the street. However, it's best to approach the place by rooftop.

### Bone Charm 3 of 3

Upon entering the North End map, there is a charm in the building to your left. Jump through the second story window from the street, go through the building, and use the AC units and balconies to reach the third floor where the charm is.

## North End Secrets - The Room



If you are constantly using Dark Vision to "see" valuables, you may notice a stash of items you cannot get to on the ground floor of the apartment with the charm. To open that secret door, locate the faucet in the small room with two corpses (and have a grenade ready) and use the faucet spout three times to open the door. The secret door will be revealed, along with a swarm of rats. A grenade will be sufficient to wipe the mess out.

## North End Secrets - The Safe

There is a safe behind a painting, and above the prisoner pen where Sokolov holds his test subjects. You do not need to rescue the prisoners if you do not want to (the safe combination is **2-9-4**); however, if you do, you will get the clue and reduce your Chaos level slightly. This naturally, will require you to choke some uniformed sleazebags, if not kill them, as City Watch considers the prisoners "expendable test fodder".

## Sokolov Manor

Anton Sokolov is usually in the rooftop lab, hence if you Blink across to the chain leading to the manor's rooftop, you will be placed literally right next to your target. The one obstruction would be the lone guard on the roof. A sleep dart (or a crossbow bolt) will help you take him out before you make your Blink and climb. Alternately, you can wait on the chain for the guard to turn around (this is where Dark Vision is handy) and choke him out once his back is turned.

## Rune 5 of 5

In Sokolov's laboratory on the roof.

The rest of Sokolov's residence is full of maids, City Watch and Overseers (including a Wolfhound tender), so you do need to be careful *should* you decide to explore the mansion, otherwise, you make a big pile of bodies, or you need to have a lot of time to let NPCs reset their alert statuses.

Know that once you knock out Sokolov, you need to find a safe means to carry him down to Sam the boatman; Sam will be waiting with his boat under the bridge to Sokolov's main gate. Water is lethal to the KO'ed Sokolov, and falling from great heights will kill both Corvo and Sokolov.

## Sokolov Painting

The first floor of Sokolov's estate has one of the paintings in the large art and sculpture gallery.

You either head back downstairs through the mansion (meaning you neutralize all hostiles), or take out the two guards in Sokolov's private library hallway, and the other two (a City Watch and an Overseer) at the mansion's front door. There is a secret elevator that requires a tankard of whale oil to operate. It runs from the top of Sokolov's rooftop lab to the main entrance. The whale oil spigot and an empty tank dispenser are found in Sokolov's lower laboratory.

However, taking the time to explore Sokolov's estate will yield extra bonuses. For that, you will find it easiest to Blink atop each of the rooms' walls (the walls do not touch the ceiling in this fancy, schmancy Industrial Style of architecture design) and spy on enemy movements below. Blinking in, grabbing some loot, and blinking back to safety (very useful if coupled with the high jump from Agility level 1) will make you practically undetectable.

Place Sokolov on Sam's boat and head back to base to finish the mission.

# The Royal Physician (Low Chaos)

The mission **The Royal Physician** on Low Chaos, along with an adherence to the conditions required for the Ghost, Shadow, and Clean Hands achievements.

Click this link to see the video

<http://www.ign.com/videos/2012/10/07/dishonored-low-chaos-walkthrough-mission-4-the-royal-physician-pt-5>

# The Royal Physician (High Chaos)

Playing through **The Royal Physician** on High Chaos is a task about sniping and being thorough in leaving no one alive, although you will have to stop the killing once you get to Anton Sokolov, or you fail the mission.

You should have a few runes to pick some nice powers (like extra Vitality) but also Wind Blast (which substitutes for Grenades and Spring Razors once upgraded to lethal speed).

With the loot you should be getting from slaying foes and exploring, you should be able to upgrade Corvo's pistol and bullet capacity to maximum, making him practically unstoppable at a doorway.

Whale oil tanks now become your bombs, and rewiring Arc Pylons will easily kill enemies you do not wish to deal with directly.

Bring the body count up using drop assassinations, and resort to stealth to gather enemies to a large group for Spring Razors or Grenades to be effective.

## Loot the Dead

With the carnage you're causing on High Chaos, you will want to thoroughly explore all areas and choices for coin. You will need the cash to spend on Sokolov Elixirs and upgrades for Corvo's Crossbow and Pistol.

Take note some later missions may require you to restrain your bloodlust to earn extra Runes (proof that murder isn't always profitable).

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<http://www.ign.com/videos/2012/10/17/dishonored-high-chaos-walkthrough-mission-4-the-royal-physician-pt-3>

# Return to the Tower

10G

Regicide

You assassinated the Lord Regent, Hiram Burrows

When you return to the Hounds Pit, know that this is the last time you will see this place in a "peaceful" setting. Use that to your advantage and take everything that's not nailed down, and to collect the rewards from all your work.

## Collect Your Bonus Runes

Completing the following tasks in Lady Boyle's Last Party and in this interlude will earn you three extra runes not tallied in the mission stats.

### Duel Lord Shaw

Return to the Tower Stats	
Runes	4
Charms	2
Shrines	1
Sokolov Paintings	1
Coins	2175
Blueprints	
Small Scale Combustion Refinement	

Delivering Pendleton's letter to Lord Shaw and dueling him will have Pendleton give Corvo a rune. Remember that you need not have killed Shaw -- a sleep dart will make it so he "looks" dead, and preserve your effort for Clean Hands.

## Spare the Boyle Sisters

Spare all three Boyle sisters and deliver your targeted sister to Lord Brisby will net you a rune from one of the surviving Boyles. The note at the entrance of the Hounds Pit will notify you of the delivery.

## Find Emily

Speak to Callista in the tavern, who asks you to locate Emily. You will find her in one of a few areas: in Corvo's room (near the door to the stairs leading to the rooftop of the distillery), at the base of Emily's tower (where you met Pendleton earlier when kidnapping Sokolov), near the Abandoned Apartments entrance.

Dark Vision will assist you immensely here. Once you find Emily, she will give you a rune and head back to studying.

## Climb the Waterlock

The path to Dunwall Tower is the same as in the prologue, except you will need to ascend the waterlock by jumping and Blinking upwards. There are only enemies who can detect you at the very top of the waterlock (which is unlocked for some reason), so get up there as best you can without being detected.

## Bone Charm 1 of 2

In the waterlock, there is a charm in one of the side ducts. You can get to it using the Blink 2 power (you need the extended horizontal range) and using the platforms on the sides to get to it.

At the very top, bypass the Wall of Light by de-powering it, or ignoring it completely and going under the bridge where the Tallboy is to sneak across the dry moat. Note that if you clear the bridge and waterlock of patrolling guards (the Tallboy you can leave alone), you enjoy a very easy escape afterward.

## **Heavy Resistance**

There are a lot of enemies in the section just past the bridge over the dry moat. If greed overcomes your prudence (when you spot the rune marker on your HUD), you will probably be spotted by the second Tallboy or the Watchtower and get blasted to bits. Instead, sneak (Blink or Possess) past the front gate by slipping down a side path to the right side.

You can also choose to Blink atop the supports and use the battlements on the keep's outerwall as Blink-to platforms to reach that path. At the bottom of the gully, there is a breach in the wall you can exploit and enter the Keep's front yard.

## **Rune 1 of 4**

The bunkhouse on the side of the main entrance has a rune, but its front door is covered by an Watchtower (turret). Deactivate the tower first, and then take your time sneaking in when the Tallboy moves; otherwise, do a re-program and wipe the field clean. The rune is under one of the bunks inside.

### **Precaution - Disable the Watchtower**

Choke out (or kill) all the guards patrolling on the wall, then find a means to Blink Corvo onto the Watchtower to disable it. With the Watchtower de-activated, you have a spot from which you may observe the grounds below; few enemies look up at the Watchtower's top so you are mostly safe from detection.

## **Have Fun Stormin' the Castle**

Enter the castle keep via the front door (possible, but only after you destroy or choke out all the people there) or by the air-vent above the moat. There is also an entry via the sewer, but you will need to talk to the fat maintenance person on the keep's side (the side opposite the watchtower and the defensive wall). Once inside, the broadcast station is the door to the "right" of the big stairs; get to the top of the stairs and turn right and follow the path to the "keep out door".



De-power the arc pylon and climb the stairs to the station's top. Speak to the propaganda officer for a different way to bring down the Lord Regent (peacefully). If you don't want to bring about a Low Chaos ending, or simply are going for High Chaos, you can kill the propagandist after you speak to him.

10G

Political Suicide

You brought about the Lord Regent's fall from grace by broadcasting his crimes

After you have this option of neutralizing the Lord Regent by passive means (the Lord Regent's safe combination being **9-3-5**), you can start moving deeper into the castle to explore/takedown enemies.



## Optional: Kill the Torturer

Note that completing this "side mission" will negate Clean Hands, as it requires you to kill your target without exception. Be warned too that the wolfhound nearby will also be a problem. The torturer cannot be stunned or put to sleep; he is using Outsider magic to pull you close to whack you.

## Rune 2 of 4

On the Outsider Shrine in the torturer's chamber.

## Outsider Shrine

Like flavor in *Prego* spaghetti sauce, "it's in there". See above.

If you don't intend to kill the torturer, you can sneak in after sleep darting the hound (killing it alerts the NPC), grab the rune and leave.

## The Second Floor

## Blueprints

Small Scale Combustion Refinement. In General Tobias' office. If you turned off HUD notifications, Tobias' office is one of the rooms next to the Wall of Light near the Lord Regent's private quarters (the one with the safe). The plans are on Tobias' desk.



In the wide open hallways, the chandeliers in the hall are safe spots to Blink to and hide; beware of Overseers with Wolfhounds. Those pairings should be avoided at all costs (or bypassed) if you intend on a Faceless / Ghost playthrough. The Lord Regent's safe (for the Low Chaos rating) is in his quarters, just past the short hall from the broadcast tower. If you have a low chaos rating from the previous mission, you will also find Burrows here.

## Rune 3 of 4

In the Lord Regent's bedroom. Check the footchest.

There is more of the second floor to loot (and explore) if you wish. Blueprints are in General Tobias' office, and there is a charm to be claimed in a secret room Jessamine used herself. If none of this interests you, you can take the Lord Regent's recording and play it in the broadcast tower, or simply find Burrows and kill him, then leave.

## Bone Charm 2 of 2

On the keep's second floor, there is a fireplace in the corner with a brass candle fitting. Turn the fitting to reveal a secret chamber where Jessamine recorded a message for Emily. That secret room has a charm atop the bureau (wardrobe).

## The Roof

The roof of the palace is accessible through a narrow flight of stairs by the music room (the room on the second floor with the piano). Chances are you will not come to this area unless you were killing

everyone in the previous mission; Hiram Burrows only retreats to his "panic room" on the roof if Corvo was a mass murderer at Lady Boyle's masquerade.

## **Sokolov Painting 1 of 1**

In the music room (the second floor corner room with the piano), there's a portrait painting by Sokolov. Use Dark Vision to highlight your target.

## **Rune 4 of 4**

On the castle's second floor, there is a piano in a corner room with the level's only Sokolov painting; a corridor leads out from the piano room to the rooftop. Take the stairs and exit back to "Dunwall Exterior - Rooftop". The rune will be in the Lord Regent's "safe room" (or panic room) on the roof. Evade (or destroy) the Tallboy in the safe room, as well as the Overseer organist, and claim the rune in the map room.

The roof has an alarm, four patrolling guards, and two more units in the Panic Room (on Low Chaos). The guards outside the panic room are easily choked out; the Tallboy and the Overseer Organist are the units inside the panic room. Save the game before going in (in case you cause an alert by accident).

This room has nothing of value (except the rune) and if you had taken care of Burrows (by pistol or propaganda), you will simply want to leave. Meet Sam back at the bottom of the waterlock to end your mission.

# Return to the Tower (Low Chaos)

The mission **Return to the Tower** on Low Chaos, along with an adherence to the conditions required for the Ghost, Shadow, and Clean Hands achievements.

Click this link to see the video

<http://www.ign.com/videos/2012/10/08/spoilers-dishonored-low-chaos-walkthrough-mission-6-return-to-the-tower-pt-4>

# Return to the Tower (High Chaos)

Playing through **Return to the Tower** on High Chaos is a task about sniping and being thorough. You can kill many in open combat, except when you face a Tallboy, an indestructible Watchtower, and about 10,000 Red Shirt City Guardsmen with Overseer Organgrinder and Wolfhound back-up.

You should have a enough runes (accumulated from missions and the Hounds Pit bonuses) to pick some nice powers (like extra Vitality) but also Wind Blast (which substitutes for Grenades and Spring Razors once upgraded to lethal speed) and Adrenaline.

With the loot you should be getting from slaying foes and exploring, you should be able to upgrade Corvo's pistol, Crossbow, and various bomb devices.

Bring the body count up using drop assassinations, and resort to stealth to gather enemies to a large group for Spring Razors or Grenades to be effective.

## Final Notes

With the carnage you're causing on High Chaos, you will want to thoroughly explore all areas and choices for coin. You will need the cash to spend on Sokolov Elixirs and upgrades for Corvo's Crossbow and Pistol.

Click this link to see the video

<http://www.ign.com/videos/2012/10/17/dishonored-high-chaos-walkthrough-mission-6-return-to-the-tower-pt-3>

# Flooded District

Note that if you *have not* found all the Blueprints from the previous missions, most of them are found in various nooks and crannies in this mission. Because all the Blueprints were retrieved for IGN's run, none of the duplicate plans appeared in mission 7.

Know that at the end of the next level The Loyalists, you will meet Piero once more (and do your upgrade thing) but right now, you should prepare for the inevitable clustermuck by purchasing three to four Sticky Grenades (even on a stealth or no-kill run; these devices are for the River Krusts) and if you unlocked them) Explosive Bullets (you can only hold a maximum of ten).

## Big Ass Reminder: Buy Big Ass Sticky Bombs

This is just a reminder to purchase three to four Sticky Grenades to deal with the River Krusts in the next story level. Note that you will need to recover your gear (an optional objective) to reap the benefits of your purchases. The explosive bullets are just an option, but they come in handy.

Flooded District Stats	
Runes	5
Charms	8
Shrines	1
Sold by Purchasing	three to four
River Krusts	and if you
Blueprints	
Bonded Galvani Weave (duplicate)	
Folded Galvani Resin (duplicate)	
Samm Scale Combustion Refinement (duplicate)	
In the River Krusts (duplicate)	
Spiked Grenade Housing (duplicate)	

## Drink and Die

After your upgrades and purchases are completed, drink at the bar, and then head for bed.

## The Hang Over Part III

Corvo will wake up in a prison cell. To get out, either possess the rat and leave the tunnel, or take the loose bricks and throw them against the wooden slats and Blink/jump out. Two assassins will be doing very poor (and lax) guard duty on the top floor of your prison building. Take them out if you wish, but you will not be coming back to this building once you leave (there's nothing worth to loot and no objectives).

## Optional - Recover Your Gear

The first order of business is to recover Corvo's gear. That necessitates a 15 to 30 minute detour through Weeper and River Krust infested territory. If you are not interested in getting alerts, you will need to use your powers judiciously to get by.

## Bone Charm 1 of 8

A building near the map entrance to your gear has a charm atop the stove. It's practically the only one on the Rudshore Waterfront map you can see when you start the Flooded District.

To battle the River Krust, stock up on the numerous Grenades from the Overseer squad sent to kill Daud. You will find most of their corpses (and trappings) dumped into the building across from the

courtyard leading to "Daud's base". You can locate the prominent pedestrian bridge and simply follow the trail of bodies there.

## **Sokolov Painting 1 of 3**

There is a painting in one of the apartments lining the flooded main street (it might as well be a canal at this point). Stand on the pedestrian bridge and place the "Daud's Base" marker ahead of you. The apartment is ahead and to your left (the one with the balcony overlooking the water). The room with the painting does not have the assassin and the Station Key, but is the one with a Weeper.

A correctly thrown grenade will obliterate a colony of River Krust (for Shadow and Ghost, make sure no Weepers are around).

## **The Greaves Factory**

The best place to enter the Greaves Factory would be through the building with all the Overseer corpses; you fight primarily River Krust, which you can blast with Grenades, and not worry about "detection".

Your gear is at the Greaves Oil Refinery. Grenades will obliterate colonies of River Krust (for Shadow and Ghost, make sure no Weepers are around), but should you run low, there are explosive bottles (considered junk items) and empty tanks and whale oil stations to create (IEDs) improvised explosive devices. Throwing those objects will cause them to detonate on impact.

## **Rune 1 of 5**

There is a rune sitting in the open amongst the swamp reeds at the Greaves Factory map. The area is covered by a colony of River Krust; a grenade will clear the zone for safe retrieval.

## **Activate the Stairs**

To enter the Greaves Factory building, you need to take an empty tank, fill it with whale oil using the spigot, and Blink to the control booth with your payload. Place the fuel cell into the control booth's slot and use the lever to activate the stairs.

## **Bone Charm 2 of 8**

At the entrance of the Greaves Factory building, fill up an empty tank and plug the fuel cell into the control booth to operate the emergency stairs. This lets you get to the top and side of the building, then drop down through the broken flooring to this charm.

At the top of your climb, eavesdrop on the assassins so you know about Daud's base and the "railway station". Let them leave and then head into the building. The way down is opened only with a second fuel cell. The whale oil spigot and the empty tank dispenser are on the upper level. Plug a filled tank

into the drawbridge control and the interior is open to you.



The way down is fraught with Weepers, but they don't do anything except detect you (which wrecks Ghost and Shadow). Blink from the central chain to side areas if needed, and head down. The last weeper near your gear is easy to choke out and ditch (remember that Weepers will damage Corvo if carried). Take your gear, then head back to the pedestrian bridge on the Rudshore Waterfront map.

To enter the area where Daud's base is, you will need to pickpocket or steal the Station key. You can find them in different spots. The assassins who patrol the courtyard leading to Central Rudshore each carry a Station Key (you only need one); one Station Key is always placed in an apartment room overlooking the courtyard (generally patrolled by an assassin). Once you have the key, head for Daud's base. Unless you were missing a charm, a rune, a Sokolov Painting, or Corvo's gear, you will not be coming back to the Rudshore Waterfront district.

## Center Rudshore

The area outside Daud's base is "Central Rudshore", referring to the train station building he took over and made it his base of operations. It is heavily patrolled by assassins who can Blink and ensnare you with their Outsider powers, so if you choose to engage them, do so with stealth and knockouts, or set-up a "killzone" (Spring Razors) beforehand. If you aim to explore, there is only the one charm outside the building; everything else is inside the "base" building.

## Bone Charm 3 of 8

Central Rudshore map. At the entrance to Daud's Building (his base), there is an alley with four wolfhounds (two on the upper level, two on the lower level); the charm is on the lower level of the alley, hidden in a tipped over dumpster.

Climbing the chain from the waterline is probably the "best" (sneakiest) method of entering the facility, but you have to take out the Wolfhounds in the alley first. You will also need Agility (for the high jump) and Blink to reach some of the supports before reaching the building proper.

There is a locked underwater safe at the start of Central Rudshore; it's the small flooded courtyard off the main street (now a Venetian channel). You can locate it by dropping into the water from where you start Central Rudshore (from Rudshore Waterfront) and swim towards Daud's Base entrance. At the first streetlight, stop and turn 90° left. Follow that sidepath to an underwater safe (there's an air pocket above it).



The safe combination is **4-2-8**

. Alternately, you can drop into the same area if you took the rooftop route toward

## Daud's Base

Once in the building, take out the two assassins talking about Daud's locked tunnel. Since the doors to the exit are locked, you might as well pay Daud a visit, take his key (Daud's Key) and deal with the Empress' assassin.

Past the initial two assassins, there will be another two assassins - a trainee and his instructor - going through a training course. Take out the trainee (the guy near the bookshelf) and then choke out the instructor (the guy with his back turned to the rest of the room). The *Thief: Dark Project* easter egg aside, these are enemies, so don't hesitate to neutralize then move on.

## Takedown Daud

10G

Mercy is the Mark

Spared Daud's life.

As you near Daud's position, neutralize his sentries outside his office. Unless you plan to attack him openly (or snipe his ass from afar), open the front door but Blink to the stairs (use the bookshelf as cover) so you get your first strike. The area behind his office is patrolled by at least two enemies. Sleep dart or snipe one, then choke out the other. This "backyard" has ample room for you to set up any ambush you want, or allow you to infiltrate Daud's office undetected.

## Bone Charm 4 of 8

Daud himself carries a charm. You only get this charm if you pick-pocket him (and the magic is shielded from the Heart by his inventory pouch so you cannot detect it). Even if you aim to kill Daud, loot his rotten corpse for his Outsider trinklet.

Try to take out the guard in Daud's office from the back. Note that Daud is protected from projectiles, so a Sleep Dart or other projectiles bounce off of him; however, you can sneak close and choke him out without penalty. You can kill him then at your leisure.

## Sokolov Painting 2 of 3

As you descend the chain to the Gateway Tunnel map, stop midway (on the chain). The Sokolov painting is on one of the shattered floors of the building (Dark Vision 2 easily reveals it).

## Leave Floodtown

Having claimed Daud's key, head for his secret tunnel leading back to Dunwall via the "Gateward Tunnel" map. The NPCs in the area where the train drops off corpses are neutral; you will not be detected by them nor will they attack you (unless you start violence first).

### Rune 2 of 5

On the Central Rudshore map. Get Daud's key and enter his tunnel in Central Rudshore. The rune is at the bottom of the shaft.

Take your time in the first part of the Gateway Tunnel / Rudshore Gate area; the only enemies are the Tallboys near the Rudshore Gate area, and they will not intrude on the slum area being used as a mass grave for plague victims. Explore the area for Outsider artifacts.

### Bone Charm 5 of 8

Upon entering the Gateway Tunnel map after exiting Daud's base (from Central Rudshore), turn right. The charm is on the rowboat in the muck, surrounded by a pack of rats.

### Rune 3 of 5

Gateway Tunnel area. There is a rune on the roof of an apartment with open windows. Use the windows, and the windows of its neighboring building to go to the top. The plague victim inside is harmless.

## War of the Worlds Wasteland

Corvo needs to cross a lot of open ground to the Rudshore Gate, and the area is patrolled by at least four Tallboys. Since there's nothing more to collect for now, focus on evading the Tallboys.

The safest path is to ride the cadaver wagon from where you picked up Rune 3 of 5. After the traincar dumps the bodies, you can ride the vehicle up to the Wall of Light (jump off before Corvo is fried). This is the fastest method, but you will miss out on supplies. If you don't care about supplies, this is the optimum stealth path.



The "second safest" path through the field is the path on the "left side" of the map (this assumes you have the Rudshore Gate marker ahead of you). Use the buildings for cover, and Blink through the open spaces (Blink 2's increased lateral distance helps immensely).

The "right" path (through the Weeper infested tenements) has more cover from the Tallboys, but if you find yourself against Weepers, you may not have a good means of retreat (forcing you to kill one or get detected by one).

Get to the Wall of Light's fuel cell, pop it out, then Blink to the service entrance doorway on the lower floor (you can fall through the tracks' side past the unbreakable gate). Once you get to the Old Port District door, consider making a save in the Gateway Tunnel / Rudshore Gate map (it uses a different save game thumbnail than the next section).

## Old Port District

This new map focuses primarily on the sewers leading back to the Hounds Pit (basically the end of the mission), and once you drop into the sewers, you cannot go back. Make a save game here (if you haven't already on the previous map to make sure the save game thumbnails are different), just in case you want to go back and "explore".

## Bone Charm 6 of 8

Upon entering the Old Port District map, there is a charm in the corner building. Look for a break in the wall that lets you crawl into the room with the charm (instead of breaking down the wooden barricade, which attracts a gang of Weepers to your area).

## Dem Sewers!

The sewers' exit is locked by a Sewer Master Key, and you will need to go look for it. The enemies from here on out (apart from the scripted event) are River Krust, so those Sticky Grenades will come in handy *if* the Krust colony is attached to the ceiling. If they are rooted to the ground, use a standard

grenade.

## Bone Charm 7 of 8

Locked in a safe on your way to claim the Sewer Master Key. The safe combination is **5-2-8** and based off the thirteen month, 28-day long calendar used by this world's inhabitants. The book detailing the months is next to the safe, along with the note hinting at the combination (in case it randomizes).

Swim through the long underwater tunnel (there's nothing there to collect, so just get to the end quickly) and you will come to a disturbing scene between Granny Rags and Slackjaw (save the game before speaking to either of them).

## Hag or Hoodlum

10G

Street Conspiracy

Complete all of Slackjaw's side missions.

10G

Gentleman Caller

Complete all of Granny Rags' side missions.

Fulfilling the requests of either Granny or Slackjaw (assuming that you completed "Gentlemen Callers" in High Overseer Campbell and grabbed Crowley's audio and interrogated the Artist in House of Pleasure) will net you the two achievements or trophies (see above). Since you cannot fulfill *both* NPCs' desires in one run, this is where a saved game comes in handy (so you can load the game after getting one achievement).

If you wish to maintain a Clean Hands run, you will need to help Slackjaw, since helping Granny means you will have to kill Slackjaw and place his body into her cooking cauldron. The benefit to this is that Granny will remain neutral and not "detect" you for the Ghost and Shadow achievements.

## Warning: Granny Death Glitch

For more on how exactly to avoid detection by Granny Rags and how to disable her without killing her, see Clean Hands, Ghost or Shadow. Note that using a Sleep Dart on Granny *before* you destroy her cameo will result in a corpse.

Helping Granny is self-explanatory. After you complete her instructions, she gives you the key and allows you to leave (use the fast-moving current found in the hole in her quarters to get back).

To help Slackjaw, you need to do some work. Go to Granny's quarters and locate her cameo on her bed pillow. Open the furnace in her chamber. As soon as you place Granny's cameo into the furnace, she will attack you. You have to flip the furnace switch a second time to destroy the cameo, thus making mortal Granny Rags.

If you attack Granny before her cameo is incinerated, she will vanish in a swarm of rats and reappear elsewhere completely regenerated. In effect, until her cameo (or fetch) is destroyed, Granny is immortal. Granny can be taken down if you manage to sneak up behind her and choke her out, but the easiest way is to use a Sleep Dart (or Combat Sleep Dart for fast-actin' Tinactin results). If you are out of Sleep Darts, Granny's nightstand has a single shot.

## **Rune 4 of 5**

In Granny Rags' new sewer "home", the rune only appears if you completed Granny's two side missions (Gentlemen Callers) back in High Overseer Campbell; if not, it will not appear at all.

## **Outsider Shrine**

See above. The shrine has this rune.

## **Sokolov Painting 3 of 3**

Granny has a painting by Sokolov above her bed.

Note that if you want the "most" for your playthrough (achievement unrelated), helping Slackjaw is best. Not only will you be able to claim the rune in Granny's Outsider Shrine, but Slackjaw will give you plenty of money (about 500 coins) for saving his worthless ass. And for the smartasses who think they can pickpocket Granny Rags, be warned that she immediately attacks Corvo once you have her key.

Regardless of whom you assist, use the fast-moving current found in the hole in Granny's quarters to get back to the sewer gate.

## **Corvo Sez: I'll Be Back**

With the sewer master key, you may proceed past the locked gate and into an encampment of neutral survivors (if you maintained Low Chaos in previous missions) or Weepers (High Chaos).

## **Rune 5 of 5**

After resolving Granny Rags' and Slackjaw's dilemma, you come across an encampment of neutral survivors (Low Chaos) or Weepers (High Chaos). The rune is in this encampment's ditch.

Once you fight past the River Krust colony, you're practically at the exit the door and home free.

## **Bone Charm 8 of 8**

After you pass an encampment of NPCs, you will dislodge a small colony of River Krusts on your way

to the Hounds Pit. The charm is lying just past a sewer grate on a board with some mana potions near the River Krust colony.

# Flooded District (Low Chaos)

The mission **Flooded District** on Low Chaos, along with an adherence to the conditions required for the Ghost, Shadow, and Clean Hands achievements.

Click this link to see the video

<http://www.ign.com/videos/2012/10/08/spoilers-dishonored-low-chaos-walkthrough-mission-7-the-flooded-district-pt-4>

# Flooded District (High Chaos)

Playing through **Flooded District** on High Chaos is using Grenades and Whale Oil Canisters as IEDs.

River Krust and Weeper alike will drop like flies. Only with Daud's assassins should you resort to stealth attacks. They are perfect candidates for Corvo's crossbow, since they often carry replacement crossbow bolts.

Click this link to see the video

<http://www.ign.com/videos/2012/10/17/dishonored-high-chaos-walkthrough-mission-7-the-flooded-district-pt-3>

# The Loyalists

This stage is fairly short. All you need to do is reach your room on the Hounds Pit's third floor, cross the bridge to meet Callista, and then signal Sam the boatman. But if you want to meet Piero, you will need to do some extra work.

## Starting Out

You start in the Abandoned Apartment from across the street from the Hounds Pit. Considering the firepower on the street (Tallboys and guards), you will need to adopt a stealthy approach to get into the Hounds Pit to find clues about "Admiral" Havelock and Emily's whereabouts.

Loyalties Stats	
Runes	1
Charms	0
Shrines	0
Sokolov Paintings	0
Coins	360
Blueprints	1/2

The best path to take is the one that leads to Corvo's room (perhaps across the street and then using the chain between the Hounds Pit and Piero's workshop); once you secure the third floor, few (if any) enemies will go up there. For Faceless players, that area will be a veritable boon (or base) to finish the mission.

Click this link to see the video  
<http://www.ign.com/videos/2012/10/08/spoilers-dishonored-low-chaos-walkthrough-mission-8-the-loyalists>

## Emily's Note

Emily's note is on a dresser next to Corvo's bed. Choke out or takedown the City Watch on the third floor and you can search easily.

## Find Callista

Callista Curnow is in Emily's room, but only if you maintained a Low Chaos rating. Go up to the locked door and identify yourself so she opens the door. The signal to get Sam is at her window.

## Find Emily's Key

With a High Chaos setting, Wallace, Lydia and Callista will be dead, so you will need to locate Emily's key yourself. The best thing to do is to have Piero activate the super-pylon and rid the map of enemies first. Emily's tower key will be on Callista's corpse, alongside Lydia's and Wallace's in the yard between the tavern and the dog pit.

## Optional: Piero Joplin and Anton Sokolov

Finding Piero and Sokolov is easy. From the makeshift bridge between Corvo's room and Emily's room (the one Callista is in), follow the ventilation duct to the workshop's second floor. You can enter

without being sighted and speak to the two men. Piero and Anton explain that the device on the workshop's roof will be able to render people stunned or turn them to ash.

## **Rune 1 of 1**

Inside Piero's workshop. You can reach it easily from Callista's and Corvo's room (dropping from the walkway between their rooms) and use the workshop's second story entrance to gain entry.

### **The Blueprints**

Piero's "Prototype" blueprints are in one of the tavern's second story rooms. Get the blueprint to Piero and he will ask you if you want to stun or kill everyone. Make your choice, and take a fuel cell (from the workshop's second story) to the pylon on the roof. Use the lever to open the hatches, and put in the battery and your wish will be carried out.

It should be noted that if you decide to incinerate everyone on the map, their loot (bullets, money, etc.) will also be turned to ash.

## **Leave**

That done, you can call Sam without concern. He will appear on the beach near the tower. If you want, you can check the sewers for two River Krust for pearls (for money).

Before leaving, make your final purchases from Piero. Sleep Darts and Piero's Spiritual Remedy are your best purchases for a stealth run. For High Chaos, grab some Rewire Tools (about six to eight) to disable alarms and hack Watchtowers, Arc Pylons and Walls of Light.

# The Loyalists (Low Chaos)

The mission **The Loyalists** on Low Chaos, along with an adherence to the conditions required for the Ghost, Shadow, and Clean Hands achievements.

Click this link to see the video

<http://www.ign.com/videos/2012/10/08/spoilers-dishonored-low-chaos-walkthrough-mission-8-the-loyalists>

# The Loyalists (High Chaos)

**The Loyalists (High Chaos)** plays much like the Low Chaos version, except Callista is dead, and you will need to locate her corpse for the key to Emily's tower (to signal Sam).

The key is in the yard between the tavern and the building with the dog fighting cage, alongside Wallace and Lydia. Naturally, if you wish to maintain High Chaos, ask Piero to turn enemies to ash.

Click this link to see the video

<http://www.ign.com/videos/2012/10/17/dishonored-high-chaos-walkthrough-mission-8-the-loyalists>

# The Light at the End

## Chaotic Difference

Unlike previous missions, the Low Chaos version of Kingsparrow Island is vastly different from the High Chaos version since Havelock will have "handled" Martin and Pendleton for you. There's also no nail-biting finale at the tower's top.

From Sam's boat, head up the stairs and to the beach. If you are into High Chaos, you can opt to kill Sam now as he pulls away in his boat. There's no reason to do this, but it's fun and hardly a waste of ammunition.

## Disable the Watchtower

First thing is first. Disable the watchtower on the beach by Blinking up to it and yanking out the fuel cell. If you leave it alone, it will certainly spot you as you try to sneak towards the lighthouse.

Light at the End Stats	
Runes	1
Charms	0
Shrines	0
Sokolov Paintings	0
Coins	187
Blueprints	1

Note you will need Agility level 1 (at least) and perhaps Blink at level 2 to make a Blink in mid-high jump to reach it. You can ignore the Watchtower at your own risk.

## Harbor or Beach

There are two routes to get past the first gate. The Harbor route or the Beach route. Note that for both routes, you may possess a rat and go through a rat tunnel to bypass the Walls of Light. Failing that, you can also de-power the forcefields by access the drainage pipe between the Harbor and Beach routes (you need Agility and Blink 2 to reach it).



Note that regardless which route you pick, you can go under the bunkers and come up through various maintenance hatches to the main floor of the base.

## Harbor Route

The Harbor route is under-defended by not having an Arc Pylon. However, once you are past the outer gate, you will be further away from the "stealth" path (the Gatehouse Drainage). You can, however, sneak there by going under the stairs and then Blinking past, or Possessing, an Overseer near the side door to the drainage facility.

## Beach Route

This route is protected by an Arc Pylon. You can rewire it, but that hardly helps you get past the gate. The main reason for taking this route is to Blink to the edge of the island, where you can see a drainage pipe leading to the Gatehouse Drainage room.

## Gatehouse or Gatehouse Drainage



There are two routes to enter the Kingsparrow Gatehouse. The front door (there's a Wall of Light) or the drainage pipe. The drainage pipe route is the preferred "stealth" route, and it also has the game's final rune. Possess or choke out the City Watch at the drainage facility, and locate the valve wheel above the drainage pipe marker (this opens the way forward).

## Rune 1 of 1

In the Kingsparrow Gatehouse Drainage. This rune is on the route you'd take if you want to remain stealthy. From the island's front gate (the Harbor or Beach routes), look for the "Gatehouse Drainage" marker; turn the valve above the drainage marker to open the drain pipe's cover. The rune is in the room where the pipe cover and entrance are.

## High Chaos

On High Chaos, the route choices are either the Drainage (same as Low Chaos) or the Gatehouse Catwalk, as Pendleton and Martin are besieging one another at the base of the lighthouse. Numerous City Watch and Overseer enemies are around Martin. Get around them all, but if you are interested in killing both Martin and Pendleton, try to stealth-Blink to the top of the upper wall surrounding the

gatehouse. From there, you have a good base of attack at Martin and the Gatehouse Catwalk (where Pendleton is).

## **Kingsparrow Gatehouse**

Once inside the Kingsparrow Gatehouse, take out the guard at the bottom, and climb the central chain to the top of the shaft. An arc pylon will guard the final approach to the elevator. Take the path under the pylon (the support trusses) and Blink far past the arc pylon by aiming for the area under the elevator shaft. You can use the support beams to get back up to the elevator.

One more guard will be at the lighthouse elevator entrance. You need to take the key from him to use the lift. Alternately, you can drop into the elevator by using the open hatch on its roof (this may be the only method on High Chaos).

## **Lighthouse Upper Level**

There are at least four guards on the walkway to the lighthouse's interior (note this count is based off the Low Chaos version of the level).

The first guard is looking over a precipice.

The second guard is loitering on the rail, and will see you if you go towards the stairs, or snipe the third enemy (see below). It's best to shoot a Sleep Dart at him when the third guard walks back upstairs.

The third guard goes between loitering at the bottom and the top of the stairs. You can get close and choke him out on the stairs if you don't want to use a dart on him.

The fourth enemy is on second level right before you enter the Burrows Lighthouse (the grand gallery). Choking is a good option, but you can shoot him up with drugs.

## **Optional: Neutralize Havelock (Low Chaos)**

Your real goal is to rescue Emily and end the mission, but High Chaos players may want to just stab this traitor repeatedly in the throat and eyes until he is no longer fit to be the new Lord Regent.

The key to Emily's closet is on the table near Havelock, but he will move away and look at the map on the big table on occasion. Just wait for your moment and then act.

## **High Chaos: Takedown Havelock**

On High Chaos, you need to rescue Emily and takeout Havelock in the most efficient method possible. Sniping him (any dart but the Combat Sleep Dart is best) is one way; using Bend Time and Blink gives you time to move in and kill him. The hardest set-up on High Chaos would be if you are attempting Mostly Flesh and Steel, since you only have Blink and a lot of hardware to defuse this

situation.

Note that on the High Chaos version of the mission (the stormy weather version of Kingsparrow Island), you can rescue Emily before she falls, or let her die.

## **The Super Secret Shortcut**

For either Chaos path, you may want to take a shortcut that gives you far more time to rescue the princess. Blink to the top of the lighthouse elevator, then Blink to the glass rooftop. From there, you can access the closet Emily is in (Low Chaos) or the precipice where the High Chaos finale occurs.

For High Chaos, Blink to the service doorway, and you can go and use the under-walkway to get very, very close where Havelock and Emily Kaldwin are struggling. One Bend Time (complete stop) and a Blink, and you will be right behind Havelock, who is totally vulnerable to having his face sheared off by a sharpened longblade.

The ending depends on your High or Low Chaos from mission results, with 5:4 breaking the tie, and the High Chaos version dependant on your action to rescue Emily or attempt to see if 10 year olds can survive a BASE jump without a parachute or Outsider Powers.

# The Light at the End (Low Chaos)

The mission The Light at the End on Low Chaos, along with an adherence to the conditions required for the Ghost, Shadow, and Clean Hands achievements.

Click this link to see the video

<http://www.ign.com/videos/2012/10/08/spoilers-dishonored-walkthrough-low-chaos-ending>

# The Light at the End (High Chaos)

## Chaotic Difference

Unlike previous missions, the High Chaos version of Kingsparrow Island is vastly different from the Low Chaos version since Pendleton, Martin, and Havelock are all alive and fighting over "who gets the girl who owns the throne".

From Sam's boat, head up the stairs and to the beach. If you are into High Chaos, you can opt to kill Sam now as he pulls away in his boat. There's no reason to do this, but it's fun and hardly a waste of ammunition.

## Disable the Watchtower

First thing is first. Disable the watchtower on the beach by Blinking up to it and yanking out the fuel cell. If you leave it alone, it will certainly spot you as you try to sneak towards the lighthouse.

Light at the End Stats	
Runes	1
Charms	0
Shrines	0
Sokolov Paintings	0
Coins	187
Blueprints	5

Note you will need Agility level 1 (at least) and perhaps Blink at level 2 to make a Blink in mid-high jump to reach it. You can ignore the Watchtower at your own risk.

## Harbor or Beach

There are two routes to get past the first gate. The Harbor route or the Beach route. Note that for both routes, you may possess a rat and go through a rat tunnel to bypass the Walls of Light. Failing that, you can also de-power the forcefields by access the drainage pipe between the Harbor and Beach routes (you need Agility and Blink 2 to reach it).

Note that regardless which route you pick, you can go under the bunkers and come up through various maintenance hatches to the main floor of the base.

## Harbor Route

The Harbor route is under-defended by not having an Arc Pylon. However, once you are past the outer gate, you will be further away from the "stealth" path (the Gatehouse Drainage). You can, however, sneak there by going under the stairs and then Blinking past, or Possessing, an Overseer near the side door to the drainage facility.

On the other hand, Overseer Martin is more or less right next to where you appear, so you might as well try and kill him, and Blink back out to wait out the alerts. The choice is yours.

## Beach Route

This route is protected by an Arc Pylon. You can rewire it, but that hardly helps you get past the gate. The main reason for taking this route is to Blink to the edge of the island, where you can see a drainage pipe leading to the Gatehouse Drainage room.

## Gatehouse Catwalk or Gatehouse Drainage



There are two routes to enter the Kingsparrow Gatehouse. The catwalk where Pendleton is or the drainage pipe. The drainage pipe route is the preferred "stealth" route -- the same one you'd take on Low Chaos to avoid too much enemy contact. Besides, it also has the game's final rune. Possess or choke out the City Watch at the drainage facility, and locate the valve wheel above the drainage pipe marker (this opens the way forward).

### Rune 1 of 1

In the Kingsparrow Gatehouse Drainage. This rune is on the route you'd take if you want to remain stealthy. From the island's front gate (the Harbor or Beach routes), look for the "Gatehouse Drainage" marker; turn the valve above the drainage marker to open the drain pipe's cover. The rune is in the room where the pipe cover and entrance are.



With Pendleton and Martin besieging one another at the base of the lighthouse, there is a veritable army of enemies on the ground. Unless you happen to be death incarnate, taking everyone on at

once is suicidal, even on High Chaos. It's far, far better to get around them all. To assassinate Martin (and then Pendleton post-haste), see if you can Blink to the top of the wall where the Gatehouse control booths are. From there, you have a good base of attack at Martin and Pendleton via Blink (even at Level 1).

## **Kingsparrow Gatehouse**

Once inside the Kingsparrow Gatehouse, take out the guard at the bottom, and climb the central chain to the top of the shaft. An arc pylon will guard the final approach to the elevator. Take the path under the pylon (the support trusses) and Blink far past the arc pylon by aiming for the area under the elevator shaft. You can use the support beams to get back up to the elevator.

One more guard will be at the lighthouse elevator entrance. You need to take the key from him to use the lift. Alternately, you can drop into the elevator by using the open hatch on its roof (this may be the only method on High Chaos).

## **Lighthouse Upper Level**

There are at least four guards on the walkway to the lighthouse's interior (note this count is based off the Low Chaos version of the level).

The first guard is looking over a precipice.

The second guard is loitering on the rail, and will see you if you go towards the stairs, or snipe the third enemy (see below). It's best to shoot a Sleep Dart at him when the third guard walks back upstairs.

The third guard goes between loitering at the bottom and the top of the stairs. You can get close and choke him out on the stairs if you don't want to use a dart on him.

The fourth enemy is on second level right before you enter the Burrows Lighthouse (the grand gallery). Choking is a good option, but you can shoot him up with drugs.

## **Takedown Havelock**

On High Chaos, you need to rescue Emily and takeout Havelock in the most efficient method possible. Sniping him (any dart but the Combat Sleep Dart is best) is one way; using Bend Time and Blink gives you time to move in and kill him. The hardest set-up on High Chaos would be if you are attempting Mostly Flesh and Steel, since you only have Blink and a lot of hardware to defuse this situation.

Note that on the High Chaos version of the mission (the stormy weather version of Kingsparrow Island), you can rescue Emily before she falls, or let her die.

## **The Super Secret Shortcut**



For High Chaos, you may want to take a shortcut that gives you far more time to rescue the princess. Blink to the top of the lighthouse elevator, then Blink to the glass rooftop. From there, Blink to the service doorway, and you can go and use the under-walkway to get very, very close where Havelock and Emily Kaldwin are struggling. One Bend Time (complete stop) and a Blink, and you will be right behind Havelock, who is totally vulnerable to having his face sheared off by a sharpened longblade.



## The Ending - Three Variations

The ending depends on your High or Low Chaos from mission results, with 5:4 breaking the tie, and the High Chaos version dependant on your action to rescue Emily or attempt to see if 10 year olds can survive a BASE jump without a parachute or Outsider Powers.

# Items and Equipment

Corvo uses a variety of Weapons and Equipment. Some are for open combat, while others are more suited for a stealthy approach.

## Blueprints

There are seven blueprints to be found in the game. Refer to the Blueprints page for a list of their locations.

## Griff's Shop

Griff, a Dunwall resident in the poor district, is a merchant of ill-repute. This means he will sell you almost anything for an inflated price. See Griff's Shop for a table on his wares when you meet him for High Overseer Campbell and House of Pleasure.

## Piero's Workshop

Piero will offer Corvo some technical upgrades that counts for the Mostly Flesh and Steel achievement (you cannot buy Rune oriented powers but can use technical upgrades). Many of them are combat related, but the few stealth related upgrades are very handy and make your life *uber-easy*.

## Corvo's Gear

- Corvo's Sword
- Crossbow
- Elixirs
- Food
- Grenade
- Pistol
- Rewire Tools
- Spring Razor
- Sticky Grenades
- The Heart

## Elixirs

Restoratives in the red and blue version. Food falls under restorative items, but they are consumed immediately when used.

# Blueprints

There seems to be seven **Blueprints** that unlock more upgrades in Piero's workshop. These are their locations, given in the order of their appearance in the game (from start to finish).

Schematic	Mission	Location Described
Lens Magnification	High Overseer Campbell House of Pleasure	Purchase this blueprint from Griff, the merchant being held by two Bottle Street gangsters down the stree past Granny Rags' place. P.S. Bring money (200 Coins).
Sokolov's Formula	High Overseer Campbell House of Pleasure	Purchase this blueprint from Griff, the merchant being held by two Bottle Street gangsters down the street past Granny Rags' place. P.S. Bring money (200 Coins). When kidnapping Anton Sokolov midway through the game, a copy of this blueprint is available in his lab.
Bonded Galvani Weave	High Overseer Campbell	Go to the "Backyard" map where Corvo makes his escape. There is an Overseer workshop with a locked cabinet (a valve-wheel sits on top of this locked cabinet). The Workshop Cabinet Key is hidden in a glass bottle on a shelf in the workshop's corner. If you locate the anti-magic music machine, put the music machine behind you, the wall to your left, and the workbench with the rune to your right/rear. The shelf with the bottle and workshop cabinet key is in the corner directly ahead of you.
Incandescent Paste	House of Pleasure	Locate the Dunwall Whiskey Brewery (the Distillery) and locate a valve wheel that operates a fast closing shutter. The blueprints are just past that shutter; you can use the increased jump height of Agilty and Blink to bypass the shutter, or simply sprint and slide under the shutter before it closes shut. The blueprint is inside one of the lockers past the shutter.
Folded Galvani Resin	The Royal Physician	On the South Side map (where you start out), there is a warehouse with a minecart in the second story. The workstation next to the minecart has this schematic in plain sight.

Spiked Grenade Housing	Lady Boyle's Last Party	The main gatehouse of the Boyle Estate has this blueprint inside; you can use the Boyel Party Invitation to gain access to the grounds (the guard you speak to is in the room with the plans), or you can sneak through the Weeper tenement and enter the grounds that way (you can still get to the gatehouse; it's past where Lord Shaw duels Corvo).
Small Scale Combustion Refinement	Return to the Tower	In General Tobias' office. If you turned off HUD notifications, Tobias' office is one of the rooms next to the Wall of Light near the Lord Regent's private quarters (the one with the safe). The plans are on Tobias' desk.
Duplicate Plans	Flooded District	Some plans (not all plans) that you may have missed earlier may appear in Daud's headquarters.

# Corvo's Sword



**Corvo's Sword** is different from a regular sword you may pick up in **Dishonored**. It functions similar to a butterfly knife, folded up and concealed until Corvo unfolds it. Corvo's Sword may be upgraded at the Hound Pits.



# Crossbow



The **Crossbow** is one of the Weapons that may be acquired in the game. It may be loaded with different types of bolts apart from the "standard" bolts (which presumably kill targets) including sleep bolts and incendiary bolts.

# Grenade



The **Grenade** is an example of the many offensive gadgets. The grenade explosion will kill enemies in a small radius. This weapon is not silent and will attract a great deal of attention.

# Pistol



Single-shot Pistols are used by a variety of security staff, mercenaries, and thugs. They are loud, very deadly, and very slow in close-quarters combat. They can be armed with standard or explosive ammunition.

# Spring Razor



The **Spring Razor** is a placed trap that shoots out sharp razor blades in a small hemispherical volume. Enemies caught unawares by this infernal device will likely be killed instantly.

# The Heart

**The Heart** is a magical device to assist your character in detection and will spit out flavor text (developer tips) when highlighting a target or area.

It's only purpose is to reveal the presence of runes and charms on a "map" (the distance is unlimited if you have the HUD options turned on).

# Elixirs

**Elixirs** come in two flavors to restore health and mana. Food is eaten the instant the object is interacted with.

- Health Potion
- Mana Potion

# Health Potion



**Health Potion** is an elixir that staves off the effects of the Rat Plague. It acts as a sandard health potion in-game, restoring an amount of health when used.

# Mana Potion



**Mana Potions** also known as Piero's Spiritual Remedy in-game, is the second anti-plague elixir. It acts as a Mana Potion in-game, restoring an amount of mana when consumed.

# Food

**Food** in Dishonored cannot be carried in Corvos inventory like Health and Mana Potions, and must be consumed on the spot. When consumed, food restores a small amount of health.

# Safe Combinations

Discovered **Safe Combinations** for the various safes found in Dishonored. Certain combinations do not seem to change with each playthrough, although the Artist's Residence combo seems to differ with some playthroughs (all versions are listed; you may try them at your leisure, or speak to the Artist as per the Low Chaos objective).

Combo	Mission	Safe Location and Description
4-5-1	Dishonored	The safe in the sewers past the spot where Corvo gets his gear back. Combo is found by looking past the empty bottles on the shelf behind the safe.
2-8-7	High Overseer Campbell	The safe in Dr. Galvani's residence (Dr. Galvani's map). The clue is in Galvani's building; reading his journals hints that his favorite numbers are the combination.
2-1-7	High Overseer Campbell	The locked kennel door in the Overseer's base (Kennel map). The clue is in the kennel cell with the two prisoner corpses.
2-0-3	High Overseer Campbell	Barracks safe in the Overseer's base (Backyard map). The combo may be found either by saving a rogue Overseer's sister accused of witchcraft; you find them in the alley past Holger's Square, or you can read the notes in the mess hall (you may want to take out the napping Wolfhound first).
(Varies) 8-7-9 1-3-8 6-5-6 6-7-9 6-9-6	House of Pleasure	The safe in the artist's residence (Artist's Residence map) uses a different combination each time you play. Input each of the combinations; so far, at least one of them have proven to work each time.
4-7-3	The Royal Physician	Practchett's safe in his house. (Drawbridge Way map). The clue is to find the number in each of the paintings in his house: the "crowded place", the shipping yard, and the whaling ship.
2-9-4	The Royal Physician	The safe behind the painting in the wrecked building where the prisoner pen is outside the Sokolov estate (North End map). The combo is given to you if you disable the Wall of Light for the prisoners.
9-3-5	Return to the Tower	Lord Regent Hiram Burrows' safe in his private quarters. (Dunwall Tower map). The clue is given to you by the Propaganda Officer so you can fulfill the non-lethal objective. The Propaganda officer is found in the broadcast station.
4-2-8	Flooded District	The underwater safe at the start of Central Rudshore (map with Daud's base).

5-2-8	Flooded District	The Old Port District's sewer safe; it's the one with the bone charm (Old District Sewers map). The clue is next to the safe.
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# Powers



In addition to standard Weapons, Corvo has access to supernatural **Powers**. As the player acquires Runes, they may be used to purchase or upgrade powers.

All powers have two levels; the second level upgrades the core ability to a degree. Some also use mana and incur a recharge (or cooldown) timer.

- Agility
- Bend Time
- Blink
- Blood Thirsty
- Dark Vision
- Devouring Swarm
- Possession
- Shadow Kill
- Vitality
- Windblast

To activate and bring all powers up to their maximum level, you need 54 runes. There are however, only a maximum of 39 runes (31 recorded in the missions and 8 "bonus" runes) in the game.

Runes	Level	Description	Mana Cost
<b>Dark Vision</b>			
1	Dark Vision 1	See enemies through solid matter.	Very Low
2	Dark Vision 2	See enemies and items through solid matter.	Very Low
<b>Blink</b>			
0	Blink 1	Teleport a short distance away.	Very Low
3	Blink 2	Teleport distance increased.	Very Low
<b>Possession</b>			
3	Possession 1	Physically possess animals and manipulate them.	Very High
5	Possession 2	Physically possess both humans and animals.	Very High
<b>Bend Time</b>			
2	Bend Time 1	Slows time around Corvo for a brief duration.	Very High

8	Bend Time 2	Stops time around Corvo for a brief duration.	Very High
<b>Devouring Swarm</b>			
3	Devouring Swarm 1	Conjure a group of ravenous rats.	High
4	Devouring Swarm 2	Conjure a larger group of rats.	High
<b>Wind Blast</b>			
3	Wind Blast 1	Blow gusts of wind to break thin doors, extinguish torches, and knockdown enemies.	High
4	Wind Blast 2	Wind speeds are fast enough to injure or kill enemies blown against walls.	High
<b>Passive Power - Vitality</b>			
1	Vitality 1	Life is increased.	n/a
3	Vitality 2	Life is increased and regenerates faster.	n/a
<b>Passive Power - Blood Thirsty</b>			
2	Blood Thirsty 1	Single Adrenaline kills unlocked.	n/a
3	Blood Thirsty 2	Multiple Adrenaline kills unlocked.	n/a
<b>Passive Power - Agility</b>			
2	Agility 1	Corvo may jump higher.	n/a
3	Agility 2	Corvo may swim and run faster.	n/a
<b>Passive Power - Shadow Kill</b>			
2	Shadow Kill 1	Stealth killed enemies turn to ash.	n/a
4	Shadow Kill 2	All slain enemies turn to ash.	n/a

# Agility



**Agility** enables Corvo to jump higher; at level two, it lets him run faster. If there was a level three, Corvo may "throw it to the ground".

Passive Power - Agility			
Runes	Level	Description	Mana Cost
2	Agility 1	Corvo may jump higher.	n/a
3	Agility 2	Corvo may swim and run faster.	n/a

# Bend Time



**Bend Time** slows all motion and processes around Corvo for a limited duration. Your character, Corvo, is unaffected and may move normally. The implications of this are many: Corvo may perform many more actions than the afflicted NPCs or even place Spring Razors and leave a large group of enemies.

At level two, time is completely stopped, meaning Corvo may move and explore without being detected by enemies or other security measures.

Bend Time			
Runes	Level	Description	Mana Cost
2	Bend Time 1	Slows time around Corvo for a brief duration.	Very High
8	Bend Time 2	Stops time around Corvo for a brief duration.	Very High

# Blink



**Blink** effectively moves Corvo from one place to another. Since this is nearly instantaneous travel, enemies will not notice your character "blinking" from location one to location two.

Level two gives this power increased range. Note that this isn't truly *teleportation*; if Corvo attempts to Blink through a Wall of Light, an enemy, or solid object, he will be obstructed (and in some instances, killed).

Lastly, Blink (like Dark Vision) can be used while Corvo is climbing or carrying a body (but not when carrying a bulky object, like bottles or valve wheels, etc.). Blinking from a chain greatly increases your range and degree of movement.

Blink			
Runes	Level	Description	Mana Cost
0	Blink 1	Teleport a short distance away.	Very Low
3	Blink 2	Teleport distance increased.	Very Low

## Daud's Terminology

Daud, the assassin who follows the Outsider, refers to Blink as "Traversal", and the term is used by his followers. Traversals, along with "Tethering", are the two primary Outsider powers used by Daud and his ring of assassins.

# Blood Thirsty



**Blood Thirsty** unlocks Corvo's Adrenaline for the "Adrenaline Attack" (or Adrenaline Finisher). By blocking melee attacks, doing assassinations or dishing out damage, Corvo's adrenaline builds up. Once Adrenaline is topped off, you can unleash a deadly blow. Level two improves the rate of Adrenaline gain and enables the killing of several enemies.

Passive Power - Blood Thirsty			
Runes	Level	Description	Mana Cost
2	Blood Thirsty 1	Single Adrenaline kills unlocked.	n/a
3	Blood Thirsty 2	Multiple Adrenaline kills unlocked.	n/a

# Dark Vision



**Dark Vision** acts like Batman's "Detective Vision" in Arkham City and Arkham Asylum; it lets Corvo see enemies through walls (including their cone of vision), easing the task of evading enemies and shadowing what they do.

Corvo's footsteps and other noise originating from him (like dropping items) will be visible as well. Improving the power to level two will highlight security systems and objects you can interact with.

Dark Vision can be used in conjunction with other powers. For example, Corvo can activate Dark Vision and still use Blink to move around guards without leaving the Dark Vision view. Although the amount of time Dark Vision can be active is quite long, it will automatically disable.

Dark Vision			
Runes	Level	Description	Mana Cost
1	Dark Vision 1	See enemies through solid matter.	Very Low
2	Dark Vision 2	See enemies and items through solid matter.	Very Low

# Devouring Swarm



**Devouring Swarm** conjures a group of rats to consume corpses and attack the nearest living creature(s). Increasing the power to level two summons a larger, more vicious swarm. Regardless of the power level, only one group of rats may be summoned at a time.

Devouring Swarm			
Runes	Level	Description	Mana Cost
3	Devouring Swarm 1	Conjure a group of ravenous rats.	High
4	Devouring Swarm 2	Conjure a larger group of rats.	High

# Possession



**Possession** lets Corvo merge with a non-sentient creature's body for a short while (rats for instance). This possession is physical, meaning Corvo's body vanishes into the target. Ending possession of a small animal in a space not designed to hold a human body may prove disastrous.

Improving the ability to level two allows one to possess humans.

Possession			
Runes	Level	Description	Mana Cost
3	Possession 1	Physically possess animals and manipulate them.	Very High
5	Possession 2	Physically possess both humans and animals.	Very High

# Shadow Kill



**Shadow Kill** is the ability to stealth kill an enemy and have his body turn to dust. This speeds up the clean-up process and leaves no evidence of the deed. Improving the ability to level two will turn all enemies slain to ash (including those not killed by a stealth kill).

Passive Power - Shadow Kill			
Runes	Level	Description	Mana Cost
2	Shadow Kill 1	Stealth killed enemies turn to ash.	n/a
4	Shadow Kill 2	All slain enemies turn to ash.	n/a

# Vitality



**Vitality** increases Corvo's maximum health. Improving it to level two allows a small portion of the vitality meter to regenerate.

Passive Power - Vitality			
Runes	Level	Description	Mana Cost
1	Vitality 1	Life is increased.	n/a
3	Vitality 2	Life is increased and regenerates faster.	n/a

# Windblast



**Windblast** lets Corvo unleash a strong gust of wind to knock over enemies (along with their projectiles), break flimsy doors, douse fire, and scatter loose objects. Increasing the potency of this power to level two will create windspeeds so high, they prove lethal to enemies knocked back near solid objects or surfaces.

Wind Blast			
Runes	Level	Description	Mana Cost
3	Wind Blast 1	Blow gusts of wind to break thin doors, extinguish torches, and knockdown enemies.	High
4	Wind Blast 2	Wind speeds are fast enough to injure or kill enemies blown against walls.	High

# Bone Charms



**Bone Charms** are magical items created from whale bone. They impart permanent boosts and buffs to your character.

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*While exploring Dunwall you will also find Bone Charms, a lesser version of Runes that will enable you to boost some of your abilities. You can only equip a limited number of Bone Charms at any given time, though this limit can be increased during the course of the game.*

## As Random as 4Chan

Bone Charms are randomized, but the Bone Charm Locations remain constant with each play-through. Rule of thumb is to use what charms you find to your advantage.

## Charms and effects

- Acrobat - Slightly faster climbing.
- Albinos - Increased chance of white rats.
- Carrion Killer - Killing rats gives you some adrenaline.
- Clockwork Malfunction - Enemy grenades take slightly more time to explode.
- Falling Star - Drop assassinating grants a small amount of mana.
- Fleet Fighter - Having weapons drawn doesn't slow down movement speed
- Healthy Appetite I - Food heals slightly more.
- Ox Blood - Increases your mana bar.
- Plague Affinity - Damage by weepers grants a small amount of mana.
- Plague Resistant - Weepers inflict slightly less damage.
- Rat Scent - Rats attack you only when you walk closer.
- Reinforced Bolts - Bolts stuck in enemies break less often.
- Robust I - Potions grant slightly more health.
- Robust II - Potions grant moderately more health.
- Spirit Water - Drinking from faucets grants a small amount of mana.
- Spiritual Pool - You regenerate mana slightly faster.
- Strong Arms - Faster choking speed.
- Sturdy Bolts - Increased chance that bolts won't break.

- Sustained Rage - Adrenaline takes slightly longer to cool down.
- Swift Shadow - Increased movement speed in stealth mode.
- Throwing Hand - Thrown objects travel slightly further.
- Tough Skin - Slight increase to maximum health.
- Twist of Fortune I - Very rarely, a potion grants full mana.
- Undertaker - Increased movement speed while carrying a corpse.
- Unnerving Target I - Enemies have a slight chance to miss with guns.
- Vengeance - Being damaged grants a small amount of adrenaline.
- Water of Life - Drinking from fountains recharges a small amount of health.
- Welcoming Host - Increased possession time for white rats.
- Whirlwind I - Increased swing speed for swords.

## Pre-order Bone Charms

### Arkane Assassin Pack Bone Charms

Three Bone Charms come exclusively with the 'Arkane Assassin Pack' - an Gamestop pre-order bonus. Once the pack has been downloaded, these Bone Charms may be found in Corvo's room at the Hound Pits Pub

- **Void Channel:** Corvo's supernatural abilities last longer and do more damage
- **Gutter Feast:** When Corvo eats a white rat, he regains mana.
- **White Rat Friend:** White rats are neutral towards Corvo, not hostile.

### Back Street Butcher Pack Bone Charms

Three Bone Charms come exclusively with the 'Back Street Butcher Pack' - an Amazon.Com pre-order bonus. Once the pack has been downloaded, these Bone Charms may be found in Corvo's room at the Hound Pits Pub.

- **Fencer:** Win sword vs. sword contest more frequently.
- **Blast Resistant:** Damage from explosions reduced slightly.
- **Fire Water:** Shot whiskey bottles explode with greater intensity.

# Runes



**Runes** are used to purchase and/or upgrade Powers for Corvo.

---

*The Outsider's power is channelled through artefacts carved from whale bones, called Runes. Collecting Runes allows you to spend them on accessing new powers. Choose your powers wisely, as Runes are a rare resource.*

## Limited Currency

Runes are limited. Consult with the Powers page for the specific cost of each power in runes. You can also see the runic cost on each power's page.

Any section with the "**Hounds Pit**" suffix are bonus runes you may earn for performing certain tasks or optional missions in between each "real" story mission. These runes are not counted in the stats for each mission, but *are* counted in this Dishonored guide.

## High Overseer Campbell (Hounds Pit Area)

### Rune 001

From the Outsider's first sojourn.

### Rune 002

In the area near the Hounds Pit.

### Rune 003

Buy from Piero (one time)

# High Overseer Campbell

## Rune 004

From Granny's basement; shrine to the Outsider.

## Rune 005

Complete Granny's Gentlemen Callers part 1 (send away the three men)

## Rune 006

Complete Granny's Gentlemen Callers part 2 (poison the distillery)

## Rune 007

Patrol kiosk past the second "Wall of Light"

## Rune 008

Backyard of compound. The Workshop (break the skylight on the roof to get through)

## Rune 009

Locate the door to the kennel in the Overseer Compound (you can also leave the kennel and re-enter the compound from that door). Click on the eye of the Lenin (bald moustache guy) statue to open a secret door. Rune inside.

## Rune 010

In the large room right before the meeting. Check above the fireplace for rune.

# House of Pleasure (Hounds Pit Area)

## Rune 011

In the sewer under the Hounds Pit, near the two Weepers past the gate. One rune is in a toppled cabinet.

## Rune 012

In the sewer under the Hounds Pit, near the two Weepers past the gate. One rune is underwater, past the sewer gate.

# House of Pleasure

## **Rune 013**

In Dr. Galvani's secret lab (where the poison rat crap was found to poison the distillery in High Overseer Campbell mission)

## **Rune 014**

The storeroom near the street entrance between Clavering Street and the Golden Cat maps has a charm. Blink or jump to the second floor, and then again to the half floor to get it.

## **Rune 015**

One of the upper bedrooms in the brothel, the one that may be next one that Emily *may* be in (Emily's location may change).

## **Rune 016**

Second floor foyer across from the madam's office; a guard is usually standing guard in front of the door by the rune.

## **Rune 017**

Third floor safe of the Artist's house. Safe combo is 879. Several variations were reported and may be found on the Safe Combinations page.

# **The Royal Physician**

## **Rune 018**

While in South Side, on the way to Drawbridge Way, there is a side path to a metal walkway with a climbing chain. The rune is in the room at the chain's top. Smash the door's obstruction to unlock the second way out, or go back the way you came.

## **Rune 019**

The raving madman (you can hear him) next to Pratchett's house has a rune on his Outsider shrine. Blink into Pratchett's place for a good angle to take out the lunatic (lethal or non-lethal) and nick the rune afterward.

## **Rune 020**

Inside the safe of Pratchett's house. The code is 473 from the three paintings hinted at in the clue you find on the note in his place.

## **Rune 021**

On the desk right in front of you when you first enter Midrow Substation.

### **Rune 022**

In Sokolov's laboratory on the roof.

## **Lady Boyle's Last Party**

### **Rune 023**

The red Weeper inhabited multi story apartment at the bridgehead. Blinking in to the top-floor balcony puts you right next to the charm and the rune.

### **Rune 024**

There is a short metal bridge spanning a channel between the Pratchett Warehouse and the Boyle Estate; put the Boyle Estate ahead of you and Pratchett's warehouse behind and to your left. The rune is in the channel of water to your left. Simply follow the stairs to the water level and fetch it.

### **Rune 025**

In the basement vault of the estate. The basement vault key is in Lydia Boyle's bedroom - the second floor bedroom closest to the stairs with the Wall of Light (her sisters' bedrooms are on the other side of the foyer divide); check the nightstand near the bed for the key. The rune is in the basement (wine cellar) vault, which should be easily accessible from the kitchen.

## **Return to the Tower (Hounds Pit)**

### **Rune 026**

If you dueled Lord Shaw (remember you can Sleep Dart him in the duel), Pendleton gives you a rune after you speak to him about the Boyle mission.

### **Rune 027**

In the Hounds Pit. If you did not indiscriminately slaughter the Boyle sisters and spare them, you will get this rune from one of the surviving sisters. It will be in your room. A note at the tavern's entrance (near Wallace) clues you in, and the second note (by the rune) will tell you the identity of your benefactor.

### **Rune 028**

Speak with Callista in the bar and then try to locate Emily. Dark Vision helps here. One of her possible hiding locations is in Corvo's room, the corridor furthest from the bed. The rune is given to

you by Emily.

## **Return to the Tower**

### **Rune 029**

The bunkhouse on the side of the main entrance has a rune, but its front door is covered by a Watchtower (turret). Deactivate the tower first, and then take your time sneaking in when the Tallboy moves; otherwise, do a re-program and wipe the field clean. The rune is under one of the bunks inside.

### **Rune 030**

On the Outsider Shrine in the torturer's chamber.

### **Rune 031**

In the Lord Regent's bedroom. Check the footchest.

### **Rune 032**

On the castle's second floor, there is a piano in a corner room with the level's only Sokolov painting; a corridor leads out from the piano room to the rooftop. Take the stairs and exit back to "Dunwall Exterior Rooftop". The rune will be in the Lord Regent's "safe room" (or panic room) on the roof. Evade (or destroy) the Tallboy in the safe room, as well as the Overseer organist, and claim the rune in the map room.

## **Flooded District**

### **Rune 033**

The Greaves Factory (getting your gear back). There is a rune sitting in the open amongst the swamp reeds. The area is covered by a colony of River Krust; a grenade will clear the zone for safe retrieval.

### **Rune 034**

Central Rudshore (Daud's base). Get Daud's key and enter his tunnel in Central Rudshore. The rune is at the bottom of the shaft.

### **Rune 035**

Gateway Tunnel area. There is a rune on the roof of an apartment with open windows. Use the windows, and the windows of its neighboring building to go to the top. The plague victim inside is harmless (game-wise).

## **Rune 036**

Old Port District. In Granny Rags' new sewer "home". This rune only appears if you completed Granny's side missions (Gentlemen Callers) back in High Overseer Campbell; if not, it will not appear at all.

## **Rune 037**

Old Port District. After resolving Granny Rags' and Slackjaw's dilemma, you come across an encampment of neutral survivors (Low Chaos) or Weepers (High Chaos). The rune is in this encampment's ditch.

# **The Loyalists**

## **Rune 038**

Inside Piero's workshop. You can reach it easily from Callista's and Corvo's room (dropping from the walkway between their rooms) and use the workshop's second story entrance to gain entry.

# **The Light at the End**

## **Rune 039**

In the Kingsparrow Gatehouse Drainage. This rune is on the route you'd take if you want to remain stealthy. From the island's front gate (the Harbor or Beach routes), look for the "Gatehouse Drainage" marker; turn the valve above the drainage marker to open the drain pipe's cover. The rune is in the room where the pipe cover and entrance are.

# Runes in the Hounds Pit

The following are runes you may earn in the Hounds Pit between certain missions. They are not counted in the missions' stats.

## High Overseer Campbell (Hounds Pit Area)

### Rune 001

From the Outsider's first sojourn.

### Rune 002

In the area near the Hounds Pit.

### Rune 003

Buy from Piero (one time)

# Enemies



The brutish criminals of Dunwall's seedy underbelly aren't the only things that threaten Corvo on his quest for revenge. Players will also encounter the city's oppressive guards, as well as the dreaded Tallboys employed by the oppressive government of Dunwall. Different enemies will require different tactics depending what class or type they are, as a tallboy can make long-range attacks with its bow, but the ordinary city watch officer needs to confront you face-to-face or close by.

# Assassin

Assassins wear oil worker masks - one which is taken by Corvo soon after his escape from prison - who follow a man named Daud. These enemies possess the Outsider powers of Traversal and Tethering. The former is their term for "[Blink]". The latter is an Outsider power where they hold a target immobile and draw him towards them to be attacked up close.

Surprise against Assassins is crucial in dealing with them. They can be sniped, choked, or stunned like living humans. Assassins favor crossbows for ranged weapons; bolt pouches are generally carried by individual assassins.

# City Watch



Officers of the **City Watch** are one of the Enemies Corvo encounters in the game. They are described as "Sadistic law enforcers separated from criminals only by a uniform."

Like other human enemies, City Watch are easily dispatched by stealth methods (choking or backstabbing). Once alerted, the body's natural adrenaline will allow them to survive more injuries (their life is increased once they become alert).

# Courtesan



The **Courtesan** is one of the Enemies Corvo encounters in the game. These femme fatales are "driven by fear, greed or cunning; one thing is clear: none can be trusted."

For the most part, they are non-combat NPCs. Lethally injuring one will invalidate Clean Hands and add one to the number of civilians killed for mission results.

# Elite Guard



The **Elite Guard** is a class of Enemies Corvo encounters in the game. They are said to be "more polished and professional than the average city guard, but just as brutal."

Their helmets may protect them from headshots from certain angles. Make sure to aim for vulnerable spots on these NPCs.

# Tallboy



**Tallboys** are an elite guard unit employed throughout Dunwall. Their spindle-legged armor suits allow them to avoid the rats that plague the city; they are also outfitted with heavy armor plating making frontal assaults incredibly dangerous.

While these Enemies may pack a powerful punch, they turn slowly. By circle-strafting, players will be able to get behind them and attack their weak spot, the canisters on their back. Tallboys use longbows and flamethrowers. They are also equipped with lights that allow them to investigate dark areas. If loudspeakers are nearby blaring alerts, the Tallboys will respond and investigate.

The ammunition from a Tallboy's weapon is the Incendiary Crossbow Bolt.

# River Krust

**River Krust** are bivalves similar to Earth's clams, oysters, molluscs, or abalone, but seem to have the ability to survive out of water. Like Earth clams, River Krust can form a pearl "bead" out of impurities within its body; however, River Krust are also able to project caustic globs of acid at enemies they sense nearby.

River Krust are immune to all damage Corvo can create (except explosives) if their shells are closed. Once they open their shells to spit acid, they are vulnerable to gunfire, crossbow bolts or sword blows.

Grenades and Sticky Grenades are the preferred devices to destroy River Krust.

# Weeper

**Weepers** are plague-infected humans who act more or less like zombies. They have discolored skin, and subconjunctival haemorrhages, which cause blood to drip from their eyes in a tear-like fashion, hence their name. Weepers have the same movement speed as the City Watch and Warfare Overseers, but only engage in melee attacks.

Carrying a Weeper's body (alive or dead) will drain Corvo's life. So, it's best to drop them where they are.

# Wolfhound

Wolfhounds are dog-like enemies found roaming alone or with overseers. Some are locked up in cages. They are faster than guards and only have a melee attack. Because they are unable to be choked, they are most vulnerable to crossbow bolts.

# Security Systems

**Security Systems** are inventions made by Anton Sokolov for the city of Dunwall.

- Alarm
- Arc Pylon
- Wall of Light
- Watchtower

# Alarm

**Alarms** are enemy spawn switches. When one is rung (or activated), a number of enemies (Overseer or City Watch) are spawned and continually spawn until the alarm is turned off.

Alarms turn off after a while, if it is switched off (by Corvo), and may be disabled by a Rewire Tool before or after they are activated.

# Arc Pylon

**Arc Pylons** are Tesla Coils (or NOD Obelisks of Light). An arc of raw electricity will leap out from the tower to the nearest enemy target if they are in range.

Arc Pylons drain a small amount of Whale Oil with each shot, so you can conceivably delete its ammo by tricking it into firing.

This device can be hacked with a rewire tool to ally with Corvo (and target your enemies).

# Wall of Light

Walls of Light are deadly forcefields that incinerate enemy targets if they pass through (the red light above it will warn you if you are getting too close to it). This device can be hacked with a rewire tool to ally with Corvo, allowing you to pass unharmed, but destroying enemies.

## Warning

A hacked Wall of Light will not deliberately attack Corvo, but it will still kill him. All you need to do is stand in the forcefield when something else (like a projectile or an enemy) passes it. When the field detects a hostile object, its entire surface area becomes momentarily lethal.

Walls of Light drain a small amount of Whale Oil with each vaporization (this includes destroying projectiles), so you can conceivably delete its ammo by tossing objects into the field for disintegration.

# Watchtower

**Watchtowers** are automated turrets on an indestructible tower of Tyvian Steel that targets enemies with explosive firebolts.

Watchtowers are powered by Whale Oil, but whether or not the fuel cell is depleted when the device fires is unknown. Watchtowers can be hacked with a rewire tool to ally with Corvo (and target your enemies).

# Whale Oil Canisters

**Whale Oil Canisters** are fuel cells for the world of Dishonored, powering various equipment and machinery. Some devices use more fuel than others.

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See also: Improvised Explosive Device

# Achievements and Trophies

Achievements and trophies are listed alphabetically for ease of indexing.

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10G

Alive Without Breath

Possess a hagfish.

10G

An Unfortunate Accident

Killed a Pendleton using steam.

50G

Art Dealer

You collected all the Sokolov paintings

10G

Back Home

You grabbed a live grenade and threw it back, killing an attacker

20G

Big Boy

You killed a tallboy using only your sword

10G

Bodyguard

You protected Callista's uncle, Geoff Curnow..

10G

Capturing Genius and Madness

You abducted Anton Sokolov, Royal Physician

10G

Child Care

You located Lady Emily Kaldwin, heir to the throne

100G

Clean Hands

You completed the game without killing anyone

10G

Cleaner

You fought 5 enemies at once and none of them survived

10G

Creepy Crawly

Used a rat tunnel.

5G

Dishonored

You escaped Coldridge Prison

50G

Dunwall in Chaos

Complete the game with High Chaos.

5G

Excommunication

You eliminated High Overseer Campbell

20G

Faceless

After escaping Coldridge Prison, you completed a mission without alerting anyone

10G

Food Chain

Stealth killed an assassin.

10G

Gentleman Caller

Complete all of Granny Rags' side missions.

30G

Ghost

You completed all missions after the prologue, alerting or killing no one but key targets

10G

Harm's Way

You caused 5 unintentional suicides

20G

Hornets' Nest

You killed 4 enemies in less than 1 second using the crossbow

10G

Inhabitant

You stayed in possession of others for most of a 3 minute period

50G

Just Dark Enough

Complete the game on Low Chaos.

10G

King of the World

Reach the top of Kaldwin's Bridge.

10G

Lights Out

Deactivate at least five security systems on Kingsparrow Island.

10G

Long Live the Empress

Saved the Empress Emily Kaldwin.

10G

Manipulator

You made others kill 5 of their own allies

20G

Merchant of Disorder

You acquired 15 equipment upgrades

10G

Mercy is the Mark

Spared Daud's life.

50G

Mostly Flesh and Steel

You finished the game without purchasing any supernatural powers or enhancements, besides Blink

20G

Occultist

You collected 10 bone charms

30G  
Poetic Justice  
Neutralized all marks with indirect means.  
10G  
Political Suicide  
You brought about the Lord Regent's fall from grace by broadcasting his crimes  
10G  
Razor Rain  
You killed 5 characters with Drop Assassination  
10G  
Regicide  
You assassinated the Lord Regent, Hiram Burrows  
100G  
Resolution  
You completed the game  
10G  
Rogue  
You assassinated 10 unaware enemies  
30G  
Shadow  
You completed all missions after the prologue without alerting anyone  
20G  
Specter  
After escaping prison, you completed a mission, not alerting anyone and killing less than 5 people  
10G  
Speed of Darkness  
You traveled 30 meters in less than 1 second  
10G  
Street Conspiracy  
Complete all of Slackjaw's side missions.  
30G  
Surgical  
You played from the first mission through Kaldwin's Bridge killing fewer than 10 characters  
20G  
Tempest  
You killed 6 enemies in less than 1 second  
10G  
The Art of the Steal  
You got the artist's combination for Slackjaw, but robbed the safe first.  
10G  
The Escapist  
After Coldridge Prison, you eluded 5 pursuers at once without killing them or leaving the map  
20G  
Thief  
You pickpocketed items worth a total of 200 coins  
10G  
This Is Mine  
You recovered your belongings  
10G

Vanished

Escaped the prison and navigated the sewers undetected.

20G

Versatile

You killed characters with each weapon and offensive gadget

10G

Wall of Sparks

You killed an enemy with the Wall of Light

10G

Well Mannered

Completed Lady Boyle's Last Party without spoiling the party.

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.

# Achievement Roadmap

This is a suggested **Achievement Roadmap**. You are free to replay this game as many times as you require.

- Handle Clean Hands by itself, unless you feel like using a Save History as your extra "weapon" to save and reload all your failures at being seen or spotted (for Ghost and Faceless).
- For Clean Hands, the Combat Sleep Dart is a very handy purchase, since that is Corvo's only non-lethal ranged attack.
- For Ghost and Faceless, you cannot be spotted at all (the *Metal Gear Solid* Stealth Syndrome). Killing enemies is an option, so you may find the occasional stealth kill using a crossbow very helpful. This naturally, will disqualify you from Clean Hands.
- Beware that in the mission Flooded District, Corvo will need to make a mandatory decision between two NPCs. One choice will always brand you as a killer, but incur no alerts; the second choice easily results in no fatalities, but it may be extremely difficult (if not impossible) to evade detection (unless you use Bend Time at maximum level at the right moment). Alternately, you can risk shooting the NPC with a Sleep Dart (resulting in a massive swarm of rats) but that will immediately disable the NPC and prevent it from respawning a version that can detect you.
- All other achievements (esp. the secret achievements) can be accessed easily by maintaining a comprehensive Save History to access different points of the campaign.

# Universe

The **Universe** of Dishonored. Information and flavor text should be categorized and placed under this section.

- Pre-launch Information
- Characters
- Locations
- Dishonored Calendar

# Pre-launch Information

This page is an archive of pre-launch information.

## E3 Trailer

Click this link to see the video

<http://www.ign.com/videos/2012/06/30/dishonored-video-preview>

# Characters



**Dishonored** bring its world to life with a host of unique **Characters**; each with their own story to tell. The main protagonists and antagonists are listed below with links to their own character pages.

## Protagonists

- [Corvo Atano](#)
- [Emily Kaldwin](#)
- [Jessamine Kaldwin](#)
- [The Outsider](#)
- [Calista](#)
- [Piero](#)

## Antagonists

- [Hiram Burrows](#)
- [Anton Sokolov](#)
- [Pendleton Twins](#)
- [Lady Boyle](#)

# Hiram Burrows



The Lord Regent is **Hiram Burrows**, who was also the "Spymaster" for the Empress Jessamine. Burrows' rivalry with others in the royal court have led him to commit treason against his liege.

# Emily Kaldwin



Emily is the name of Empress Jessamine's daughter, and apparently heir to the city of Dunwall. The murder of her mother and her kidnapping figures heavily into the story of Corvo's "Dishonor".

# Jessamine Kaldwin

File:Empress.jog

**Jessamine Kaldwin** was the Empress of Dunwall, and Corvo's "boss". Machinations against Empress Jessamine lead to her death, Emily's kidnapping, and Corvo's fall from honor.

# Anton Sokolov



**Anton Sokolov** is the court "scientician", artist, and inventor. A man of a variety of talents, much like Leonardo DaVinci; Sokolov's inventions give Dunwall a slight technological edge over its neighbors.

# The Outsider



**The Outsider** is a supernatural being regarded as "part devil, part angel, and entirely ambiguous". In the world of **Dishonored**, it is seen as the source of all magic. Typically a force that works from the shadows, The Outsider will only manifest itself to those who will alter the world's fate in a dramatic way.

The Outsider contacts Corvo after he makes contact with the Loyalists and brands him with his signature mark. This entity is opposed by The Abbey of the Everyman, a militant religious sect made up of Overseers who use ancient techniques to negate supernatural gifts.

Source: Official Game Site

# Pendleton Twins



Custis and Morgan Pendleton are the older brothers of the Lord Treavor Pendleton who assists the Loyalist cabal. They are very much like the *Dukes of Ishara*, who are given over to vice, corruption and living the expensive easy life.

Their removal from Parliament by murder or deceit will give the next Lord Pendleton their votes, making Admiral Farley Havelock, High Overseer Teague Martin, and Treavor Pendleton the most powerful men in Dunwall.

# Locations

**Locations** and locales in Dishonored. For cosplay and fan-fiction reference of course.

- The Isles
- Dunwall
- Wrenhaven River
- Coldridge Prison
- Dunwall Sewers
- Hounds Pit Pub
- Dunwall Whiskey Brewery
- John Clavering Street
- Bottle Street
- Dr. Galvani's Residence
- Holger Square
- Art Dealer's Residence
- Abbey of the Everyman
- Golden Cat
- Kaldwin's Bridge
- Sokolov Manor
- Boyle Estate
- Dunwall Keep
- Rudshore District
- Greaves Lighting Oil Company
- Kingsparrow Island
- Pandysian Continent

# The Isles

**The Isles** are the fictional geographical setting for the game. They are made up of four different islands: Tyvia, Morley, Serkonos, and Gristol, which is home to the town of Dunwall, the main setting for the game.

An Imperial government rules across The Isles, but each island has its own king and economy

The Isles is home to a very steampunk feel, as the art design of the game is known to be set in a victorian type of era.

Source: Official Game Website

# Dunwall

The city of **Dunwall**, the main setting for the game, is the capital city of The Isles, found on the Isle of Gristol.

Dunwall started as a simple whaling town, but grew to industrial prominence when whale oil was found to be a viable source of energy, which was ultimately weaponized.

As the game unfolds, the city has fallen on hard times, with a wide gulf between rich and poor. The city's Empress has been murdered, and a tough new regime rules in her absence, and a terrible plague is ravishing the city, carried by unusual rats.

# Wrenhaven River

The **Wrenhaven River** is where Captain Curnow and Corvo have their steam launch touch down to get to Dunwall Tower in the prelude.

# Coldridge Prison

**Coldridge Prison** is the holding facility for the Empire's miscreants and convicts.

# Dunwall Sewers

The **Dunwall Sewers** include the new sewers where Corvo escapes to, and the Old Port District Sewers that make up the later parts of the game.

# Hound Pits Pub

The **Hound Pits Pub** (or sometimes the "Hounds Pit") is a tavern featuring caged dog fights in an area of Dunwall that is now under quarantine.

# Dunwall Whiskey Brewery

The **Dunwall Whiskey Brewery** or Distillery is the base of operations for a local tough named Slackjaw.

# John Clavering Boulevard

**John Clavering Boulevard** is one of the major streets leading to Holger's Square. It is sometimes called Clavering Street or Clavering Boulevard.

# Bottle Street

[[Bottle Street] is one of the main side streets in Distillery Row, and from which the Bottle Street Gang gets its name from.

# Holger Square

**Holger Square** is one of Dunwall's main plazas, named after a hero of the Abbey of the Everyman. The Overseer Compound occupies much of the square itself.

# Abbey of the Everyman

**Abbey of the Everyman** is the headquarters for the followers of the Everyman, the "Overseers" of the Seven Scriptures. Much like Earth's Catholic Church, the "Abbey of the Everyman" may refer to either a building of the Overseers' order, or the religious organization itself, depending on the context of the term's usage.

# Golden Cat

The **Golden Cat** is a brothel in Dunwall which caters to rich clientele. The workers in the brothel are vaccinated against the rat plague through regular deliveries of Sokolov's Elixirs.

# Sokolov Manor

The residence of Anton Sokolov, the **Sokolov Manor** is riddled with security devices and mechanical trappings to make the owner's life easier.

# Boyle Estate

The **Boyle Estate** is the home and grounds of Lydia, Waverly, and Esma Boyle, three sisters known for their decadent lifestyle.

# Dunwall Keep

**Dunwall Keep** or Dunwall Tower is the fortification and residence of the late Jessamine Kaldwin.

# Rudshore District

**Rudshore District** became known as the Flooded District after the levies broke. The assassin Daud makes his home in that district's train station.

# Greaves Lighting Oil Company

**Greaves Lighting Oil Company** is a whale oil processing facility in the Rudshore District.

# Kingsparrow Island

**Kingsparrow Island** is a desolate island off the coast of Dunwall, and home to a newly built lighthouse constructed at the Lord Regent Hiram Burrows' order.

# Pandyssian Continent

The **Pandyssian Continent** is the larger landmass lying to the east of The Isles.



Pandyssia serves as a footnote in the annals of *Dishonored*, but may play a crucial part in the richer backdrop of that universe.

# Dishonored Calendar

The following is an excerpt from in-game text.

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*As was laid down long ago, there are thirteen months, each 28 days in length. In the last hours of the year, the High Overseer will sound the Fugue Feast.*

1. *The Month of Earth*
2. *The Month of Seeds*
3. *The Month of Nets*
4. *The Month of Rain*
5. *The Month of Wind*
6. *The Month of Darkness*
7. *The Month of High Cold*
8. *The Month of Ice*
9. *The Month of Hearths*
10. *The Month of Harvest*
11. *The Month of Timber*
12. *The Month of Clans*
13. *The Month of Songs*