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## Dishonored 2 loot guide

Please enable javascript to use this site. Dunwall TowerStrawerStrath-1000-2000, which is the first mission in unmistakable 2. In it, Empress Emily Caldwell is deposed in a coup and either she or Corvo Atano have to flee Dunwall. A pre-mission today marks the anniversary of the death of Empress Jessamine Caldwell, who was killed 15 years ago. Visitors from the other side of the empire on the islands have travelled to Dunwall Tower for the occasion. The Dalila mission and Duke Luca Abele have taken over the tower. Dunwall is no longer a safe place for you. Escape from the city by meeting a captain of the boat at the port. Coop's empress Emily stares into the sky above Dunwall Tower before being brought to the Alexi Mayhew throne room. Corvo joins Emily and each of them with a rose for Jesminamin as she discusses the anniversary, Emily's feelings about being empress and the crown killer. Emily sits on her throne and Captain Mortimer Ramsay announces that the Duke of Sarconos, Luca Abele, will visit him. The Duke enters with two soldiers on the clock and his Great Guard, who carry a closed chair in the room. He presents his gift as Jessamine Caldwell's lost sister, who names her Dalilah Caldwell; Delilah's coming out of the chair. She accuses Corvo of being the crane killer and declares himself right. When the crowd reacted in shock, the Duke's soldiers slaughtered them. Three traitorous Guards of Citi Staring surround Emily with drawn swords, while the few loyal guards are killed by the soldiers on the clock. Corvo's protecting Emily, and he's 1,000. and raises his covered hand, kills the three traitors for a moment, before blinking next to Dalila and stabbing her. Delilah, unharmed, ensnares Corvo with his own magic, and removes corvo's sword from his chest before removing Corvo's print from his hand. As Emily tries to come to Corvo's aid, Ramsay tries to restrain her, but he releases her after she hits him. When Delilah released Corvo, Emily helped Corvo stand up and the two stood back, both unarmed and surrounded by security. At this stage, the player is prompted to choose whether to play like Emily or as Corvo. Once either character is selected, the game continues in terms of that character. Dalila will petrified the character, who has not been chosen, turning them into a marble statue, while Ramsay melts down the protagonist, infuriating them. He told Delilah and the Duke that they would be kept in Emily's office and then brought to Coldridge Prison to await trial. As Ramsay leads the protagonist into Emily's room, Mayhew appears unaware of Ramsay's betrayal. While she's doing this for the moon of a sword that folds, Thamsy slams it. He leaves mayhew's bleeding body blade and continues to drag the protagonist to Cameras. He tells them about the legend in the City Clock of the Imperial Clock Room, says it contains enough gold to buy a large-sized island and steals their ring on the imperial sign, intending to use it as the key to opening the safe. He leaves, locking the main character in the cameras. The main character's escape can open the windows from inside Emily's camera, allow access to the ledge, and then enter an adjacent room where Mayhew was found. Mayhew tells the protagonist to run through the safe room to the scary Wolf, giving them corvo's sword before he dies from the previous wound. Leaving the area, the protagonist encounters the first enemy, who can be killed or choked unconscious. Hiding it prevents others from being warned; a good place for this is the room where the protagonist was locked at the very beginning (the guard holds the key that unlocks it). Downstairs will be security in an adjacent room, which will then patrol both rooms. Once he's evicted, the protagonist can head to the throne room. Removal of Ramsey In the throne room Ramsey can be found, accompanied by several guards. They will talk for a while before they split up; Ramsay will head for the stairwell while security remains. Guards can be completely neutralized or ignored; ideally, the protagonist should remain out of his point of view, as they will notice the absences of the other. Returning to the top floor, the protagonist can confront Ramsay, who has gone to the safe room and admires his newfound wealth (unless he was intercepted first). The ring must be taken from him. No lethal elimination control: Lock Ramsey in the safe room instead of killing Ramsey, he can be suffocated, taken to the safe room, and locked inside, effectively neutralizing him without death. Reaching the dreaded Wawa, after leaving Dunwall Tower through the other door of the safe room, the protagonist must travel from the roofs of Dunwall to the ground level, for which there are different routes. The main method leads the main character from the roofs and pipes to the street level near the armory. This area overlooks the main street, with the four guards starting their patrols after a brief conversation: the main character's escape is not unnoticed. If the guards are left alone, they should be taken into account if the area is examined. It should be remembered that guards will be alerted if any of them are missing and they will begin investigating soon after noticing an absence. Continuing to the left of the staircase, the building can enter through the main gate, but the main character should be wary of the guard inside. Checking the diary on the table will reveal that this house belongs to Dr Galvani himself, who remembers the former corvo in his house. As an alternative route, the protagonist can choose climb the pipes to the armory and instead climb the roof to the left tube. Continuing to the other side, they will eventually slip into metal supports for building collapse. From there, they can either get on a passing car, move across the collapsed building and make their way to the ground through the floors, or climb onto the building's balcony and go down to the guard once they start patrolling. Once he has reached the ground, the protagonist can either get on a wagon, skipping most of this area, or pass on the ground and through the buildings to the docks. Once there, the protagonist has to go to the scary wolf and talk to Megan Foster, the captain of the scary Wali, to end the mission. Special action time capsule – Found room on which are picked up from the time of rat disease. Freedom of the Press – Protective seal of the Dunwall Courier newspaper by Duke's agents Luca Aele. Words of Jessamine – Reproduce an old audiographic message from Empress Jessamine Caldwell. Coin of the kingdom – Took what gold you can carry from the reserves of Safe Room Dunwall. Dr. Galvani's

safe – robbed the safe of Dr. Galvani, a natural philosopher from the time of the Rat plague. The Ramsey Fortune - Locked Mortimer Ramsey in the Safe Room with a fortune in gold, and a month worth of food and water. The mission's general remarks must be for Captain Ramsey to get to the Empress and open an open office door, he will rise to a high level and begin to search for escape. Trying to leave the safe through the exit door before taking the nearby equipment will instead take this equipment. The door should be used for a second time, if this is the case. The protagonist will refuse to leave the rooftop tower until Captain Ramsey is eliminated. The emperor's ring cannot be a pickpocket; it has to be snatched from Ramsey's dead or unconscious. Trivia The code for Galvani's safe, the first safe a player can find, is 451, which is also code for dishonored's first safe. This continues the trend from System Shock and Deus Ex, among other games. The initial opening of Dishonor 2 was longer and began with iss opening ceremony Jessamine Caldwin, Emily exploring the city's rooftops and facing the Crown Killer herself. Then she opened the throne room stage and the coup. [1] Early key footage of the game's narrative by designer Nicola Petrimks shows Emily meeting Crown Killer in one of her nocturnal escapari on rooftops. The killer is more monstrous in design, and she finds him tearing a man apart in a building. He then throws it out the window, where he lands on the street. [3] The iniquity option for this mission is the only one that can be unaccommodated without murder. The imperial safe room door after closing with Ramsey inside removes the tick from the list of targets. This mission is the only one that cannot be repeated in its entirety through the missions menu. Launching it through missions instead of starting an entirely new game will begin the mission after the protagonist wakes up in the empress. The charging screen of this mission shows the Office of the High Superintendent in Holger Square, although the player never visits the location in Disgrace 2. A calendar from 1836 can be found in the boarding of an apartment and several coins opposite the profile of Hyrum Burrows. The song, which was performed in the Throne Room at the beginning, was Le cygne by Camille Saint Saën. In the room where the protagonist wakes up. The massacre in the throne room. A view from Dunwall Tower.Aboard of the scary magic before leaving for Karnaca.A map of the streets of the Tower. Quick Train Pass (GIF). Quick Train Pass (GIF). A long day at Dunwall Loading Screen.Clockwork soldiers struggling with the loyalist City Watchmen.Add a photo to the Low Chaos Walkthrough Dishthrough 2 Mission 1 gallery (part 1 of 2)Dishonored 2 Mission 1 (Part 2 to 2) References Next Mission 3 Go through the lobby of the Prev 2 Special Operations Under mission you will find a complete list of secrets in Mission 2, as well as a description of the places in which they are. Among the hidden objects, you will find runes, bone charms, and audiographies. Rune #1, #2 and The Altar of Outsider #1 The First Two Runes. The first two runes can be obtained during your visit to the world of outsiders, at the beginning of the mission. Bone charms #1 and #2 Two bone charms. Two bone charms will be delivered to your quarters at the beginning of the mission. Rune #2 Runath has sunk. The second rune will be underwater, close to the ship. Take it before you go to Karnaca. An #1 audiographer in Sokolov's quarters. Sokolov's first audiography is also on the ship, in the inventor's cabin. Rune #3 Rune is in Wall's mouth. The third rune can be found in the mouth of a whale lying in the docks. Audiographer #2 The second audiography is on a small boatIn the second audiography is on a barge on the left - located next to the whale. Painting #1 painting can be found in the apartment on the second floor. The first picture is in the apartment shown in the photo (the one with the only balcony). You can get there only by blinking or away. Rune #4 Rune can be bought in the store. The fourth rune can be purchased in the black market store on the docks. It costs 400 coins, but you can steal it if you can find the key to the back door. You can learn more about the store robbery in the subhead Special Actions - Black Market Robbery. Rune #5 Rune is in the sewer. The fifth rune is in the canal, shown above, in the area protected by security. to get to the rune, you must first shoot on the board, which blocks the passage with a crossbow (silent) or a gun. Rune #6 and bone charm #3 Get rid of the guards to get the loot. The sixth rune and the third bone charm can be found near the two Guards. It is important to use the glass objects in the Guards' building to distract them. It's the only way to insyng the prey and thus achieving ghostly status at the end of the mission. Project #1 the plan can be found on the Supervisor's desk. The first drawing - Fire Hardening Treatment - is on the Supervisor's desk, in his office on the second floor. Rune #7 in the safe, besides the rune, you will also find whaling bone and some valuable. The next rune is hidden in the safe, in the Warden's building. The combination is arbitrary, but the room contains some clues that will help you open it. The first can be found in the book lying next to the safe; the other is in a note lying on the table in the next room. Painting #2 painting in the Warden's office. The second painting is hanging on the wall in the Warden's office. Bone charm #4 interrogation room has a bone charm. The fourth battle charm is in the interrogation room, in the Guards' building. Bone charm #5 turn around and enter the apartment. If you see this view, the charm of the bone is right behind you. The charm of the bone is on the floor. To get to this, use the heart. It's hidden under the floor of the first floor, in the room where there are two Guards. The #3 the Painting of the Outsider.The third painting is in the same room as the charm of Bone number 5. It can be found in the bathroom, near the Altar of the Outsider. The Temple of outsiders #2 and Rooney #8 and #9 altar of the outsider is on the left. The altar of outsider number two, and the runes #8 and #9 are in the same room as #5 painting #3 and bone charm. Bone charm #6 jump on the awning and then on the roof to get to the bone charm. After you have left the building where you found Bone Charm #5, the picture and altar out with runes, turn right and you will see the view shown above. Use the blink or far range to get on the roof, and then on the roof. Bone charm can be found near the carcass - watch out for a swarm of Bloodflies. Painting #4 painting in Dr. Hepati's apartment. The last painting is in Dr. Hepathia's apartment, located above the Winslow Safe store. The key to the apartment is at the back of the store. The #3 audiographer is #3 desk in Dr. Hepathia's apartment. The key to this apartment is at the back of the store. Bone charm #7 the nest, and will fall charm on the bones. Another charm can be found in the nest of bloody flylets, in the house quarantined (the exact place shown above). Plan #2 plant is in the safe, in the apartment on the first floor. 1. plan - Dispersed incendiary release - can be found in the apartment above the awing photo above. The plan is locked in a safe. The safe in the warden's office is locked in the safe. The first safe is in the Warden's office. The combination can be learned by reading two books. One is in the cupboard near the safe and the other is in the other. A safe at winslow's store The combination can be found at the checkout. Winslow's safe is also locked. The combination can be found in the same building, although - it is in the cash register. Hidden treasure treasures have sunk. You can learn about this treasure from a card that can be purchased from a fence in the Black Market store. The price is obviously high, but you can just steal it (see head Black Market robbery). The treasure is underwater, in the place shown above (right next to the first tower on the right). There you will find only a handful of items (such as some ammunition), but nothing more valuable. Next Mission 3 Go through the lobby Before Mission 2 Special Action

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