

**BRADYGAMES®**  
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

# DISHONORED™



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COVERS MICROSOFT XBOX 360®, SONY PLAYSTATION®3  
COMPUTER ENTERTAINMENT SYSTEM, AND PC

ARKANE  
STUDIOS

Bethesda







# DISHONORED™

## SIGNATURE SERIES GUIDE

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# INTRODUCTION

Welcome to the official strategy guide for *Dishonored*, a title that we can confidently call one of the very best stealth-based games we've ever played. As Corvo Attano, royal protector and master assassin, you negotiate the boulevards and backstreets of Dunwall with great flexibility in how you eliminate and/or avoid those who would stop you. Our book is designed to provide the multiple levels of help that you need to master the many paths available through the game.

After introducing you to the main characters of *Dishonored* in *Friends and Foes*, we jump right to *Getting Started*. This chapter presents an overview of the gameplay systems—including a remarkable in-depth look at the innovative stealth and Chaos mechanics.

Next we present *Gifts from the Outsider*. Here we examine the Supernatural Powers and Bone Charms that play a critical role in this game (and are really fun to use). After that, we provide a helpful list of all the Equipment & Items found in *Corvo's Arsenal*.

Beyond that, finally, you get to the meat and potatoes of the book: *The Mission*, which guides you step-by-step through your missions. Since *Dishonored* lets you beat the game using combat or stealth (or both), in each chapter we give you separate walkthroughs for each approach, known as the Path of Blood and the Path of Shadow.

Once you have an understanding of your own abilities, it's time to *Know Your Enemies*. This chapter details every type of foe you face in *Dishonored*, from the common rat to the towering Tallboys that stalk the city streets.

For good measure we've added a *Hidden and Collectible Items* section that reviews the exact locations of all the special stuff in the game all in one convenient place. Our book also includes a look at the creative process behind *Dishonored*, with an interview with game developers, Raphaël Colantonio and Harvey Smith. Last but not least, we've provided a list of *Achievements and Trophies* which lists all the rewards you can earn by completing various tasks and milestones in *Dishonored*.

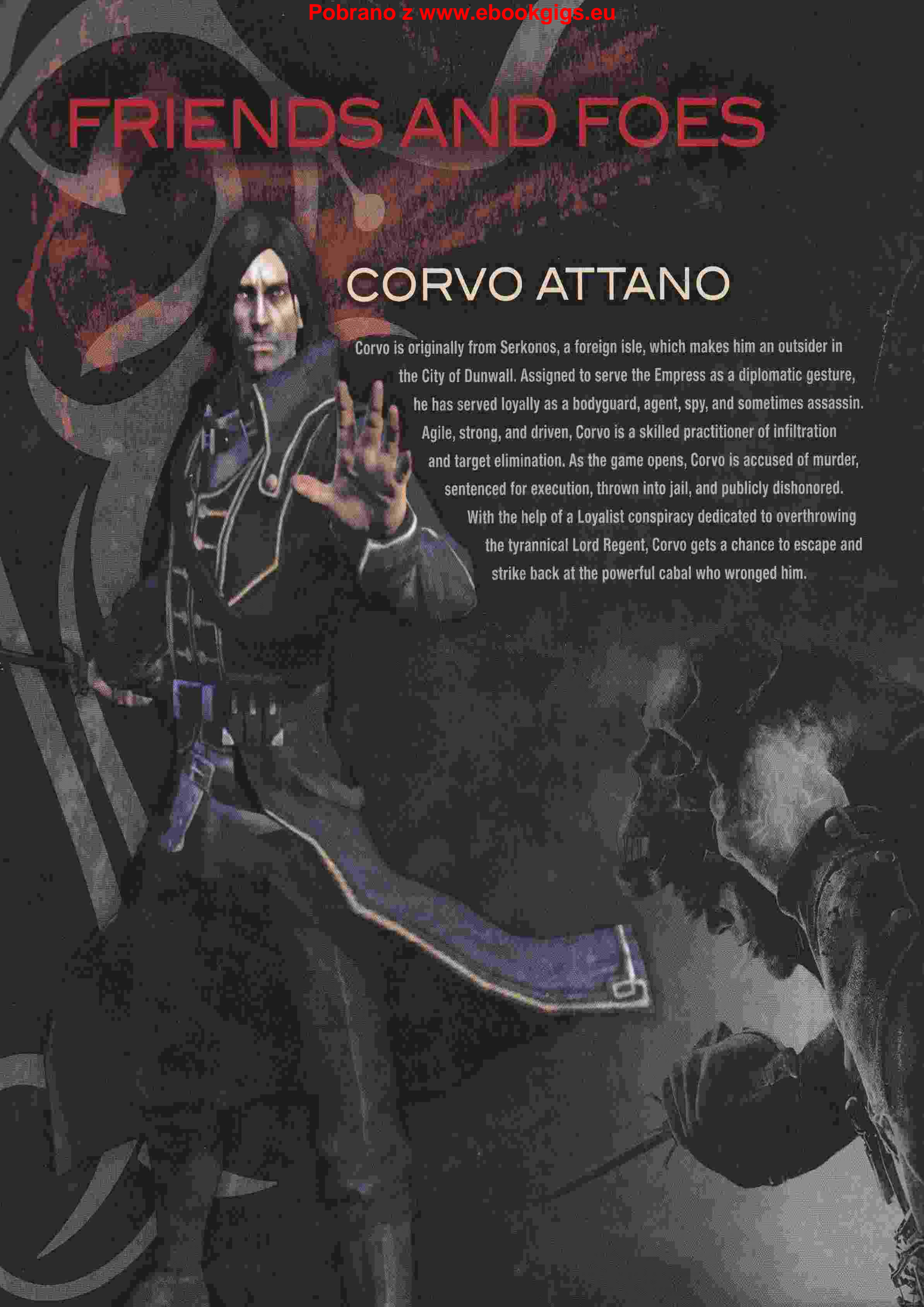


# FRIENDS AND FOES

## CORVO ATTANO

Corvo is originally from Serkonos, a foreign isle, which makes him an outsider in the City of Dunwall. Assigned to serve the Empress as a diplomatic gesture, he has served loyally as a bodyguard, agent, spy, and sometimes assassin. Agile, strong, and driven, Corvo is a skilled practitioner of infiltration and target elimination. As the game opens, Corvo is accused of murder, sentenced for execution, thrown into jail, and publicly dishonored.

With the help of a Loyalist conspiracy dedicated to overthrowing the tyrannical Lord Regent, Corvo gets a chance to escape and strike back at the powerful cabal who wronged him.







## EMPRESS JESSAMINE KALDWIN

Ruler of the Empire of Isles, the Empress Jessamine presides over her Court, including the Royal Protector, Corvo Attano, and her intelligence officer, the Royal Spymaster Hiram Burrows. Having ascended to the throne as a young woman after the death of her father, the Empress represents a less twisted age that is now gone and seemingly forgotten. Her Court is a cauldron of self-centered deceit and corruption.



## ADMIRAL FARLEY HAVELOCK

A respected officer in the Royal Navy, Farley Havelock is an old-money aristocrat and lifelong military man who spent much of his life at sea. The Admiral is self-assured, no-nonsense, always neatly uniformed and dutifully convinced that his cause is just. In the wake of the assassination that opens the story, Havelock is ousted from the Navy in a political disagreement with the Royal Spymaster, the new Lord Regent. The Admiral's pistol and military training make him a formidable ally—and a dangerous adversary.





## LORD TREAVOR PENDLETON

With his aristocratic connections, Lord Pendleton brings an official seal to the Loyalist conspiracy; he can help Corvo gain access to elite functions. He dislikes the Lord Regent's arrogance and is entirely willing to engage in subversive plots to bring about Burrows' downfall—providing there is hope of success. Ironically, while Lord Treavor adopts a morally superior demeanor, his fortune depends on brutally exploiting the indentured servants working the family's dwindling silver mines. (The Pendleton mines once produced great wealth for the family.) He does not want to risk the executioner's block and pledges support only when things are clearly going well. Pendleton despises his older twin brothers, Custis and Morgan, who bully him without mercy.



## OVERSEER TEAGUE MARTIN

Overseer Martin is a former religious leader who's run afoul of the new regime. He claims to have been a soldier before turning to the Abbey of the Everyman. Martin is cunning enough, but he overplayed his hand and lost his standing within the Abbey. The Loyalist conspiracy represents his last hope of returning to power. If Corvo can free him from the Overseers' stocks, Martin will be grateful and more than willing to help the cause. He harbors a deep disgust for High Overseer Campbell and longs to replace him.





## PIERO JOPLIN

Joplin is a natural philosopher, a world-class inventor, and a man of quirky habits. Piero crafts the equipment Corvo needs for his missions. Most consider him truly brilliant—but perhaps a tad less brilliant than the Royal Physician Anton Sokolov (an evaluation that gnaws at Piero). The two were great rivals as students at the Academy of Natural Philosophy. Piero has a special fondness for Callista, the royal governess; he tries to hide his social awkwardness by acting hospitable. Like Sokolov, he is responsible for much of the new technology seen in the Isles. His special blue potion, Piero's Spiritual Remedy, restores mana to practitioners of the supernatural.



## CALLISTA CURNOW

Callista is governess to the royal heir, the Lady Emily Kaldwin. By nature she is guarded and cautious, and seems to possess deep secrets. She tends to observe people carefully for a while before deciding on their moral worth. As Lady Emily's caretaker, Callista is charged with preparing the girl for her role as the future Empress of Dunwall. When Callista learns that her uncle, Captain Geoff Curnow, is in danger, she abandons her usual caution and asks a favor of you that can earn her undying trust (plus a valuable reward) if completed.



A young girl with dark hair and a white bow, wearing a white sailor-style dress with a large collar, is sitting cross-legged and reading a book. The background is dark with some red and white abstract patterns.

## YOUNG LADY EMILY KALDWIN

Emily is the 10-year-old royal heir. She's by nature a precocious, spirited, and determined girl, but events as the story opens leave her haunted and sometimes melancholy. Her governess, Callista Curnow, tries to soothe Emily's fears, telling her she'll grow to appreciate her destiny. As the Empress' daughter, Emily has been the beneficiary of private tutors and a highly privileged upbringing, with plenty of time to play and nurture her creative spirit. The girl's dreams focus on pirate ships and whales out at sea.

A man with dark hair and a serious expression, wearing a dark jacket over a light-colored shirt and dark trousers, is standing with his arms crossed. The background is dark with some red and white abstract patterns.

## SAMUEL BEECHWORTH

Samuel is the old boatman who ferries Corvo to his missions and provides useful tips on the lay of the land at mission launch. Samuel works for the Loyalist movement as a courier who delivers messages, often out all night traveling along the Wrenhaven River from one part of town to another. A common fellow, he's sometimes dour and cynical, but comforting too. He seems oddly fascinated with the drama and death that Corvo generates.





## THE LORD REGENT HIRAM BURROWS

Formerly the Empress' Royal Spymaster, the oily Burrows has slipped all too smoothly into his new role as Lord Regent. By nature a schemer and almost insanely suspicious, Burrows compensates with a meticulous nature and a detailed obsession with the architectures of order and control. As Lord Regent, he relies on unseemly coercion even at a personal level—for example, threatening lowly serving girls with threats of the Rat Plague. His hunger for controlling power extends far beyond the City. Obsessed with protecting and ensuring the Empire's future, he blames Dunwall's problems on the lax rule of Empress Jessamine, and on the laziness of the common people.



## HIGH OVERSEER THADDEUS CAMPBELL

The realm's chief religious leader as head of the Abbey of the Everyman, the High Overseer is completely corrupt, using his position for self-aggrandizement. Most of Thaddeus Campbell's religious "beliefs" focus on power—he has no sympathy for the weak—and thus he's aligned himself with the Lord Regent, whose power is more palpable than that of the Abbey. Campbell appears austere in public, but he's hedonistic by nature—vain, lustful, and prone to petty revenge. The High Overseer views himself as a kind of deity; he takes great pride in his clerical robes, his reputation, and the decadent lifestyle afforded by his power.



## THE OUTSIDER

Neither god nor demon, the Outsider plays an important role in the *Dishonored* metaphysical universe. Intelligent but opaque and mysterious, his appearances have a hallucinatory quality. Legend has it that he contacts Dunwall's pivotal figures, bestows a mark that activates supernatural powers, and coolly observes the results of his bestowal. Only specially appointed people (like Corvo and Daud) actually "see" the Outsider's form when he makes a visitation. Though clearly cynical about the nature of human goodness, he often appears as a friend. But this friendship comes with a distinctly dark, inscrutable edge.

## THE LADIES ESMA, WAVERLY, AND LYDIA BOYLE

These three sisters are wealthy nobles, and cousins to the Empress. In the wake of their father Lord Boyle's death, one of the three has allied with the Lord Regent, Hiram Burrows, using the family's wealth to keep the military paid during a time of plague and crisis. This Lady Boyle also serves as the Lord Regent's mistress. The question is: which sister is it? Nobody seems to know. All three of the Boyle women are very similar in appearance—on the surface, elegant ladies. Underneath, however, decadence festers; the Boyles are famous for their debauched parties, and for ruining rival families through gossip. There are even rumors of hired assassinations.





## DAUD

Another assassin with ties to black magic, Daud is a failed version of Corvo—unlike the Royal Protector, Daud has succumbed fully to the dark lure of power provided by the Outsider. His motto: “Ego homini Lupus.” (I am wolf to mankind.)

Daud is a professional, but he feels conflicted over some of his killings. His heritage is half Isles, half Continent; as such he bears an exotic look. The whispered word on the streets is that Daud’s mother was a witch from an island off Pandysia.

## ANTON SOKOLOV

Considered mentally unstable by some, Anton Sokolov is clearly touched by genius as an inventor, physician, alchemist, mystic, and painter. Bearing the title of Royal Physician, he is also head of the Academy of Natural Philosophy. His personal traits tend to the extreme: brilliant, obnoxious, lusty, insightful, drunk. Working from his apartment on Kaldwin’s Bridge, Sokolov paints renowned portraits for local aristocrats, despite loathing them. Creator of Sokolov’s Health Elixir (an indispensable potion), he has also invented much of the new technology used by the current regime to control the city. The man feels no sense of patriotic loyalty, except to himself and his desires. His great rival is Piero Joplin; they studied together at the Academy.





## GRANNY RAGS

Granny is an aged blind woman who roams the city streets, feeding imaginary “pigeons” (actually rats). Her real name is Vera Moray, and she once lived in opulence as an aristocrat in the Estate District, maneuvering for status in the rarified air of the elite. Then for some unknown reason she poisoned her husband and stabbed and hammered him to death. Now the seemingly unhinged Granny Rags moves between abandoned apartments in the broken backstreets, sleeping amongst trash and filth. She is rumored to have a secret lair in the Old Port District. Some people even call her a witch. Could there be more to this woman than meets the eye?





## EXECUTIONER MORRIS SULLIVAN

The brutish Sullivan is the Royal Interrogator, known as "The Torturer." This mute monster is perverse and sadistic, with suspected ties to the occult: Sullivan knew Vera Moray, AKA "Granny Rags," when they were younger. The "Interrogator" has performed more than 400 executions in his bloody chambers in Dunwall Tower, where word has it he keeps a shrine to the Outsider. His constant companion is a vicious Wolfhound that sleeps in his quarters. As executioner, Sullivan extracts valuable information as his clients try to purge their consciences of guilt before death.



## CAPTAIN GEOFF CURNOW

This City Watch officer working for the Lord Regent is uncle to Callista Curnow. The Captain is conflicted over the Lord Regent's oppressive regime. He's not openly seditious, but he's secretly sympathetic to those who oppose the Lord Regent. As a newly promoted Captain, Curnow is on point for brief, pivotal meetings and undertakings: escorting dignitaries and important people into Dunwall Tower, resolving factional disputes, and similar tasks.





## LORDS CUSTIS AND MORGAN PENDLETON

These rich and powerful cretins are the older brothers of Lord Treavor Pendleton. Custis and Morgan are bullies who deeply enjoy wielding their power over others, including their own brother. Born into nobility, the Pendletons were raised with absolute disdain for the lower classes and have a powerful sense of entitlement. The Pendleton family silver mines have been producing poorly of late, and so the brothers work their indentured servants to death. When not drinking or visiting bathhouses like the Golden Cat, they can be found meeting with other nobles, selling off their favor at Parliament. As major landowners, the Pendletons control a large bloc of votes, but they could care less about the future of the Empire. They use their political clout to further their own selfish, venal designs.





## MADAM PRUDENCE

Madam Prudence recently took over as the new manager of the Golden Cat when the old madam died during a plague outbreak. Prudence is manipulative and scheming—always angling, more than willing to blackmail people, and ruthlessly controlling the women who work for her. As the new madam, she's busy with the Golden Cat's grand re-opening.



## SLACKJAW

Slackjaw is the hard-bitten leader of the notorious Bottle Street Gang that controls the side streets off Clavering Boulevard in Dunwall's Distillery District. He's been described as calm, fearless, murderous, and ruthless. His crew runs whiskey, women, guns, watered-down elixirs—whatever sells. Slackjaw started his professional career as a boy on a whaling ship. From there he fought and knifed his way to the top of the Dunwall's increasingly brutal underworld. Although he's feared citywide, Slackjaw is respected on the backstreets, where his control brought some semblance of order after the plague pushed the city towards chaos.





# GETTING STARTED

Our opening chapter begins with a quick review of the story of *Dishonored* and then provides an overview of the game's controls and basic systems. After that comes the good stuff—we take an in-depth look at the game's remarkable stealth system, with explanations and analysis coming directly from the *Dishonored* design team.

Before we get started, however, let's make it clear that this guide assumes you've read the fine manual that came with your copy of *Dishonored*. We also assume you've played the game a bit, gotten your hands wet (or bloody), and gained at least a minimal proficiency with the controls. The nuts and bolts of game mechanics are well covered not only in the manual but also in the detailed in-game tutorials.

So if you haven't done so yet, please read the manual and take the game for a short spin before you come back to join us here. Being a strategy guide, our primary focus is on game tactics and strategies, as well as giving you a privileged peek under the hood at the game's remarkable stealth "engine."

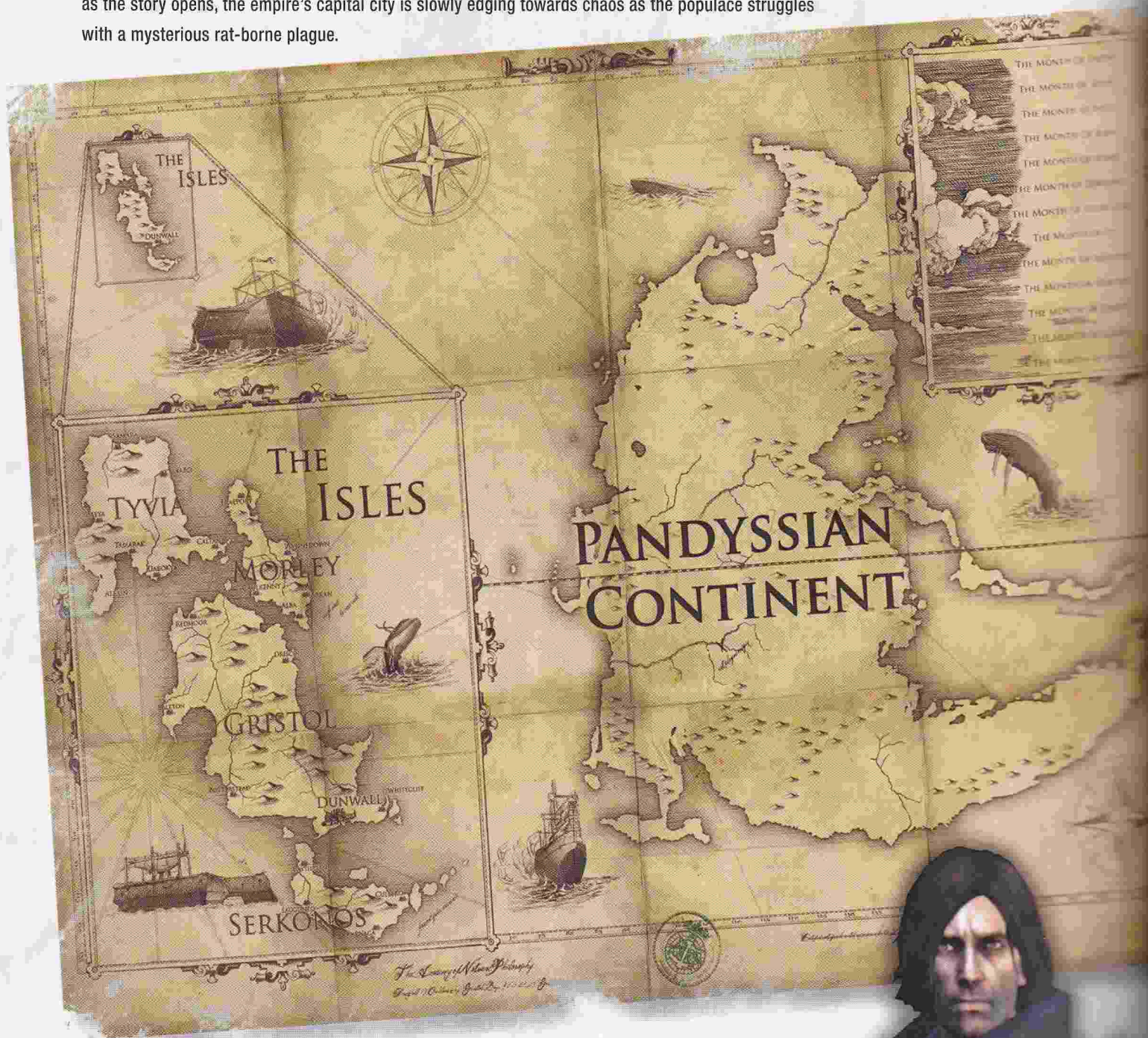




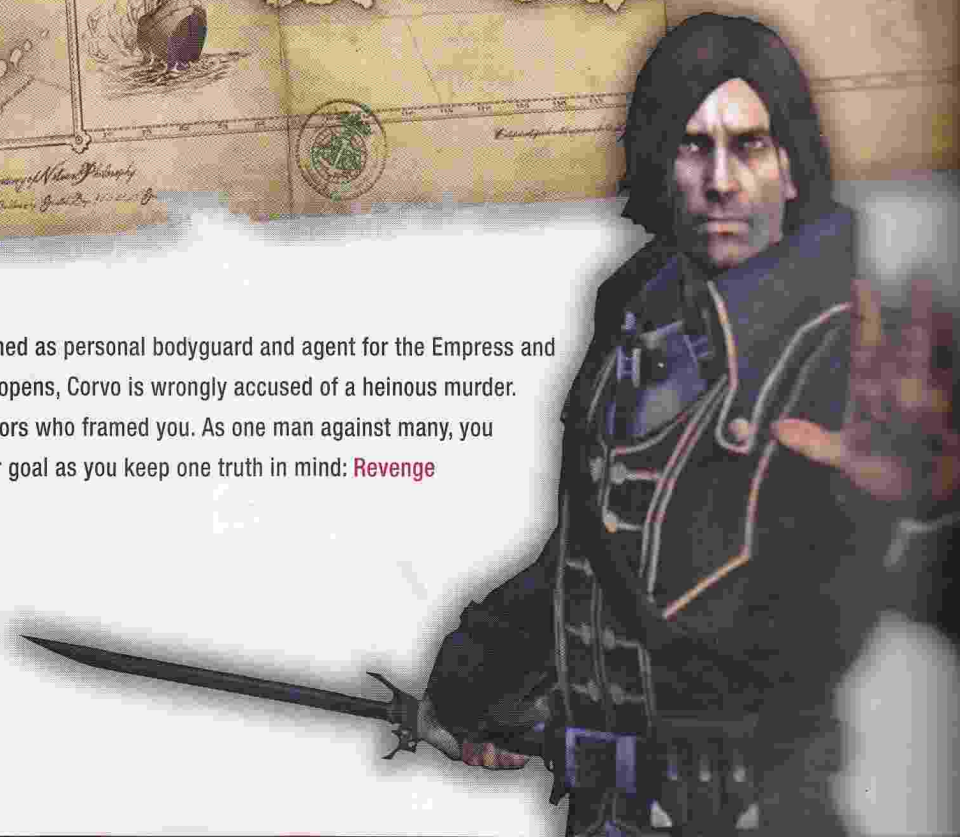


# THE STORY

*Dishonored* takes place in the industrial whaling city of Dunwall, capital of the Empire of Isles. The empire is a loose confederation of four island nation-states—the Isles of Gristol (where Dunwall is located), Morley, Tyvia, and Serkonos. Ruled by the Empress Jessamine Kaldwin as the story opens, the empire's capital city is slowly edging towards chaos as the populace struggles with a mysterious rat-borne plague.



You play Corvo Attano, the Royal Protector assigned as personal bodyguard and agent for the Empress and her young daughter, Emily Kaldwin. As the story opens, Corvo is wrongly accused of a heinous murder. Your task as Corvo is to hunt down the conspirators who framed you. As one man against many, you must rely on stealth and cunning to achieve your goal as you keep one truth in mind: **Revenge Solves Everything.**



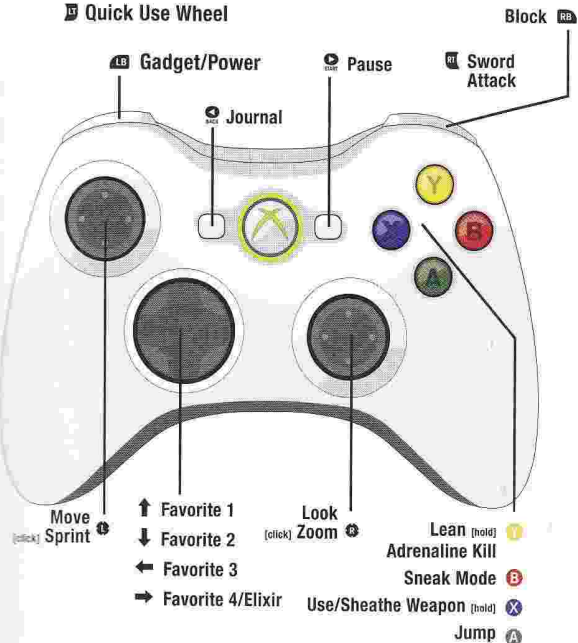


# CONTROLS

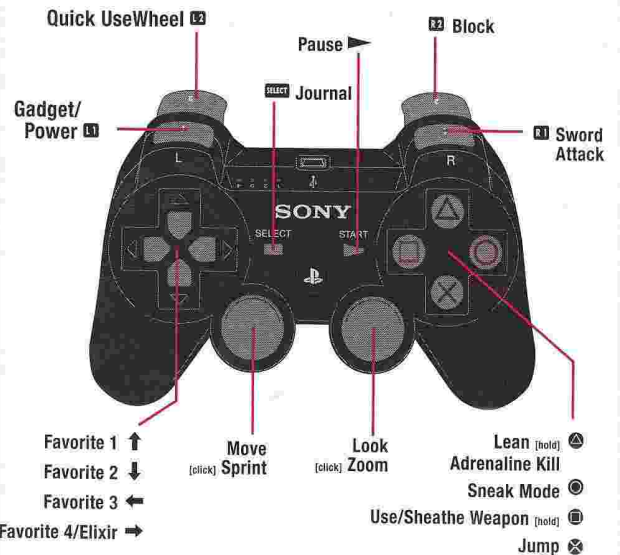
Here are the default controls layouts for all three systems on which you can play *Dishonored*.

## MICROSOFT XBOX 360

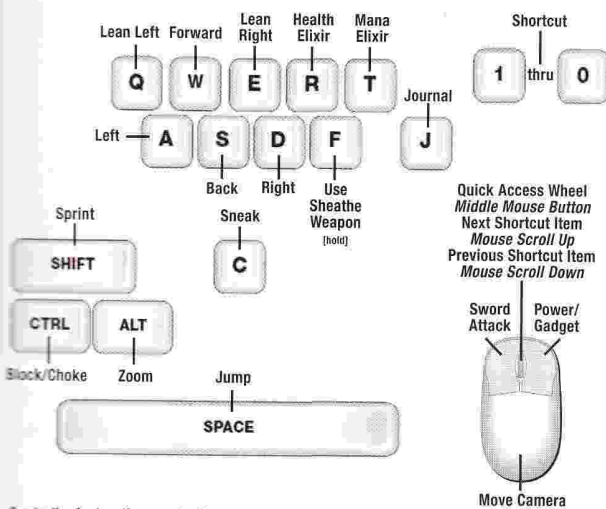
### Quick Use Wheel



## SONY PLAYSTATION 3



## GAMES FOR WINDOWS



Controller instructions on back cover.



## A QUICK NOTE ON NPCs

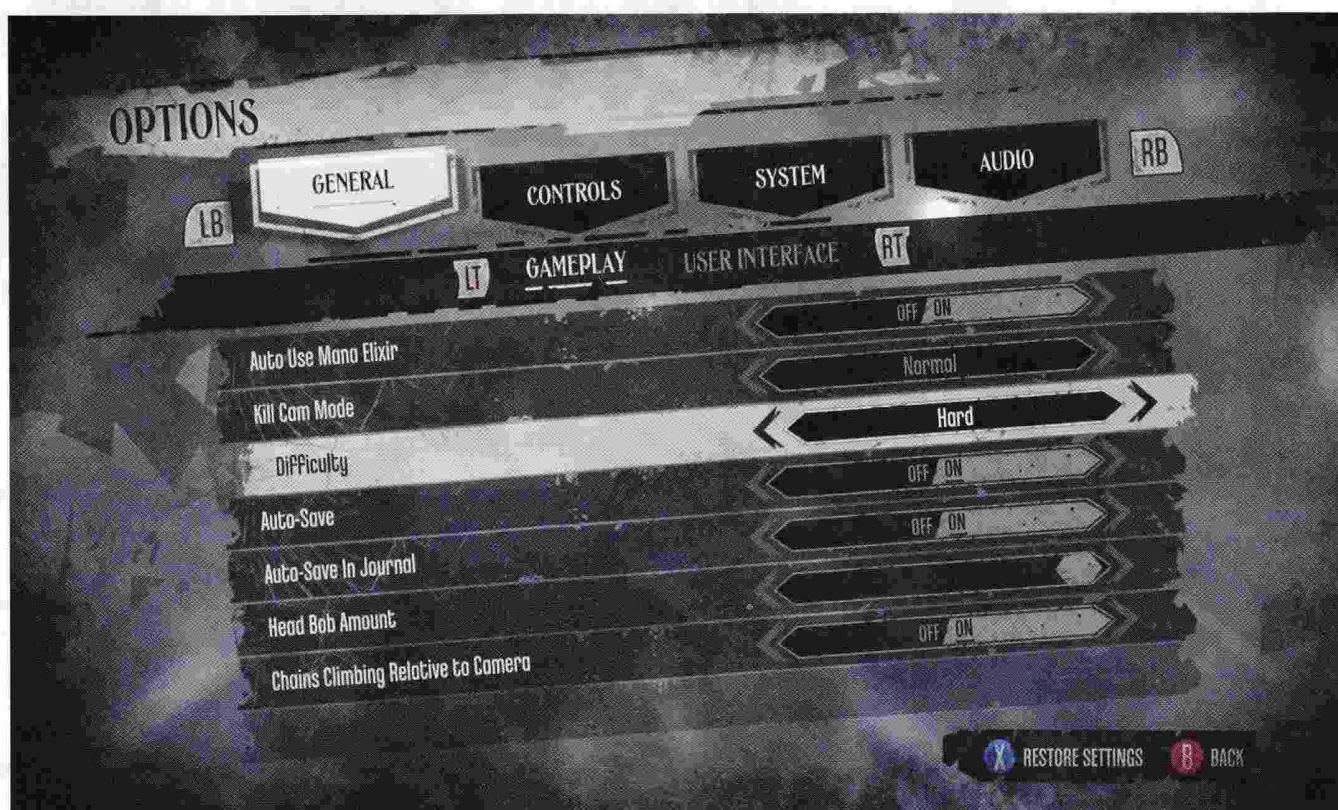
In this guide, we refer often to the NPCs that populate the world of *Dishonored*. “NPC” is a standard gaming acronym that stands for “non-player character”—that is, any character other than the one you directly control. Normally we tend to avoid acronyms, but NPC is such a pervasive term in gaming that we use it regularly here.

## GAMEPLAY SYSTEMS

Again, our guide doesn’t seek to replicate the *Dishonored* game manual or the excellent in-game tutorials. Those sources explain the basic mechanics of gameplay including combat, assassination, stealth, and supernatural powers. Here we augment those discussions a bit and then touch on more strategic matters.

## DIFFICULTY LEVELS

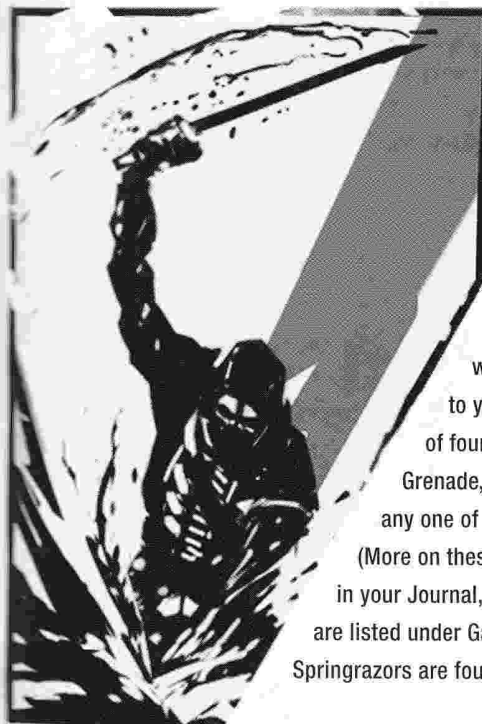
*Dishonored* features four Difficulty settings: Easy, Normal, Hard, and Very Hard. As you ramp up in difficulty you increase the amount of damage inflicted by enemies, raise their visual perceptiveness, and lower the effectiveness of elixirs—red elixirs restore less health to your character and blue elixirs restore less mana. You also regenerate more health when playing on Easy than on the other three settings. However, mana regenerates at the same rate on all difficulty settings.



Note that you can change the difficulty level whenever you want. If the game is too hard (or too easy), just hit the Pause button, select Options, and scroll down to Difficulty. There you can switch to any of the four settings, and the change is implemented immediately, even in the middle of a mission.

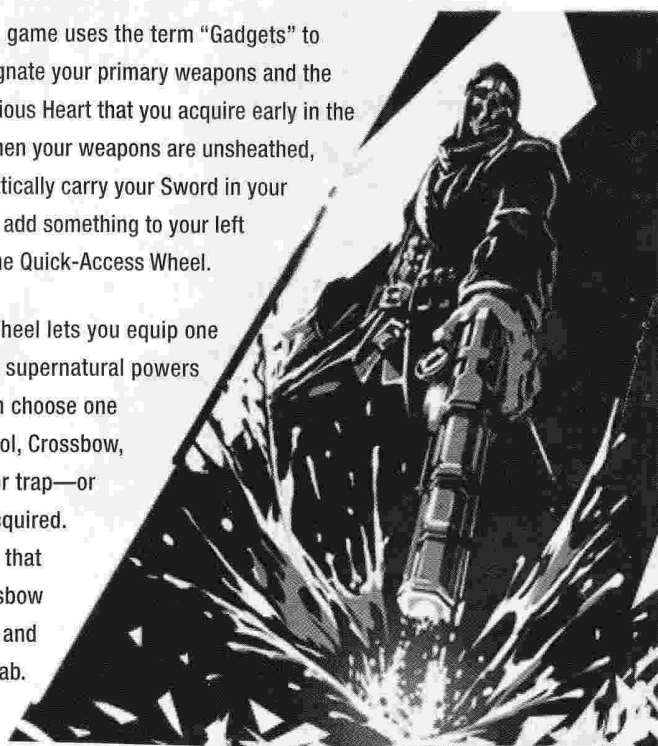


## THE QUICK-ACCESS WHEEL



The game uses the term “Gadgets” to designate your primary weapons and the mysterious Heart that you acquire early in the game. When your weapons are unsheathed, you automatically carry your Sword in your right hand. To add something to your left hand, open up the Quick-Access Wheel.

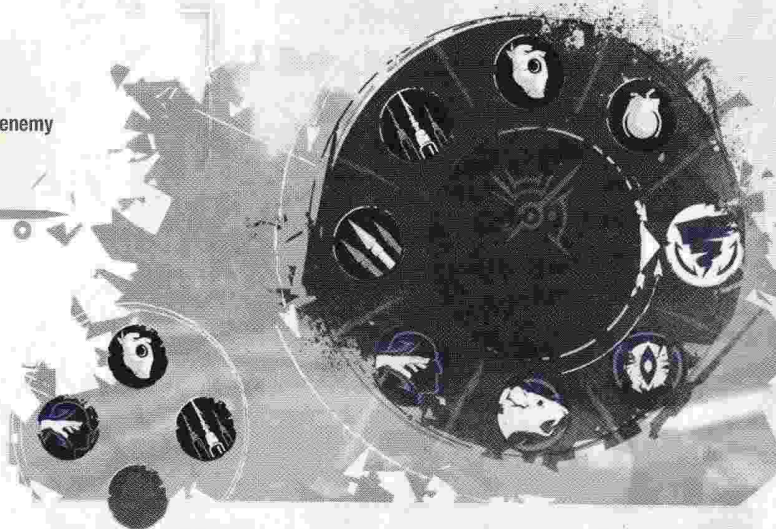
The Quick-Access Wheel lets you equip one weapon or one of your supernatural powers to your left hand. You can choose one of four weapon types—Pistol, Crossbow, Grenade, or deadly Springrazor trap—or any one of the powers you’ve acquired. (More on these powers later.) Note that in your Journal, your Pistol and Crossbow are listed under Gadgets, but Grenades and Springrazors are found under the Ammo tab.



### HEAD SHOT!

Ranged weapons inflict more damage if you hit an enemy in the head or when the enemy is unaware of you.

Bringing up the Quick-Access Wheel also gives you access to your health and mana potions. With the wheel open, just press the button indicated at the lower right to consume a potion. You can assign shortcuts to a limited number of your gadgets or powers by highlighting them on your wheel and pressing one of the shortcut controls. If using a gamepad, you can assign up to four shortcuts; on a keyboard you can assign up to ten.

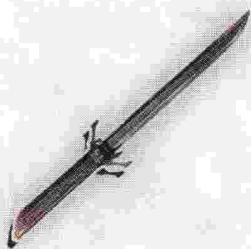




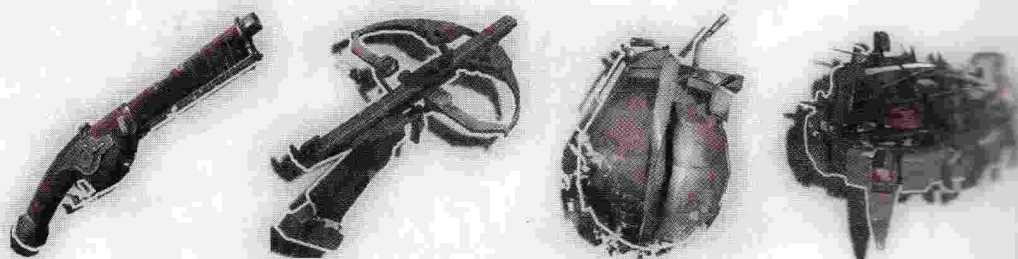
# COMBAT

If you choose to fight off hostile combatants who've detected your presence, the basics of attack are straightforward and well documented in the manual and game:

Swing your Sword with your right hand control.



Shoot, toss Grenades, plant Springrazors, or cast supernatural powers with your left hand control.



Here we'd like to draw special attention to your Block control, the move you use to block incoming sword attacks. A well-timed block knocks the attacker off-balance, leaving him wide open to a lethal counterattack that gives you a one-hit kill. Many of your foes are excellent swordsmen, and this is the best way to overcome their parrying skills. Alternatively, you can use the old standby method of dealing with a dazzling swordsman—just pull out your Pistol and blast him.



Consider this possibility too: you don't *have* to fight. You can run away. Although City Watch guards tend to search the area thoroughly after they detect you, it's usually possible to sprint around a corner or two—cutting off your pursuers' sight lines is important here—and then duck behind or beneath some dark cover.

If searchers don't stumble directly on top of your hiding spot, you can wait in silence until they give up the chase and return to their normal patrol patterns. Note, however, that they remain at a slightly heightened level of awareness afterward.

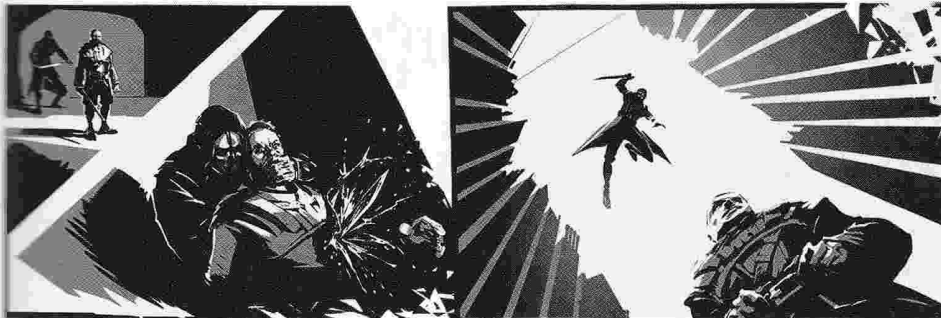
**SLIDE!**

When sprinting, enter **stealth mode** and slide. Sliding into people counts as an attack and can often put enemies off balance.



## ASSASSINATION

Whenever you creep up stealthily behind a potential target, two options appear onscreen: assassination or nonlethal takedown. If your target remains unaware of your presence and you press the right-hand attack control, you execute a swift, silent assassination. Your victim makes no sound, and dies instantly so you avoid combat. If you've acquired the Shadow Kill power, you get an added bonus: the victim instantly disintegrates into ashes, leaving no trace and removing the need to hide the corpse.



A variation on the standard assassination is the brutal "drop assassination" technique. In this move, you leap down from a ledge (even a *very high* ledge) directly onto a foe. If you press your blade attack control just before landing, you perform an assassination that not only terminates the target but also eliminates any damage you'd normally take from the fall.

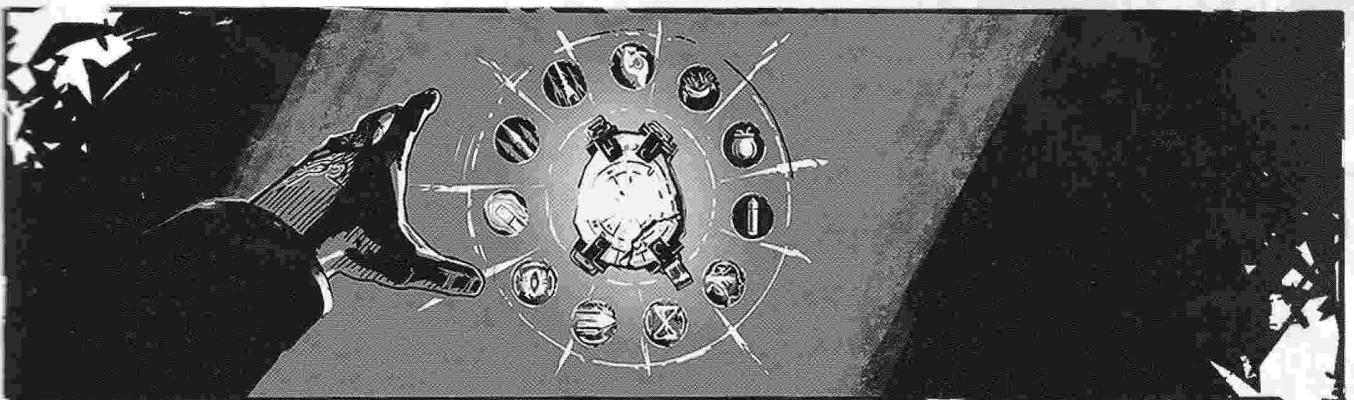
## THE NONLETHAL TAKEDOWN



Again, when you sneak up behind a potential target, two options appear onscreen: assassination or nonlethal takedown. The benefits of the nonlethal takedown are numerous. First, as with assassination, you avoid combat with the target and stifle any call for help. But with the nonlethal method, you get the target in a chokehold that you must hold until an onscreen timer circle fills and your victim falls unconscious, rather than dead. This creates fewer corpses which in turn reduces the number of rats and Weepers generated. In addition, some NPCs react favorably to the mercy you show foes, and the game's final outcome is not so dark. Your choices have consequences.

For more on the effects of lethal versus nonlethal methods, see The Chaos System section later in this chapter.

## POWERS

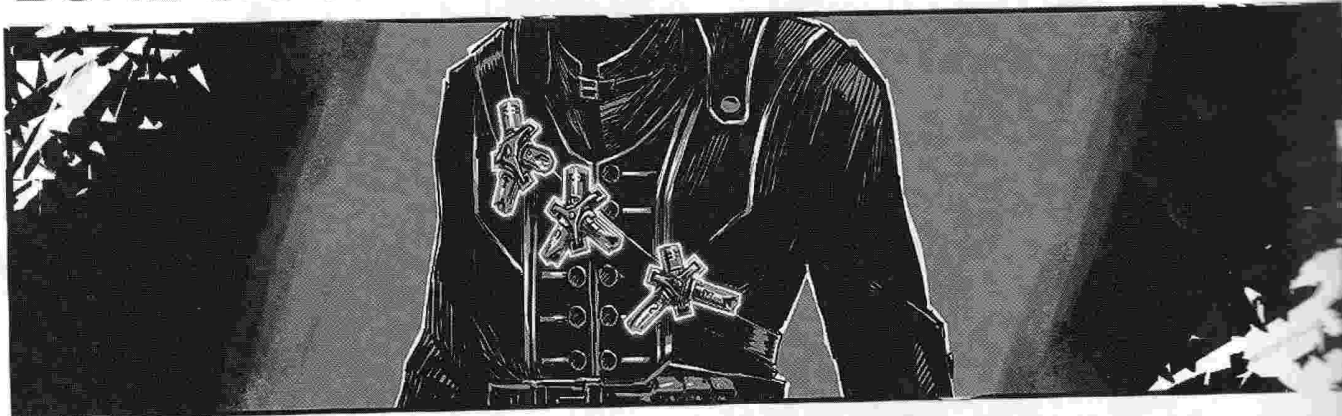


During the course of the game you can collect special artifacts carved from whalebone, called Runes, and then exchange them in your Journal for supernatural powers. Although it is possible to successfully complete the game without using these powers, they are quite effective and a lot of fun to use, particularly if you choose to take a stealthy path through the game.

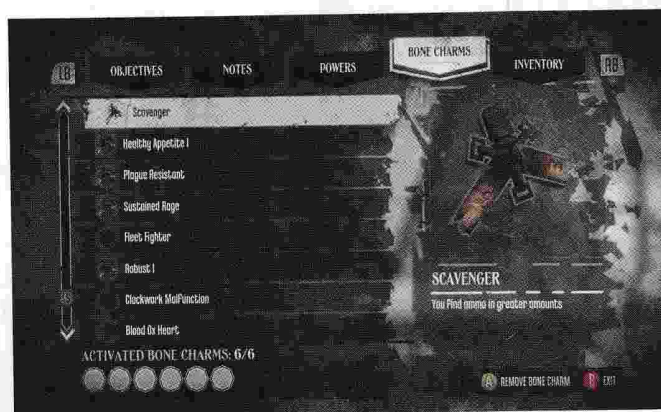
Check out our *Gifts from the Outsider* chapter for an in-depth discussion of all ten powers available in *Dishonored*.



## BONE CHARMS



Bone Charms are described as “lesser versions of Runes.” Unlike Runes, however, they give you a direct stat boost and you can equip them in the Bone Charms section of your Journal. Don’t forget to do so! Review them periodically—you can switch out Bone Charms whenever you want.



For example, if High Chaos combat looms ahead for you (see the next section on The Chaos System), activate Charms that boost or sustain your Adrenaline such as Carrion Killer, Vengeance, and Sustained Rage. Whirlwind I and II speed up your sword swing, and Unnerving Target I and II make you harder to hit by gunfire. If you’re trying to “ghost” through an area without being detected, activate Strong Arms to choke unaware victims into unconsciousness faster, or use Swift Shadow to increase your movement speed in Sneak Mode and Acrobat to boost your climbing speed.

Check out our *Gifts from the Outsider* chapter for a complete listing of all Bone Charms available in *Dishonored* along with their effects.

## THE CHAOS SYSTEM

*Dishonored* is uniquely designed so that its actual gameplay changes depending on how lethal or nonlethal you choose to play. As you progress through each mission, the game tallies a “Chaos” score based on your actions—in general, the more NPCs you kill (instead of choking them unconscious or simply avoiding them), the higher your “Chaos” score. The higher your Chaos score, the more hostile and dark the *Dishonored* world becomes.

Here are some of the gameplay elements that change if your Chaos score pushes into the “High” range:

- Different NPC conversations/scenes
- Different security system setups
- More guards and/or alerted guards waiting for you
- More civilians or other NPCs turned into Weepers
- More rats (usually placed in areas that are gameplay friendly—i.e., where it’s strategically fun to use rats in some way)
- The final mission can be very different, and the ultimate story outcome changes.

Keep in mind that this Chaos tally is a hidden mechanic that happens “under the hood”—you don’t see your Chaos score in-game. But each mission in *Dishonored* has essentially two versions—a High Chaos version and a Low Chaos version. The High Chaos version is loaded if your overall Chaos score is above a certain threshold.



Note that the High Chaos threshold is proportional to the number of hostile NPCs per mission, so the specific number of violent acts that pushes your score into the High Chaos range varies from mission to mission.

The rule of thumb is as follows:

- If you've killed less than 20% of the total number of NPCs so far, your score stays in the Low Chaos range. The game will load the Low Chaos version of the next mission.
- If you've killed between 20% and 50% of the total number of NPCs so far, your score is in the High Chaos range. The game will load the High Chaos version of the next mission.
- Applicable only to the game's final mission: If you've killed more than 50% of the total number of NPCs so far, then your score is in the Very High Chaos range. The final mission and ultimate outcome are very different than if you've taken a more nonlethal path through the game.

## SYSTEMIC AND SCRIPTED CHAOS DEEDS

The *Dishonored* Chaos System features two kinds of "Chaos deeds" that add or subtract points from your Chaos score: *systemic* and *scripted*. A systemic Chaos deed is a generic act that you can commit anywhere, anytime. For example, every time you kill a civilian or foe, trigger an alarm, or fail to hide a victim properly and the corpse is subsequently discovered, you've committed a systemic Chaos deed.

Here's a quick list of systemic Chaos deeds that raise your overall Chaos score:

- Kill 1 civilian
- Kill 3 Assassins
- Kill 3 City Watch guards
- Kill 3 Tallboys
- Kill 3 Weepers
- Trigger 4 alarms
- Kill 3 Thugs
- Allow 4 victims' corpses to be discovered

A scripted Chaos deed is your reaction to a specific story objective, situation, or event. For example, in several instances you encounter people being threatened by hostile guards. If you leave them to their fate, you bump up your Chaos score. But if you figure out a nonlethal way to save them, you lower your Chaos score. In other cases, your mission objective may be to assassinate someone. The game *always* offers you an alternative way to neutralize your target nonlethally. If you explore the area thoroughly, discover this scripted alternative, and use that method instead of brute assassination, you lower your Chaos score. We've noted all of these scripted Chaos deeds in our walkthroughs.

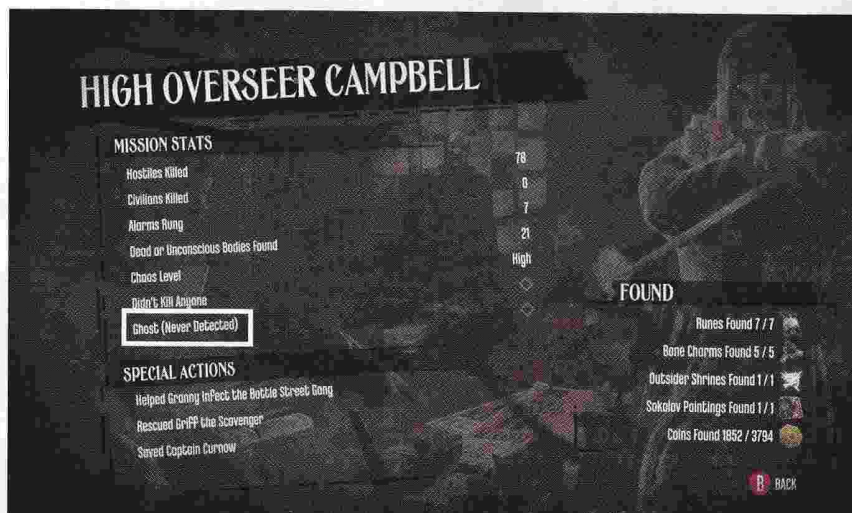
## THE GHOST STAT

When you complete each mission, the game brings up a Mission Stats screen. Most of the stats listed are largely self-explanatory. But one of the items listed is called "Ghost (Never Detected)." As the parenthetical note indicates, you earn Ghost status by completing the mission without *any* NPC detecting you.

The term "detected" actually refers to the highest of several levels of detection. This is what the game designers call "getting busted." An NPC (combatant or civilian) actually identifies you as a threat and either pursues you (combatant) or runs away calling for help (civilian).

You can determine whether or not you've been detected by observing the awareness indicators over an NPC's head. Any NPC with indicators overhead becomes hostile once they're fully aware of your presence and the indicator "busts" causing combatants to fight and civilians to flee or cower.

To find much more detail on stealth, detection, and how NPC awareness indicators work, check out the comprehensive Stealth Mechanics section later in this chapter.





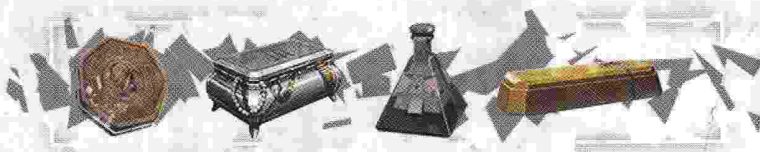
# OTHER GAMEPLAY TIPS

## SCAVENGING

*Dishonored* gives you a lot of stuff to pick up. Grab it all! As the manual explains, "With the city falling into chaos, any miscellaneous goods you find can fetch a high price on the black market." Look for loose coins and money pouches, containers of valuable ingredients (e.g., Hemlock Essence, Copper Wire, Processed Whale Oil, and so on), and the occasional precious heirloom, pearl, ingot, or other item. Also keep an eye out for valuable rare maps and the famous "Sokolov Paintings" worth hundreds of coins apiece.

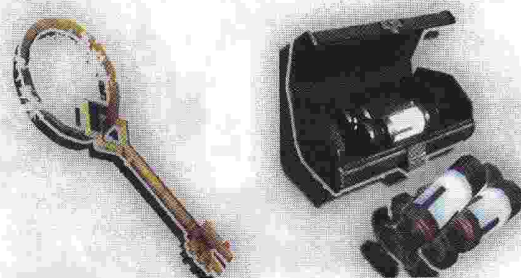
Note that whenever you pick up a marketable item, you automatically cash out—the item disappears and its cash equivalent is instantly added to your coin purse (found under Resources in your Inventory). This is a nice feature.

You don't have to lug around an inventory of found goods and then tediously sell it off to merchants.



## COLLECTING

Some scavenged items do appear in your inventory—in particular, keys, ammo, Rewire Tools, and the two kinds of elixirs. These are goods that you *should* stockpile. Keys give you access to areas that are hidden behind locked doors; and without ammo, your ranged weapons (Pistol and Crossbow) are useless. It's important to note that you can sometimes recover Crossbow bolts from corpses—a very fortunate circumstance!



Rewire Tools are *extremely* valuable items. Rewiring the circuitry panel of a security device not only makes passage through that area much easier but can also eliminate a *lot* of deadly combat. Few things are as satisfying as luring an aggressive squad of City Watch guards through a rewired Wall of Light and watching the ashes fly.



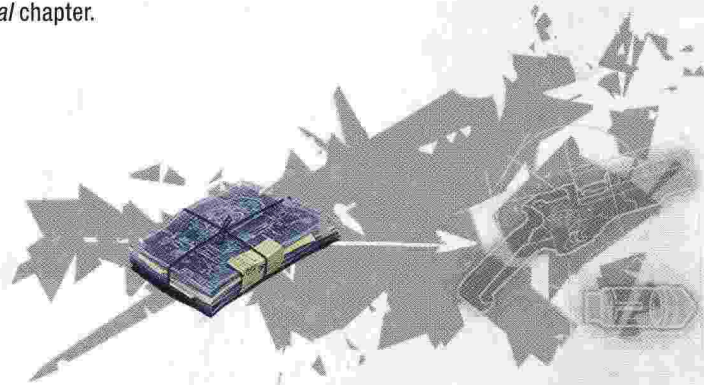
Finally, you can store up to 10 bottles of each kind of elixir, red or blue. When consumed, the red Sokolov's Health Elixir restores a portion of your health, and the blue Piero's Spiritual Remedy restores a portion of your mana.



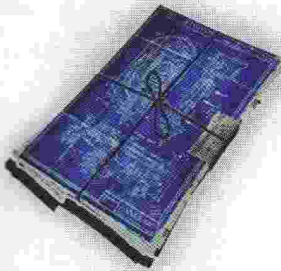


## SHOPPING AND UPGRADES

The money you earn from pawning scavenged items can be used to purchase new equipment and upgrades at Piero's Workshop by your home base at the Hound Pits Pub. For more on the items available, see our *Corvo's Arsenal* chapter.



You can also trade with a scavenger named Griff who you can meet in the Distillery District just off Bottle Street. (You have to free him from his boarded up prison first.) After the initial meeting with Griff you can find him later on Bloodox Way, just around the corner from the Dunwall Whiskey Distillery.



You also run across Blueprints while exploring Dunwall. Collect them to gain access to advanced equipment upgrades. Once you collect a Blueprint, the matching equipment upgrade is available for purchase at Piero's Workshop.

## GATHERING INFORMATION

*Dishonored* features several ways to accrue key information about the current mission or the world at large. Be patient as you move through each area—in most cases, you have plenty of time to reach your destination.

### EAVESDROP

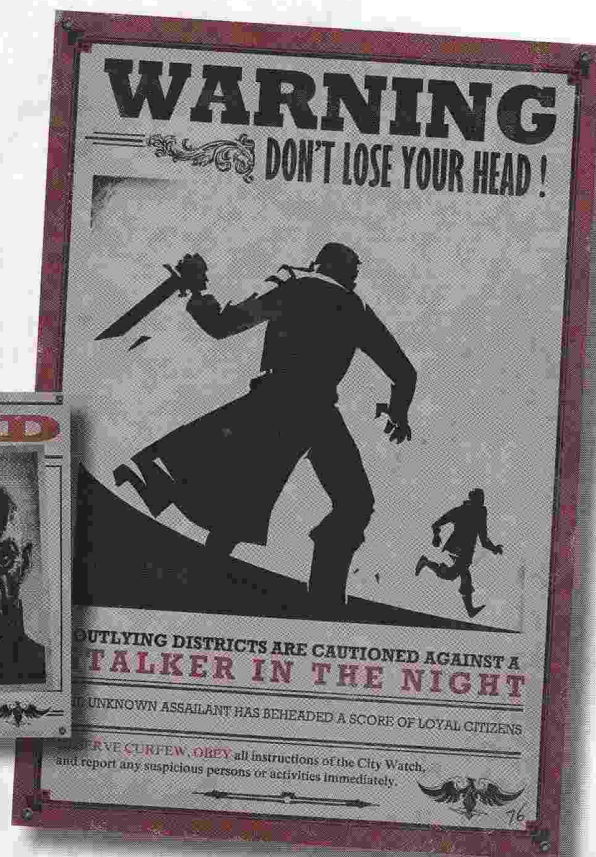
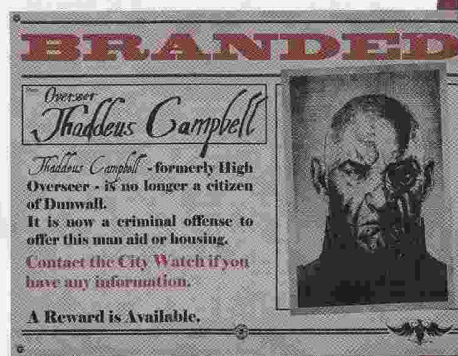
Take time to eavesdrop on unaware enemies and absorb more background information related to the world and the events unfolding around you.





## LOOK AND LISTEN

Similarly, you can listen to street speaker announcements and read all posted signs to pick up key bits of information. When you meet characters with whom you can converse, be sure to click on them multiple times to see if they offer follow-up lines, or you can just hang out and listen.



## READ

Dozens of notes and books scattered through the missions also add a great deal of background info on the world and events. If you want the full, rich storytelling experience *Dishonored* offers, read everything you find. Books usually provide background or story information, while Notes often pertain to specific missions.



## USE THE HEART!

Finally, you can acquire some very interesting tidbits by equipping the Heart in your left hand. It helps you locate valuable Runes and Bone Charms by lighting up and beating when you're facing one (even through walls), and it beats faster as you get closer. Just as valuable sometimes are the "secrets" the Heart whispers to you if you activate it while targeting a person or place.

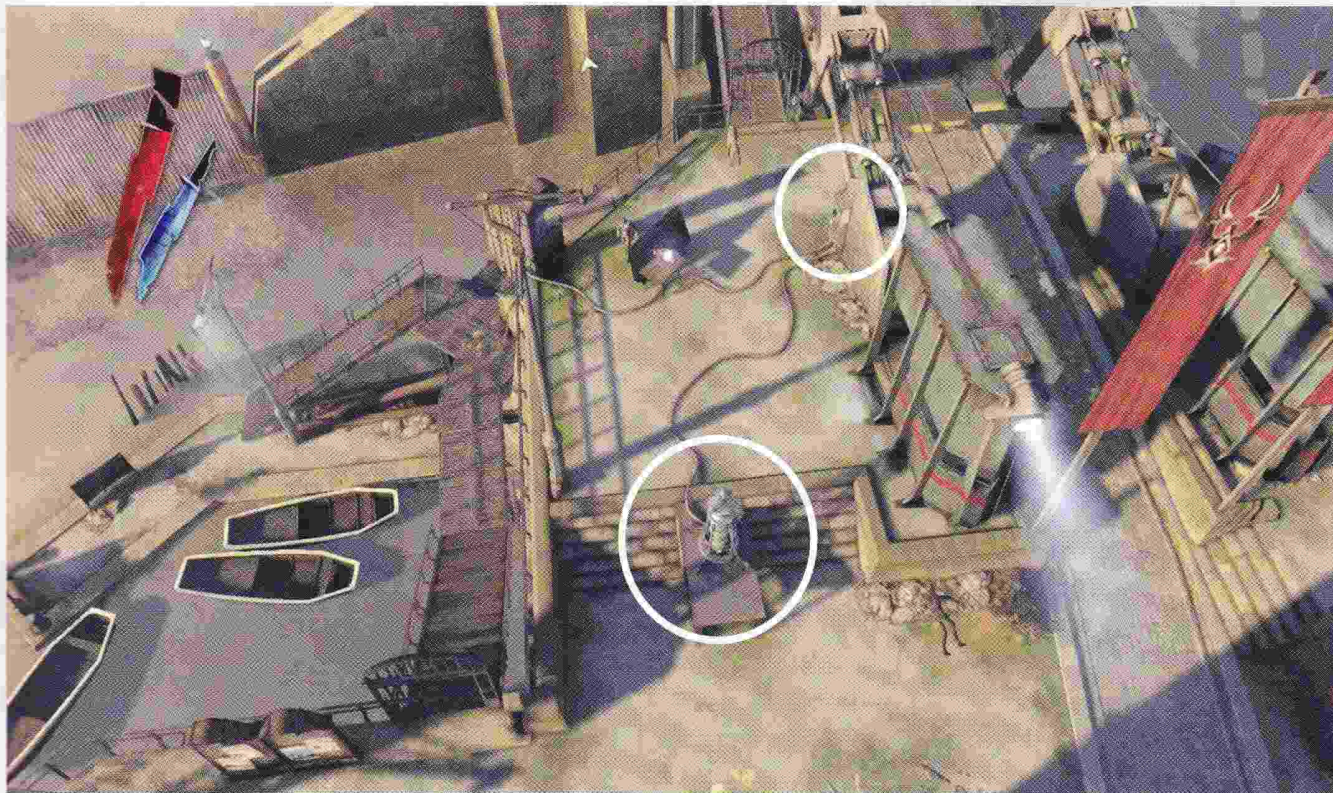


## THE CITY WATCH SECURITY SYSTEM

Aside from guard patrols, the City Watch is comprised of a system of deadly security devices that can kill you quickly. Your game manual gives you a good overview of the Watch Towers, Arc Pylons, and Walls of Light you may encounter. Often you can avoid these devices by working your way around them. But sometimes it's more satisfying to disable them or even rewire them so they turn against the City Watch.

### FOLLOW THE CABLES!

The key to disabling or rewiring a security system is to follow the thick cables that run from the device to both its *power box* and its *circuit box*—two separate units. Accessing these boxes is usually complicated by their placement (often very near the deadly device itself) and/or by the City Watch patrolling the area. But be persistent: there's almost always a way to reach the boxes.

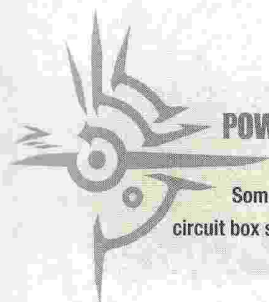


### DISABLING DEVICES

To disable a security device you must locate its power box and then remove the whale oil tank that powers it. If you do this, the device goes dead. You can replace the tank at any time to power up the device again.

### REWIRING DEVICES

This is one of our favorite tricks in the game. If you manage to follow the cables from a Wall of Light, Arc Pylon, or Watch Tower to its circuit box, you can open the box and use a Rewire Tool to essentially reverse the circuitry. Afterwards, the device lets you pass but turns against all City Watch guards!



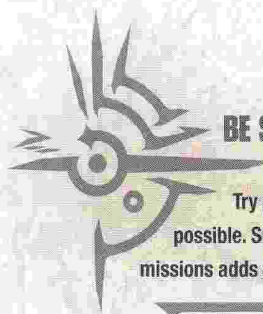
### POWER DOWN FIRST, THEN REWIRE

Sometimes you need to power down a security device before you can reach its circuit box. With the device disabled, you can get to the circuit box safely, rewire the circuitry, and then return to the power box and replace the whale oil tank. Now the device is working in your favor!



# STEALTH MECHANICS

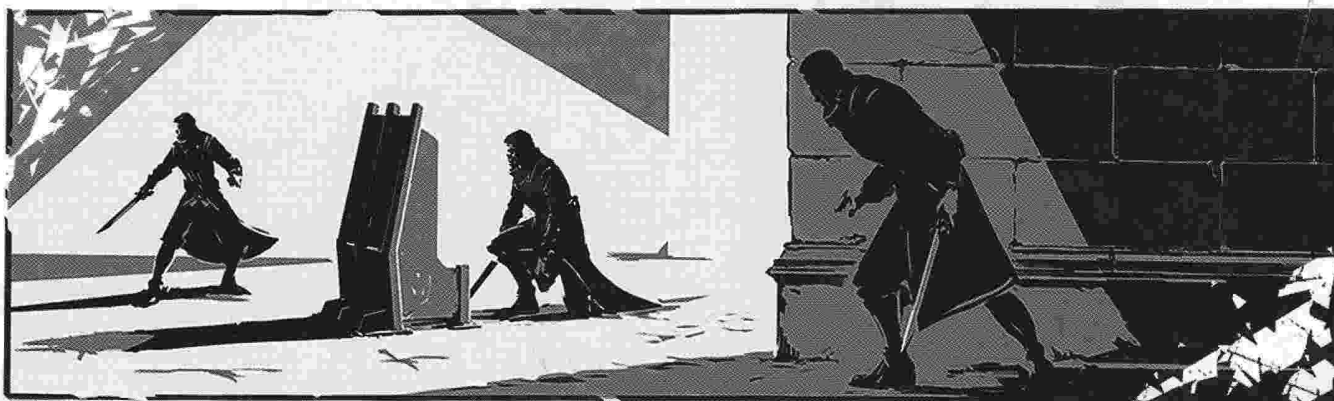
In *Dishonored*, stealth gameplay is the result of many systems working together. These systems govern the attributes of your ability to be sneaky and the ability of NPCs to react. The following section describes how these systems operate.



## BE SNEAKY

Try playing *Dishonored* using as much stealth as possible. Sneaking, playing nonlethally, or "ghosting" the missions adds tension and drama to many situations.

## GENERAL NOTES ON LIGHT, SHADOW, AND DISTANCE



The *Dishonored* stealth model is based primarily on enemy vision cones and occlusion, not on pools of shadow. Up close, an NPC's facing and field of vision is what matters most—in other words, to remain hidden, stay behind the NPC or behind something that blocks the NPC's view. Only at a significant distance does darkness matter, making you more hidden.

## NPC REACTION AND PLAYER VISIBILITY

This section describes how NPC perception of your character, Corvo Attano, is modeled to simulate the effects of cover, light, speed, and proximity.

### NPC REACTION

The NPC ability to react to Corvo is based on many rules including line of sight, vision cones, proximity, player visibility, and NPC hearing. Anytime an NPC becomes aware of Corvo it is because at least one of the following conditions has occurred.

#### NPC SIGHT

The NPC ability to visually detect the player is based on the following rules.

**VISION CONES:** NPCs have two cones of vision, an inner longer cone, and an outer wider cone. The inner cone approximates the NPC's acuity over a long distance and the outer cone approximates the NPC's peripheral vision.

**LINE OF SIGHT (LOS):** If Corvo is within an NPC's vision cone the next test is to determine if the NPC has an unobstructed view of Corvo using a LOS check. If he or she does, the NPC's reaction time still depends on proximity and player visibility.

**PROXIMITY:** Proximity becomes a factor only when the first two tests, Vision Cone and LOS, have passed. Proximity is used to determine how quickly the NPC reacts. Within twenty meters, the closer the NPC is, the faster they see Corvo. Outside twenty meters proximity is no longer a factor and the NPC may only detect Corvo based on the player's visibility.

#### NPC HEARING

Whenever two objects collide their collision generates a noise that NPCs can hear. Sometimes the noise is very loud and dangerous sounding and other times the noise is quiet and anomalous. The latter kind may simply make an NPC turn their head with passing interest while the former may make the NPC come running to investigate.

You can manipulate NPCs by tossing bottles or shooting at walls to distract an NPC and get them out of the way. Be warned that Corvo generates footfall noises when walking, running, or sprinting, but not when in Sneak Mode. This means that you may easily give away Corvo's position by running recklessly through a populated area.



## PLAYER VISIBILITY

Corvo has an attribute called *visibility* that determines how sneaky you are being. If an NPC can see Corvo, the NPC's reaction time is determined by Corvo's visibility over time. Put simply, the longer the NPC sees Corvo and the higher your visibility, the quicker the NPC reacts.

Corvo's visibility is determined by his state: Is Corvo standing, sneaking, or hiding under a table? Each of these is a "state" that Corvo may be in and each has an effect on Corvo's visibility.

### STANDING

Corvo's visibility is determined entirely by lighting and speed. It's possible for you to be completely hidden while standing, but Corvo must be still and in absolute shadow.

**SPEED:** The faster Corvo moves (walking, running, sprinting) the higher his visibility is.

**LIGHTING:** The brighter the area Corvo is standing in, the more visible he is.

### SNEAK MODE

While in Sneak Mode, only lighting contributes to visibility; the player's speed is ignored and NPCs cannot hear Corvo moving about.

**LIGHTING:** The brighter the area Corvo is sneaking in, the more visible Corvo is.

### AUTO-CROUCH MODE

When the player is in Sneak Mode and pushes into a table or other very small space, Corvo gets even smaller in order to squeeze into these tight spaces. This is called "Auto-Crouch Mode." In this mode, Corvo is at his sneakiest as even light does not contribute to his visibility. NPCs must rely entirely on LOS and very close proximity to detect the player.

Note that the same rules apply to Corvo while swimming.

## Peeking Out from Behind Cover

Leaning out from behind cover gives you a chance to watch your enemies and eavesdrop on them without being seen. As long as your body is behind cover, you aren't visible. Be careful though, just because a piece of cover is blocking you from one angle, doesn't mean that an enemy can't come patrolling by and spot you from another angle.

## NPC RESPONSES TO DETECTING CORVO

There are several degrees of an NPC's response to detecting Corvo. Each response increases the chances for the NPC to escalate to the next degree of response. The responses also may vary depending on NPC type. For example, *combatants* such as members of the City Watch aggressively search for Corvo by spreading out and covering a lot of ground, whereas a *noncombatant* such as a house maid cowers, looking around and calling for assistance.

### COMBATANT RESPONSE

#### HEAD TRACK

The lowest level of response. The NPC simply turns his head in the direction of interest.

The awareness meter shows two of six bars over the NPC's head.

#### NOTICE

The second level of response. The NPC has taken more than a passing interest in something he's detected and stops, turns to face the direction of interest, and issues a verbal response such as, "I heard something" or "Did I see something?" as appropriate. The NPC continues to face in this direction until its response escalates to Search (the next level of response), or until enough time has passed and everything is deemed to be okay after all. In the latter case, the NPC resumes its patrol with a dismissive bark such as, "Must have been a rat."

The awareness meter shows four of six bars over the NPC's head.

#### SEARCH

The third level of response. The NPC has determined that there is an immediate threat. He draws his weapon and actively searches for Corvo, starting with the last place he heard or saw you. If, upon arriving at this location, the search comes up empty, the NPC continues to search around and under tables. A searching NPC enlists the help of nearby NPCs to help search. This search phase continues until enough time has passed and the NPCs lose interest or until their response escalates to combat.

The awareness meter shows six of six bars over the NPC's head.

#### BUSTED! (COMBAT)

NPCs remain in combat stance as long as they are directly aware of Corvo. Combat ends when Corvo slays his pursuers, when they slay him, or when Corvo escapes. In the latter case, the NPCs revert to Search mode.

The awareness meter above the NPC's head turns red and bursts. The player is busted!



## NONCOMBATANT RESPONSE

### HEAD TRACK

The lowest level of response. The NPC simply turns his/her head in the direction of interest.

The awareness meter shows two of six bars over the NPC's head.

### NOTICE

Same as described above, under Notice, in the Combatant Response section.

### SEARCH

The third level of response. The noncombatant NPC has an idea that there is an immediate threat. The NPC barks a response such as, "Hello?" and "Someone's over there," but does not investigate.

Instead, the NPC stands in place and looks around. A nearby combatant NPC may hear the calls for help and come to investigate.

The awareness meter shows six of six bars over the NPC's head.

### FLEE

Noncombatant NPCs have no recourse when facing Corvo other than to flee. If they can escape, they will. As noncombatants run away they call to any nearby friendly combatants who respond by searching in the area from where the noncombatants fled. If noncombatants cannot escape, they drop to their knees and cower. NPCs that cower never recover from this state.

The awareness meter above the NPC's head turns red and bursts. The player is busted!

## CREATIVE COMBO KILLS

Part of the fun in *Dishonored* is coming up with different combinations of powers and gadgets to take out enemies. In particular, the Bend Time power works well with other methods for creative foe elimination.

Here are a few examples:

### COMBINE A SPRINGRAZOR WITH A POSSESSED RAT.

Let's say two or more City Watch guards gather at a chokepoint that you want to pass through. First, find a nearby rat. (If you can't find one, use Devouring Swarm to conjure up a rat pack.) Use Bend Time to slow things down. Attach a Springrazor trap to the rat and use Possession to take control of the now booby-trapped rat. Walk the possessed rat into the midst of the guards. Then quickly end your Possession and watch as the Springrazor eviscerates the crew when Bend Time ends.





**CREATE FRIENDLY FIRE SITUATIONS.**

Here's a simple way to turn an enemy's attack against him: If a foe tosses a Grenade, simply activate Bend Time, snag the frozen Grenade right out of the air, and fling it right back at the thrower.

When you face multiple foes, use Bend Time to freeze the action at the very moment that one of the attackers fires a projectile from a Pistol or Crossbow. Use Possession to control another nearby enemy and walk him into the projectile's path. End your Possession and watch as the first foe's shot takes out the second foe when Bend Time ends.

**ENGINEER A SUICIDE SHOT.**

Against lone attackers you can use Bend Time in a similar way to set up another version of friendly fire: the "suicide kill." Wait until the foe fires a shot and then immediately Bend Time to freeze the projectile in midair. Use Possession on the shooter and walk him around in front of his own shot! Again, end the Possession first and then watch as the shooter takes his own bullet when Bend Time ends.

**LEAD OR FORCE FOES THROUGH REWIRED SECURITY DEVICES.**

This is one of our favorite ways to eliminate annoyingly aggressive foes. It usually requires some careful reconnoitering beforehand. When you spot a Wall of Light blocking a major gate or passage, spend some exploration time tracking down its control box. (Tip: Follow the wire bundles leading from the device.) Try to reach it stealthily if you can. Use a Rewire Tool on the box—once rewired, a Wall of Light lets you pass safely but turns your foes into clouds of cinders if they walk through.

Now make a run at any City Watch guards in the area. Let them chase you right through the Wall of Light and watch the satisfying results. Or you can be more proactive by getting on the opposite side of the guards then using the Windblast power to blow them through the electrified portal.

**THE BEST TIP OF ALL**

Dunwall is a dangerous place—save your game often!





# GIFTS FROM THE OUTSIDER

Dunwall is capital of the Empire, a rising industrial power with impressive technologies at its disposal. But lurking at the dark edge of civilized society is a shadowy cult devoted to an entity known only as the Outsider. Followers of this cult are said to be adept at black magic and other supernatural practices. In *Dishonored*, you can acquire some of these powers for your own use.

These supernatural abilities are bestowed via special items carved from whalebone: *Runes* and *Bone Charms*. Runes can be collected and then exchanged for powers; Bone Charms can be directly equipped to imbue your character with boosted stats or abilities. In some cases you can earn Runes by completing tasks for other characters. But generally, Runes and Bone Charms are hidden in hard-to-find places. Only thorough exploration will lead you to all of them.

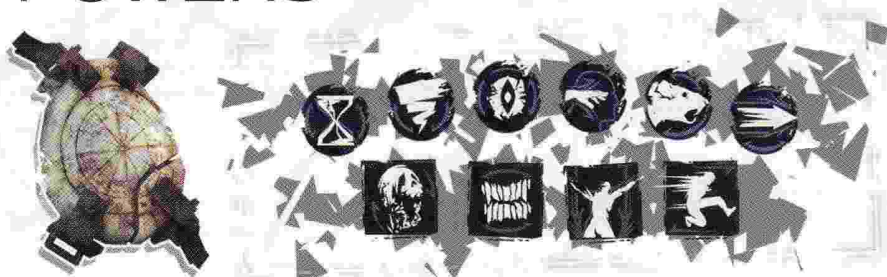


## A NOTE ON THE HEART

Early in *Dishonored*, the Outsider appears to your character, Corvo Attano, and hands over a very special “gadget” called the Heart. Listed in your Gadget inventory, the Heart not only reveals the inner secrets of people and places but also pinpoints the location of any Rune or Bone Charm in the current area. Use this finely attuned device to help you find and collect these valuable items.

Charm in the current area. Use this finely attuned device to help you find and collect these valuable items.

## POWERS



Ten supernatural powers are available for activation in *Dishonored*. All ten powers can be fully reviewed under the Powers tab in your Journal (available early in the game). Each one has a basic Level 1 effect plus a Level 2 upgrade that increases or expands the initial power.

### POWERS:

The game features six active powers that you must trigger in order to use: Blink, Dark Vision, Bend Time, Possession, Devouring Swarm, and Windblast. Once acquired, these powers appear on your Quick-Access Wheel for selection. Each costs a certain amount of mana to use—some more than others.

### ENHANCEMENTS:

You can also acquire four passive powers called “enhancements”: Vitality, Agility, Blood Thirsty, and Shadow Kill. Once you acquire an enhancement, its effect is permanent or always available, and it costs no mana.





## COLLECTING RUNES

Supernatural powers and enhancements are channeled through Runes, a set of artifacts carved from whalebones. Except for Blink—which you receive for free the first time you encounter the Outsider—you must “purchase” all powers (including their Level 2 upgrades) using Runes as your currency. Choose your powers wisely, as Runes are a rare resource.

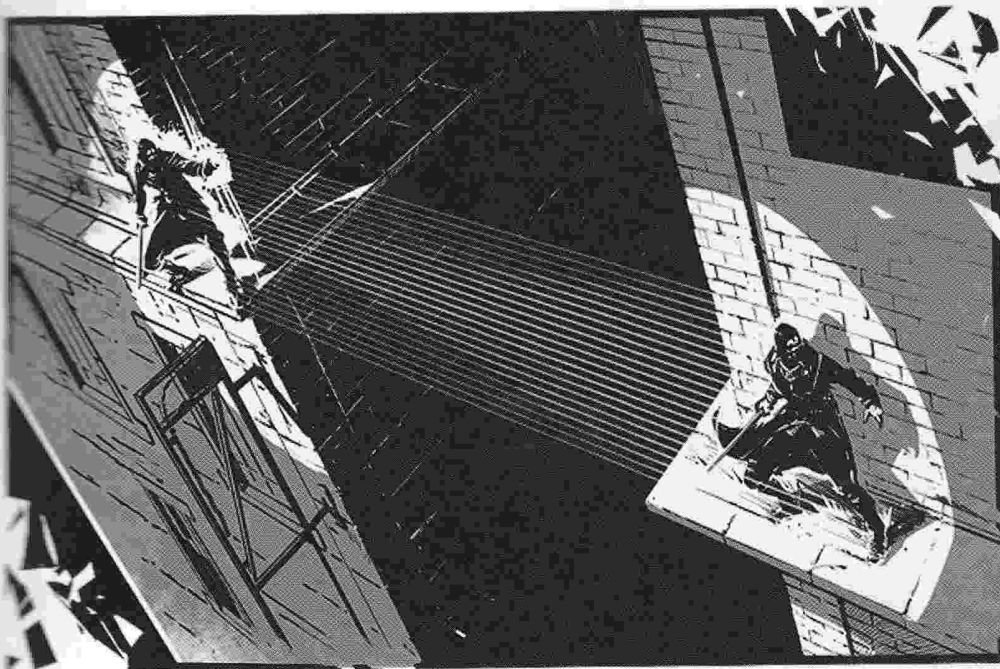
To acquire all ten supernatural powers plus all upgrades you'd need a total of 56 Runes, but only 34 Runes are available in the game. So focus on the powers that best support your style of play. If you choose a “High Chaos” approach (lots of melee combat), you probably want good Vitality and Agility, plus the Blood Thirsty power so you can build up Adrenaline for unstoppable attacks. If you're trying a stealth or non-lethal path, focus on acquiring powers such as Dark Vision, Bend Time, and Possession that let you more easily observe and/or sneak past enemies.

## ACTIVE POWERS



### BLINK

LEVEL	RUNES NEEDED	DESCRIPTION
1	0	FAST BLINK FORWARD
2	3	FAST BLINK FORWARD AT A GREATER DISTANCE

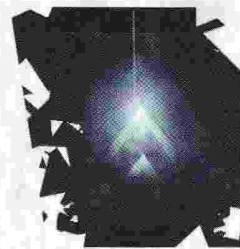


### MANA CONSUMPTION: VERY LOW

This remarkable power is extremely useful regardless of which approach you take through the game. You get Blink for free (no Rune cost) the first time you sleep in your room at the Hound Pits Pub, an action that triggers a dreamlike series of events. Blink can teleport you to a nearby location—you travel and arrive silently—so it's a good stealth power. Hold the Blink control to activate the blue targeting icon, move the glowing icon where you want to go, and release the control to make a fast, stealthy dash to the chosen location.



Blink is also very useful for vertical exploration. Aim the Blink icon at ledges, ducts and platforms to reach higher locations; the icon morphs into blue arrows pointing upward when you target the right spot at the edge of the platform you want to ascend. You can also combine Blink with a jump to pull off acrobatic maneuvers. Level 2 significantly increases your Blink range, so for just three Runes it's a good bargain.







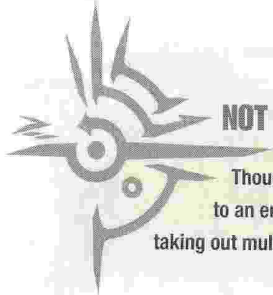
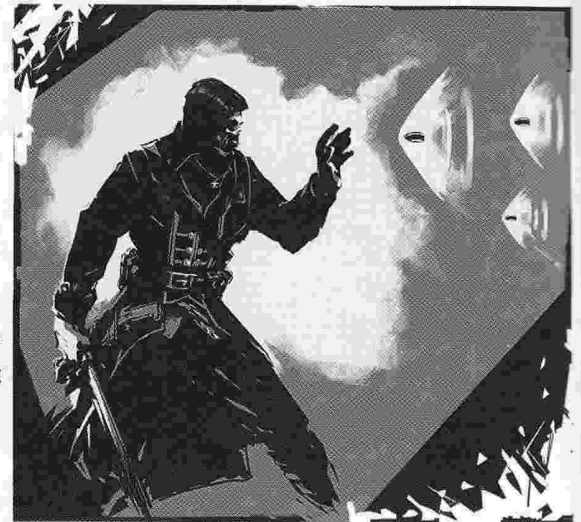
## BEND TIME

LEVEL	RUNES NEEDED	DESCRIPTION
1	2	SLOW DOWN TIME
2	8	FREEZE TIME

### MANA CONSUMPTION: VERY HIGH

The Bend Time power gives you the best way to deal with a crowd of enemies. It dramatically slows the world around you for a limited time, allowing you to assassinate or sneak past multiple foes. One of the best ways to use Bend Time is when you want to approach and rewire a well-guarded control box for a security device like an Arc Pylon or Wall of Light. If you can rewire an Arc Pylon before enemies can react, the device starts decimating them!

At Level 2, time is completely stopped, during which enemies and even security systems are unaware of you. This ability to maneuver through an area with absolute impunity is a great power indeed, but it comes at the nearly prohibitive cost of eight Runes, making it easily the most expensive upgrade on your powers list. When Level 2 is active, any attack you perform counts as a one-strike assassination, allowing you to quickly deal with multiple enemies in a crowd.



### NOT FOR THE FAINT OF HEART

Though definitely not a good option for anyone trying to avoid killing enemies, Bend Time allows you the leeway you need to attach a Springrazor to an enemy in a crowd. Slip in, attach the Springrazor and slip out, all before Bend Time expires. Once it does, the Springrazor triggers, often taking out multiple targets in a very messy fashion.



## DARK VISION

LEVEL	RUNES NEEDED	DESCRIPTION
1	1	SEE IN THE DARK AND SEE LIVING BEINGS THROUGH WALLS, INCLUDING THEIR FIELDS OF VISION. SEE THE NOISE YOU MAKE
2	2	SAME AS LEVEL 1 BUT ALSO SEE IMPORTANT OBJECTS AND SECURITY DEVICES (INCLUDING THEIR WIRING) THROUGH WALLS

### MANA CONSUMPTION: VERY LOW

The Dark Vision power reveals the bright yellow silhouette of living beings detected through solid surfaces. You can view which way an enemy is facing and see where he's looking (depicted as a "vision cone"). Dark Vision also provides a visual representation of the sounds you produce, making it especially useful for careful stealth maneuvering.



At Level 2, the power adds full vision of security systems, resources, and most valuable objects as well—ammo, coins, keys, or traps. This is particularly valuable because it includes the ability to see cables and power/control boxes for the security devices, making it much easier to plot a course to find and disable them.





## DEVOURING SWARM

LEVEL	RUNES NEEDED	DESCRIPTION
1	3	SUMMONS A SWARM OF RATS
2	4	SUMMONS A LARGER SWARM OF RATS THAT EATS BODIES VERY RAPIDLY

### MANA CONSUMPTION: HIGH

The Devouring Swarm power summons a ravenous horde of rats that consumes corpses or attacks the nearest living thing. This gives you not only a fearsome biological weapon but also a brutally efficient way to eradicate telltale evidence after you've killed foes via combat or assassination. Level 2 summons a larger, more vicious swarm of rats that works even faster. Note that only one rat swarm can be active at a time. Once rats complete their grisly task, they scatter after a short time.



## POSSESSION

LEVEL	RUNES NEEDED	DESCRIPTION
1	3	POSSESS ANIMAL TARGETS
2	5	POSSESS ANIMAL OR HUMAN TARGETS

### MANA CONSUMPTION: VERY HIGH

Possession is probably the purest stealth-related power available in the game. When cast, it physically merges you with any creature's body for a limited time. For example, Possessing a rat or fish lets you hide in small spaces and pass through low, narrow passages or between bars undetected. Using tiny vents, ducts, and water channels gives you a way to bypass not only City Watch patrols but also security devices like Arc Pylons or Walls of Light. Although rats and fish are obvious targets, you can also Possess Wolfhounds, giving you the ability to sprint at high speed.

Enemies attack your Possessed rat form if you stand still in front of them, but they pay no attention if you keep your rat on the move and out of reach. Possessed animals can't pick up objects, and if the creature dies, you die. When Possession ends, rats and fish immediately expire but a wolfhound retches and then recovers, so get away quickly. If you're still in a small space like a rat hole when your Possession time elapses, you stay in Possession until you reach an area large enough for you to revert back to your human body, whereupon you immediately end Possession. If you manually end Possession in too small of a space, you die.



The Level 2 upgrade allows for the Possession of human targets. This lets you walk right past security systems and heavily guarded areas. When Possessing a human, keep in mind that your control options are limited to basic interactions. You can walk, run, open doors, pull levers, remove whale oil tanks from devices, and pick up or carry things. However, you cannot attack targets, rewire devices, or cast other powers. If you Possess a member of the City Watch, other members of the Watch and City Watch security devices ignore you. However, they don't let civilians or Weepers pass. Don't try to walk through a Wall of Light if your host isn't part of the City Watch!

When their Possession ends, human targets retch and take a moment to recover. You always end up behind the Possessed target, which gives you a moment to either take them down or escape. Note that Tallboys have a *very* short recovery period, so you need to move quickly! With Tallboys, it is vital that you put their back towards your destination as the Possession period ends, so that you don't cross their line of sight when you escape afterward.





## WINDBLAST

LEVEL	RUNES NEEDED	DESCRIPTION
1	3	POWERFUL WIND BLAST FORWARD
2	4	VERY POWERFUL WIND BLAST FORWARD THAT CAN KILL ENEMIES BLOWN AGAINST WALLS

### MANA CONSUMPTION: HIGH

The Windblast power unleashes a mighty explosion of wind, knocking your enemies off their feet. The burst throws nearby targets off balance, making it easy to rush in and slice them to ribbons with your sword. It's an excellent attack against packed groups of hostiles or single targets near ledges—it can push foes off high elevations so that the fall kills them. A good Windblast also clears the space you need in battles against highly aggressive enemies. Unfortunately, however, it doesn't knock over Tallboys.

This power also douses fires, shatters wooden doors and, if you can time it right, reflects projectiles back at the enemy who fired them.

Whereas Windblast is non-lethal as a direct attack, the Level 2 upgrade increases the power enough so that it actually kills enemies outright if the burst hurls them against a wall or another solid object.



## ENHANCEMENTS



## VITALITY

LEVEL	RUNES NEEDED	DESCRIPTION
1	1	PLAYER HAS MORE HEALTH
2	3	PLAYER REGENERATES MORE HEALTH, AND FASTER

### MANA CONSUMPTION: NONE

The Vitality power extends your health bar—that is, it increases your maximum health so you can sustain more damage from attacks, explosions, or falling. Of course, more health is *always* good, regardless of the path you choose to take. But adding Vitality is particularly helpful if you're fighting through missions in High Chaos mode, taking the more violent path. At Level 2, your health regeneration is improved in two ways: the health bar regenerates more quickly, and more of it is regenerated as well.

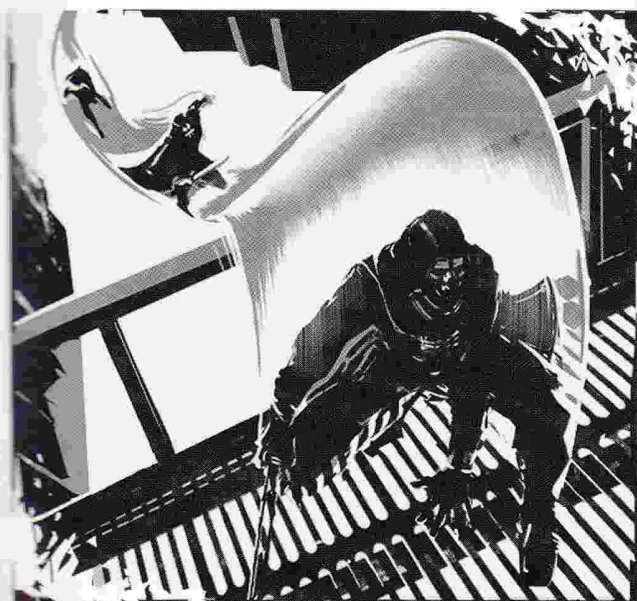






## AGILITY

LEVEL	RUNES NEEDED	DESCRIPTION
1	2	INCREASES JUMP HEIGHT AND REDUCES FALL DAMAGE
2	3	SIGNIFICANTLY INCREASES ALL MOVEMENT SPEEDS



### MANA CONSUMPTION: NONE

Activating the Agility power lets you jump higher and reduces the damage suffered if you fall. Like Vitality, it provides significant benefits for a combat-oriented approach to missions, but it is equally valuable for the stealth option. When combined with the Blink power, more Agility lets you negotiate and explore elevated areas much easier. The Level 2 upgrade gives you the ability to move faster in every way, whether sprinting, climbing, or swimming.





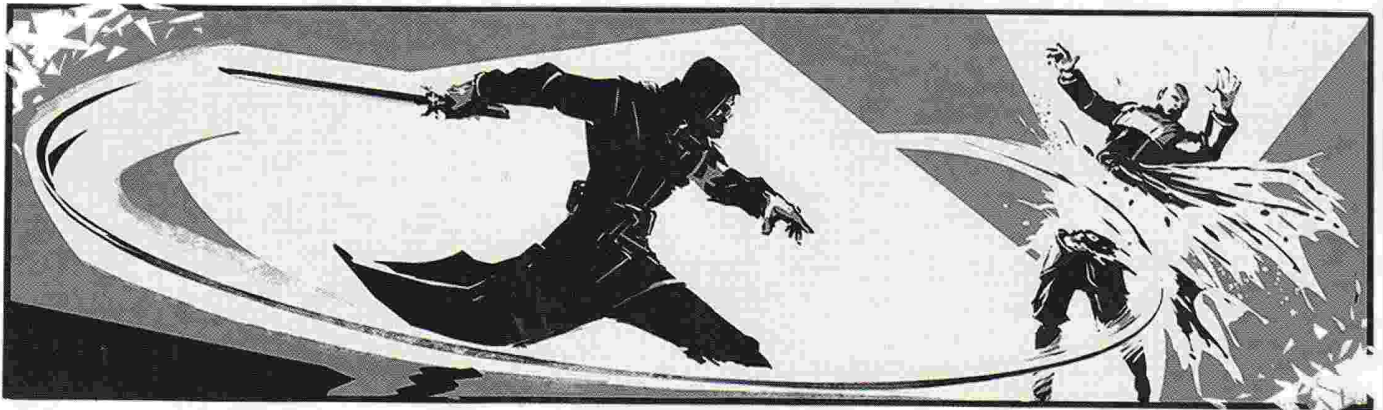
## BLOOD THIRSTY

LEVEL	RUNES NEEDED	DESCRIPTION
1	2	UNLOCKS ADRENALINE KILL
2	3	UNLOCKS DOUBLE ADRENALINE KILL. ADRENALINE GAIN IS FASTER, DISMEMBERMENT HAPPENS MORE OFTEN

### MANA CONSUMPTION: NONE

The Blood Thirsty power is essential for players who choose to emphasize combat when completing missions. Blood Thirsty builds up your Adrenaline whenever you block attacks, perform assassinations, or inflict damage. If you have enough Adrenaline built up, a hazy, blood-red fog appears on the screen. Once Adrenaline is maxed out, the Adrenaline Kill button appears onscreen. Just press it after you move close to an enemy to execute an instant (and somewhat gruesome) one-hit kill.

The Level 2 upgrade increases the rate of Adrenaline buildup and enables a double-attack that kills multiple enemies nearby. To execute this attack, double-tap the Adrenaline Kill button shown onscreen. You can move and look freely while doing this in order to aim at your targets.

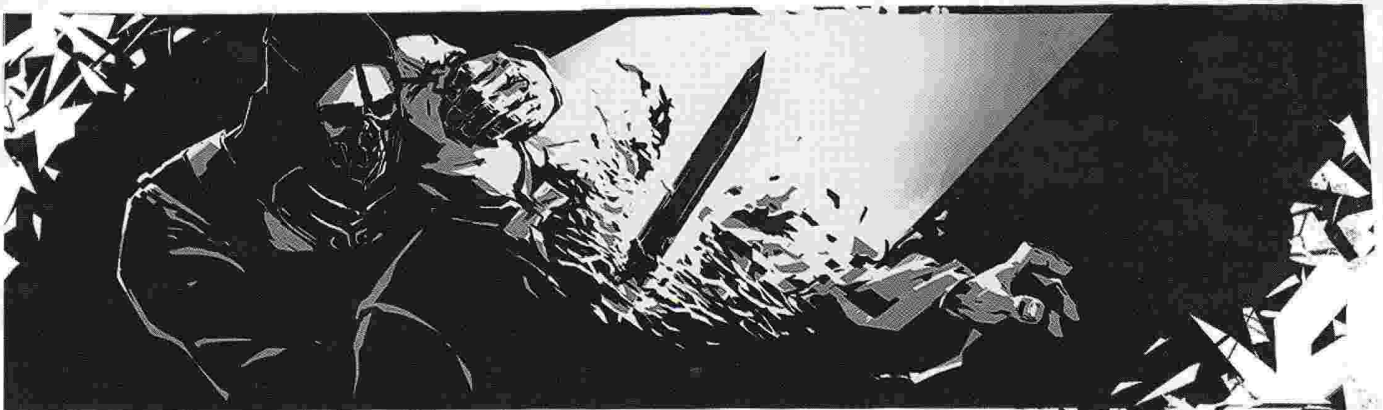


## SHADOW KILL

LEVEL	RUNES NEEDED	DESCRIPTION
1	2	UNAWARE ENEMIES TURN TO ASH AS THEY DIE
2	4	ANYONE YOU KILL TURNS TO ASH AS THEY DIE

### MANA CONSUMPTION: NONE

This is one of our favorite powers because it removes some of the busy work of remaining undetected—i.e., hiding your victims' corpses. Each time you assassinate an unaware enemy, the corpse instantly turns to ash and completely disappears, thus eliminating the need to stash it out of sight. At Level 2, even those enemies who are fully aware of your presence turn to ash after you terminate them—no assassination necessary. The quick disintegration leaves pickup items intact, however, so look for dropped pouches, keys, or weapons/ammo on the ground under your victim's ashy demise.







## BONE CHARMS

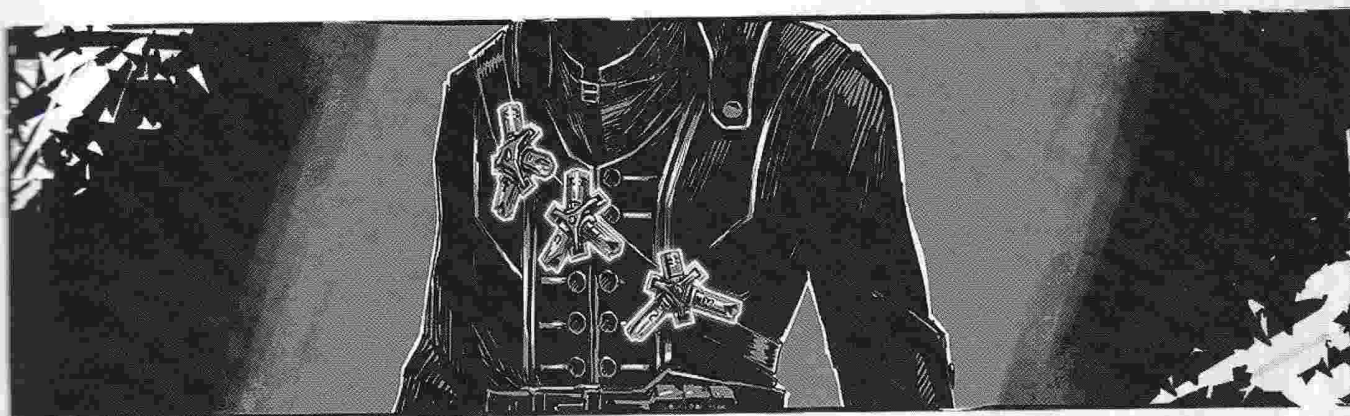
While exploring Dunwall you can find up to 25 Bone Charms, a lesser version of Runes that boost some of your abilities when you equip them. (The in-game tutorial describes them as providing “small supernatural benefits.”) Locate Bone Charms using the Heart and by listening for the otherworldly sound or “song” they emit. Note that *Dishonored* actually features 35 different Bone Charms, but only 25 are randomly placed in your current game.

At first you can equip only three Bone Charms at any given time in the Bone Charms section of your Journal. As you move through the game, however, you can purchase a pair of Bone Charm Capacity upgrades that give you additional slots in which to equip Bone Charms, up to a total of six at a time.

Make sure the Bone Charms you equip complement each other. For example, the Albinos charm generates more white rat encounters, but this does you little good unless you also equip the Welcoming Host charm, which extends the length of time you can Possess any white rat (using the Possession power) by an extra 10 seconds.

Another good combination is for fighters who choose to slash their way through the game using combat and assassinations. The Bone Charm trio of Vengeance, Carrion Killer, and Sustained Rage helps get your Adrenaline level up high for instant Adrenaline Kills. Vengeance raises your Adrenaline when you take damage; Carrion Killer bestows Adrenaline when you simply kill rats; and Sustained Rage keeps your Adrenaline flowing for a longer time before it subsides.

Here's a complete listing of the 35 original Bone Charms available, along with a description of each. You can mix and match Bone Charms at any time, so be sure to always equip the ones that provide the best advantages to your current situation.



NAME	DESCRIPTION
TOUGH SKIN	YOUR MAXIMUM HEALTH IS SLIGHTLY INCREASED
BLOOD OX HEART	YOUR MAXIMUM MANA IS SLIGHTLY INCREASED
HEALTHY APPETITE I	FOOD HEALS YOU SLIGHTLY MORE
HEALTHY APPETITE II	FOOD HEALS YOU MODERATELY MORE
FALLING STAR	DROP-ASSASSINATIONS GIVE A BIT OF MANA
CLOCKWORK MALFUNCTION	ENEMY GRENADES TAKE SLIGHTLY MORE TIME TO EXPLODE
UNNERVING TARGET I	ENEMIES HAVE A SLIGHT CHANCE TO MISS YOU WITH GUNS
UNNERVING TARGET II	ENEMIES HAVE A MODERATE CHANCE TO MISS YOU WITH GUNS
ROBUST I	POTIONS GIVE YOU SLIGHTLY MORE HEALTH
ROBUST II	POTIONS GIVE YOU MODERATELY MORE HEALTH
SPIRITED I	POTIONS GIVE YOU SLIGHTLY MORE MANA
SPIRITED II	POTIONS GIVE YOU MODERATELY MORE MANA

NAME	DESCRIPTION
TWIST OF FORTUNE I	VERY RARELY, POTIONS GIVE YOU A LOT OF MANA
TWIST OF FORTUNE II	RARELY, POTIONS GIVE YOU A LOT OF MANA
RAT SCENT	RATS ATTACK YOU ONLY WHEN YOU WALK CLOSE TO THEM
WATER OF LIFE	DRINKING FROM FOUNTAINS RECHARGES A SMALL AMOUNT OF HEALTH
PLAGUE RESISTANT	WEEPERS INFLICT SLIGHTLY LESS DAMAGE
PLAGUE AFFINITY	GETTING DAMAGED BY WEEPERS GIVES A SMALL AMOUNT OF MANA
VENGEANCE	GETTING DAMAGED GIVES YOU A SMALL AMOUNT OF ADRENALINE
CARRION KILLER	KILLING RATS GIVES SOME ADRENALINE
STRONG ARMS	CHOKING IS FASTER
UNDERTAKER	YOU MOVE SLIGHTLY FASTER WHILE CARRYING CORPSES
SWIFT SHADOW	YOU MOVE SLIGHTLY FASTER WHILE IN STEALTH

NAME	DESCRIPTION
WHIRLWIND I	YOU SWING YOUR SWORD SLIGHTLY FASTER
WHIRLWIND II	YOU SWING YOUR SWORD MODERATELY FASTER
THROWING HAND	YOU THROW CARRIED OBJECTS SLIGHTLY FURTHER
ACROBAT	YOU CLIMB SLIGHTLY FASTER
SUSTAINED RAGE	YOUR ADRENALINE TAKES SLIGHTLY LONGER TO COOL DOWN
SCAVENGER	YOU FIND AMMO IN GREATER AMOUNTS
ALBINOS	YOU ENCOUNTER WHITE RATS SLIGHTLY MORE OFTEN
WELCOMING HOST	YOU CAN POSSESS WHITE RATS FOR LONGER
SPIRITUAL POOL	YOU REGENERATE MANA SLIGHTLY FASTER
GOLDEN TOUCH	THE VALUE OF ALL PRECIOUS ITEMS IS INCREASED SLIGHTLY
REINFORCED BOLTS	CROSSBOW BOLTS HAVE LESS CHANCE TO BREAK
FLEET FIGHTER	HAVING YOUR WEAPONS OUT DOESN'T SLOW YOU DOWN





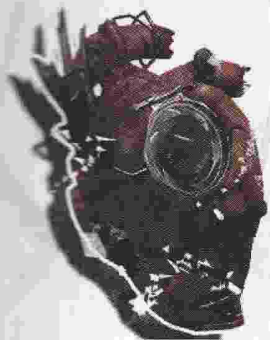
## CORVO'S ARSENAL

This chapter offers a comprehensive reference for all of the Equipment and Items you can find in *Dishonored*. Inventory management is straightforward and simple in this game. If you pick up something you can use later, like ammo or a new weapon, the item stays in your inventory. But those items are relatively rare. Most pickups are things you eat for health or pawn on the black market, neither of which you can carry. Food must be consumed on the spot or left behind, and sellable items turn to cash the moment you grab them—no inventory clutter. Very nice.

The Loyalist Piero is your primary source of gear. Visit Piero in his workshop just across the alley from the Hound Pits Pub. You can also purchase a small number of items at Griff's Curio Shop, in the Distillery District. Griff is available only if you liberate him from his boarded-up prison.



# GADGETS & UPGRADES



## THE HEART

When you first meet him, the Outsider gives you this strange artifact that appears to have a will of its own. When equipped, the Heart can lead you toward Runes and Bone Charms, whispering secrets along the way. To learn more about the people and places around you, equip the Heart and activate it to hear its whispered secrets, some of them more than slightly disturbing.

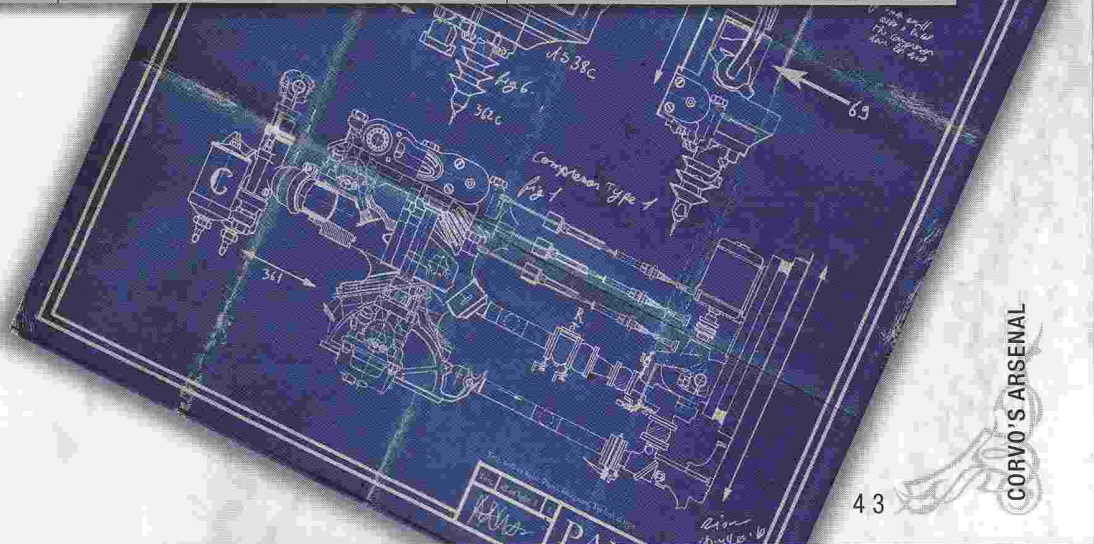


## BLUEPRINTS

Keep an eye out for Blueprints as you move through your missions. When you deliver Blueprints to Piero at his workshop by the Hound Pits Pub, he incorporates their designs into his workshop offerings, giving you advanced equipment upgrades available for purchase. Note that we list each Blueprint in two different locations. If you find the Blueprint in one of the two places, it does not appear in the other.

### BLUEPRINTS

NAME OF BLUEPRINT	UNLOCKS	DESCRIPTION	LOCATION
BONDED GALVANI WEAVE	IMPROVED ARMOR UPGRADE	A CHEMICAL TREATMENT THAT CAN BE APPLIED TO CLOTH OR LEATHER. PIERO CAN USE THIS TO UPGRADE YOUR ARMOR AND CLOTHING.	CHAPTER 4: OVERSEER'S WORKSHOP, LOCKED IN A CHEST (KEY ON TABLE) CHAPTER 9: CHEST IN DAUD'S OFFICE (REQUIRES DAUD'S KEY)
LENS MAGNIFICATION	MASK OPTICS 2	A DIAGRAM FOR INCREASING STABILITY IN A MULTI-LENS ARRAY. PIERO CAN USE THIS TO UPGRADE THE MAGNIFYING LENSES IN YOUR MASK.	CHAPTER 4: GRIFF'S PAWNSHOP CHAPTER 5: GRIFF'S PAWNSHOP
SOKOLOV'S FORMULA	PIERO CAN NOW PRODUCE SOKOLOV'S HEALTH ELIXIR	THE FORMULA FOR SOKOLOV'S HEALTH ELIXIR. PIERO CAN USE THIS TO DISTILL A LIQUID THAT RESTORES HEALTH AND PROTECTS AGAINST THE RAT PLAGUE.	CHAPTER 4: GRIFF'S PAWNSHOP CHAPTER 6: SOKOLOV'S GREENHOUSE
FOLDED GALVANI RESIN	BOOT STEALTH 1	A SUBSTANCE THAT INCREASES FLEXIBILITY AND STRENGTH IN VULCANIZED MATERIALS. PIERO CAN USE THIS TO REDUCE THE SOUND GENERATED BY YOUR BOOTS.	CHAPTER 6: INSIDE FIRST WAREHOUSE (WITH WAGON) CHAPTER 9: CHEST IN DAUD'S OFFICE
SMALL-SCALE COMBUSTION REFINEMENT	EXPLOSIVE BULLETS	A CHEMICAL PROCESS THAT CAN BE USED TO STAGGER COMBUSTIBILITY RATES. PIERO CAN USE THIS TO UPGRADE YOUR PISTOL AMMUNITION.	CHAPTER 8: SECOND FLOOR IN GENERAL'S OFFICE CHAPTER 9: INSIDE THE WRECKED RAILCAR JUST AFTER ENTERING CENTRAL RUDSHORE RAIL LINE STATION
INCANDESCENT PASTE	INCENDIARY BOLTS	A PYROTECHNIC SUBSTANCE THAT IGNITES TO PRODUCE INTENSE LIGHT FOR A SHORT DURATION. PIERO CAN USE THIS TO UPGRADE YOUR CROSSBOW BOLTS.	CHAPTER 5: BEHIND DOOR IN DISTILLERY CHAPTER 9: IN BASEMENT NEAR GATEWARD TUNNEL EXIT
SPIKED GRENADE HOUSING	STICKY GRENADE	A BARB-COVERED CASING DESIGN THAT ENABLES GRENADES TO EMBED IN MOST SURFACES. PIERO CAN USE THIS TO UPGRADE YOUR GRENADES.	CHAPTER 7: ON DESK INSIDE GUARDS' GATE AT HOUSE ENTRY POINT CHAPTER 9: COLLAPSED PASSAGE IN THUG'S BUILDING







## SWORDS

### CITY WATCH SWORD

This is a standardized Sword made from industrial steel, reliable and utilitarian. It is the first weapon you find while attempting to escape from Coldridge Prison—it sits on a table directly across from your cell.

**COST:** None

**PREREQUISITE:** None

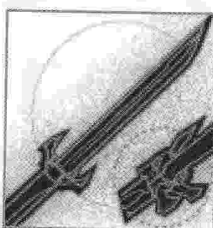
### CORVO'S FOLDING BLADE

Light, retractable and sharper than a razor.

This is Corvo's primary right-hand weapon throughout most of the game. You acquire it from a stash in the Dunwall Sewers just after you escape prison. Its resilient folding blade is efficient for both stealth assassinations and melee combat. The dense metal used to create this unique Sword makes it the perfect defensive weapon for blocking incoming blade attacks.

**COST:** None

**PREREQUISITE:** Find it in Dunwall Sewers



### UPGRADE: SWORD CROSSING

Makes the Sword more effective when locking blades and pushing against an enemy.

**COST:** 600

**PREREQUISITE:** Corvo's Folding Blade

### OVERSEER BLADE

The Overseer Blade is standard issue for all Overseers. Made for functionality, not beauty, it works well against any foes within reach of your sword arm. You can most easily find these in the Flooded District.

**COST:** None

**PREREQUISITE:** None

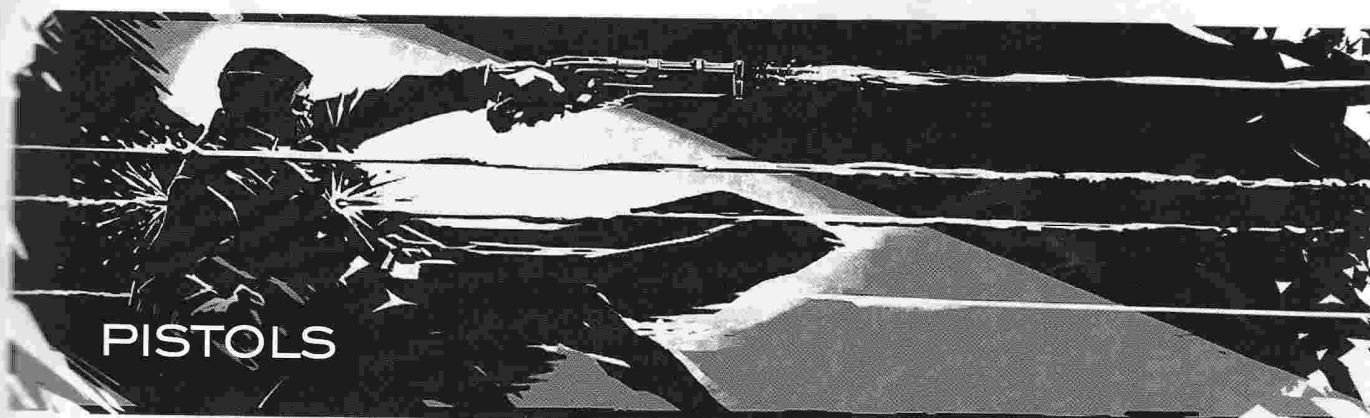
### ASSASSIN'S BLADE

Elegant in its simplicity, the Assassin's Blade is an excellent tool for both stealthy assassinations and toe to toe combat. You have a good chance of coming across one of these in the Flooded District.

**COST:** None

**PREREQUISITE:** None





## PISTOLS

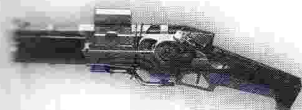


### CITY WATCH PISTOL

Modern firearm, used by City Watch officers, veterans and the gentry. Pistols are good weapons to complement your sword in a brawl. You can find Pistols in Coldridge Prison—just pick one up.

**COST:** None

**PREREQUISITE:** None



### UPGRADE: CORVO'S PISTOL

Piero's special upgrade to the standard Pistol adds a short range spread damage and allows additional Pistol upgrades: Pistol Accuracy 1, Pistol Magazine 1, and Pistol Reload 1.

**COST:** 600

**PREREQUISITE:** None



### UPGRADE: PISTOL ACCURACY 1

Lowers dispersion and stabilizes the Pistol's aim.

**COST:** 300

**PREREQUISITE:** Corvo's Pistol

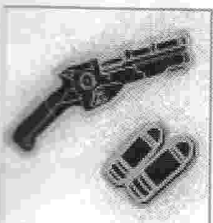


### UPGRADE: PISTOL ACCURACY 2

Further lowers dispersion and stabilizes Pistol aim.

**COST:** 600

**PREREQUISITES:** Pistol Accuracy 1



### UPGRADE: PISTOL MAGAZINE 1

Adds one bullet to the magazine (total 2).

**COST:** 300

**PREREQUISITE:** Corvo's Pistol



### UPGRADE: PISTOL MAGAZINE 2

Adds another bullet to the magazine (total 3).

**COST:** 450

**PREREQUISITES:** Pistol Magazine 1

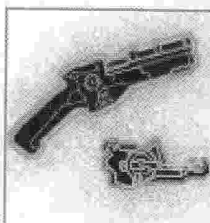


### UPGRADE: PISTOL MAGAZINE 3

Adds another bullet to the magazine (total 4).

**COST:** 600

**PREREQUISITES:** Pistol Magazine 2

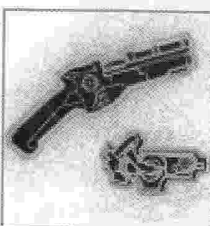


### UPGRADE: PISTOL RELOAD 1

Faster reload (2 seconds).

**COST:** 300

**PREREQUISITE:** Corvo's Pistol

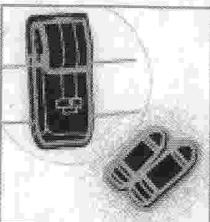


### UPGRADE: PISTOL RELOAD 2

Faster reload (1 second).

**COST:** 600

**PREREQUISITES:** Pistol Reload 1

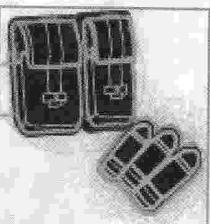


### UPGRADE: BULLET CAPACITY 1

Increases bullet storage capacity by 10 (total of 20).

**COST:** 300

**PREREQUISITE:** Corvo's Pistol



### UPGRADE: BULLET CAPACITY 2

Increases bullet storage capacity by 10 (total 30).

**COST:** 600

**PREREQUISITES:** Bullet Capacity 1



# CROSSBOW

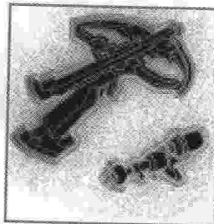


## CORVO'S CROSSBOW

A silent, exotic weapon crafted from the finest materials. The Crossbow is a good choice for silent takedowns. You first acquire it stashed in the Dunwall Sewers just after you escape prison. It can be loaded with a variety of ammunition, including regular metal bolts, Sleep Darts, or the more destructive Incendiary Bolts. A well-placed shot can even sever and pin your enemy's limbs.

**COST:** None

**PREREQUISITE:** Find it in Dunwall Sewers

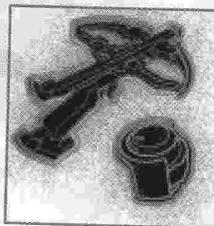


## UPGRADE: CROSSBOW ACCURACY

Enhances and stabilizes Crossbow aim, lowers dispersion.

**COST:** 300

**PREREQUISITE:** Corvo's Crossbow

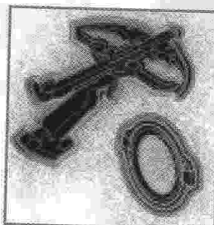


## UPGRADE: CROSSBOW RANGE

Adds more bolt power. Shots travel faster and farther.

**COST:** 450

**PREREQUISITE:** Corvo's Crossbow

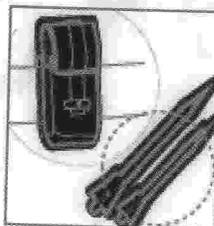


## UPGRADE: CROSSBOW RELOAD SPEED

Faster reload. Enables a much faster reload.

**COST:** 600

**PREREQUISITE:** Corvo's Crossbow

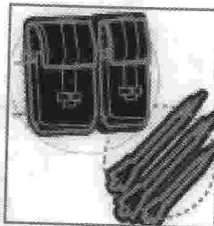


## UPGRADE: BOLT CAPACITY 1

Doubles the Crossbow's standard bolt capacity to 20. Sleep Dart and Incendiary Bolt capacities remain unchanged.

**COST:** 300

**PREREQUISITE:** Corvo's Crossbow



## UPGRADE: BOLT CAPACITY 2

Increases Crossbow's standard bolt capacity to 30. Sleep Dart and Incendiary Bolt capacities remain unchanged.

**COST:** 600

**PREREQUISITE:** Bolt Capacity 1



# EQUIPMENT & UPGRADES

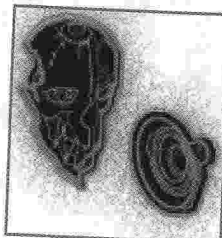


## CORVO'S MASK

Conceals your identity from prying eyes. Its allows you to purchase optics upgrades as well.

**COST:** None

**PREREQUISITE:** None

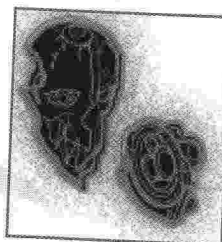


## UPGRADE: MASK OPTICS 1

An upgrade to Corvo's Mask that provides zooming and eavesdropping capabilities.

**COST:** 300

**PREREQUISITE:** Corvo's Mask



## UPGRADE: MASK OPTICS 2

Gives your Mask lens a higher level of zoom.

**COST:** 450

**PREREQUISITE:** Mask Optics 1, "Lens Magnification" Blueprint



## UPGRADE: IMPROVED ARMOR

Reduces the damage that you take from most physical damage types.

**COST:** 600

**PREREQUISITE:** "Bonded Galvani Weave" Blueprint



## UPGRADE: BOOT STEALTH 1

Makes walking and running entirely silent.

**COST:** 450

**PREREQUISITE:** "Folded Galvani Resin" Blueprint



## UPGRADE: BOOT STEALTH 2

Makes sprinting entirely silent.

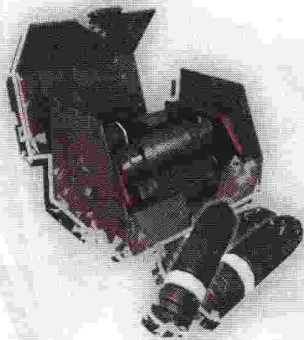
**COST:** 600

**PREREQUISITE:** Boot Stealth 1





## AMMO & UPGRADES



### REGULAR BULLET

Ammunition for any standard Pistol. Very loud.

**COST:** 30

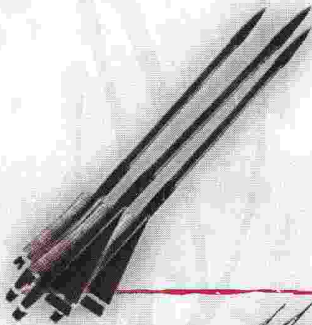


### UPGRADE: EXPLOSIVE BULLET

An alternate ammunition type for Corvo's Pistol that explodes on impact.

**COST:** 600

**PREREQUISITES:** Corvo's Pistol, "Small-scale Combustion Refinement" Blueprint

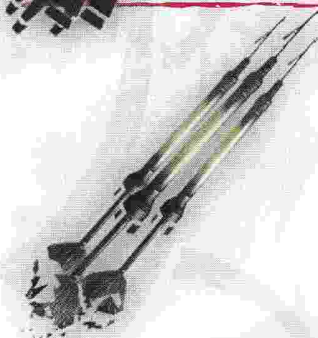


### CROSSBOW BOLT

Crossbow ammunition which fires silently. It's impact can create noise, however, depending on the surface. Can sometimes be recovered from the bodies of fallen enemies.

**COST:** 20

**PREREQUISITE:** Corvo's Crossbow

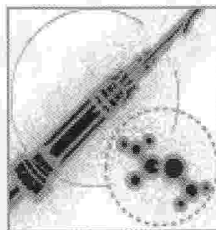


### SLEEP BOLT

Crossbow ammunition that puts unaware enemies to sleep instantly and knocks out enemies in combat after a short delay.

**COST:** 30

**PREREQUISITE:** Corvo's Crossbow



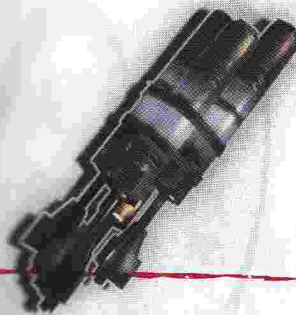
### UPGRADE: COMBAT SLEEP DART

Removes sedative delay for enemies in combat.

**COST:** 600

**PREREQUISITE:** Corvo's Crossbow



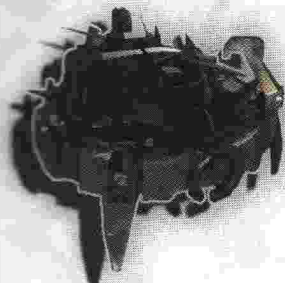


## INCENDIARY BOLT

Incendiary Crossbow ammunition that immolates a single enemy.

**COST:** 50

**PREREQUISITE:** Corvo's Crossbow, "Incandescent Paste" Blueprint



## SPRINGRAZOR

These deadly devices function as proximity mines that can be fixed to most surfaces: floors, walls or even creatures. When triggered by vibrations, the trap unleashes a flurry of blades, eviscerating anything in the vicinity.

**COST:** 50

**PREREQUISITE:** None

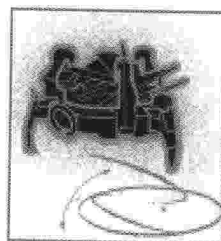


### UPGRADE: SPRINGRAZOR CAPACITY

Increases Springrazor storage capacity by 4 (total 9).

**COST:** 450

**PREREQUISITE:** None

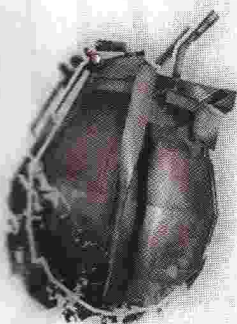


### UPGRADE: SPRINGRAZOR RADIUS

Increases eviscerating radius for Springrazor shrapnel by 2 meters.

**COST:** 600

**PREREQUISITE:** None

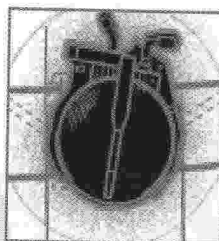


## GRENADE

A metal shell, packed with a thick tar made from whale oil. Can be "cooked"—i.e., held for longer to ensure a timely blast. Thrown explosives are useful for killing multiple targets at once or for taking down particularly tough enemies.

**COST:** 70

**PREREQUISITE:** None

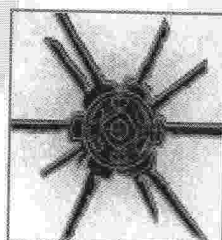


### UPGRADE: GRENADE CAPACITY

Increases Grenade storage capacity by 4 (total 9).

**COST:** 450

**PREREQUISITE:** None



### UPGRADE: STICKY GRENADE

An additional type of Grenade, this hand thrown explosive device attaches to whatever surface it hits if it hasn't already exploded. Can be cooked like the Grenade.

**COST:** 600

**PREREQUISITE:** "Spiked Grenade Housing" Blueprint





### UPGRADE: BONE CHARMS CAPACITY 1

Enables one additional Bone Charm to be active (total of 4) in your Journal.

**COST:** 300

**PREREQUISITE:** None



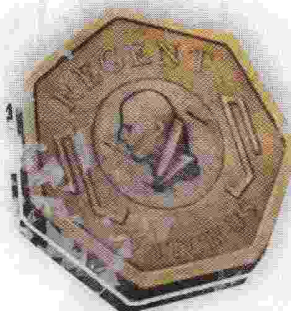
### UPGRADE: BONE CHARMS CAPACITY 2

Enables two additional Bone Charms to be active (total of 6) in your Journal.

**COST:** 450

**PREREQUISITE:** Bone Charms Capacity 1

## RESOURCES



### COIN

Coins come in various denominations. These can be found in many places, so keep your eye out for loose change as you make your way through the streets of Dunwall. Most of the valuable items you scavenge automatically transform into coinage the moment you pick them up.



### SOKOLOV'S HEALTH ELIXIR

Restores health. You can find numerous vials of this precious potion scattered throughout the city, so keep your eyes sharp. Use the Quick Access Wheel to consume.



### REWIRE TOOL

Single-use tool for disabling alarms or reversing the attunement of the Wall of Light, Arc Pylon, and Watchtower. Max carrying capacity is 9.



### PIERO'S SPIRITUAL REMEDY

Restores mana. Use the Quick Access Wheel to consume.





## KEY RING

In these troubled, secretive times, trust is low and many doors are locked in Dunwall. Explore carefully to find the keys you need to unlock them. Look inside chests, drawers, safes, and other compartments. Sometimes you can find keys by looting enemies you defeat. Here's a list of all the keys you can find in *Dishonored*.

- ABANDONED APARTMENT KEY
- ART DEALER'S APARTMENT KEY
- ART DEALER'S KEY
- BACK DOOR KEY
- BACK YARD GATE KEY
- BASEMENT VAULT KEY
- BROADCAST CONTROL STATION KEY
- CELL HALLWAY KEY
- CHECKPOINT KEY
- COACH HOUSE DOOR KEY
- CONTROL ROOM KEY
- CORVO'S CELL KEY
- DAUD'S KEY
- DISTILLERY MASTER KEY
- DISTILLERY RESERVE KEY
- DRAWBRIDGE CELL KEY
- DRAWBRIDGE KEY
- DUNWALL SEWER GATE KEY
- DUNWALL SEWER MASTER KEY
- DUNWALL TOWER KITCHEN KEY
- DUNWALL TOWER SKELETON KEY
- EMILY'S ROOM KEY
- EMILY'S TOWER KEY
- ESMA'S BEDROOM KEY
- GALVANI BUILDING KEY
- GALVANI LAB KEY
- GALVANI PANTRY KEY
- GATE HOUSE KEY
- GOLDEN CAT MASTER KEY
- GRANNY'S FRONT DOOR KEY
- GRANNY'S KEY
- GROUND FLOOR POWER ROOM
- GUARD QUARTERS KEY
- HAVELOCK'S ROOM KEY
- HOUND PITS KEY
- INTERROGATION ROOM KEY
- KEY OF THE RAMPART
- LIGHTHOUSE ELEVATOR KEY
- LORD REGENT'S CHAMBER KEY
- MOSLEY'S WAREHOUSE KEY
- OLD PORT DISTRICT SEWER KEY
- PENDLETON'S ROOM KEY
- PIER DOOR KEY
- PIERO'S WORKSHOP KEY
- PLANNING ROOM KEY
- PRATCHETT'S KEY
- PUB KEY
- PUB MASTER KEY
- PUB MASTER ROOM KEY
- RAIL LINE STATION KEY
- REGENT'S ROOM KEY
- SECURITY ROOM KEY
- SERVANTS' KEY
- SEWER GATE KEY
- SEWER HATCH KEY
- SOKOLOV'S HOUSE KEY
- STOCKS KEY
- TENEMENT KEY
- THE CAPTAIN'S CHAIR HOTEL KEY
- TOWER KEY
- WAREHOUSE KEY
- WATERLOCK SIDE DOOR KEY
- WAVERLY'S BEDROOM KEY
- WHALE OIL CLOSET KEY
- WORKSHOP CHEST KEY
- WORKSHOP KEY
- YARD KEY
- YARD WALKWAY KEY





# BLACK MARKET ITEM LISTS

With the city falling into chaos, any miscellaneous goods you find can fetch a high price on the black market. The money you earn from pawning these items can be used to purchase new equipment upgrades.

## VALUABLES COMPONENTS

COMPONENT	WORTH
COPPER WIRE	10
HEMLOCK ESSENCE	20
KINGSPARROW FEATHERS	10
MEDICINAL HERBS	20
POWDERED CRYSTAL	30
PROCESSED WHALE OIL	30
TYVIAN ORE	20

## PRECIOUS ITEMS

ITEM	WORTH
SMALL RIVER KRUST PEARL	25
BIG RIVER KRUST PEARL	50
INGOT	100

## HEIRLOOMS

### TIER 1

The following heirlooms are worth 50 coins apiece on the black market.

- Moray Cameo
- Moray Cigarette Case
- Moray Décor Plate
- Moray Fish Statuette
- Moray Jewel Box
- Moray Pocket Watch
- Moray Sextant
- Moray Urn
- Moray War Medal
- Perth Cameo
- Perth Cigarette Case
- Perth Décor Plate
- Perth Fish Statuette
- Perth Jewel Box
- Perth Pocket Watch
- Perth Sextant
- Perth Urn
- Perth War Medal

### TIER 2

The following heirlooms are worth 100 coins apiece on the black market.

- Carmine Cameo
- Carmine Cigarette Case
- Carmine Décor Plate
- Carmine Hound Statuette
- Carmine Jewel Box
- Carmine Pocket Watch
- Carmine Sextant
- Carmine Urn
- Carmine War Medal
- Inchmouth Cameo
- Inchmouth Cigarette Case
- Inchmouth Décor Plate
- Inchmouth Hound Statuette
- Inchmouth Jewel Box
- Inchmouth Pocket Watch
- Inchmouth Sextant
- Inchmouth Urn
- Inchmouth War Medal

### TIER 3

The following heirlooms are worth 150 coins apiece on the black market.

- Boyle Cameo
- Boyle Cigarette Case
- Boyle Décor Plate
- Boyle Egg
- Boyle Jewel Box
- Boyle Pocket Watch
- Boyle Sextant
- Boyle Urn
- Boyle War Medal
- Boyle Whale Statuette
- Imperial Cameo
- Imperial Cigarette Case
- Imperial Décor Plate
- Imperial Jewel Box
- Imperial Pocket Watch
- Imperial Sextant
- Imperial Urn
- Imperial War Medal
- Imperial Whale Statuette







## MAPS

The following rare maps are worth 75 coins apiece on the black market.

### CANKER MOUTH GULF

Chapter 4: The Distillery District and the Overseer, Galvani's House, second floor

### CAPE OF TEETH

Chapter 3: The Hound Pits Pub, Admiral Havelock's room

### CONTINENT: PANDYSSIA

Chapter 9: The Flooded District and the Sewers, Weeper/Survivor camp

### OLD COAST

Chapter 6: The Royal Physician, Sokolov's house, upstairs bedroom

### GEOLOGICAL SURVEY WEST PANDYSSIAN BASIN

Chapter 4: Distillery District and the Overseer, above where Griff is trapped

### SLAVE ROUTES

Chapter 9: The Flooded District and the Sewers, Rail station Foreman's room

### STAR CHART: SOUTHERN SKIES

Chapter 3: The Hound Pits Pub, Piero's Workshop

### WESTERN OCEAN

Chapter 9: The Flooded District and the Sewers, in Refinery control booth

### WHALING TERRITORIES

Chapter 9: The Flooded District and the Sewers, in oil building office

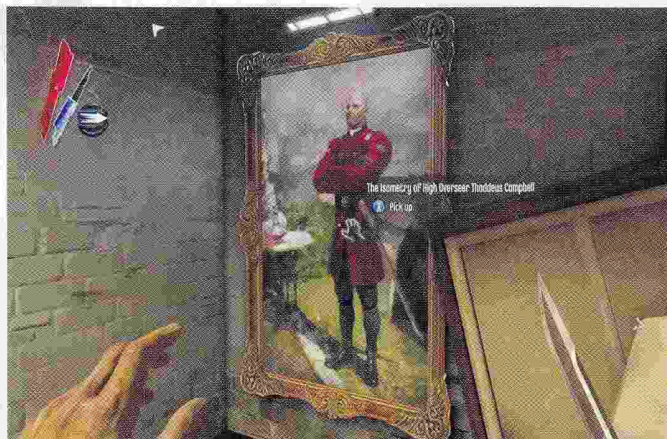


## SOKOLOV PAINTINGS

The great Anton Sokolov is as renowned a painter as he is a natural philosopher and inventor. His portraits can fetch you 300 coins each, so check every painting you pass by to see if it's a Sokolov. For more detailed information on their location, see the Collectibles chapter of this guide.

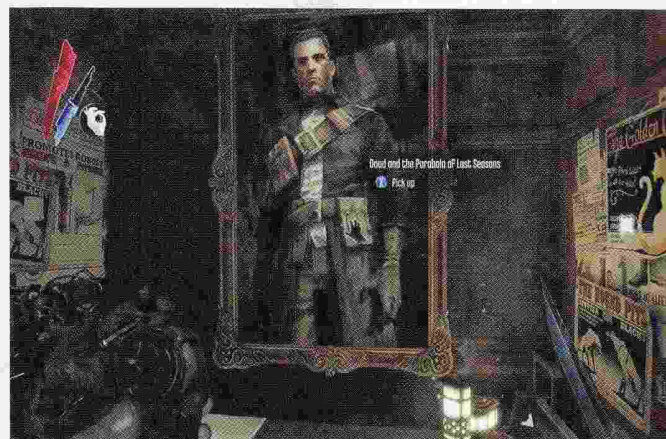
### THE ISOMETRY OF HIGH OVERSEER THADDEUS CAMPBELL

CHAPTER 4: Distillery District and the Overseer, Campbell's secret vault



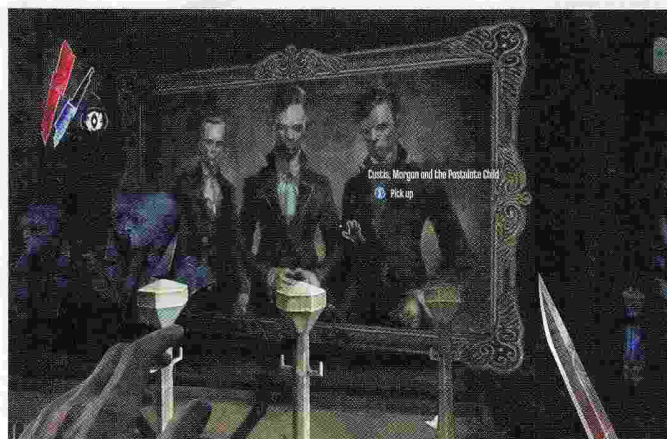
### DAUD AND THE PARABOLA OF LOST SEASONS

CHAPTER 5: The Golden Cat, Art Dealer's Apartment



### CUSTIS, MORGAN AND THE POSTULATE CHILD

CHAPTER 5: The Golden Cat, Art Dealer's Apartment



### LIGHT ALONG THE INVERSE CURVE, SOKOLOV'S SELF PORTRAIT

CHAPTER 5: The Golden Cat, Art Dealer's Apartment



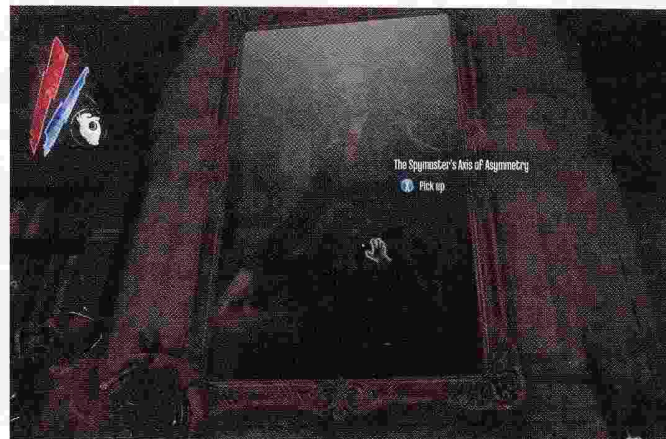
### THE OBTUSE ARGUMENTS OF LADY BOYLE

CHAPTER 6: The Royal Physician, Sokolov's house, first floor



### THE SPYMASTER'S AXIS OF ASYMMETRY

CHAPTER 7: The Boyle Estate, second floor





### VERA MORAY AND THE AFFIX OF HER SKIN

CHAPTER 7: The Boyle Estate, second floor gallery



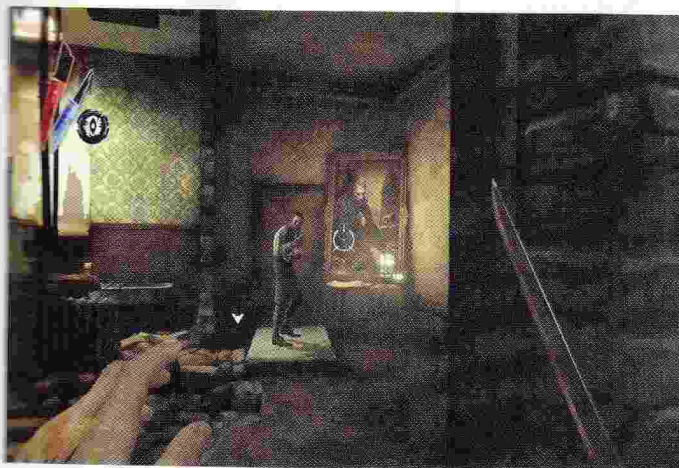
### THE EMPRESS AND THE EMPTY SET

CHAPTER 8: Return to Dunwall Tower, music room



### THE COMMUTATIVE RATS AND THE WEEPER

CHAPTER 9: The Flooded District and the Sewers, third story of damaged building



### THE TORTURER'S QUATERNIONIC GROAN

CHAPTER 9: The Flooded District and the Sewers, inside Daud's base



### THE OUTSIDER AND THE CIRCUMSCRIBED VOID

Chapter 9: The Flooded District and the Sewers, near Granny Rags' lair







## BOOKS

Reading material abounds in almost every sector of the city. Take some time to peruse the books you find. Understanding the bigger picture not only creates a more immersive experience, but in some cases also helps you make better gameplay decisions. Below we give you a complete library listing of all readable books in Dunwall, organized by topic. For information on where to find these tomes, see our collectibles section.

### WHALING

- Bone Charms
- On Hunting Whales
- The Leviathans' Sorrow
- Whale Oil Processing
- Whale Vivisection

### GANGS AND CRIMINAL ORGANIZATIONS

- Looting in Recent Months
- Slackjaw's Bottlestreet Gang
- The Elixir Black Market
- The Eradication of Black Sally
- The Whalers

### THE ABBEY OF THE EVERYMAN

- The Seven Strictures
- The First Stricture
- The Second Stricture
- The Third Stricture
- The Fourth Stricture
- The Fifth Stricture
- The Sixth Stricture
- The Seventh Stricture
- The Great Trials
- Whelping and Training Hounds
- The Ancient Music
- The Bone Charm Situation
- The Fugue Feast
- The Litany on the White Cliff
- The Metaphysika Mysterium
- The Outsider
- The Thirteen Months
- The Trials of Aptitude

### IMPORTANT LOCATIONS IN DUNWALL

- The Abbey of the Everyman
- The Academy of Natural Philosophy
- The Distillery District
- The Estate District
- The Flooded District
- Missing Women, The Golden Cat
- The Greaves Whale House
- The Lighthouse
- The Rudshore Chamber of Commerce
- The Sewers Beneath Dunwall
- The Tower of Dunwall

### WORLD GEOGRAPHY

- The Isle of Gristol
- The Isle of Morley
- Mysteries of Pandysia
- The Isle of Serkonos
- The Isle of Tyvia

### SOKOLOV'S NATURAL PHILOSOPHY JOURNALS

- The Hungry Cosmos
- Travel to Pandysia

### PIERO'S WORKS

- A Second Solution
- Failed Experiments
- River Krust Reproduction

### GOVERNMENT AND MONARCHY

- Admiralty and the Fleet
- Empress Jessamine Kaldwin
- The High Overseer
- The Royal Spymaster
- The Royal Protector
- Pandysian Bull Rat Study

### THE RAT PLAGUE

- Avoiding the Rat Plague
- Rat Behavior and Extermination
- The Rat Plague



## FICTION AND POETRY

- A Gaffer's Tale, Vol. 1
- A Gaffer's Tale, Vol. 2
- Daughter of Tyvia
- Death in the Month of Songs
- Harpooner Songs
- Spirit of the Deep
- Tales for Children
- Timeless Children's Rhymes
- Call to the Spheres, Vol. 1
- Call to the Spheres, Vol. 2
- Call to the Spheres, Vol. 3
- The Shadow of Bitterleaf
- The Young Prince of Tyvia

## THE CITY WATCH AND CIVIC DETAILS

- Dead Counter Responsibilities
- The Exquisite Tallboy
- Sewer Capacity in the Month of Nets
- Sokolov Technology and the New Age
- Weeper Identification and Handling

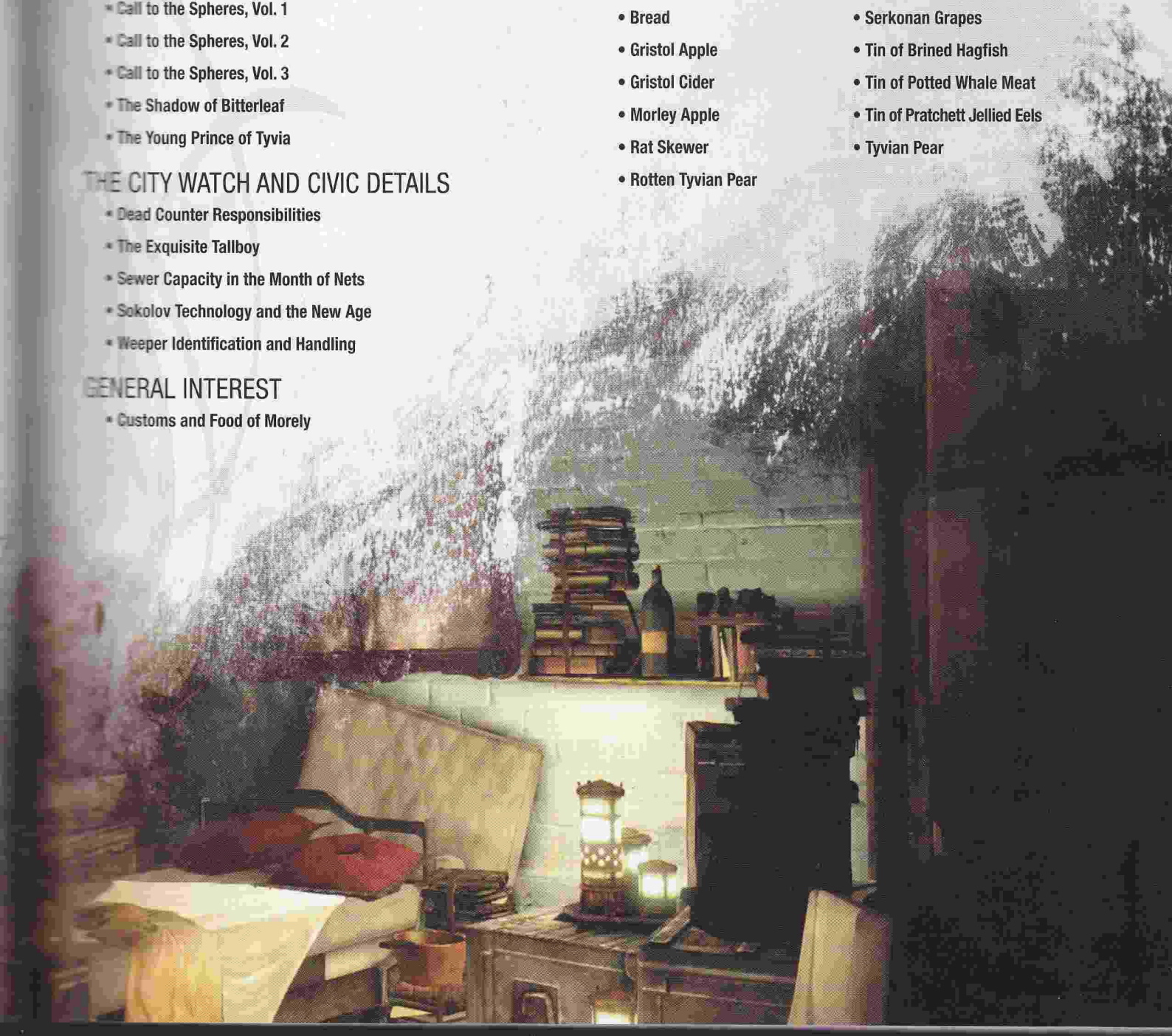
## GENERAL INTEREST

- Customs and Food of Morely

## FOOD PICKUP ITEMS

Some say that if you've got your health, you've got everything. A tin of brined hagfish may not be a royal meal, but it certainly gives your health a boost if you're feeling low. Consuming any of the food items listed below—yes, even the “Rotten Tyvian Pear”—raises your red health bar a bit. Gobble food for regular health maintenance, and try to save your Sokolov's Health Elixirs for dire situations.

- |                      |                                 |
|----------------------|---------------------------------|
| • Apricot Tartlet    | • Serkonan Blood Sausage        |
| • Bread              | • Serkonan Grapes               |
| • Gristol Apple      | • Tin of Brined Hagfish         |
| • Gristol Cider      | • Tin of Potted Whale Meat      |
| • Morley Apple       | • Tin of Pratchett Jellied Eels |
| • Rat Skewer         | • Tyvian Pear                   |
| • Rotten Tyvian Pear |                                 |





# A MISSION OF GREAT IMPORTANCE

Corvo Attano is returning from a long trip through the Isles. He's been to other cities, asking for help with the rat plague that is destroying his homeland. It's hard for someone who protects the Empress to spend so much time abroad, and now to return and see that the city is in worse shape than when he left is even more upsetting.

At the moment, your only task is to find the Empress and tell her what has happened in the other cities and how they will respond to her plight.









# 01

## DUNWALL TOWER







### MAJOR GOALS

- ▶ REPORT TO THE EMPRESS

### OPTIONAL GOALS

- ▶ PLAY HIDE AND SEEK WITH EMILY

### COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 RUNES	0
 BONE CHARMS	0
 OUTSIDER SHRINES	0
 SOKOLOV PAINTINGS	0
 BOOKS	0
 COINS	0

### OBSTACLES ENCOUNTERED

NUMBER OF ENEMIES IN MISSION: 3

- ▶ ASSASSIN

When you're ready to begin, select "New Game" from the initial menu and then choose a difficulty. The effects of this choice are considerable. Easy difficulty allows you to regenerate health at a faster rate, and the enemies are less challenging. Enemies become more perceptive in higher difficulty levels, fight harder, and push Corvo to his limits.

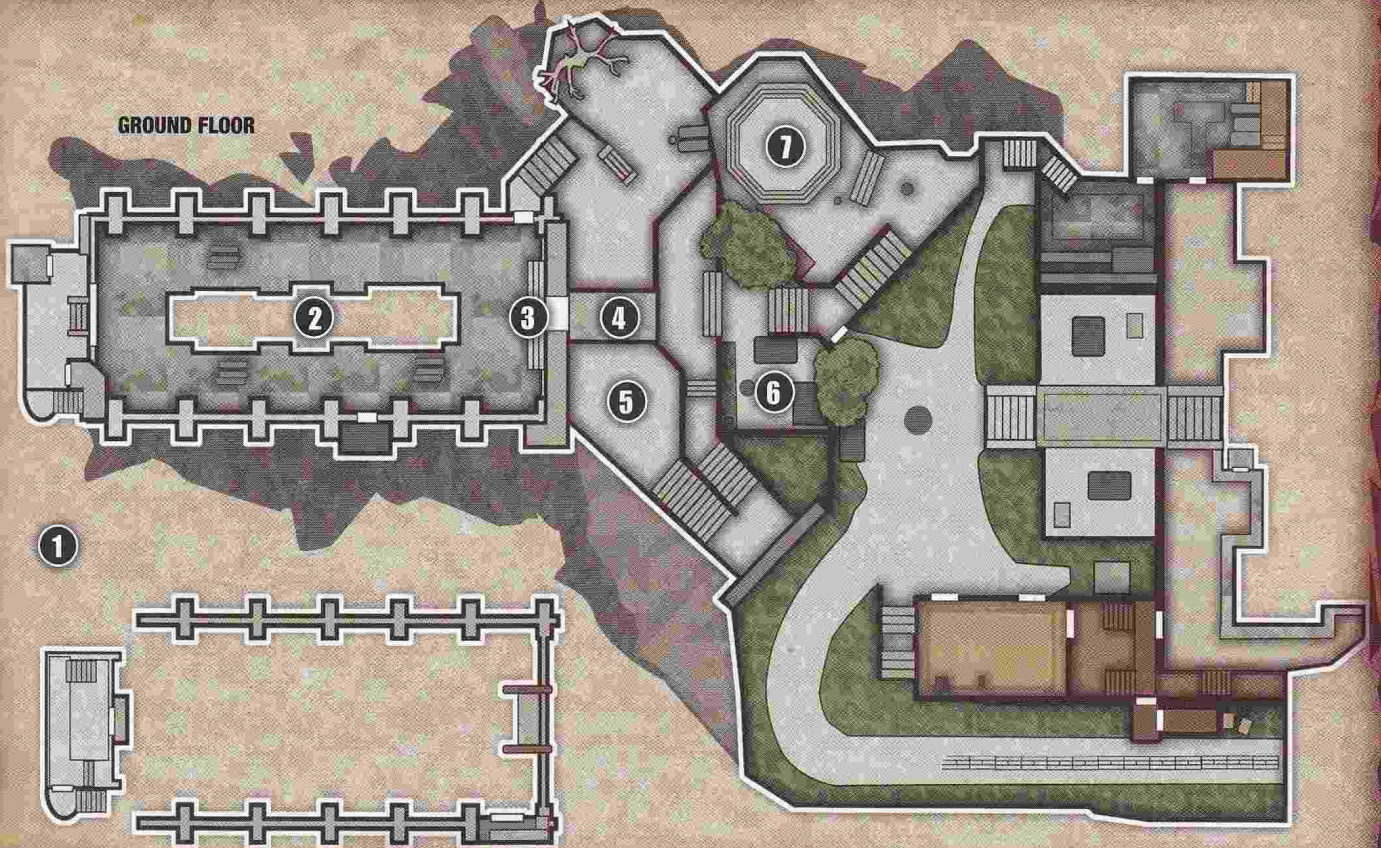
If you're beginning the game for the first time, we suggest normal difficulty. This makes the game a reasonable challenge without being too tricky. However, those who like a very aggressive learning curve can push things higher and still expect to be able to play. It will just take more time to master each mission. If you find that the difficulty you've chosen is not the right fit, you can change it at any time during the game in the options menu.





## DUNWALL TOWER

- |  |  |
|--|--|
|  RAT ACCESSIBILITY  |  BONE CHARM       |
|  FISH ACCESSIBILITY |  OUTSIDER SHRINE  |
|  HEALTH ELIXIR      |  SOKOLOV PAINTING |
|  MANA ELIXIR        |  BOOK             |
|  RUNE               |  |
| <b>1</b> BEGINNING OF GAME   | <b>5</b> HIDE AND SEEK AREA  |
| <b>2</b> WATER LOCK  | <b>6</b> SOKOLOV AND OVERSEER CAMPBELL   |
| <b>3</b> ENTRANCE TO TOWER GROUNDS   | <b>7</b> GAZEBO (GREET THE EMPRESS)  |
| <b>4</b> MEET EMILY  |  |

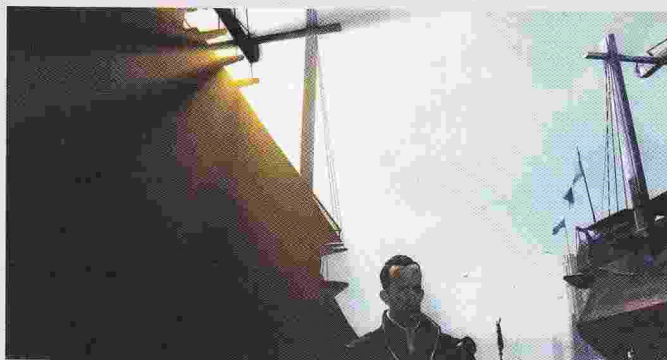




## ► MEET THE EMPRESS IN THE GAZEBO

Corvo is coming back into the city by boat. You begin the first mission out in the harbor. Listen to the men that are coming back with you while looking around the area. There isn't much to do yet, so you can afford to relax and enjoy the scenery.

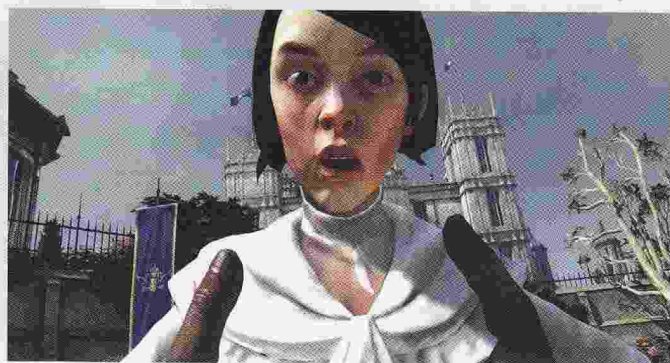
The men take your boat through the harbor and into a lock. After the water level rises, disembark. You have an important meeting to attend.



## ► GO TO THE GAZEBO AT THE TOP OF THE AREA AND SEE THE EMPRESS

Now that you're on dry land, explore the area briefly. The castle is ahead of Corvo. A doorway to the side of the lock overlooks the harbor and the river; it's a great view if you're a sightseer.

Once you leave the building, Corvo heads into the palace gardens. He soon meets a friend, Emily, the Empress' daughter. She asks if you have time to play hide and seek. If you say no, she heads up toward the gazebo where her mother is waiting. If you say yes, look for her under the stone bridge. This is the first of many optional goals you encounter during the game.



## OPTIONAL

### HIDE AND SEEK

Because *Dishonored* takes place in a dynamic world, there are a number of peripheral tasks that you can do or choose to ignore while playing through the game.

In this first mission, you always meet Emily as you cross the bridge onto Dunwall Tower grounds. You have the choice to play hide and seek with her or move on to talk to the Empress. This choice does not substantially affect your gameplay.

#### FOLLOW EMILY UNDER THE STONE BRIDGE

#### HIDE FROM EMILY, USING STEALTH

#### FOLLOW EMILY TO THE EMPRESS

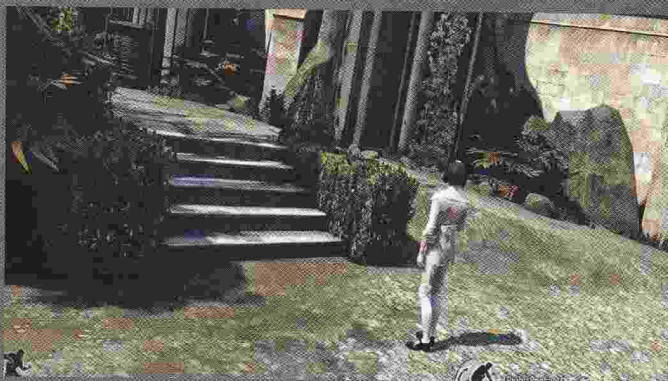


Emily runs to the lower part of the grounds. Sprint after her, practicing your movement. It's not hard to find her down there because she doesn't try to hide. She really just wants you to hide, so show her how it's done.

Look for a place nearby while Emily counts to ten. If you use stealth and crouch behind the stairs across from her, she won't find you.

Try out stealth and peering around corners. These are invaluable skills that work to keep Corvo safe whether he's facing kids or murderous thugs. Better to refine your arts here, when there aren't any consequences!

When you're done playing, Emily goes up to the gazebo. Follow her there.





After talking to Emily or playing with her, climb the stairs to see the famous physician, Anton Sokolov, painting a portrait of High Overseer Campbell. Engage them in conversation to learn a bit more about Dunwall.

## A Dynamic World

Dunwall is a living, breathing city, full of history, intrigue, and fascinating current events. It's always a good idea to talk to anyone you encounter, as well as to listen to their private conversations, to learn as much as possible about your surroundings.

Your actions, both large and small, affect the environment. For example, if you take the cider from the table next to Campbell, it doesn't show up in the finished painting you see in a later mission.

When you are finished talking to the painter and his subject, continue to the top of the area and wait while the Empress finishes talking with her spymaster. When he leaves, approach the Empress to discuss your findings.

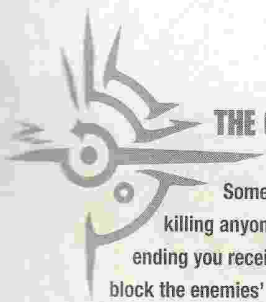
Soon after, the meeting is interrupted. Two masked men approach from the Empress' right side. Protect her at all costs! Cut into them as quickly as possible, using your Sword for close-range attacks and your Pistol for targets at range. These enemies aren't very powerful, so you should be okay even if your reactions are a little slow at first.



Another attack follows, coming from the other direction. Turn to deal with the new threat and beat that back as well.



The mission ends soon after. Once the last masked enemy is chased off, a scene plays and you see what happens to Corvo.



### THE GENTLE WAY

Some people try to make it through the game without killing anyone. This changes the nature of the game and the ending you receive. To win this fight without harming anyone, block the enemies' sword attacks to ward them off.





## 02

COLDRIDGE  
PRISON AND  
SEWERS







## MAJOR GOALS

- ▶ ESCAPE FROM COLDRIDGE PRISON AND FLEE THROUGH THE SEWERS

## SPECIAL ACTIONS

- ▶ FIND THE HERMIT'S STASH
- ▶ OPEN THE SAFE

## COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 RUNES	0
 BONE CHARMS	0
 OUTSIDER SHRINES	0
 SOKOLOV PAINTINGS	0
 BOOKS	1
 COINS	110

## OBSTACLES ENCOUNTERED

NUMBER OF ENEMIES IN MISSION: 19-25

- ▶ WATCH OFFICER
- ▶ CITY WATCH GUARD
- ▶ BOTTLE STREET THUG
- ▶ TRIPWIRE

Corvo's situation seems dire, but there is hope. You're currently in a jail cell, beaten, and tired. However, someone has left a gift for you at the front of the cell. Maybe this is the chance you need!



# COLDRIDGE PRISON



RAT ACCESSIBILITY



HEALTH ELIXIR



RUNE



OUTSIDER SHRINE



BOOK



FISH ACCESSIBILITY



MANA ELIXIR



BONE CHAR



SOKOLOV PAINTING

1 CORVO'S CELL

2 DOOR TO CELL BLOCK OVERLOOK

3 DOOR TO YARD AND INTERROGATION AREA

4 DOOR TO INTERROGATION ROOM

5 DOOR TO YARD (REQUIRES KEY)

6 PRISON YARD

7 CONTROL ROOM HALLWAY

8 PIPES (CLIMB TO SNEAK BY MASSIVE DOOR)

9 MASSIVE DOOR (REQUIRES PULLING LEVER IN CONTROL ROOM)

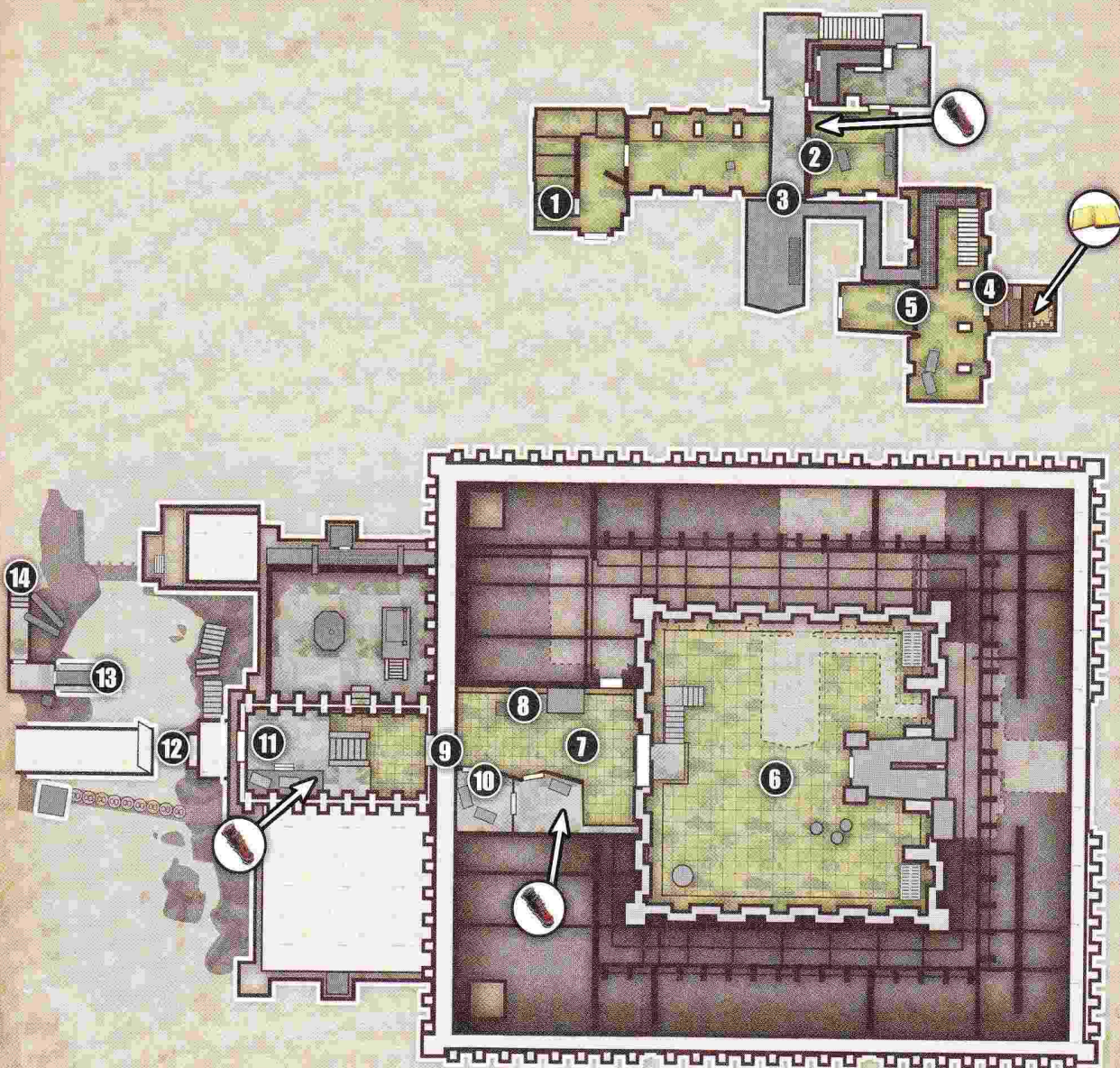
10 LEVER TO RETRACT MASSIVE DOOR

11 BRIDGE DOOR (USE EXPLOSIVE)

12 BRIDGE

13 SEWER ENTRANCE

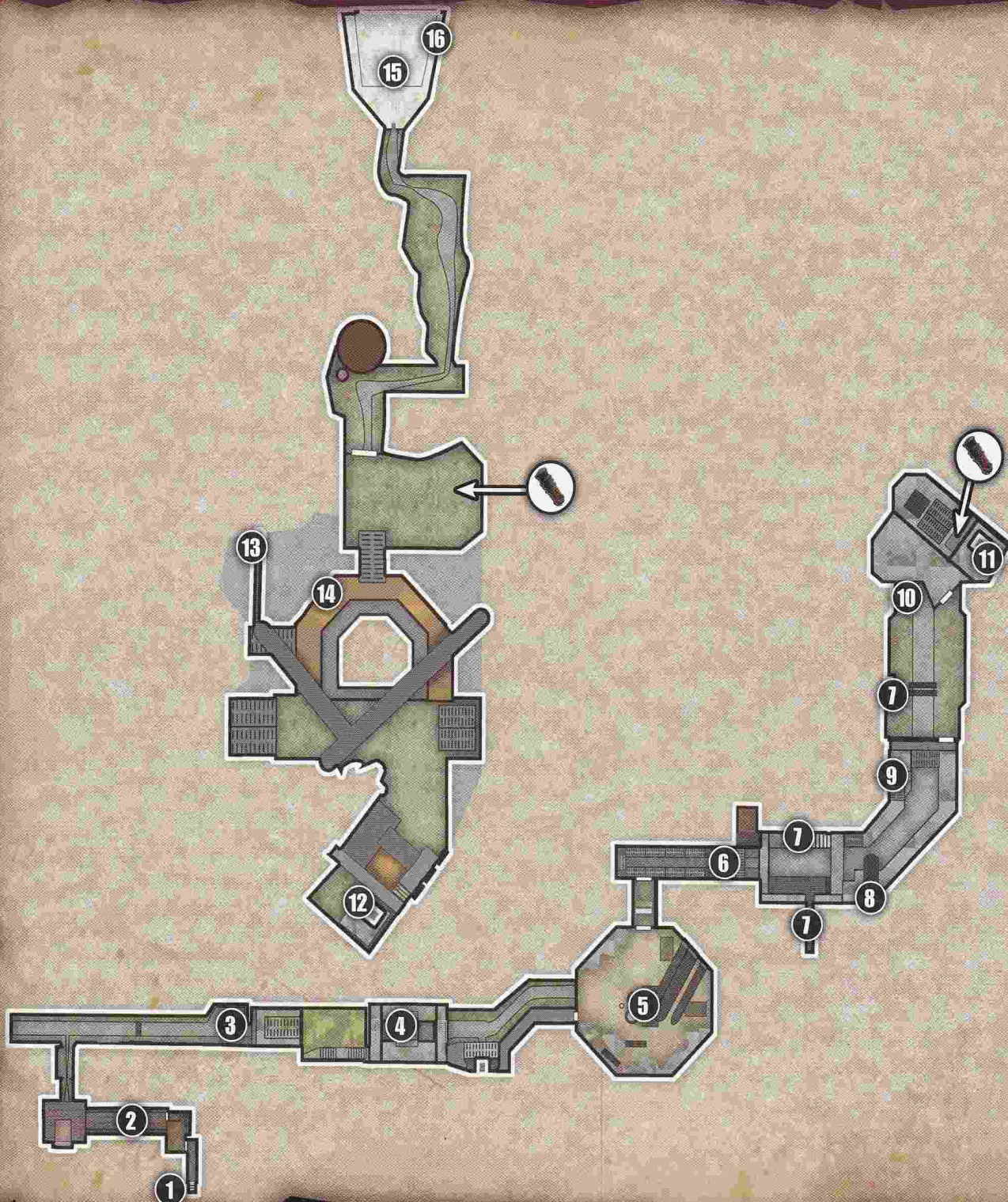
14 DOOR TO PRISON SEWERS



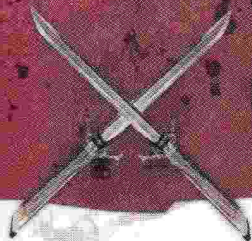


# PRISON SEWERS

- 1 ENTRANCE
- 2 CLIMB UP HERE TO ADVANCE
- 3 SWIM DOWN THE CENTRAL CHANNEL
- 4 TURN VALVE AFTER REMOVING THE BODY HERE
- 5 USE BODIES TO DISTRACT THE RATS AND OPEN THE VALVE (NORTH)
- 6 CLIMB CHAIN
- 7 WARNING: TRIPWIRE TRAPS
- 8 CLIMB ONTO THIS SPOT TO GET BEHIND SOUTHERN TRIPWIRE
- 9 EQUIPMENT CHEST AND A KEY TO THE DOOR NEARBY
- 10 SAFE
- 11 DROP DOWN HERE
- 12 THIS IS WHERE YOU LAND
- 13 BREAK THROUGH BOARDS INTO THE HERMIT'S HIDDEN ROOM
- 14 BE WARY OF CITY WATCHMEN
- 15 MEET SAMUEL TO END THE MISSION
- 16 SWIM DOWN NEAR THE SHORE TO FIND A HIDDEN LOCKER







# THE PATH OF BLOOD

## Lethal and Nonlethal Playstyles

*Dishonored* offers a myriad of choices to deal with almost every situation. These choices can best be expressed in two ways, The Path of Blood and The Path of Shadow. Though most players will combine the two, for the purposes of this walkthrough we offer these two choices as distinct paths.

We're going to go through most missions twice for the remainder of the walkthrough. The first time we deal with each area, we're going to present the Path of Blood. This treats the game as an action story. Killing targets is fully acceptable, being seen is okay, and the focus is on getting the job done!

Our second walkthrough for each level focuses on the Path of Shadow. This approach endeavors to avoid killing, being seen, or leaving any noticeable trace of your existence.

Each approach often utilizes different actions, weapons, and powers. While both offer challenging gameplay, strictly adhering to the Path of Shadow often requires more exacting tactics than the Path of Blood.

Read through both of these options to get the best idea for how you want to take on each mission's challenges.

## A LETTER FROM A FRIEND

### ► EAT THE MEAL AND READ A LETTER THAT'S BEEN SENT TO YOU

Walk to the front of the cell and eat the meal that's been left near the door. Beneath it you find a letter and a key. It's the key to your cell door! Unlock the way out and step into the hallway.

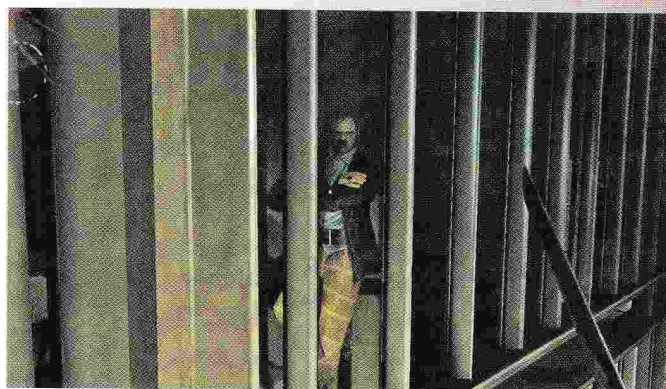


## FIND THE EXPLOSIVE

### ► TAKE A WEAPON

### ► FIGHT OR SNEAK YOUR WAY TO THE FOOTBRIDGE

A City Watch Sword and 25 coins are on the table nearby. Collect them and carefully walk through the room. Other members of the Watch aren't that far away, and you don't want to alert them.



These three watchmen are talking to each other. Wait until they finish their conversation and split up. The man closest to the door can be killed or knocked out without much fuss. Remember to use the "block" command while in stealth to engage a nonlethal kill if you wish, or simply attack the man to slaughter him. Next sneak over to the second watchman in the corner and attack him, and then creep after the third.

Loot the bodies of these men by interacting with them after they're down.





When the way is clear, look through the doorway at the end of this stretch. There are several jumps that allow you to get up to a walkway above. Use the jump command and hold the key/button down so that Corvo pulls himself up to these higher tiers as he goes. Doing all of this avoids a member of the City Watch that is on the ramp beside your current location. He'll be easier to take out from behind in a moment.

► **PROCEED ACROSS THE WALKWAY TO THE INTERROGATION ROOM**

► **TAKE THE KEY FROM THE GUARD'S BELT**

Loot the small room up top. There are plenty of coins, some food, two health elixirs, and a Pistol. All of these are useful in various ways. Coins are used later in the game to purchase upgrades and many items. Food restores your health if it isn't already full. The Pistol is a secondary item that you can wield in your left hand. The Pistol is excellent for taking out enemies at short or medium range, as long as you don't mind making extra noise.



When you're fully stocked, exit the room using the only door available. Walk around the right bend in the hallway and kill the nearby watchman. He's supposed to watch for people escaping from below, so it's incredibly easy to attack him from this angle. Get his key and turn around. The yard is on the other end of the hallway, and that is your next goal.

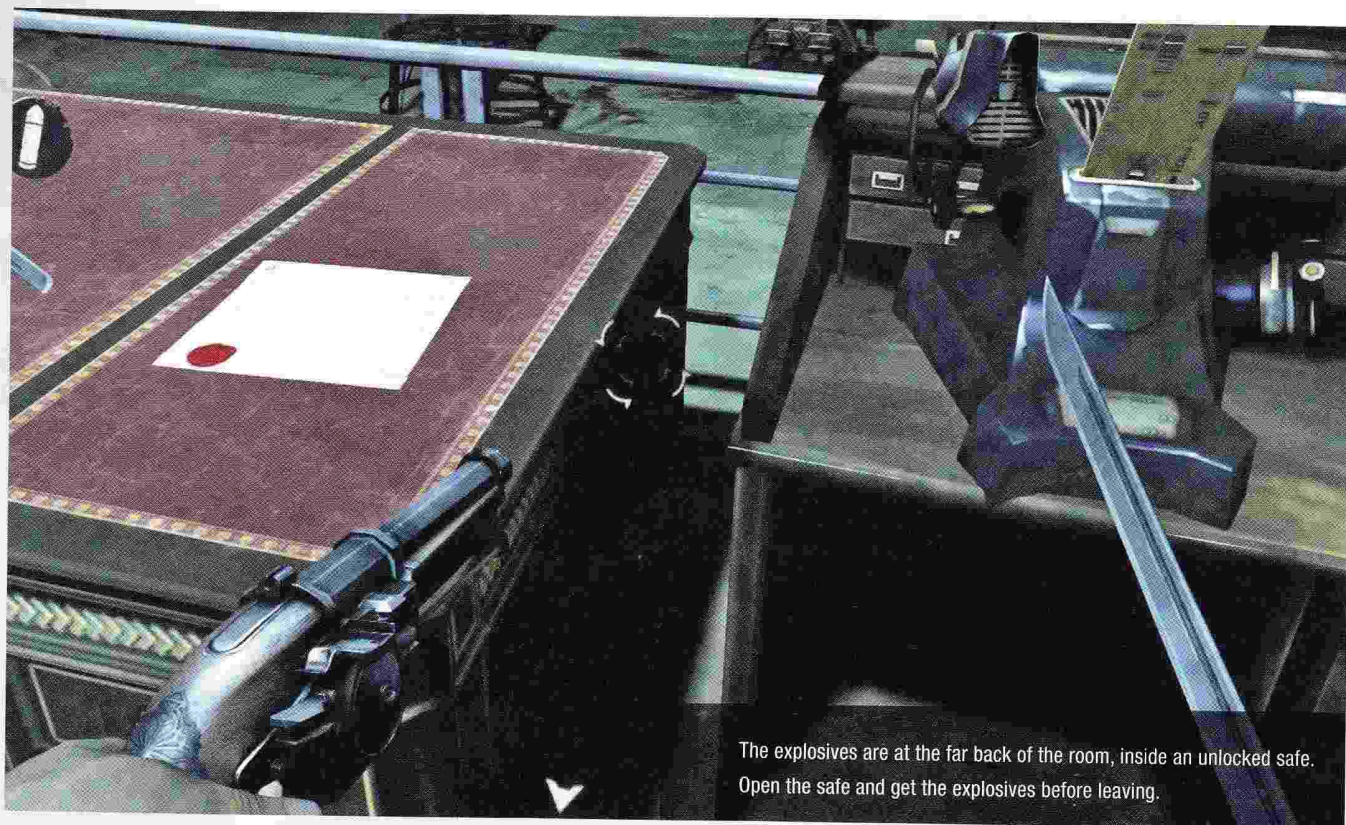
Unlock the yard door and sneak through the narrow hall. A patrolling watchman is close by, so wait for his back to be turned and then knock him out or kill him. Search the guy for loot.



► **ENTER THE INTERROGATION ROOM**

► **FIND THE EXPLOSIVES**

The rooms at the end of the hall are not friendly. Corvo has probably seen them a few times by now. Walk down into the main portion of the first room and then continue deeper into the suite. There are several things to find here. While looking for a set of explosives, you can read a Book and a report, listen to an audiograph, collect money, and so on.



The explosives are at the far back of the room, inside an unlocked safe. Open the safe and get the explosives before leaving.



## PLANT THE EXPLOSIVE

### ► CROSS THE YARD

Return the way you came for now. A previously locked gate in the lower portion of the yard is now unlocked because a member of the City Watch is standing right there. Use stealth and stay in the shadows to keep from being seen by this guy. If he notices you, he brings a buddy and tries to kill you, so it's safer to take him by surprise.

Once the watchman turns away, approach the gate and go through. You're now in the prison yard. Use the shadowy periphery of the room to sneak around the two watchmen there, or sneak attack the first and then slash through his buddy now that the odds are even.



### ► ENTER THE HALLWAY LEADING TO THE OUTER YARD

There are three more men in the next room, and they're a little harder to sneak past. If you're really careful you can do this by waiting for the farther enemies to wander away. If you aren't good at sneaking, it's actually easier to hold the doorway and let the enemies charge into you, dying one by one. This is a brutish move, but it sure is fun.



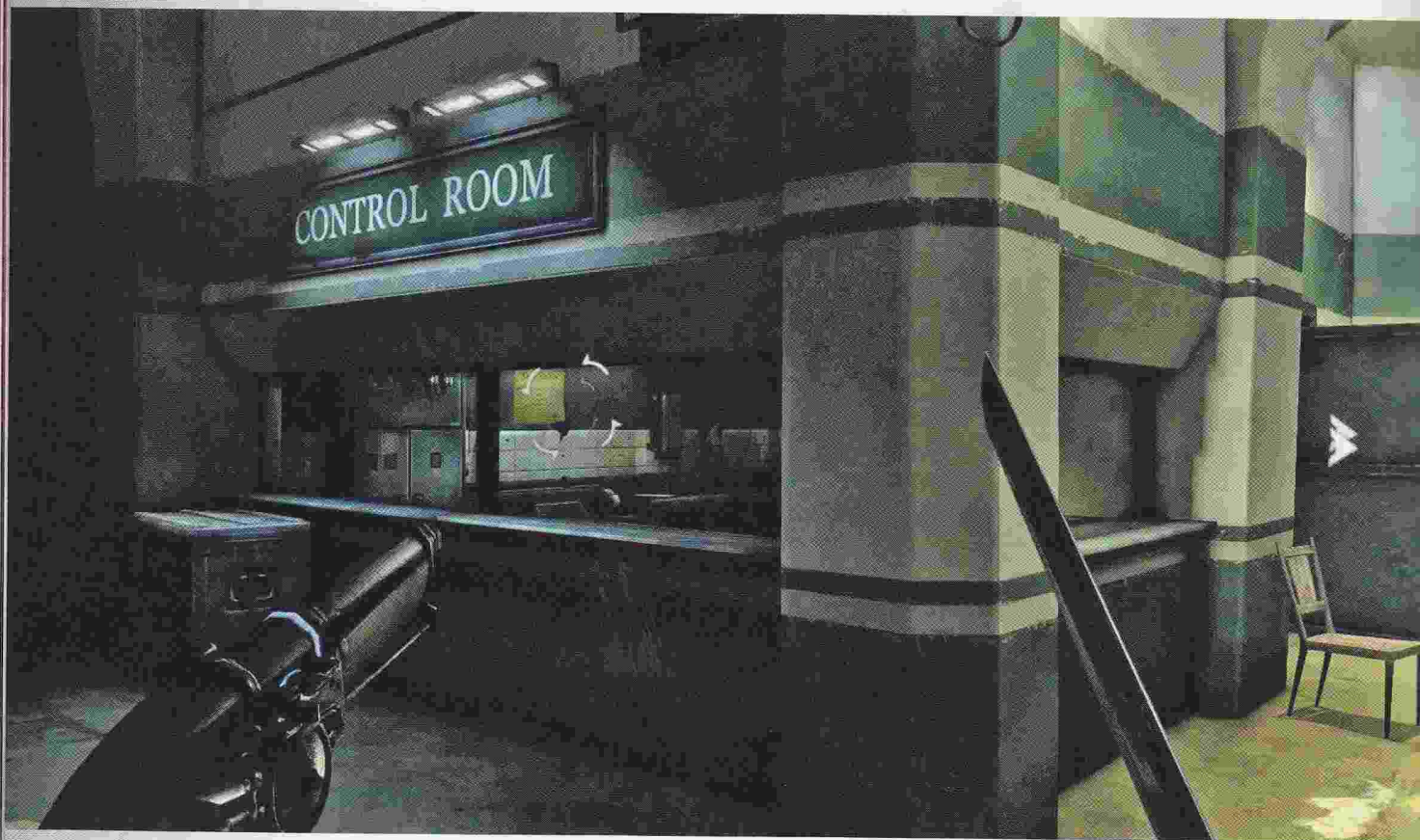
### KEEP LOOTING THOSE CORPSES

Even lowly watchmen carry money some of the time. Don't forget to steal from enemies that you're sneaking past and loot anyone that you kill.



The control room on the left, through the door, has food, a health elixir, and a container of bullets. Grab everything that isn't nailed down.

Use the other office on the left to get one more can of food and to access the gate control lever. That lets you get to a room along the outer wall of the prison. You're almost free!



### ► PLANT THE EXPLOSIVES

Sneak toward the gate that you just opened. The two men inside are on different levels of the chamber. One is very close to you, and the other is above. The less difficult way to get past the watchmen is to ambush and kill the closer one and let his friend run down toward you. Shoot the creep during his approach or block his first attack and run him through with ease. The harder route is to assassinate both of them, as the guy upstairs has a decent view of the area below unless you're patient and wait for him to look away.

Up top are two things to eat, a health elixir, and more bullets. Get these and then use the gate control lever nearby to close off the way you came (you'll see why shortly). Plant the explosives on the other side of the room. Run away once they're set (unless you like getting hurt in your own explosions!).

As soon as the wall gets ripped open, race through the gap. The City Watch pours into the area after you, but it'll take them a little longer to get through if you closed the entrance.





## ESCAPE COLDRIDGE PRISON

- ▶ **ESCAPE THROUGH THE OUTER DOOR**
- ▶ **JUMP FROM THE BRIDGE**
- ▶ **REACH THE SEWER TUNNELS**
- ▶ **ENTER THE SEWERS**

Sprint outside and jump off of the bridge ahead. There's no way across, so the water below is your only route of escape. Stay below the surface to keep the enemies above from shooting accurately at you, and make for the safety of the sewer tunnels on the other side of the waterway.

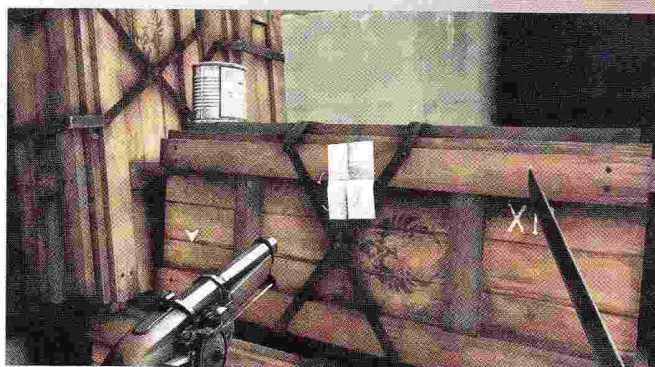


Don't stop to look around. Enemies are closing in rapidly, and there are too many of them to defeat. Keep sprinting forward through the tunnels until you reach a heavy door at the end of the corridor. Go through it as soon as you can.

Though Corvo has seized freedom, it is a tenuous thing that can easily be taken from him. Watchmen are guarding the sewers, and it won't be that easy to escape to the surface. What they don't know is that you have help down here in the depths.

### ▶ **FIND THE SUPPLY CHEST**

Open the gate in the room where you arrive and advance into the larger chamber ahead. You soon find a letter; read it to learn a little more about what you can do down here. When you're done, climb onto the boxes on your right side and use them to reach the bars above the room.



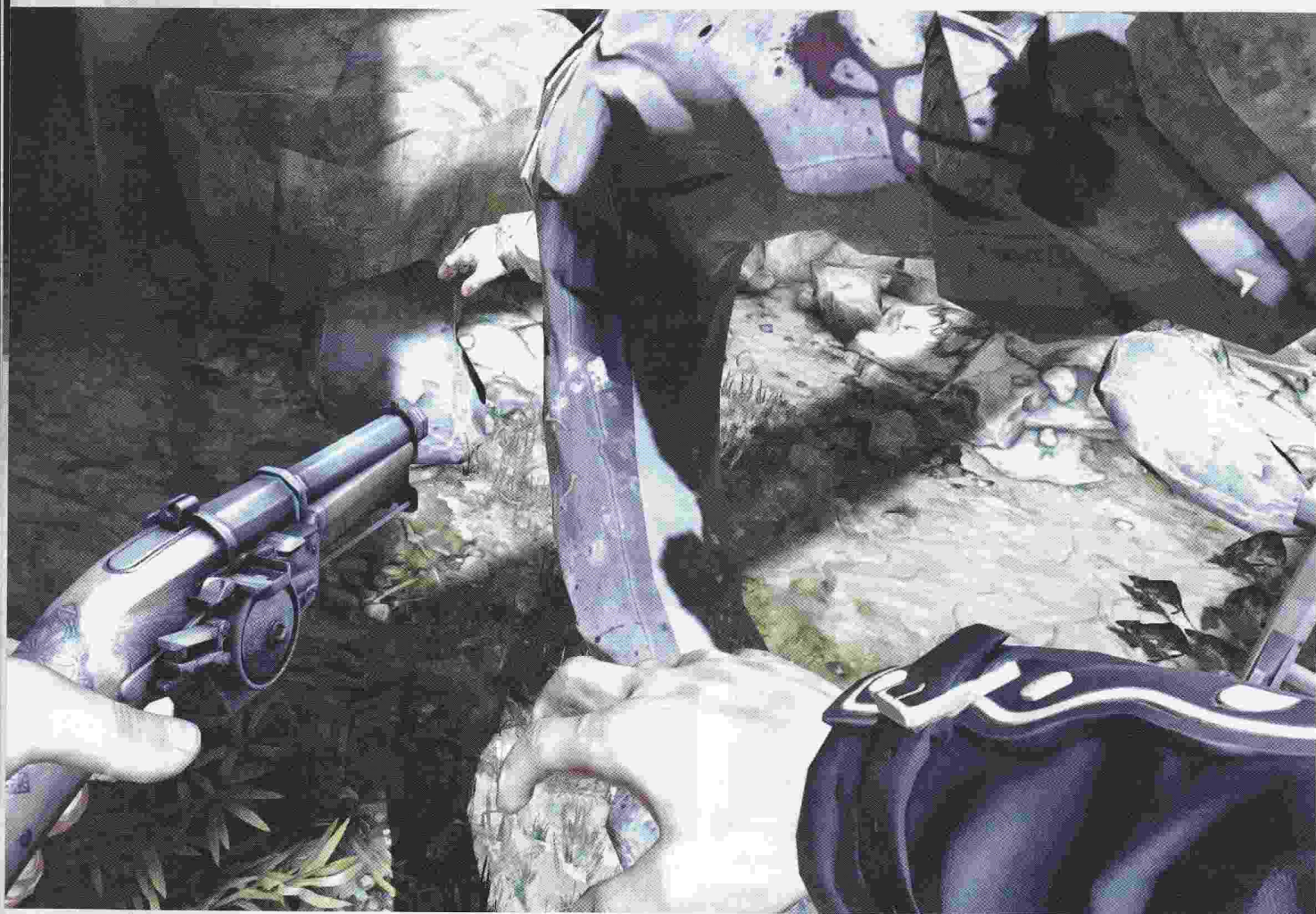


Creep on top of the bars while listening to the men below. They encounter a few problems fairly soon, and there's nothing you have to do about that. Keep moving and hop down when you get to the end of the tunnel. You're now fairly close to a cache of supplies.

Hurry down the corridor and into a sewer tunnel with foul water in the central channel. Dive into the water to avoid the pack of rats moving to feed on a body ahead, and swim to the other side of the room.

A few coins and a journal are over there. After gathering the coins and examining the journal, climb up toward higher ground. The way out of the room is blocked by a gate, but you can raise the gate by turning a wheel. Interact with the corpse draped over the wheel and throw the body down to your side. Now you can turn the wheel, open the gate, and get through.

There is a second gate, and it isn't far ahead. This one is a little trickier. There are plague rats surrounding the wheel for that gate, and they savage Corvo if he gets too close. Luckily, the City Watch has been dropping bodies through a pipe that comes down through the ceiling. Pick up one of those bodies and leave it on the floor of the room. When the rats scurry over to feed, circle around the other side of the area and use the wheel before they finish their macabre meal. Get out of there before they come over for seconds.



Climb the chain at the end of the route to get to a higher tier of the sewers. There are a few coins nearby, and some food as well. A small bridge to the right takes you toward a thin passage with a bolt trap. Avoid the trap to collect a pile of cash at the end of the passage.



## WATCH YOUR STEP

Don't hurry to the walkway on the upper tier. If you move slowly, you should see a line strung between the two sides of the metal walkway. It's a trap! Walking through here triggers the device, hurting anyone in its line of fire.

Throw an empty bottle or a similar item at the trap to trigger it while Corvo hangs back. Or, go past that side route and climb onto the walkway above your current position. Using this upper catwalk, you can bypass the trap entirely, drop down behind it, and collect an incendiary bolt from the launcher there. All of the treasure in the alcove is yours either way.

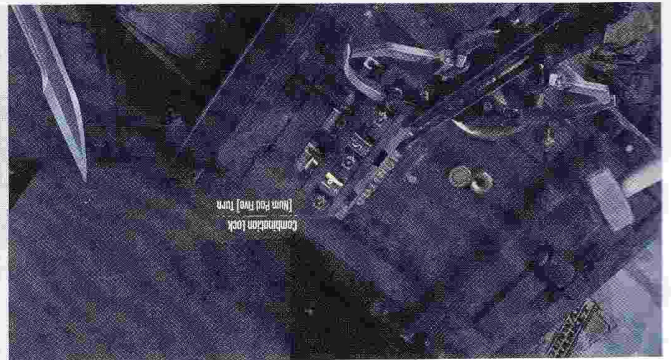
The next chest you find was left by your unknown benefactors. Open it and take the tools that they left for you. The new blade is a beauty to behold, and the Crossbow is definitely going to come in handy. These are now yours, to use as you see fit.



## ► ESCAPE THE SEWERS TO FIND A NEW ALLY

There is also a key inside the chest. Use the key on the gate a few feet away and walk carefully into the next area. Another tripwire is there, and you don't want to set it off. Use a bottle from the piles of debris behind you to safely detonate the exploding bolt.

Back along the main stretch, read the note near the left wall, and take a look at the safe nearby. You need a combination to open the safe. The clue for it mentions something about whiskey. Check the sign behind the safe for the answer. Opening the safe counts as a Special Action for the mission.



## CRACKING THE SAFE

Many of Dunwall's citizens prefer to keep their

valuables locked up tight in a nice, strong safe. These

combinations are often random, so we can't always tell you the

exact set of numbers you need, but luckily, there are ways to find

the combination. Listening to conversations, reading personal notes,

and sometimes completing optional goals gives you the information

you need to crack each safe!

Climb the boxes on the right side of the tunnel to get past the next blocked area. Search for coins and things of value up top, especially in the cabinets and in the

derelict vehicle.

Listen to the men below and drop quietly down to assassinate the one that patrols directly underneath you. Two of his comrades are around the corner, but they don't

hear anything if you're careful.

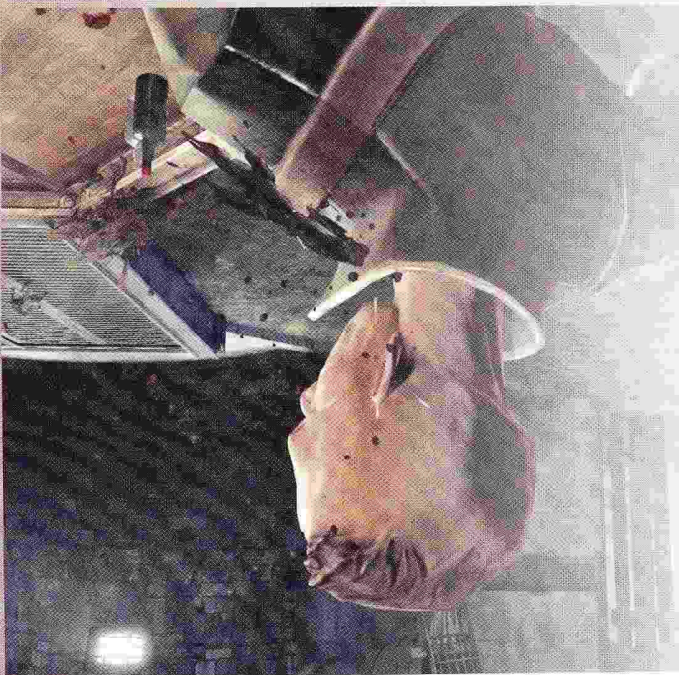
Distract those two when it's time to advance. Hurl something at the far wall to get them turned around, and then lay into them from behind. Or, simply move at high speed to slash one, shoot the other, and then intercept the two additional troops that

arrive to assist them.

When the area is quiet, look for a boarded tunnel on the other side of the cavern. Break through these boards to discover a hermit's cubby. Search the area for some treasure (a bit of money and some food) and credit for a Special Action.

Follow the indicator toward your next objective and talk to Samuel when you meet him. You can now get out of the sewers and into the open air. It feels pretty good to see the sky again.

Before leaving, dive into the water behind Samuel and swim down and to the right. There is a footlocker in the silt below. Open this (it's unlocked), and take the items inside for a bit of easy money.







# THE PATH OF SHADOW

## A LETTER FROM A FRIEND

► **EAT THE MEAL AND READ A LETTER THAT'S BEEN SENT TO YOU**



It would seem that not everyone has been taken in by the attempt to frame you. An unknown benefactor has left you a special meal. Eat it, and discover that you have been left a letter and a key. Not bad for a last meal!

Unlock the cell door and sneak into the hallway.

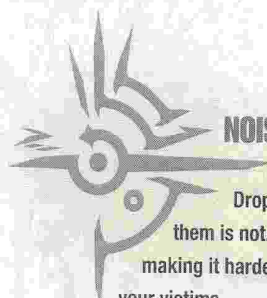
## FIND THE EXPLOSIVE

► **TAKE A WEAPON**

► **FIGHT OR SNEAK YOUR WAY TO THE FOOTBRIDGE**

A City Watch Sword and 25 coins are on the table nearby. Collect them and carefully explore the area. Keep your ears open. You hear watchmen talking nearby, so hug the walls and peer through the grates to see what you're up against.

The two watchmen in the middle of the room are having a conversation and aren't paying any attention to the man nearest the door. This is a perfect opportunity to knock him out and drag him out of sight. Feel free to pick his pocket first, by interacting with him when you're close.



### NOISE IS A CONCERN!

Dropping bodies (alive or dead) is silent; throwing them is not. A thrown body can tip off remaining enemies, making it harder to skulk around, so be careful how you hide your victims.

As soon as the two watchmen that are left split up, choke out the one staring out of the window. If you are quick, you can sneak up behind the one who walked away and get him too; it's also perfectly fine to hide the body and wait for the other man to return.

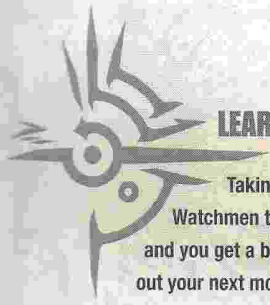
Make sure the bodies are not visible from the platform above, in case anyone wanders by. Always clean up after yourself. You can hide the watchmen behind the wall or, for a more poetic solution, in your old cell!

Remember to loot the bodies (if you didn't pick their pockets while sneaking up on them) by interacting with them after they're down.





Once you've removed the City Watch from the equation, you can move on. There are a number of ledges to climb, so use the jump command and hold the key/button down so that Corvo pulls himself up to these higher tiers as he goes.



### LEARN TO LOVE HEIGHTS!

Taking the high road is often the safest route. Watchmen tend not to look up when they are patrolling, and you get a bird's-eye view of the situation, letting you plan out your next move.

Doing all of this avoids the watchman who is on the ramp beside your current location. He'll be easier to take out from behind in a moment.

#### ► PROCEED ACROSS THE WALKWAY TO THE INTERROGATION ROOM

#### ► TAKE THE KEY FROM THE GUARD'S BELT

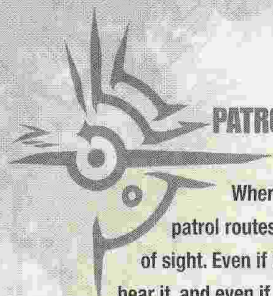
Loot the small room up top. There are plenty of coins, some food, two health elixirs, and a Pistol. All of these are useful in various ways. Coins are used later in the game to purchase upgrades and many items. Food restores Corvo's health if he isn't already full. The Pistol is a secondary item that he can wield in his left hand, but it's a loud and inelegant tool of last resort for the discriminating sneak.



After you've looted the room, approach the door quietly and check the next room by peering through the keyhole. The watchman you can see leaning up against the railing is the next obstacle in your plan. Open the door, take his key, and then render him unconscious. He's hidden from sight, so leave him where he lies. The yard is on the other end of the hallway and is the next step toward freedom.

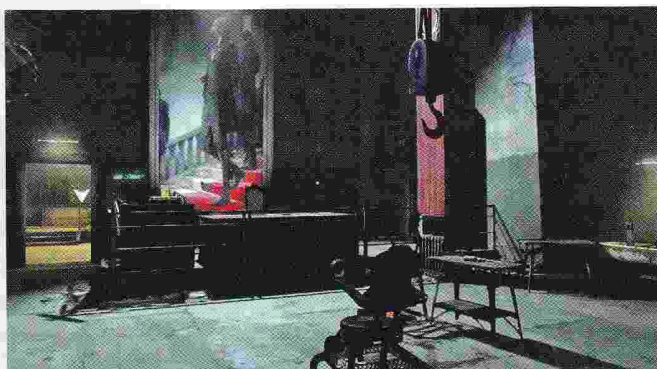
Unlock the yard door and sneak through the narrow hall. A member of the City Watch patrols close by, so use the corners for cover and lean out quickly to make sure the way is clear. Wait for his back to be turned and then knock him out, making sure to search him afterward. Take him with you, so that you can stash his body out of sight in the interrogation room.





## PATROLLING ENEMIES

Where you place bodies can have an impact on patrol routes, as can how much noise you make while out of sight. Even if City Watch can't see something, they can still hear it, and even if it doesn't make them panic, it can make them change their route slightly. This is why it is extremely important to observe what is going on around you whenever possible before jumping into any situation. This is even more important while following the Path of Shadow!

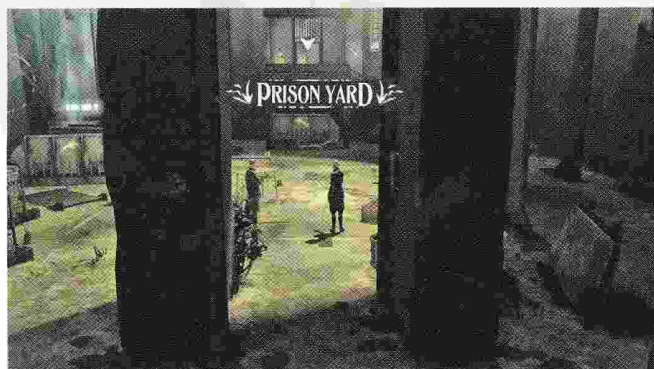


### ► ENTER THE INTERROGATION ROOM

### ► FIND THE EXPLOSIVES

The interrogation room. The room where they tried to break you and make you confess. This is an unhappy place, but a necessary step in the plan. Make your way into the main room, read the report, listen to the audiograph, and steel your resolve. There is still so much to do.

Leave the man you brought with you snoring in the back room, open the safe, and take the explosives.



## PLANT THE EXPLOSIVE

### ► CROSS THE YARD

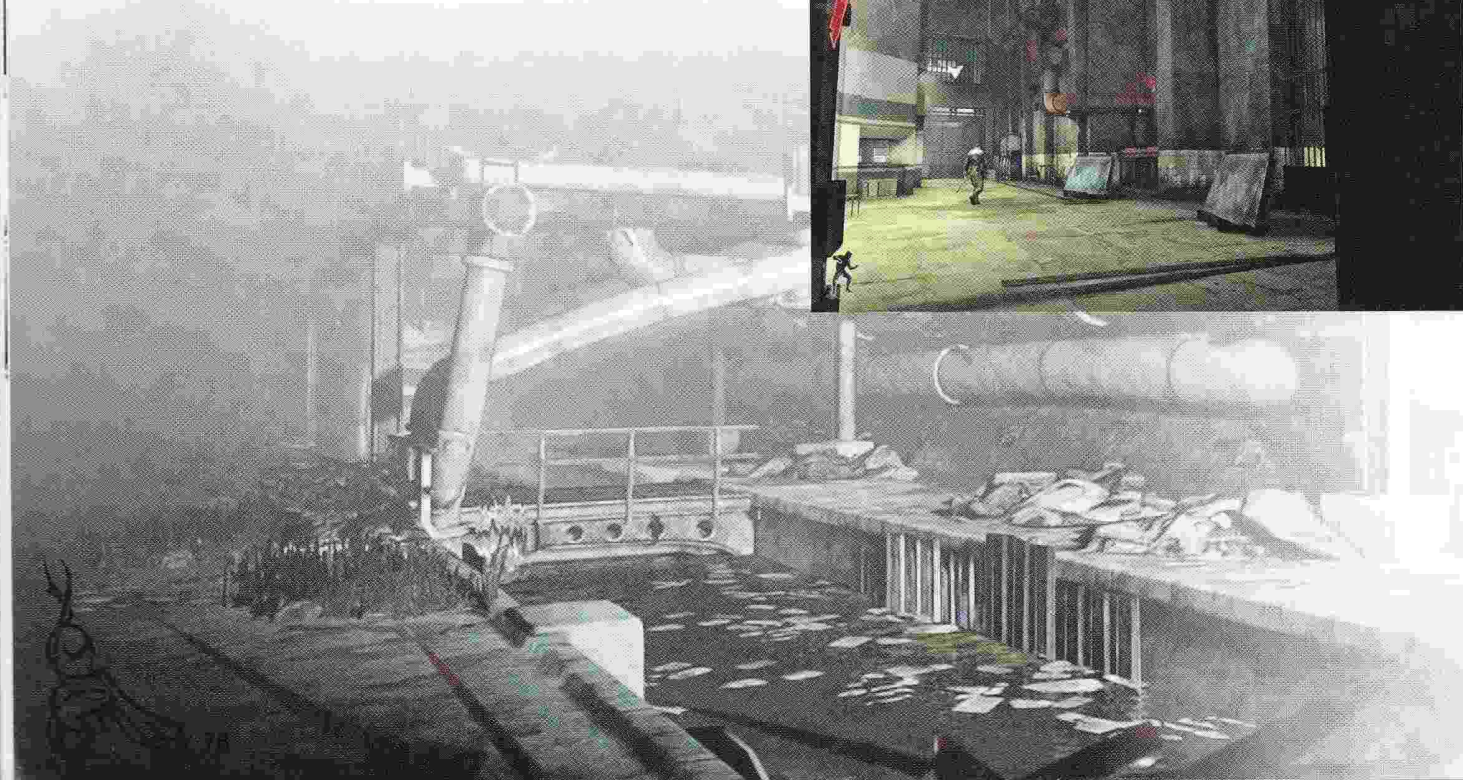
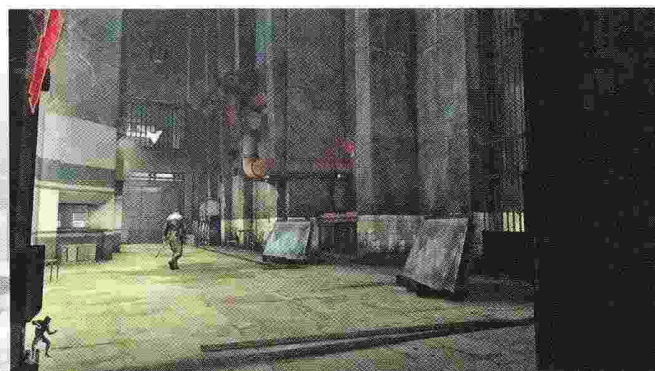
Be cautious on the way out. A new watchman unlocks the far door and is well on his way down the stairs before you can get to him.



## ISOLATED TARGETS

If you didn't stash the previous body, or if you've been making a lot of noise in the interrogation room, then it's possible that the new watchman with the key will decide to loiter and stomp a few rats. Take him down while he's distracted!

Approach the gate and go through. You're now in the prison yard. Use walls, pillars, and shadows around the edge of the room to sneak past the men as they socialize, and steal one watchman's key once his back is turned. Head up the stairs quickly (but quietly) and remain on the alert, as you now have enemies behind you if anything goes wrong.





## ► ENTER THE HALLWAY LEADING TO THE OUTER YARD

There are three more men in the next room, but you've got a lot of vertical space to work with. Wait for the roaming watchman to turn his back, then make your way to the ledges and pipes on the right. If you are quick, you can even pick his pocket before starting your climb.

Make your way along the pipes past the still-sealed gate.



## ► PLANT THE EXPLOSIVES

The two members of the City Watch inside this next room are in the way.

Skulk along the pipes to the left-hand side of the room. Drop down behind the watchman—but not too close or he might notice. Take him down, then vault the railing and hug the wall to get behind the lower watchman. Knock him out and grab his body.

Turn left. You should see a small shadowy alcove. This is perfect for hiding both bodies; they are protected from the bomb blast you are about to set off, and, once they are inside, it is difficult for anyone to discover them.



Up top are two things to eat, a health elixir, and more bullets. Make sure to eat what you want, grab the loot, and get ready to plant the explosives. Since you came in from the top, the gate is still closed, and you are good to go. Plant the explosives on the other side of the room and then get to cover.

As soon as the wall is ripped open, bolt for the opening. Dive right off the ledge into the water below, and stay underwater where your enemies can't see you. There are people after you, so the faster you get into the water, the better your chances of remaining undetected.

### Body Disposal

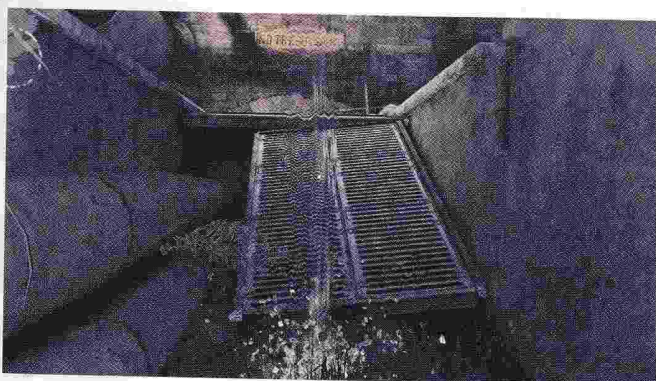
Be careful when hiding unconscious bodies. If you throw them from a high place or place them where a blast can harm them, you can mess up an otherwise perfect nonlethal run. Kills raise your Chaos rating if you contributed toward the deaths in any way!



## ESCAPE COLDRIDGE PRISON

- **ESCAPE THROUGH THE OUTER DOOR**
- **JUMP FROM THE BRIDGE**
- **REACH THE SEWER TUNNELS**
- **ENTER THE SEWERS**

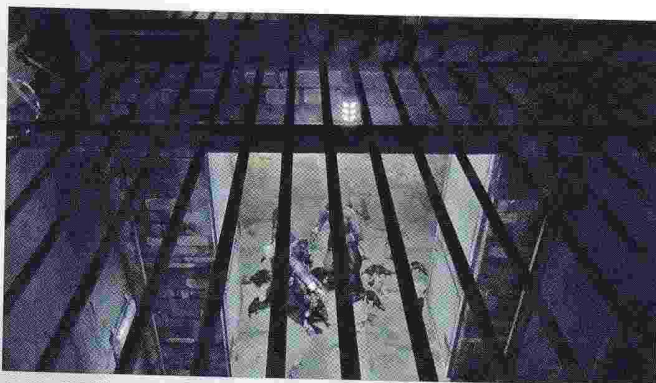
You need to get to the sewers before anyone knows what is going on, staying underwater as far as possible. If you do it quickly, no one sees you, and you can make your way into the sewers without an alert.



Though Corvo has seized freedom, it is a tenuous thing that can easily be taken from him. The City Watch is guarding the sewers, and it's not that easy to escape to the surface. What they don't know is that you have help down here in the depths.

### ► **FIND THE SUPPLY CHEST**

Open the gate in the room where you arrive and advance into the larger chamber ahead. You soon find a letter; read it to learn a little more about what you can do down here. When you're done, climb onto the boxes on your right side and use them to reach the bars above the room.

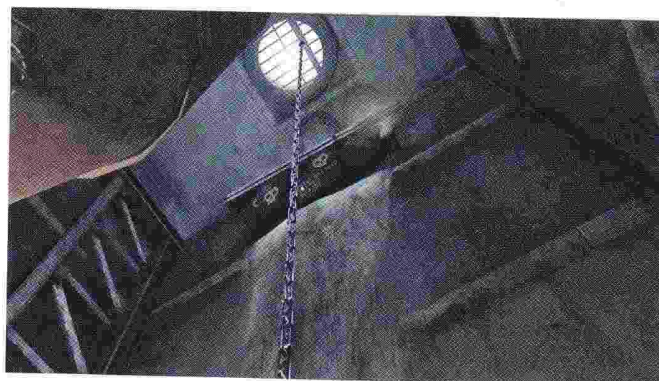


Creep on top of the bars while listening to the men below. They soon encounter a few problems, and there's nothing you need to do about that. Keep moving and hop down when you get to the end of the tunnel. You're now fairly close to a cache of supplies.

Hurry down the corridor and into a sewer tunnel with foul water in the central channel. Dive into the water to avoid the pack of rats moving to feed on a body ahead, and swim to the other side of the room.



A few coins and a journal are over there. After examining those, climb up toward higher ground. The way out of the room is blocked by a gate, but you can raise the gate by turning a wheel. Interact with the corpse draped over the wheel and throw the body down to your side. Now you can turn the wheel, open the gate, and get through.



There is a second gate, and it isn't far ahead. This one is a little trickier. There are plague rats surrounding the wheel for that gate, and they savage Corvo if he gets too close. Luckily, the City Watch has been dropping bodies through a pipe that goes up through the ceiling. Pick up one of those bodies and leave it on the floor of the room. When the rats scurry to feed, circle around the other side of the area and use the wheel before they finish their macabre meal. Get out of there before they come over for seconds.

Climb the chain at the end of the route to get to a higher tier of the sewers. There are a few coins nearby, and some food as well.

A small bridge to the right takes you toward a thin passage with a bolt trap. Avoid the trap to collect a pile of cash at the end of the passage.





## WATCH YOUR STEP

Don't hurry to the walkway on the upper tier. If you move slowly, you should see a line strung between the two sides of the metal walkway. It's a trap! Walking through here triggers the device, hurting anyone who stands there.

Throw an empty bottle or a similar item at the trap to trigger it while Corvo hangs back. Or, go past that side route and climb onto the walkway above your current position. Using this upper catwalk, you can bypass the trap entirely, drop down behind it, and collect an incendiary bolt from the launcher there. All of the treasure in the alcove is yours either way.

The next chest you find was left by your unknown benefactors. Open it and take the tools that were left for you. The new blade is a beauty to behold, and the Crossbow is definitely going to come in handy. These are now yours, to use as you see fit.



## ► ESCAPE THE SEWERS TO FIND A NEW ALLY

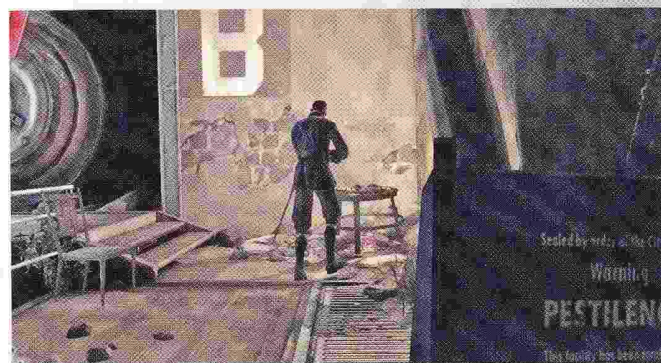
There is also a key inside the chest. Use the key on the gate a few feet away and walk carefully into the next area. Another tripwire is there, and you don't want to set it off. Use a bottle from the piles of debris behind you to safely detonate the exploding bolt.

Back along the main stretch, read the note near the left wall, and take a look at the safe nearby. You need a combination to get the safe to open. The clue for it mentions something about whiskey. The sign behind the safe holds the key. Enter the numbers you find into the safe's combination lock. This counts as a Special Action for the mission.



Climb the boxes on the right side of the tunnel to get past the next blocked area. Search for coins and things of value up top, especially in the cabinets and in the derelict vehicle.

Listen to the men below and drop quietly down once the coast is clear (and the nearest one has his back turned). The easiest way to avoid being noticed is to slip right into the water and swim past all the watchmen. If you are concerned about running out of air, you can surface underneath the bridges—but be careful, as the watch can still spot you if they are close enough.



## The Hermit's Stash

Though this is challenging to do without killing anyone or being seen, if you are very careful you can complete this Special Action. Look for a boarded tunnel on the other side of the cavern. Break through these boards to discover a hermit's cubby. Search the area for some treasure (a bit of money and some food) and credit for a Special Action.

Follow the indicator toward your next objective and talk to Samuel when you meet him. You can now get out of the sewers and into the open air. It feels pretty good to see the sky again.

Before leaving, dive into the water behind Samuel and swim down and to the right. There is a footlocker in the silt below. Open this (it's unlocked), and take the items inside for a bit of easy money.



# 03

## THE HOUND PITS PUB




### MAJOR GOALS

- ▶ MEET THE LOYALISTS
- ▶ LEARN BLINK AND RECEIVE THE HEART

### OPTIONAL GOALS

- ▶ LOOT THE AREA
- ▶ PURCHASE ITEMS AND UPGRADES FROM PIERO
- ▶ LISTEN TO INTERESTING CONVERSATIONS BETWEEN THE LOYALISTS AND THEIR STAFF

### COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	2
 Bone Charms	0
 Outsider Shrines	0
 Sokolov Paintings	0
 Books	17
 Coins	1454

### OBSTACLES ENCOUNTERED

- ▶ NONE

You've arrived near the Hound Pits Pub, where your new allies are ready to greet you. It's time to take a load off. Follow Samuel up to the pub and meet the people inside.

If you want a bit of information before dealing with these people, crouch and look through the keyhole into the room with these new "allies" of yours. Find out what they think about you before you throw your lot in with them.

## HOUND PITS PUB



RAT ACCESSIBILITY



HEALTH ELIXIR



RUNE



OUTSIDER SHRINE



BOOK



FISH ACCESSIBILITY



MANA ELIXIR



BONE CHARM



SOKOLOV PAINTING

- 1 SAMUEL'S BOAT
- 2 EMILY'S TOWER (BRIDGE ENTRANCE)
- 3 EMILY'S TOWER (REAR ENTRANCE)
- 4 WINDOW TO CORVO'S ROOM (TO THIRD FLOOR)
- 5 PIERO'S WORKSHOP (MAIN ENTRANCE)
- 6 PIERO'S WORKSHOP (STREET ENTRANCE, REQUIRES KEY)
- 7 PIERO'S WORKSHOP (BALCONY ENTRANCE, REQUIRES KEY)
- 8 HOUND PITS PUB (MAIN ENTRANCE)
- 9 HOUND PITS PUB (REAR ENTRANCE)
- 10 EXIT TO BALCONY (FROM SECOND FLOOR OF BREWERY)
- 11 ABANDONED APARTMENT (REQUIRES KEY)
- 12 HOUND PITS PUB (STREET ENTRANCE)
- 13 THE HOUND PITS ENTRANCE (REQUIRES KEY)
- 14 BALCONY WINDOW (SECOND FLOOR)
- 15 DOOR TO CORVO'S ROOM (THIRD FLOOR)
- 16 HOUND PITS PUB (ALLEY ENTRANCE)
- 17 CHAIN TO PUB BASEMENT (SEWER ENTRANCE, REQUIRES KEY)
- 18 TO RUNE (OFF MAP, OBTAINED AFTER OUTSIDER DREAM)







# OUTSIDER DREAM

1 STARTING POSITION

2 MEETING WITH THE OUTSIDER

3 STRANGE LETTER

4 THE SECOND LETTER

5 RECEIVE THE HEART FROM THE OUTSIDER

6 TALK TO THE OUTSIDER AND END THE DREAM





## MEET THE LOYALISTS

- ▶ **MEET WITH THE LOYALISTS IN THE BAR**
- ▶ **MEET PIERO IN HIS WORKSHOP NEAR THE DOCK**

Enter the pub and talk to both of the men that are standing beside the bar. You learn more about your allies, and they tell you to go meet Piero next. He's a vital person to aid you because he crafts weapons and gadgets. The money you grab during missions can be traded to him for extra gear or upgrades for Corvo.



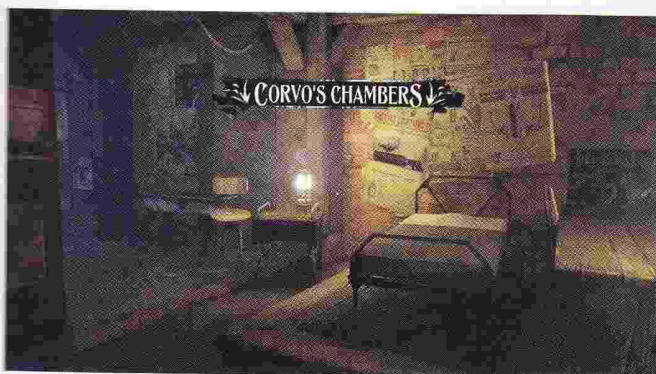
After you meet, one of Piero's machines loses power. Help the guy out.

- ▶ **GET A FRESH WHALE OIL TANK FROM UPSTAIRS**
- ▶ **INSTALL THE TANK AND TALK TO PIERO AGAIN**

Run to the top of the stairs, grab a whale oil tank, and bring that down to the table where Piero is working. Install the tank and he'll be good to go once more. Take a look at his wares to see if you can afford anything right now (it's entirely possible).

The purchases you should make depend greatly on your playstyle. Anyone trying to do a run without utilizing powers should stock up heavily on bullets, bolts, and other physical tools of the trade. Killers should upgrade their weapons once they have some real money. Stealthy players, especially those following the nonlethal path, burn through Sleep Darts and need as many Bone Charm slots as possible to assist in their efforts.

Once you're done talking to the inventor, Corvo gets some rest. Or, you can explore a little longer and listen in on some interesting conversations.



## FUN THINGS TO DO

If you have more time and want to learn more about your allies, this is the place to do it. There are quite a few optional scenes and encounters around the pub.

- ▶ **When you first get to the pub, creep around the front and get onto the top of the awning. Sneak into the open window to startle Lydia. You can also pickpocket a key to the Admiral's room from her to explore a bit more than you're supposed to.**
- ▶ **If you bump into Wallace and Cecelia before meeting the Loyalists, you can follow them and eavesdrop on a conversation they have about Corvo.**
- ▶ **Read the Admiral's diary after stealing the key to his room. This updates throughout the story.**

If you want more money, take some time to look for valuable items before leaving the area around the pub.

ITEM	LOCATION
Carmine Pocketwatch	On Pendleton's nightstand
Health Elixir	On shelf in second level of Hound Pits Pub
Hemlock	On hound cage on ground floor in Hound Pits Pub
	On bottom shelf of bar
	On Piero's desk, upper floor
Inchmouth Sextant	In sunken barge
Large Pearl	Underwater near bow of sunken barge
Map (Cape of Teeth)	On Havelock's desk in his room
Map (SkyStars)	On Piero's workbench on ground floor of his workshop
Nettle Seeds	In cask shelf on second floor of brewery room
	On chair in the attic
	On shelf in second level of Hound Pits Pub
Powdered Crystal	On shelf in Piero's workshop, ground floor
	In bathroom shelf
	On bottom shelf in bar
Rewire Tool	On shelf in Tower
Rewire Tool	On balcony over river on the side of the Hound Pits Pub
Sparrow Feathers	In overturned dumpster on street
Tyvian Ore	On table in street near front door
	Under bush on beach near the tower
	On shelf on second floor of Hound Pits Pub
	On shelf on second floor of Hound Pits Pub(x2)
	In overturned hopper near Samuel's hovel
	In overturned hopper near pub back door
Whale Oil	In trunk in Havelock's room
	Between boilers in the basement
	In mud underwater just offshore from tower
Wire	On top of air conditioner on front of pub over open window
	In sewer tunnel near Weeper mission entrance
	In rubble behind Piero's workshop
	On roof near sewer hatch where Weeper mission starts



## OUTSIDER DREAM

While you're sleeping, something happens. You wake in a strange location. The disquiet you feel is intuitive and things only get more curious when you leave the room where you wake.

### ► SOMETHING'S NOT RIGHT

Take the stairs outside the initial room to the top of the area. Talk to the Outsider there and accept his gifts.

### ► USE YOUR BLINK POWER TO REACH THE OUTSIDER

Make sure that Blink is slotted as your offhand ability for Corvo and then try it out! Walk to the edge of the platform where you met the Outsider and target the next ledge over. Though a good jump would get you close to it, Corvo would still fall short. Press the button for Blink to see where you'd end up, and let the button go when you want to teleport there.

Blink to the next platform over and search for Piero's Spiritual Remedy (a mana elixir!). There is also a letter on the ground. Read it, if you wish.

Blink across the next few gaps in this strange world. Often, you can approach the edge and Blink across without doing anything special. For the really long stretches though, this isn't enough. Instead, you have to run and jump to get yourself as close as possible to the desired location and then Blink while airborne. To do this, hold down Blink targeting and point your destination indicator where you desire. Sprint and jump towards your destination and release the Blink targeting button while in mid-air. It's exhilarating!

Read another letter when you get onto the platform with the two men and the girl. Look at the dresser just a short distance away and get a second mana elixir. If your spiritual energies grow weak, use these to replenish yourself. Depending on your settings, the game may do this automatically when you try to use a power and don't have enough strength to do so.



### KNOWING WHEN TO LET GO

If you press the button for Blink and then change your mind, use the interact command to disrupt the process. This saves your mana for more essential purposes.





## More Elixirs As Needed

The mana elixirs in the dressers replenish if you fall, so you never fully run out of mana in this area. Go back and get more elixirs if you find yourself running on empty.



At the end of the second series of Blinks, you come to a brick wall that is too high to climb. Use your Blink to aim above the wall and let Corvo fall to the ground on the other side. This won't cause any damage, and it's a nifty trick.

The Outsider isn't far away. Approach him and listen to his words. Accept another gift from this stranger.

► **USE THE HEART TO FIND THE HIDDEN RUIN**

Put the Heart in your offhand and let it guide you toward something special in the ruins ahead. Look for a mana elixir on the right side of the path, in a damaged guard booth above the rocks. Take that and continue on your way until you near a building. Blink down from the damaged roof, and drop again through the building's floor.



Another Spiritual Remedy is inside a chest beneath the building. Get that and then follow the Heart the rest of the way in. Keep using Blink to cross the large gaps, but none of these involve jumping or complex angles.

Your goal is to reach a Rune. These items allow Corvo to learn new powers and upgrade his existing abilities. They're extremely important to find. This one was practically free. Not all of them will be so easy.

## Runes

In subsequent missions, there are Runes hidden all over the city. Use the Heart to get an idea of where they are located. Reaching them is sometimes difficult because the Runes may be inside locked buildings or in otherwise tricky areas to uncover. Explore and have fun collecting them.

When you have a few of these, enter the Powers Menu to buy or upgrade your abilities. Read each description thoroughly before you dedicate to a purchase. Make sure that you're getting powers that are essential to your playstyle instead of buying things frivolously.



Corvo sees the Outsider again after taking the Rune. They speak, and then the vision fades.







## ACHIEVEMENT

### Mostly Flesh and Steel

To earn this Achievement, ignore the Outsider's gifts and finish the game without purchasing any supernatural powers or enhancements, besides Blink. This goes hand in hand with the Merchant of Disorder reward which requires you to acquire 15 equipment upgrades. Stick to your traditional weaponry and this is no problem.

## BACK IN THE PUB

### MAJOR GOALS

- ▶ **START YOUR FIRST MISSION FOR THE LOYALISTS BY TALKING TO SAMUEL**

### OPTIONAL GOALS

- ▶ **FIND A RUNE IN THE AREA OUTSIDE THE PUB**

### COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
Runes	0
Bone Charms	0
Outsider Shrines	0
Sokolov Paintings	0
Books	0
Coins	0

### OBSTACLES ENCOUNTERED

- ▶ **NONE**

ITEM	LOCATION
Rune	Back in the waterway near the river

You wake in a bedroom, back at the pub. The gifts you gained in your dream are still with you, as is the knowledge that something important has transpired. Before leaving this area, perhaps you should try to use this knowledge to your benefit.



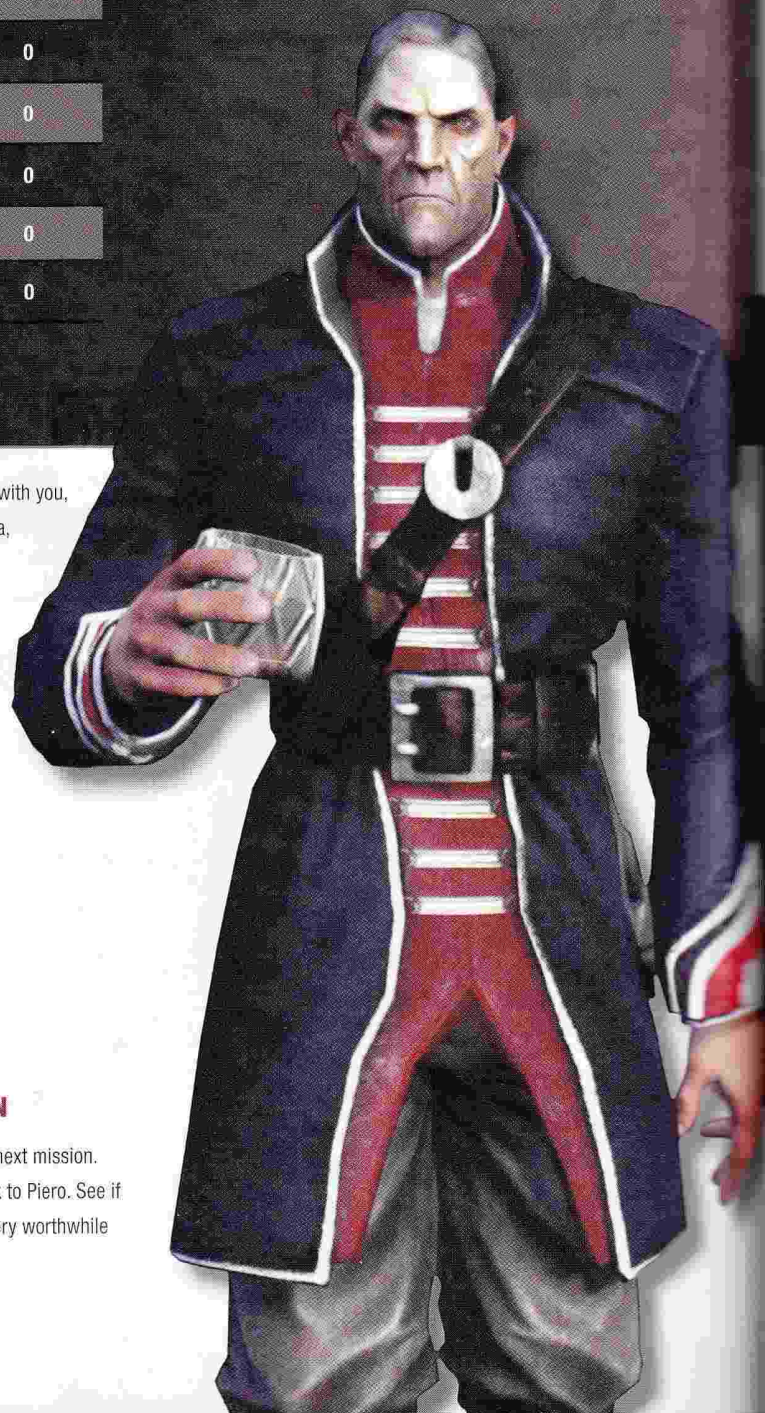
### MANA REGENERATION

Notice that your mana regenerates after the use of special powers, such as Blink. If you use the ability quickly, you don't get as much back. Instead, let your mana replenish as much as possible so you don't need to use mana elixirs while simply traveling around.

## A NEW DAY

- ▶ **SPEAK TO ADMIRAL HAVELOCK IN THE BAR**
- ▶ **TRAVEL WITH SAMUEL THE BOATMAN TO YOUR FIRST MISSION**

Look on the first floor of the pub for Admiral Havelock. He tells you more about your next mission. Before leaving the area, look around Piero's workshop for spare money, and then talk to Piero. See if there is anything that you need to purchase. He now has a Rune to sell, which is a very worthwhile addition to your arsenal!







There is another optional task that you can start right now. Talk to Callista, near the exit from Piero's workshop. She is sitting on a few crates, waiting to see you. This triggers a Special Action for the next mission ("Spare Captain Curnow"). If you avoid talking to Callista, you won't get the task.

## OPTIONAL

### FIND THE RUNE NEAR THE PUB

There is a Rune not that far away from where you're resting. After getting up, walk downstairs and exit the inn before talking to anyone. Use the Heart to see where you're heading, and then set off. Blink helps you get over walls or obstacles, so use it to make the journey even faster.

Switch back to the Heart periodically to make sure you're on the right course. The Rune is on a small, rocky outcropping near the water, on the edge of the property. Take it!



Once you're done, follow the waypoint indicator to find Samuel. He takes you back to the main portion of the city. Your next mission is about to begin.



## 04

DISTILLERY  
DISTRICT AND  
THE OVERSEER

## MAJOR GOALS

- ▶ ELIMINATE HIGH OVERSEER CAMPBELL
- ▶ PROCURE THE BLACKMAIL JOURNAL



## OPTIONAL GOALS

- ▶ ASSIST GRANNY RAGS WITH HER GENTLEMEN CALLERS

## SPECIAL ACTIONS

- ▶ HELP GRANNY INFECT THE BOTTLE STREET GANG
- ▶ RESCUE GRIFF THE SCAVENGER
- ▶ SPARE CAPTAIN CURNOW
- ▶ BRAND HIGH OVERSEER CAMPBELL AS A HERETIC
- ▶ SAVE ELSA FROM ZEALOUS OVERSEERS
- ▶ POISON HIGH OVERSEER CAMPBELL

## COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	7
 Bone Charms	5
 Outsider Shrines	1
 Sokolov Paintings	1
 Books	34
 Coins	3794

## OBSTACLES ENCOUNTERED

NUMBER OF ENEMIES IN MISSION: 86-99

- ▶ WOLFHOUND
- ▶ ELITE GUARD
- ▶ CITY WATCH GUARD
- ▶ WATCH LOWER GUARD
- ▶ OVERSEER
- ▶ SECURITY DOOR
- ▶ BOTTLE STREET THUG
- ▶ WALL OF LIGHT

## CHAOS ACTIONS

EVENT	HIGH CHAOS CHOICE	LOW CHAOS CHOICE
Granny Rags	Infect the Elixir Still	N/A
Griff	N/A	Save Griff from the Thugs
Berthold and his sister	Get the password from Berthold and then kill him	Save Berthold and his sister
Campbell and Curnow's meeting	Poison both men	Brand Campbell

Samuel takes you over to the Distillery District. There are City Watch in the area, and they have lethal checkpoints called Walls of Light. You have to be careful of those. He also mentions that there is a strange woman in this part of the city; she's called Granny Rags, and it might be useful to talk to her. It could also be dangerous, so it's up to you whether to pursue that avenue.

ITEM	LOCATION
Bone Charm	Above your starting location, near the Watch, by a large light
	In Griff's original building, on the second floor
	In the Distillery, on top of the rafters deep inside the building
	At the back of a workshop in the back yard area
	In the back yard building on the edge of the area, held in a vice
Rune	Help Granny Rags with her Thug problem
	Look in the area beneath Granny Rags' Apartment
	Complete Granny Rags' optional mission
	Inside the small guard station after the second Wall of Light
	In a secret chamber near the Kennel entrance (inside the Overseer's compound)
	Inside the workshop (in the back yard area)
Outsider Shrine	Above the hearth in the meeting room
	In a small alley that leads down from Granny Rags' Apartment
Sokolov Painting	Inside the secret room across from the Kennels (near end of mission)

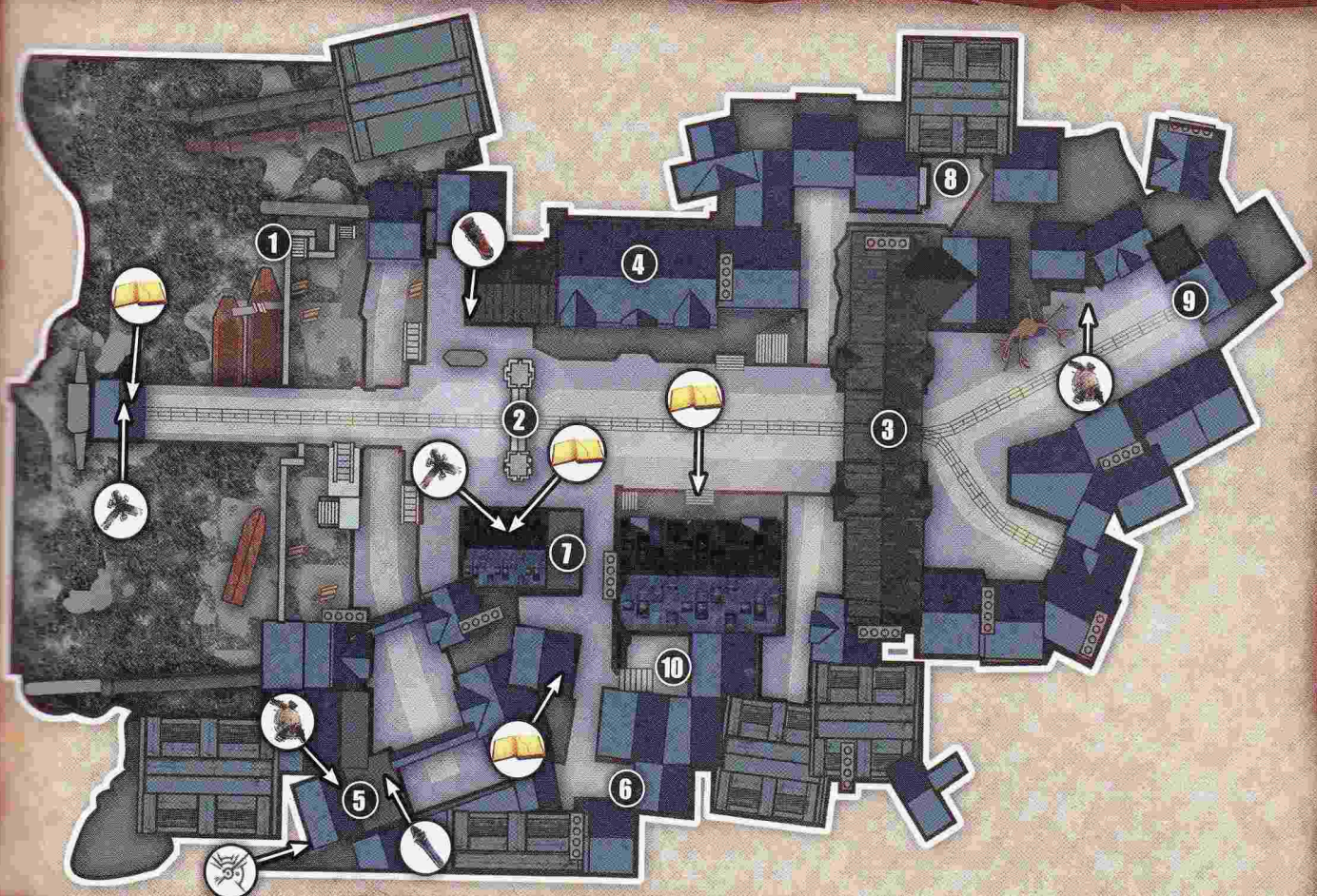




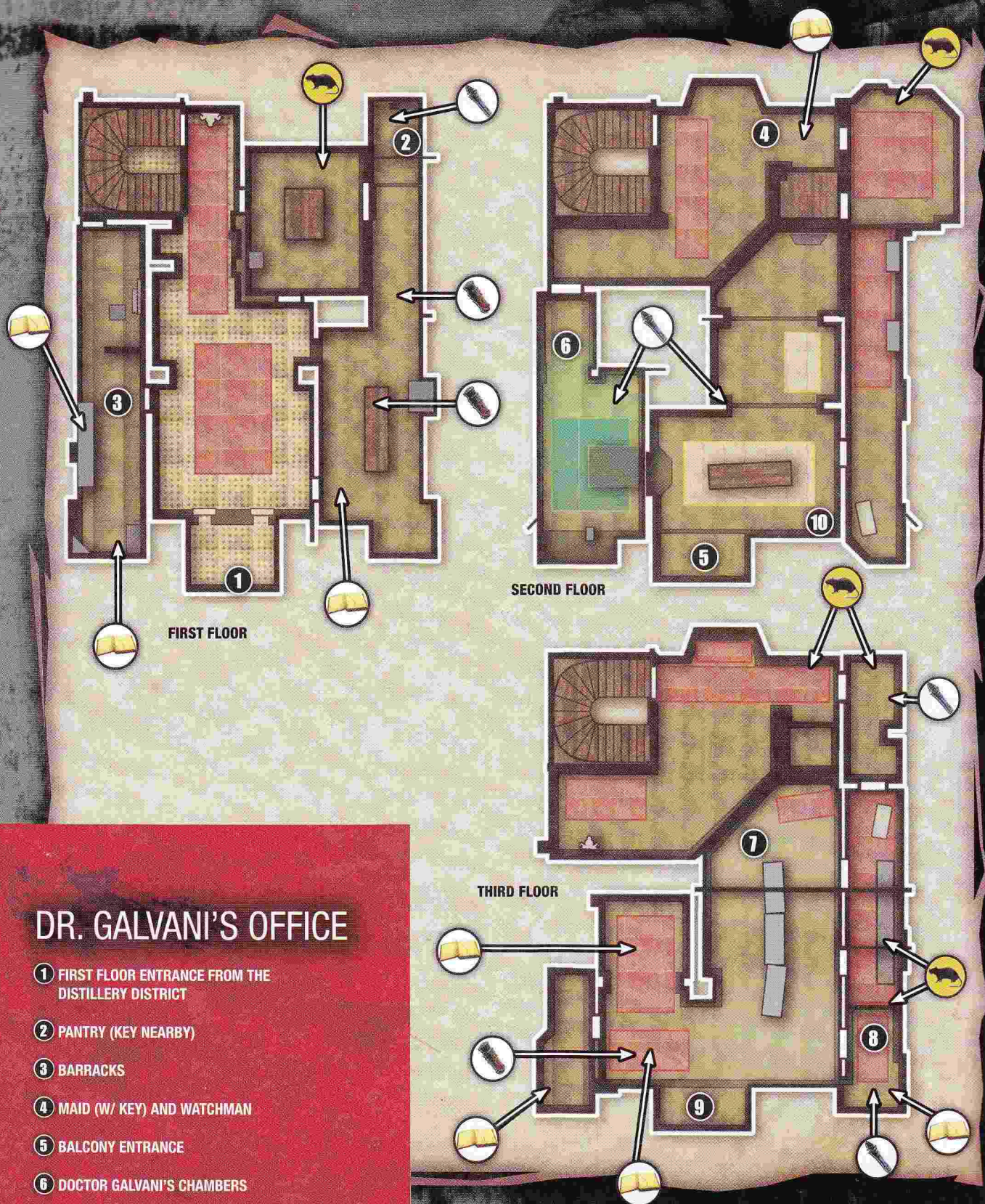
## THE DISTILLERY DISTRICT

- |   |  |
|---|--|
|  RAT ACCESSIBILITY  |  BONE CHARM       |
|  FISH ACCESSIBILITY |  OUTSIDER SHRINE  |
|  HEALTH ELIXIR      |  SOKOLOV PAINTING |
|  MANA ELIXIR        |  BOOK             |
|  RUNE               |  |

- 1 BEGINNING AND END OF MISSION
- 2 WALL OF LIGHT
- 3 WALL OF LIGHT
- 4 DOCTOR GALVANI'S OFFICES
- 5 GRANNY RAGS' APARTMENT
- 6 ENTRANCE TO DISTILLERY
- 7 GRIFF'S PRISON
- 8 THUGS AND A FALLEN CITY WATCHMAN
- 9 EXIT TO OVERSEER
- 10 GRIFF RUNS HERE AFTER BEING SAVED







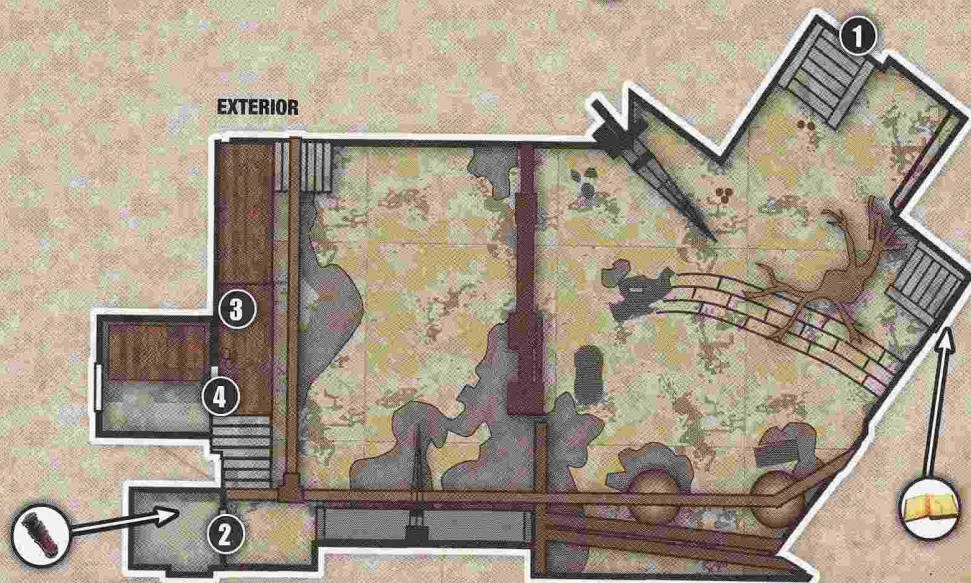
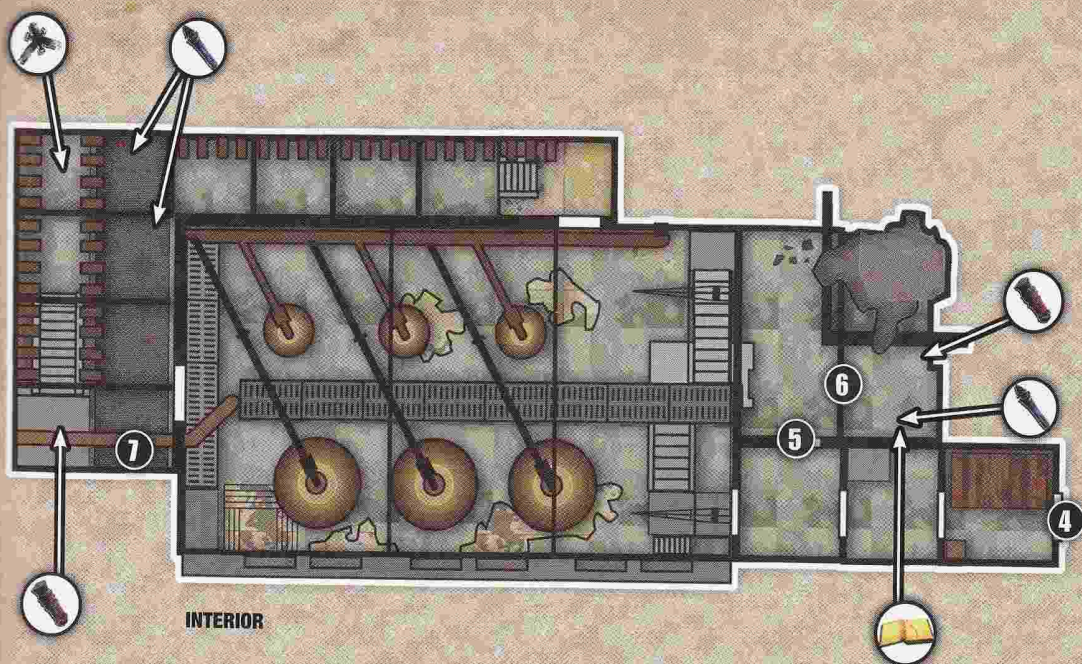
## DR. GALVANI'S OFFICE

- ① FIRST FLOOR ENTRANCE FROM THE DISTILLERY DISTRICT
- ② PANTRY (KEY NEARBY)
- ③ BARRACKS
- ④ MAID (W/ KEY) AND WATCHMAN
- ⑤ BALCONY ENTRANCE
- ⑥ DOCTOR GALVANI'S CHAMBERS
- ⑦ GALVANI LAB DOOR (LOCKED, PATROLLING WATCHMAN HAS THE KEY)
- ⑧ HIDDEN LABORATORY (RAT VISCERA)
- ⑨ BALCONY ENTRANCE
- ⑩ SAFE



## THE DISTILLERY

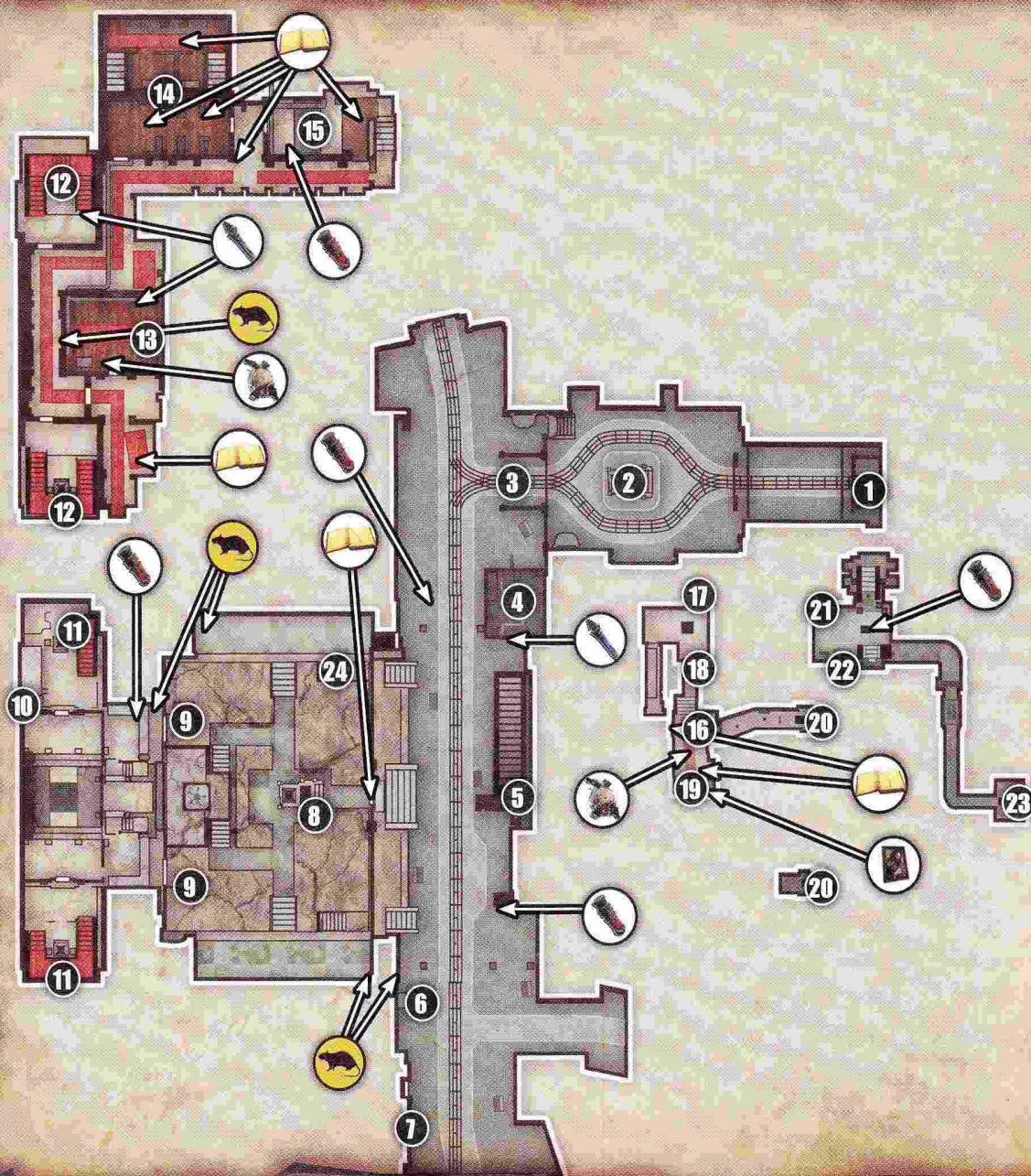
- ① ENTRANCE TO DISTILLERY
- ② LOCKED ROOM
- ③ DISTILLERY MASTER KEY (ON GUARDS AND ON THE TABLE)
- ④ DOOR INTO THE DISTILLERY
- ⑤ LOCKED DOOR (REQUIRES DISTILLERY MASTER KEY)
- ⑥ CLOSED GATE AND A VALVE FOR GATE ACCESS CONTROL
- ⑦ BOOTLEG STILL (FOR GRANNY RAGS' TASK OR FOR MAKING HEALTH ELIXIRS)





## THE OVERSEER

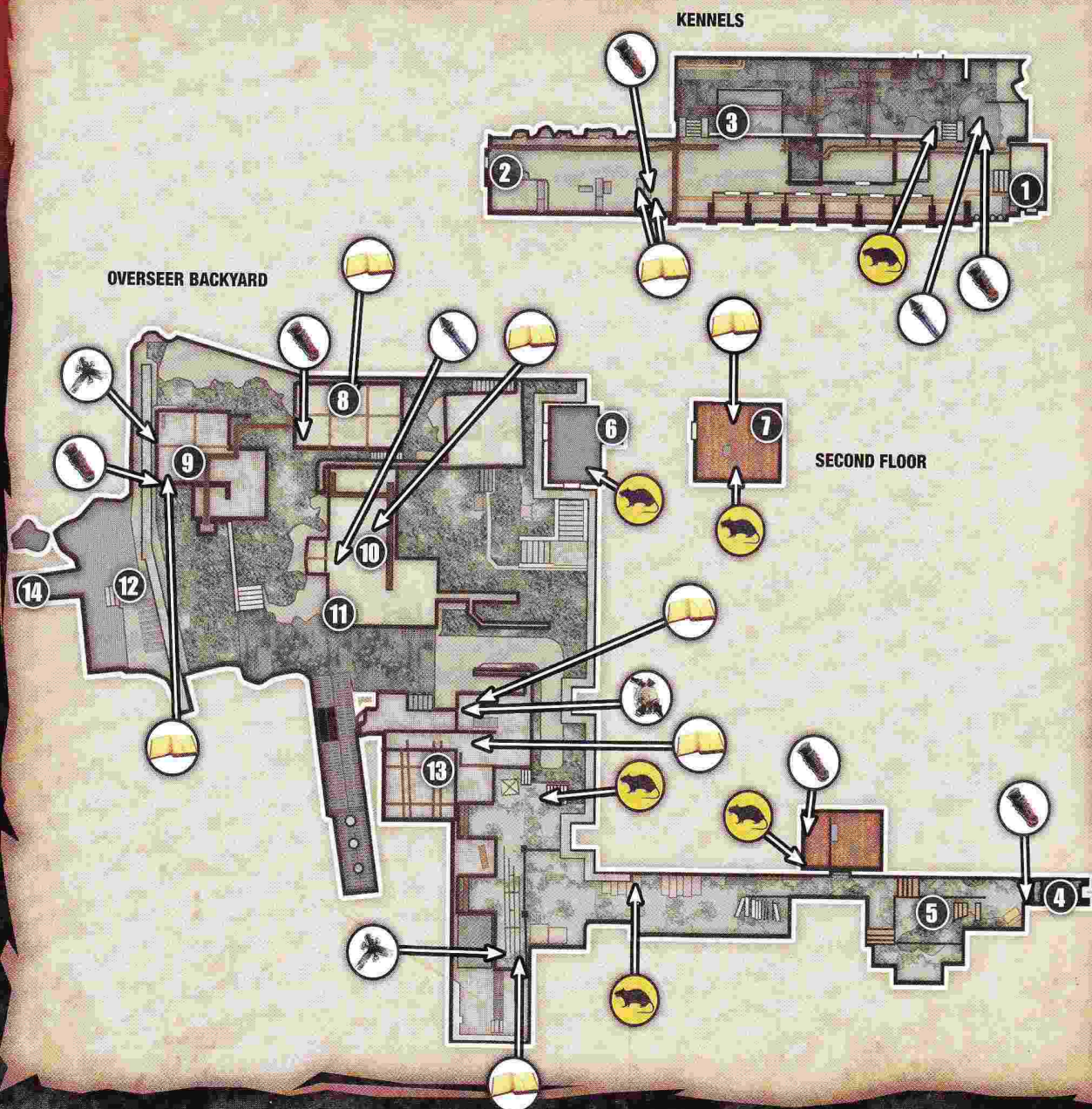
- ① ENTRANCE FROM DISTILLERY DISTRICT
- ② OVERSEER MARTIN
- ③ LISTEN TO OVERSEERS (HERETIC'S BRAND)
- ④ GUARDHOUSE
- ⑤ SEWER ENTRANCE (TOWARD KENNELS)
- ⑥ DUMPSTER FOR BODIES
- ⑦ TRANSITION TO BACK YARD
- ⑧ CENTRAL SQUARE
- ⑨ ENTRANCES TO STORAGE AREAS BENEATH THE BUILDING
- ⑩ DOORS TO BACK YARD AND KENNELS
- ⑪ STAIRWAYS TO THE SECOND FLOOR
- ⑫ STAIRWAYS TO THE FIRST FLOOR
- ⑬ MEETING ROOM
- ⑭ ARCHIVE
- ⑮ INTERROGATION ROOM
- ⑯ STAIRS TO FIRST FLOOR (AT ⑩)
- ⑰ TRANSITION TO KENNEL
- ⑱ SECRET ENTRANCE TO CAMPBELL'S QUARTERS
- ⑲ CAMPBELL'S QUARTERS
- ⑳ STORAGE AREAS (CONNECT WITH 9)
- ㉑ TRANSITION TO KENNELS
- ㉒ SEWERS (CONNECTS WITH 24)
- ㉓ SEWERS (CONNECTS WITH 5)
- ㉔ STAIRS DOWN TO THE SEWERS





## THE OVERSEER KENNELS AND BACKYARD

- |   |  |
|---|--|
| 1 ENTRANCE FROM SEWERS                        | 8 MESS HALL  |
| 2 ENTRANCE FROM BASEMENT OF OVERSEER BUILDING | 9 LOCKED WAREHOUSE (REQUIRES VALVE OR USE REAR ENTRANCE) |
| 3 SICK HOUND                                  | 10 BUNK HOUSE  |
| 4 HOLGER SQUARE ENTRANCE                      | 11 BUNK HOUSE SAFE                                       |
| 5 OVERSEER CONFRONTATION                      | 12 DOCKS   |
| 6 ENTRANCE FROM INSIDE OVERSEER BUILDING      | 13 WORKSHOP (VALVE HERE)                                 |
| 7 SAFE  | 14 MEET SAMUEL HERE TO END MISSION                       |





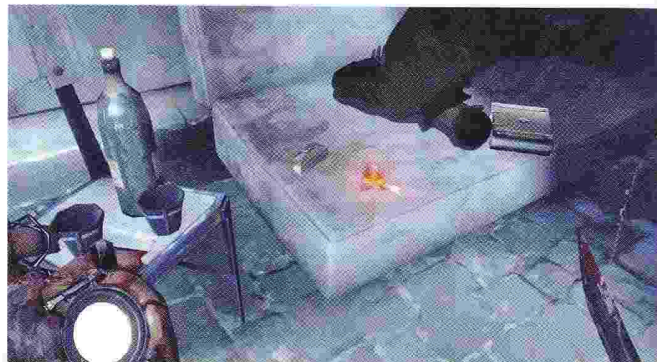
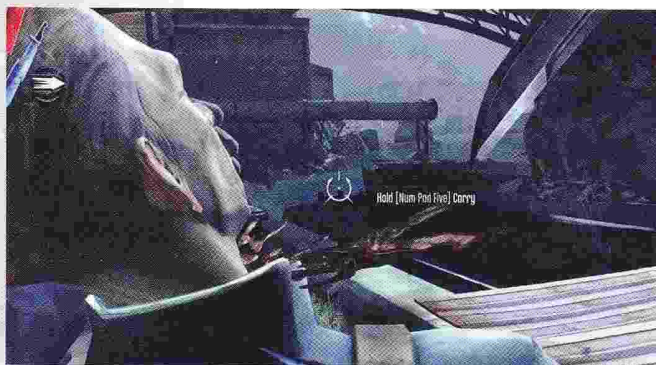


## THE PATH OF BLOOD

### ELIMINATE HIGH OVERSEER CAMPBELL

#### ► GET THROUGH (OR AROUND) THE WALLS OF LIGHT

Walk along the river after leaving Samuel by the boat. There are only a couple of the Watch ahead, strung out along the shoreline. Kill them as you go by creeping up on them, or wade through the mass with your blade. If you fight well, the men come in here and there without being able to support each other as well. Watch out if any try to run away; they're probably going for an alarm. It's better to cut them down as they flee rather than let them go.



#### ACHIEVEMENT

##### Razor Rain

This is an excellent area in which to practice drop assassinations. Stay on the rooftops, look for City Watchmen, Bottle Street Thugs, and Weepers. Drop down from above to take them out. Five successful drop assassinations earn you this Achievement/Trophy.



#### ACHIEVEMENT

##### Inhabitant

This mission is an early opportunity to earn the Inhabitant Achievement or Trophy. Find a group of fairly close watchmen and use Possess to bounce between them for a three minute period. Once you reach the time limit you earn the reward!

You soon come to steps that get you up to the main streets. Once there, the path to the left looks out over the river. Kill any enemies that are left, and climb around to the back of the gate that they were standing near. You can Blink or manually climb around the sides of the building.

There is a Bone Charm on the other side of the gate. Look in your inventory and equip the charm whether it sounds useful to your playstyle or not. Because you can have a few Bone Charms equipped, there is no reason not to equip the first few that you find.

With that in hand, look at your waypoints and go toward the Wall of Light. It's not well protected, so a direct assault is fairly safe. Kill the Watch guard that wanders the street in front of the wall, and look inside the nearby building for a couple of elixirs, a Springrazor trap, and a Rewire Tool.



## SPECIAL ACTION

### GRANNY RAGS

#### MEET GRANNY RAGS

Granny Rags, once known as Vera Murray, isn't far into the Distillery District. She's down a side road, near the first Wall of Light. She leads you down a rather dark road; give it some thought before agreeing to help her out.

If you do, look for Granny's apartment along that side route. It's easy to get into, especially if you look for the open balcony on the upper floor. Jump or Blink up there to gain access to the building and then talk to Granny on the floor below.

#### DEAL WITH GRANNY'S GENTLEMAN CALLERS

Granny asks you to deal with the three ruffians at her front door. Open the door with your Sword and Pistol out, slash down the first Bottle Street Gang member using surprise, shoot the second, and then back away for a moment to lure the third in. Hack him down or fire your Pistol again to kill him.



Nonlethal players can still complete this request. You have to use disabling attacks to get the Thugs down (and it's tricky), but you can proceed.

Be careful! The Bottle Street Gang sometimes keep high-proof whiskey around so they can blow fire at you. This does reasonable damage and makes it hard to see for a second or two. Don't get in close and fight fair with these ruffians. Always use surprise, ranged weapons, and aggressive fighting to kill them.



#### REVISIT GRANNY RAGS

#### COLLECT YOUR GIFT

Talk to Granny Rags once you've dealt with the three Bottle Street Thugs and then look upstairs for a Rune. If you search the area under Granny's apartment, you can steal a second Rune as well.

#### BREAK INTO DOCTOR GALVANI'S FLAT

### PACIFISTS BEWARE!

Granny takes you to a very, very dark place if you follow her advice. If you have *any* interest in a completely nonlethal playthrough, do not do the second part of her optional task. You can help her with her gentleman callers, but think very carefully about what she wants you to do afterward. She's offering a nice reward, but it will cost many, many people their lives.

Should you continue with Granny Rags' requests, you are sent to break into a doctor's house. Doctor Galvani's office is in between the Walls of Light, along the main road. Go there if you choose, and use the front door to get inside.



#### STEAL A SAMPLE OF RAT VISCERA

Three members of the Watch are on the first floor of the office. Creep in and backstab the first man; he'll never see you coming. The second remains unaware and is just as easy to take down. Their buddy is in the room to the right, along with food and two health elixirs.



Strange books litter the area, so there's plenty of reading if you want to know more about the doctor's experiments. Check the cabinet in the guard room on the left side of the place to find a stash of bullets.





Climb to the second floor when you're ready. A member of the Watch (with an important key) is talking to a maid. Be careful not to kill the maid unless you

don't care about civilian casualties. Because this guy is alone, it's safe to make yourself visible and then lure him away from her so you can fight him without risking an accidental shot.

The maid does have the Galvani Building Key, so steal that from her after the Watch guard is dead. The building is now undefended, so you're free to do this at your leisure.

A safe on the second floor requires a combination. Nearby documents tell you about a date that is very important for the doctor. Try that date to unlock the safe. Ingots worth a pile of cash are within.

Use your keys to walk through the third floor without any trouble. There are many more Books to read, and you find a little bit of treasure here and there. Be careful to look under the furniture as well, because an elixir rolled under a piece on the far side of the building.



From the main office, search for a bookcase with a fake book. Interact with it to open a secret lab and reveal the Rat Viscera that you need to steal. Grab a sample and leave when you're finished searching the office.

#### CONTAMINATE THE BOTTLE STREET GANG'S BOOTLEG ELIXIR WITH PLAGUE

Take the rat innards and leave the office. Go to the distillery on the other side of the map (it's not far from Granny Rags' apartment, at the end of Bottle Street). Go inside and be ready for tough fighting or careful stealth work.



If you want to fight, use the beams above the entrance to get the drop on the first sentry. A diving kill puts him out of the fight instantly. Use blades and bullets to slaughter the rest of the men in the yard while retreating to buy yourself time and space. Stealth is more effective here, but you're the one who gets to choose how to proceed.

The Distillery Master Key is on the left side of the yard, in a small recess. Take it before you advance. You can also get this key by killing the Watch members near the main distillery door or by stealing a key from the table a few feet away from them.



Get inside the main building and look around before going out to the open area where the Thugs are waiting. Search the front of the

building. A couple of rooms away, there is a gate that you can open with a valve. Use Bend Time to rush under the door, sprint and slide underneath it before it falls, or simply Blink up to the top. Elixirs, money, food, and equipment are stocked in there. Very useful!

Half of the gang seems to be relaxing in the still. If you use the pipes above them, you can avoid some trouble. However, bloodier options are available. From the elevated position where you start, ranged weaponry rips through the group. A bold attacker could sneak up to the talking pair on the right and have both of them dead before they can fight back. This draws the others in the room, but bullets/bolts take down the first charger, and then there aren't that many enemies left to fight.

Slip into the back area, where the barrels are stored. Ambush the lone patroller from above or take the direct approach. Be careful of traps.



There are a couple of them in the hallway below.

Approach the still beneath the stairs. Before you poison the whole vat, wait one second. Attach

an empty vial to the still and use the machine to create a health elixir. You can make up to three of them right now, if you like. Afterward, toss the dead rat parts in there. This completes your side mission, and you can leave at your convenience.

#### TALK TO GRANNY AND GET YOUR GIFT

Meet Granny one more time and get another Rune from her. That completes this chaotic (but fun!) task.



## SPECIAL ACTION

### RESCUE GRIFF

Griff is a merchant (turned scavenger) who is having trouble with the Bottle Street Gang in town. He's currently holed up in a building much farther down the street than Granny Rags' apartment. If you get rid of the two Thugs that are harassing Griff, he can sell things to you. Vanquish the bad guys, break down the boards on Griff's door, and talk to him.



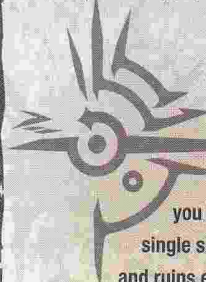
Griff moves to another location, where he sets up shop. It's just down the alley and up a short flight of stairs.

Search the building where Griff was hiding. There is a Bone Charm on the second floor; Blink up there to snag it!

#### GRIFF'S INVENTORY

ITEM	COST (COINS)
Sokolov's Elixir	200
Guard Bullets	50
Blueprint: Lens Magnification	200
Blueprint: Sokolov's Formula	200
Sleep Darts	100
Bolts	50
Rewire Tool	200

Disable the Wall of Light by taking the tank of whale oil out of its conduit. It's not far from the wall itself, so you won't have trouble finding it. Interact with the tank to pull it out, and drop it wherever you like.



### NASTY TRAPS

Tanks of whale oil are useful for setting ambushes. If you leave a tank near a chokepoint and lure enemies there, a single shot with any of your ranged weapons detonates the tank and ruins everyone else's day.

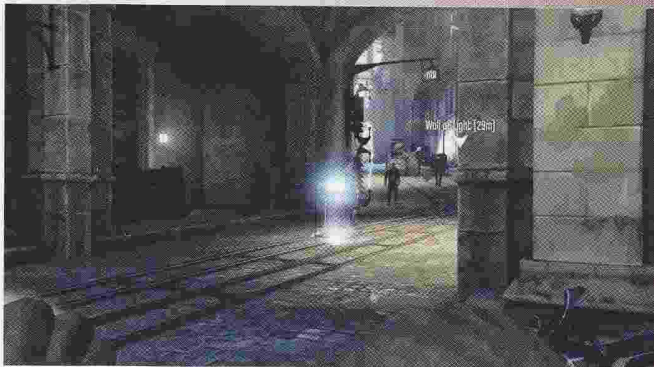
There are more enemies in the next area, between the first Wall of Light and a second one farther along. These men are spread out, so stealth can be your friend. Being too loud is likely to draw at least four people into your fighting. If you're cocky, that might be a good thing. However, it becomes rather challenging at higher difficulty levels.



For a safer run, creep along the left side, assassinate the first member of the Watch, and repeat this for the guy on the right. This way they can't call out and bring others.

Use this technique to reach the second Wall of Light, and disable that one in the same manner as the first. Pass through and into the next street. Because of the Walls of Light, it's poorly guarded. They didn't expect anyone to get through so easily!

#### ► PASS THROUGH THE GATE INTO HOLGER SQUARE







## ACHIEVEMENT

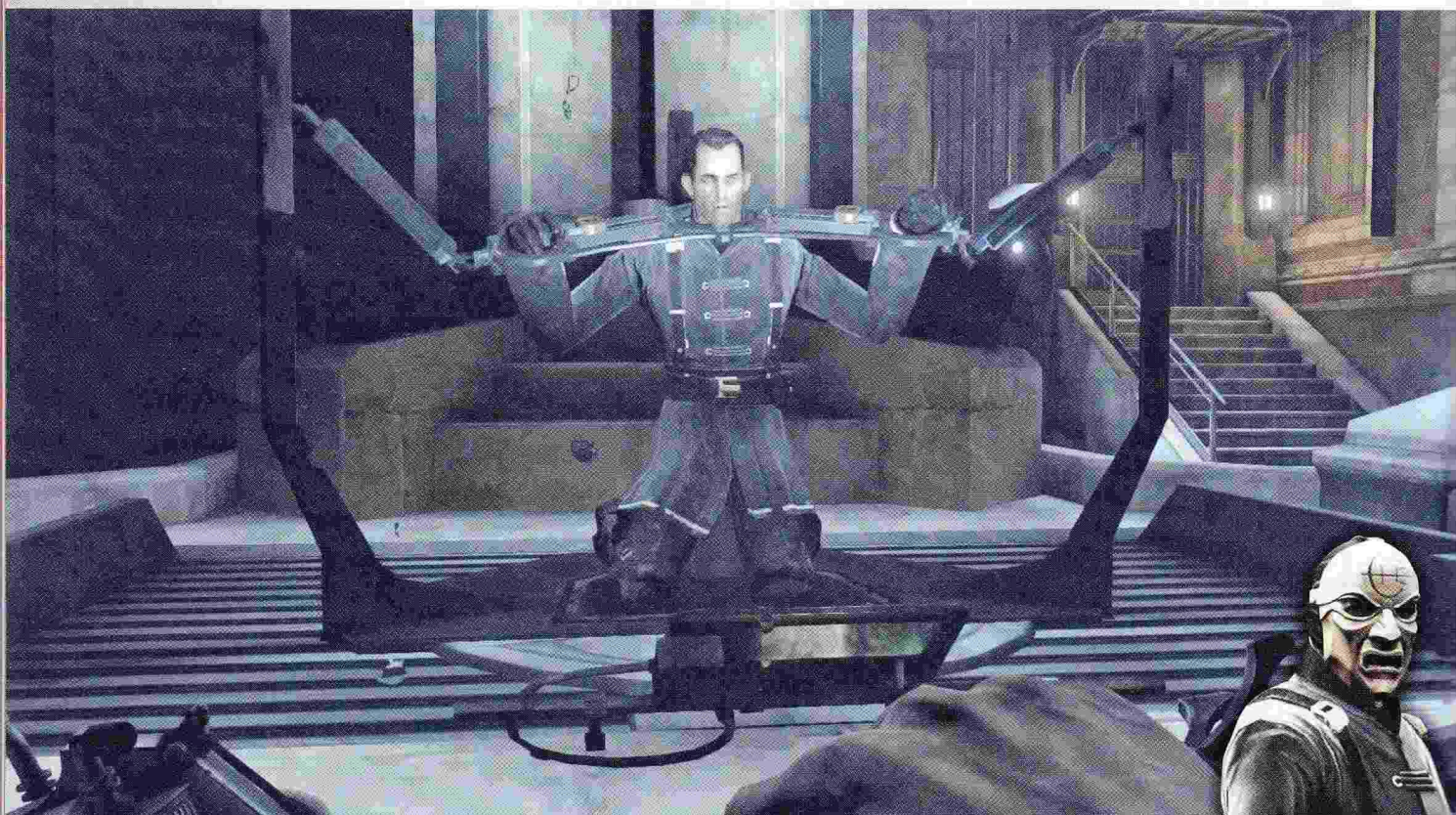
### Wall of Sparks

To earn this reward, pick up a Thug and toss him into the Wall of Light! Keep in mind that this still counts as a lethal action.

Assassinate the man at the front of the open area when his back is turned, and kill the two men by the guard station at your leisure. Keep the Watch away from the alarm at the back right side of the area, as that's the only threat to your safety here.

Search the small guard station after you finish with your enemies. A Rune is inside, and you certainly don't want to miss that!

Take the gate into Holger Square as soon as you're finished.

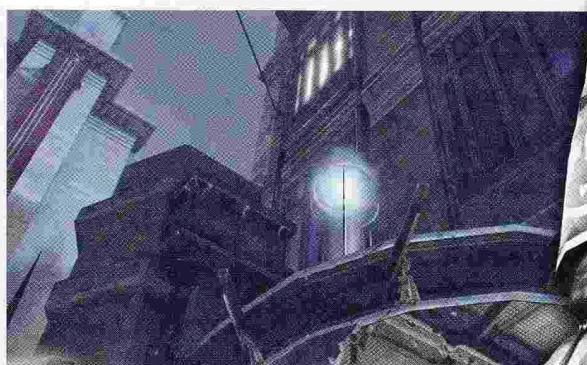


#### ► SPEAK WITH OVERSEER MARTIN IN HOLGER SQUARE AND THEN RELEASE HIM

Now that you're here, it's time to rescue Overseer Martin. Sneak up on the lone man in the yard ahead. Kill him with an attack from behind and talk to Martin. Use the lever on the left to free him and listen to what he has to say.

#### ► FIND CAMPBELL AND CURNOW IN THE HIGH OVERSEER'S OFFICE

Use Blink to get over the gate at the other side of the square. Men are talking below, and this opens a side task if you're interested in learning more about the Overseers and the importance of the Heretic's Brand. See the Path of Shadow to learn more about this optional task.





There are three Overseers on the other side of the gate. Two Overseers are the ones talking (on the left), and another is wandering. The wandering Overseer can be killed safely without alerting the others. It's also possible to get close to them without drawing attention, so an ambush is possible to pull off.

## Lots of Grenades

Overseers frequently carry Grenades, so be careful around them. Also, loot their bodies for these useful items and don't be shy about tossing one or two if you get into trouble. You can always get more later!

The way forward is on the left side of the yard. A guard station is there, but it's poorly staffed. Kill the man inside and go through into the main compound. The wall to the left has cover, so advance along the wall while picking off Overseers. If you enjoy Blink, it's a great way to cross the gaps quickly and get behind unwary victims. They die silently and you aren't exposed for very long.

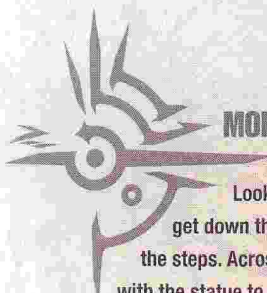


Turn in toward the large square once you've got your bearings. That's where many of the Overseers patrol. Lights are everywhere, an alarm is ready to go if someone spots you, and all the people you fight are well armed. There are almost half a dozen troops on call.

Blink behind boxes to kill patrollers, and carry their bodies out of each other's line of sight until the square looks a little more manageable. If you get caught, retreat to the front gate so you know all of the incoming enemies are coming from the same direction.



When you've dispatched everyone, approach the main doors and open them. More Overseers are inside. Creep into the side chambers early on to avoid the line of sight from the man guarding the front door. It's easier to pick off the Overseers one by one after that point. Do this to clear the first floor.



## MONEY AND A FREE RUNE

Look for stairs down toward the Kennels. When you get down there, stop in the small room near the bottom of the steps. Across from the Kennel entrance is a statue. Interact with the statue to open a secret door. A Rune is inside, as are several items worth a fair amount of money. Take it all.



Return to the first floor and climb the stairs on the side of the building. Sneak up behind the Overseer up top and assassinate him to have the run of the first hallway. Three more Overseers aren't far away, so it's very useful to kill this one quietly.



In the next portion of the hall, one man walks around the length of the area while two more talk. Make sure none of them can get to an alarm. Done correctly, you can ambush the two talkers while the third is away. Sneak up, hack the first as his buddy initially spots you, shoot the other, and defend against the loner on his return run.

Walk into the nearby meeting room where you find the last Rune in this mission. Look for the Rune above the heart on the other side of the chamber. After getting it, examine the glasses on the main table and decide what you want to do with them. Poison both Curnow and Campbell? Poison neither? Switch the glasses so that only Campbell dies?

All of these choices leave you with options for defeating Campbell and getting his black book. Decide what you're comfortable with and make it happen. Note that the meeting place changes if you pour out both glasses. The two men descend to the basement and use the secret room there as an alternate meeting place. That makes extracting from the building after the event somewhat easier, though the overall task takes a little longer.



## SPECIAL ACTION

### SPARE CAPTAIN CURNOW

Supposedly, Captain Curnow is a good man. After all, he seemed perfectly pleasant when he accompanied you on your last mission for the Empress. If you choose to accept this task, do everything in your power to see that the captain doesn't get killed during the end stage of this mission. Here's how it's done.



When you get to the meeting room, make sure to get the poison out of Campbell's glass before you back off to hide. You can dump the glass out, switch glasses between Curnow and Campbell, or interrupt the meeting before the men drink.

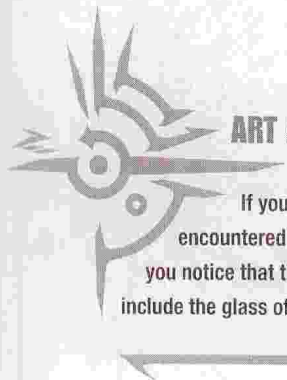
After the meeting occurs, come forward to knock out the captain from behind. Carry his unconscious body to safety outside the grounds below.

Another way to succeed: make sure that Curnow can successfully flee on his own and survive any attacks from the remaining Overseers. Don't leave the area before Curnow, and don't let him be overwhelmed by his adversaries. Just follow him as he and his watchmen flee the building. When anyone attacks, disable them and continue forward.





Hide in the corner of the room, in the shadows. Wait for the others to arrive for their meeting and watch your plans take effect. Steal the black book before anything can happen to it, and handle the captain however you wish.



## ART APPRECIATION

If you took the cider from the table when you first encountered Sokolov and Campbell at Dunwall Tower, you notice that the painting in the secret room doesn't include the glass of cider!



Once you're clear of the building and have done what you need to do with the captain, go to the back yard and look for Samuel.

Search the back yard for two Bone Charms and a Rune if you want to get everything here. The Bone Charm in the locked building is the tricky one. There are two ways to get inside the building. You can retrieve the valve for its door from the warehouse. Or, you can climb or Blink behind the building and break through the boards to get inside the rear window. The latter is more fun!

Go to the river side of the yard when you're ready to leave. Climb down a long chain and meet Samuel. Or, Blink far out toward the water and drop safely all the way down. Don't try this over land.

## SPECIAL ACTION

### SAVE ELSA

A member of the Watch in the next area is being accosted because of his sister, Elsa. If you want to help, assassinate the Overseer at the top of the stairs, and repeat this for his friend below. You learn the combination to the Bunkhouse safe as a reward.





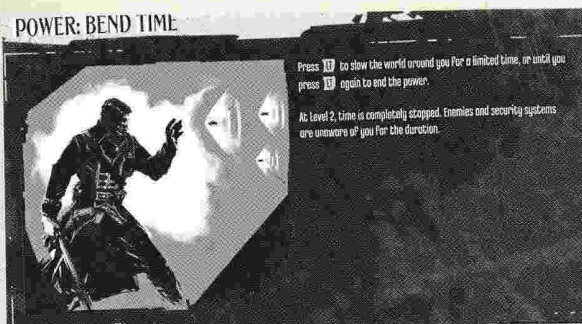
# THE PATH OF SHADOW

## MASTERING YOUR QUIET TRADE

Before we begin, let's talk briefly about Runes and how to spend them as you advance. It's very important for stealthy players to have the right powers; after all, they're playing the game with a much higher level of precision than those on the Path of Blood. Killers can assassinate targets, fight them with ranged weapons, use their blades, and mix and match these techniques whenever they want. Stealthy players (especially nonlethal players) do not have such luxuries. Here are a few ideas to think about.

Blink is the best way to get around quietly, and it lets you hide bodies in out-of-the-way areas. If you are at all interested in sticking to the high places, you want to upgrade this quickly. In addition, you can Blink past pesky patrollers, hurry through areas, and so forth. You can't go wrong with Blink.

### POWER: BEND TIME



Bend Time lets you deal with the unfortunate moments when you walked into something you weren't expecting. You can retreat before someone sees you, or give yourself just enough of an edge to take on a group before they can react.



Dark Vision is a very useful tool as well, as it lets you not only see in the dark, but also lets you view foes through walls and other obstacles. You can even see their line of sight and see the sound you are making as you move. It is especially beneficial to players who like to remain unseen.

Shadow Kill is a phenomenal tool for someone who doesn't mind getting their hands dirty while sneaking. If you don't leave behind bodies, enemies won't discover anything during their patrols. This lowers your Chaos Rating (which is quite useful for stealth players that are still killing targets, as every kill raises your Chaos Rating).

Possession is the right power for the shadow player with no interest in ledges, pipes, and rooftops. It's a slower way to bypass dangerous areas, but it's also extremely powerful for avoiding combat.

## ELIMINATE HIGH OVERSEER CAMPBELL

### ► GET THROUGH (OR AROUND) THE WALLS OF LIGHT

As you step off the boat, take a moment to look around and get your bearings. You immediately see two men throwing bodies off of the bridge up ahead as well as one member of the Watch under the bridge loafing around.

This is a good opportunity to practice Blink, as you can Blink behind the man ahead and immediately choke him. Mastering this technique lets you attack from all angles and quickly subdue any opponent.

While there is no real need to hide the body, there are several nooks and crannies under the bridge where he won't be found, and hiding bodies is a good habit to cultivate.





Once you've subdued the Watch guard, look out over the water. You can use Blink, Possess a fish, or simply swim out (though it will hurt if you get nipped by the fish) to the broken end of the bridge. Climb the chain to find a small alcove with the Bone Charm.

Chain in hand (or equipped), it's time to get past the Wall of Light. Head back down the chain and across the river.

Climb up the steps and peek around the corner. You see a patroller between you and the Wall of Light. While you can sneak around him, a lone patroller is always a good person to take down. Leaving him conscious runs the risk of being caught at an awkward time!

Once he is down, and his body is out of sight, take a look at the pipes and ledges on the left wall. This is your entrance point. Blink up to the pipes, and make your way past the first wall.



## PLAN YOUR ESCAPES!

Whenever you have the luxury of an observation point, always take a moment to plan your routes, watch how the patrollers move, and look for hidden places to help you sneak past enemies.



## SPECIAL ACTION

### GRANNY RAGS

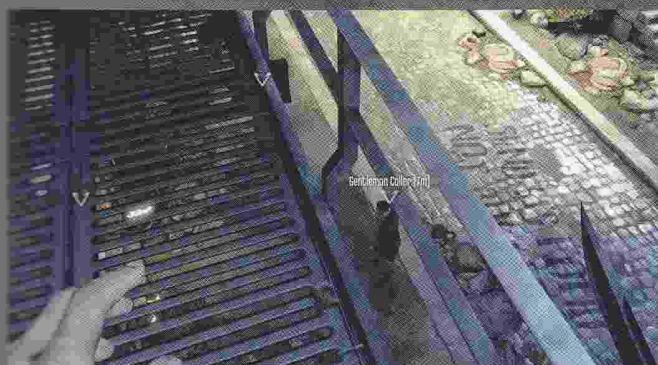
#### MEET GRANNY RAGS

Granny Rags keeps a residence in the Distillery District. Her apartment is along a side road, near the first Wall of Light. Doing her dirty work is vulgar and bloody, so read well before you dedicate to her plans.

To get to her apartment, look for the open balcony on the upper floor of a building on Bottle Street. Jump or Blink up there to gain access to the building and then talk to this woman on the floor below.

#### SUBDUCE GRANNY'S GENTLEMEN CALLERS

Granny asks you to deal with the ruffians at her front door. To complete this without harming anyone permanently, you have to use disabling attacks.



Be careful! These Thugs sometimes keep high-proof whiskey around so that they can blow fire at you. Make sure that the men don't have a chance to see you, so you don't have to contend with their short-range attacks.

Bend Time lets you subdue the entire group safely if you drop down behind them.



#### REVISIT GRANNY RAGS TO COLLECT YOUR GIFT

Talk to Granny Rags after the battle and look upstairs for a Rune. If you search the area under Granny's apartment, you can steal a second Rune as well. This one is sitting on top of an Outsider Shrine. You'll be able to speak with your patron briefly.

#### BREAK INTO DOCTOR GALVANI'S FLAT

This is where things turn grim with Granny Rags. Her request would soon lead to the deaths of many people. If you want to learn more, read about this in the Path of Blood. Is one more Rune really worth the lives of so many?



## SPECIAL ACTION

### RESCUE GRIFF

Griff is a merchant (turned scavenger) who is having trouble with the Bottle Street Gang. He's currently holed up in a building much farther down the street than Granny Rags' apartment.

To save this man, knock out the two men that are pounding on his boarded-up doorway. Break in yourself afterward to let the merchant know that the way is clear. Griff can then sell things to you.

After being saved, Griff runs to another location, where he sets up shop. It's just down the alley and up a short flight of stairs.

Search the building where Griff was hiding. There is a Bone Charm on the second floor; Blink up there to grab it!

#### GRIFF'S INVENTORY

ITEM	COST (COINS)
Sokolov's Elixir	200
Guard Bullets	50
Blueprint: Lens Magnification	200
Blueprint: Sokolov's Formula	200
Sleep Darts	100
Bolts	50
Rewire Tool	200

From your rooftop vantage point, you can see the second Wall of Light. You also notice some patrollers on the ground who can make your life difficult. Fortunately, the high road gives you many ways to avoid them as you make your way to the far right, where there are some pipes and a low route that lets you bypass the second Wall of Light.

While you can head to the ground level and pick enemies off one by one, you can also avoid engagement altogether for maximum stealth. Use the ducts to the right to cross the street (passing behind the large metal plate) and then Blink to the stairwell heading down. This is a blind spot; there are no men here, so it is a good place to stash bodies or wait.

Either sneak past the nearby Watch guard or use Blink to move from cover to cover to get to the pipes. If you look down and see a large mass of plague rats, you're in the right place.

You can use Blink, Possession, Bend Time, or just sprint past the rats as you move under the bridge and further into the alley.



Be careful, as some gang members ahead are having a disagreement. If you wait in hiding, they eventually resolve their argument and you can take them down. Or you can simply Blink past them while they talk. However you resolve it, climb to the stairs to find that you have passed the second Wall of Light.

#### ► PASS THROUGH THE GATE INTO HOLGER SQUARE

While on the stairs, Blink to the green ledge above you and take stock of the next area. You see several patrollers, a small guard station, and the next waypoint.

Not only is this an ideal vantage point, but it's also the perfect place to store dead or unconscious foes. It's wise to take down the men in this area because there is a Rune in the small guard booth. Also, the waypoint is a door that you need to approach from the ground.



Use Blink to quickly teleport behind your targets. This prevents the guards from sounding an alarm. Once each man is down, stash the bodies to prevent any future problems.

While you are sneaking about, make sure to grab the Rune from the small guard booth! Then, take the gate into Holger Square once the way is clear.



## ► SPEAK WITH OVERSEER MARTIN IN HOLGER SQUARE AND THEN RELEASE HIM

Martin is in the stocks in the center of the square, being taunted by a lone Overseer. Sneak up behind the masked tormentor and take him down, and then release Martin.



## ► FIND CAMPBELL AND CURNOW IN THE HIGH OVERSEER'S OFFICE

Use Blink to get over the gate, and pause for a moment to take in the surroundings. You hear about a method of excommunicating an Overseer called the "Heretic's Brand," a way to completely strip even the most powerful Overseers of any authority and render them outcasts. If you're looking for a nonlethal method of completing your task, you'll want to seek more information inside.



There are three Overseers on the other side of the gate. Two are talking (on the left), and another is wandering. If you have the upgraded version of Blink, you can travel from vantage point to vantage point, avoiding confrontation altogether. Or, you can Blink behind them and pick them off one by one, starting with the lone patroller. The guard station and trash bin are good locations for stashing bodies, as are the ledges.

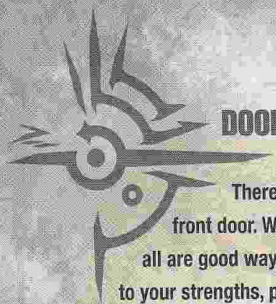
There are multiple paths, but all ways inside lie beyond the large metal gate on the left side of the yard. The three targets shouldn't be much trouble once they split up. If you prefer to stay on the ground, move from cover to cover on the left, or Blink from point to point up high.

Any Overseer is a valid target, but each attack is an opportunity to be spotted, so move carefully.



If you've upgraded your Blink ability, you can move from the streetlight to the stone ledges that run along the building and avoid confrontation entirely. Another option that doesn't rely on upgraded powers is the large wall-mounted fans to the left of the gate. These let you get over the gate and scope out the next area.





## DOOR, WINDOW, OR OTHER?

There are many ways of getting inside, including the front door. Windows, sewage outflows, attached buildings—all are good ways to get inside and find your primary target. Play to your strengths, preferences, and power build!

Once you've gotten over the gates, you have many options. One of the best for a silent approach is to go through the Kennels, but it is by no means the only one. Stick to the left, and make your way down the long staircase. This takes you to a sewer and eventually to the Kennels.

Open the door to the Kennels and put your quietest pair of feet on. You're about to meet the Wolfhounds.

Once inside the Kennels, be very, very wary. Wolfhounds can't be choked (though they can be Sleep Darted), and in a fight they hang on to you and hinder your Sword. An Overseer with a Wolfhound is a target best avoided!



The first room you enter has just such a pair: an Overseer and his Wolfhound, Justice. Take the door on your right as soon as their backs are turned, and make your way into the next room, past the incinerator.

A lone Overseer is patrolling the area, checking in on the Wolfhounds. You want to take him out before continuing. Stash his body on the pipes that run above the room, just in case the patroller and his Wolfhound walk by.





You can open the Kennel doors, including the one with the sick Wolfhound. There is a note by the levers that tells of what could happen should he escape, but that might be more commotion than you want.

Opening Cell E gets you the handle to Cell F, and opening that gets you some loot, including a text on the Seven Strictures. This comes in handy later!

Move along the hall towards the "Meeting Room" waypoint. There is a door on the right with another lone Overseer beyond. You can take him down, but be careful as the patroller and his Wolfhound are still in the area and can spot you if you are careless. The patroller is fairly noisy, so you can hear him coming.

There are several pieces of loot in the area, including a note about a cache in the incinerator. It also makes reference to the scriptures that you found, so take a look around before backtracking to the incinerator. The loot cache can be accessed by entering the combination, which corresponds to the scriptures mentioned in the loot cache letter.



## CONSIDER THE PRICE!

**Not all loot caches are created equal! In this case, the loot is protected by a swarm of hungry rats. You can carry a corpse from one of the cells to feed them, but the cache itself is a few bottles of elixir and some varied ammo. You might want to pass this one up!**

It's time to leave the Kennels behind. Follow your waypoint to the meeting room and the door to the office of the High Overseer.

You find yourself in the basement of the High Overseer's office. One of the first things you see is a statue directly across from the Kennel door with an odd eye. Pressing on the eye reveals Campbell's secret room, which has a great deal of loot and a free Rune.

If you want to save Captain Curnow and brand Campbell as a heretic, you might want to leave the room as-is for now. There will be opportunity to loot it soon.



Take the door to the main hall and make your way up the large staircase. Be wary of patrollers, and avoid confrontation as much as possible. If you have to engage a target, hide the body as best you can to avoid alarms. High areas are preferable, as you don't have to worry about a missed patroller stumbling across them. Remember, you can use the open windows to go outside, taking the bodies with you!

You can either sneak around the Overseer at the top of the stairs, Blink to the open window above the door, or knock him out and stash him.

In the next portion of the hall, one man walks around the length of the area while two more talk. The large light fixtures here are ideal for you, as they support your weight and you can Blink from one to the other without ever having to deal with the Watch.



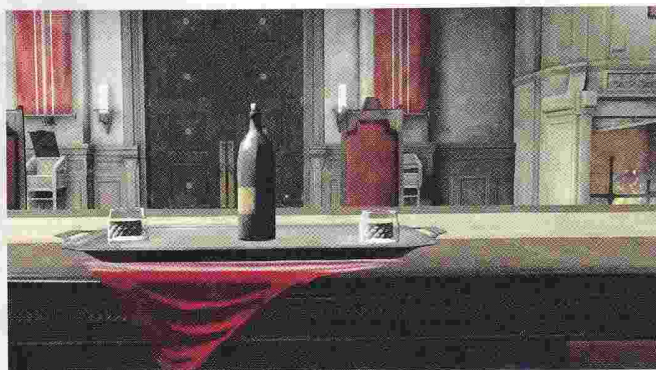
Use the light fixtures to make your way to an open window. Then, use the ledge outside the building to get close to the room with the branding instructions. After reading those, return to the light fixtures to avoid the Watch.

The archive room has the branding instructions and is a major hub for patrolling guards. You can camp out and take them down one by one until the halls are clear. One of them has the key to the interrogation room, which might come in handy later. Take the man up above out first, and use that as a base camp for body storage. Make sure not to leave without the instructions on administering the Heretic's Brand!



Once the City Watch is out of the equation, backtrack to the meeting room. It's time to get eyes on your target.

Use the light fixtures and open windows above the doors to maintain your cover. This room has a Rune in plain sight, so grab it when you can. After getting it, you need to decide what to do about Captain Curnow. If you do nothing, he drinks the poison. You can switch the glasses and let Overseer Campbell choke on his own plot, or you can spill them. Who lives and dies is entirely up to you. Make a choice.



If you pour out both glasses, Overseer Campbell lures Curnow to the secret room that you found earlier, where he once again attempts to take Curnow's life. If you want to spare Curnow and keep things nonlethal by using the brand, be prepared to sneak about carrying an unconscious Overseer!

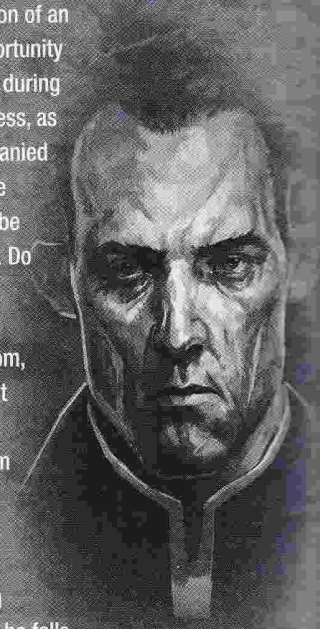
## SPECIAL ACTION

### SPARE CAPTAIN CURNOW

Captain Curnow has the reputation of an honest man. You had ample opportunity to directly observe his character during your last mission from the Empress, as he was the captain who accompanied you back to Dunwall Tower at the beginning of the game. It would be a tragedy if he died here tonight. Do what you can to save him!

When you get to the meeting room, make sure to pour the poison out of both glasses. This throws off Campbell's plans and causes him to shift the meeting to his downstairs hideout.

While the two men are changing locations, choke Curnow so that he falls unconscious. Do the same for Campbell, and bring him to the interrogation area so that he can be branded as a heretic (as described in the main text). With this nonlethal victory complete, you can return, pick up Curnow, and sneak out of the building with him. Leave Curnow in a dumpster outside so that no one finds him before he safely wakes.





If you spill both glasses, follow the two men downstairs to the secret room. Campbell attempts to stab Curnow in the back once they get there. You can wait until the last moment to intervene, or you can choke Curnow before he gets to the room, follow Overseer Campbell in, and then take him down. After all, the bonus involves Curnow surviving, not staying awake!

If you knock Captain Curnow out, you need to take him to a safe location. But first, there's an Overseer to finish!

It's time to mark the High Overseer with the Brand of the Heretic. Doing this destroys his reputation and makes sure the only thing he's fit for is a life on the street, begging for pennies and avoiding the rat swarms. An unpleasant, but thoroughly fitting, fate for such a horrid man.



### A Fitting Fate

Though you may have spared his life, by branding Campbell a heretic you have condemned him to a fate worse than death. You may encounter this wretched soul later in the game while exploring the Flooded District.

Make sure to grab the blackmail journal before carrying the unconscious Overseer back up the stairs. Blink from cover to cover and use the lights, ledges, and pipes to get to the interrogation room unseen. You've taken care of the patrols, but use caution just in case.

Place Campbell in the chair, locate the brand, and apply it. He is now marked, and your primary mission is over. It's time to grab the good Captain and go.

Pick up Curnow and head back upstairs. Make your way to the nearest open window and get outside, using the ledges to get close to the "safe location"—a dumpster outside. There are two patrollers, but carrying an unconscious man makes stealthy takedowns difficult, so wait for them to walk past and put the good captain in the dumpster. With that accomplished, make your way through the nearby door to the back yard, where Samuel is waiting.



### SPECIAL ACTION

#### SAVE ELSA

A guard in the next area is being accosted because of his sister, Elsa. To intervene, knock out the Overseer at the top of the stairs, and repeat this for his comrade below. You learn the combination to the Bunkhouse safe as a reward.

Search the back yard for two Bone Charms and a Rune. The Bone Charm in the locked building is the only tricky one. There are two ways to get inside the building. You can retrieve the valve for its door from the warehouse. Or, you can to climb or Blink behind the building and break through the boards to get inside the rear window. That way is more fun!



Go to the river side of the yard when you're ready to leave. Climb down a long chain and meet Samuel. Or, Blink far out toward the water and drop safely all the way down. Don't try this over land.



## 05

THE  
GOLDEN CAT

## MAJOR GOALS

- ▶ TALK TO THE LOYALISTS AGAIN
- ▶ ELIMINATE THE PENDLETONS
- ▶ FIND AND RESCUE EMILY

## SPECIAL ACTIONS

- ▶ HELP SLACKJAW FIND CROWLEY
- ▶ PUT THE PENDLETONS TO WORK IN THEIR OWN MINE
- ▶ ROB THE ART DEALER'S SAFE
- ▶ STEAM A PENDLETON TO DEATH
- ▶ ENLIST SLACKJAW'S HELP

## COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	7
 Bone Charms	5
 Outsider Shrines	0
 Sokolov Paintings	3
 Books	6
 Coins	4194*

\* 110 New in Pub since last visit

## OBSTACLES ENCOUNTERED

NUMBER OF ENEMIES IN MISSION: 53-75

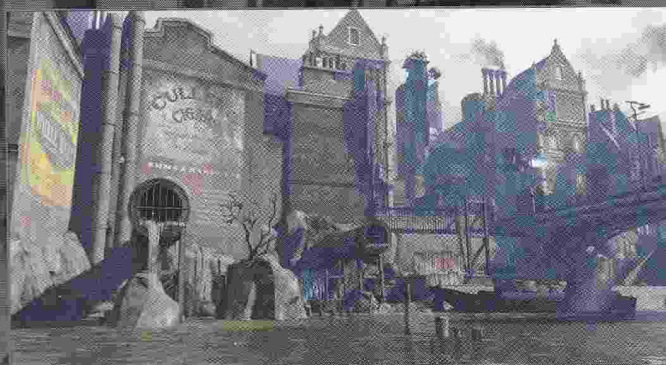
- ▶ ASSASSIN
- ▶ ELITE GUARD
- ▶ WATCH GUARD
- ▶ LOWER WATCH GUARD
- ▶ SECURITY DOOR
- ▶ BOTTLE STREET GANG THUG
- ▶ TRIPWIRE
- ▶ WALL OF LIGHT
- ▶ WATCHTOWER
- ▶ WEEPER

## CHAOS ACTIONS

ACTION	HIGH CHAOS	LOW CHAOS
The Threatened Servants	Do nothing to protect them from the City Watch	Protect the servants from the City Watch
Slackjaw	Kill Slackjaw	N/A
The Pendleton Brothers	N/A	Work with Slackjaw and send the Pendleton brothers to their own mines

ITEM	LOCATION
Bone Charm	On the upper floor of a building along Bottle Street
	At the Distillery, locked inside a cell with three Weepers
	Inside the small tunnel where Granny Rags is wandering, toward the center of town
	In the Captain's Chair Hotel, on the ground floor (You get the key from Slackjaw)
	At the Golden Cat, in a picture frame on the third floor
Rune	Inside the Art Dealer's apartment, in the safe
	In Doctor Galvani's office, on the third floor
	Near the Golden Cat, in an apartment higher up
	Inside the Golden Cat, at the top of the building, in a prostitute's room
	In the Golden Cat, inside a picture frame on the second floor
Sokolov Painting	At the Art Dealer's apartment
	At the Art Dealer's apartment
	At the Art Dealer's apartment

The Golden Cat is an old bathhouse in the city. That's where you're likely to find the two Pendleton brothers. One way or the other, you have to take them out of the equation. It's an assassination mission if you're willing to take the bloody route. But what if there's another way? Maybe a nonlethal solution can still be found.





# HOUD PITS SEWER



RAT ACCESSIBILITY



HEALTH ELIXIR



RUNE



OUTSIDER SHRINE



BOOK



FISH ACCESSIBILITY



MANA ELIXIR



BONE CHARM

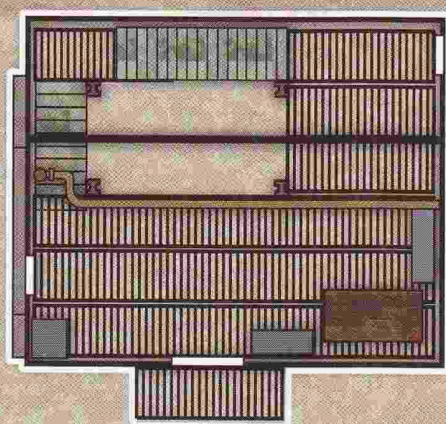


SOKOLOV PAINTING

1 ENTRANCE FROM MANHOLE

2 BEWARE OF WEEPERS

3 CHAIN TO CLIMB INTO PUB



UPPER LEVEL

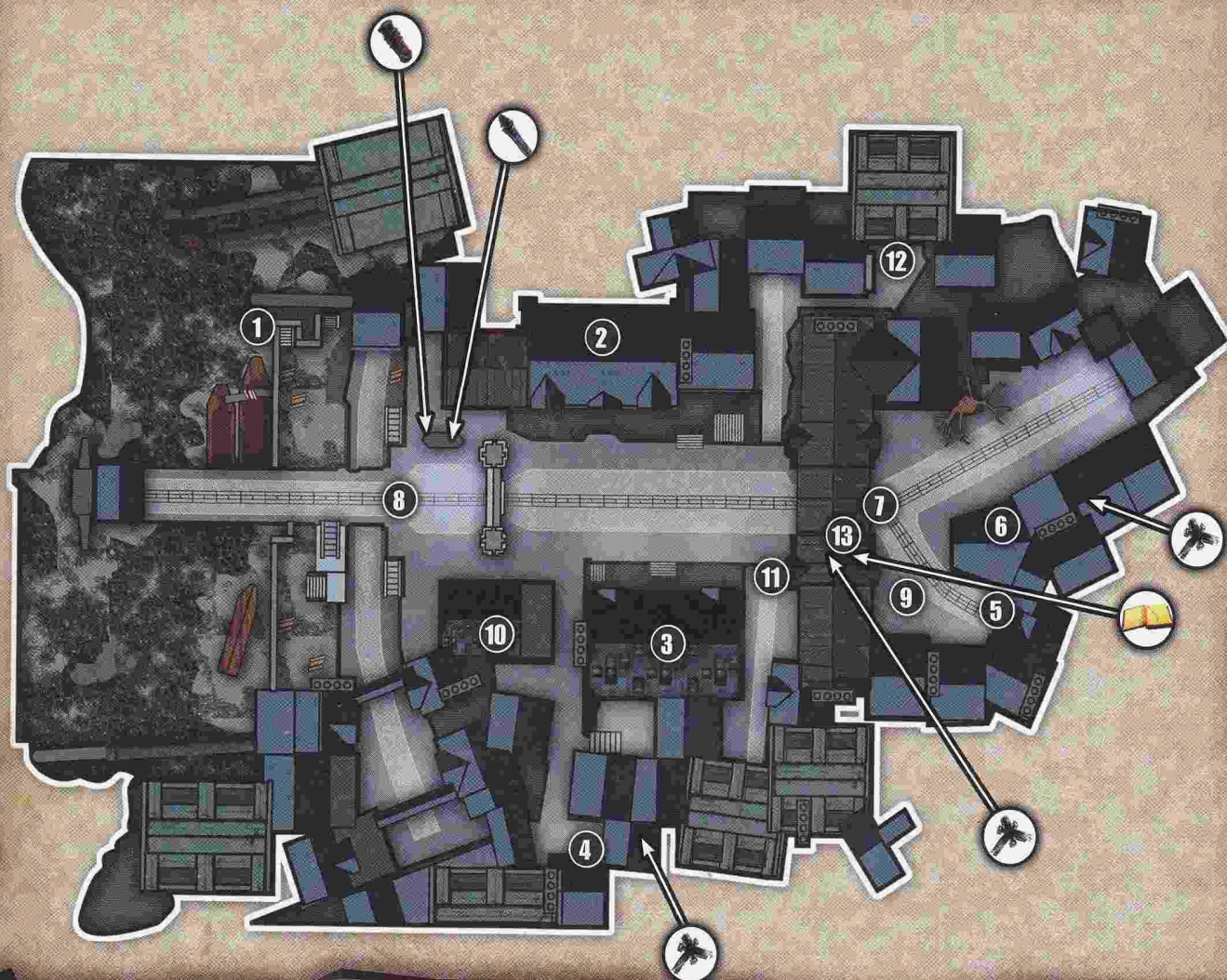


LOWER LEVEL



## THE DISTILLERY DISTRICT

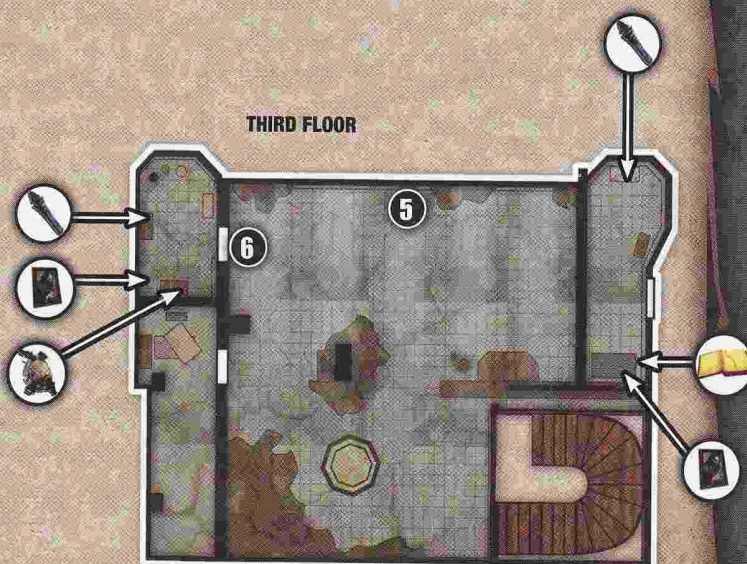
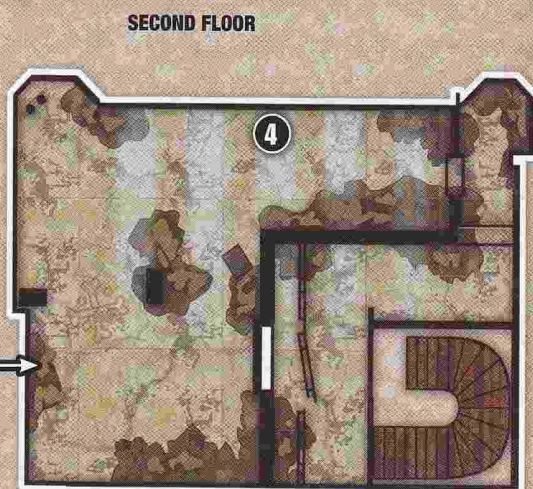
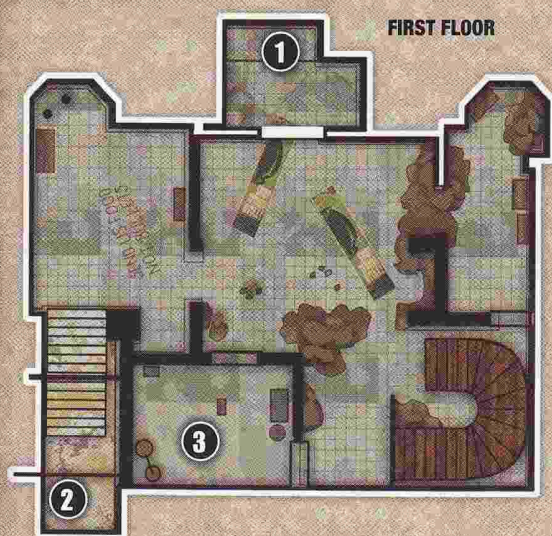
- |                                |                              |                                 |   |
|--------------------------------|------------------------------|---------------------------------|---|
| 1 BEGINNING AND END OF MISSION | 5 ENTRANCE TO THE GOLDEN CAT | 9 WATCH TOWER                   | 12 CITY WATCH PUSHING AROUND THE ART DEALER'S ASSISTANT               |
| 2 DOCTOR GALVANI'S OFFICE      | 6 THE CAPTAIN'S CHAIR HOTEL  | 10 GRIFF'S LOCATION             |   |
| 3 THE ART DEALER'S APARTMENT   | 7 WALL OF LIGHT              | 11 WEEPERS HERE (ON HIGH CHAOS) | 13 UNDERGROUND TUNNEL (GRANNY RAGS AND REAR EXIT FROM THE GOLDEN CAT) |
| 4 ENTRANCE TO THE DISTILLERY   | 8 WATCH TOWER                |                                 |   |





# ART DEALER'S APARTMENT

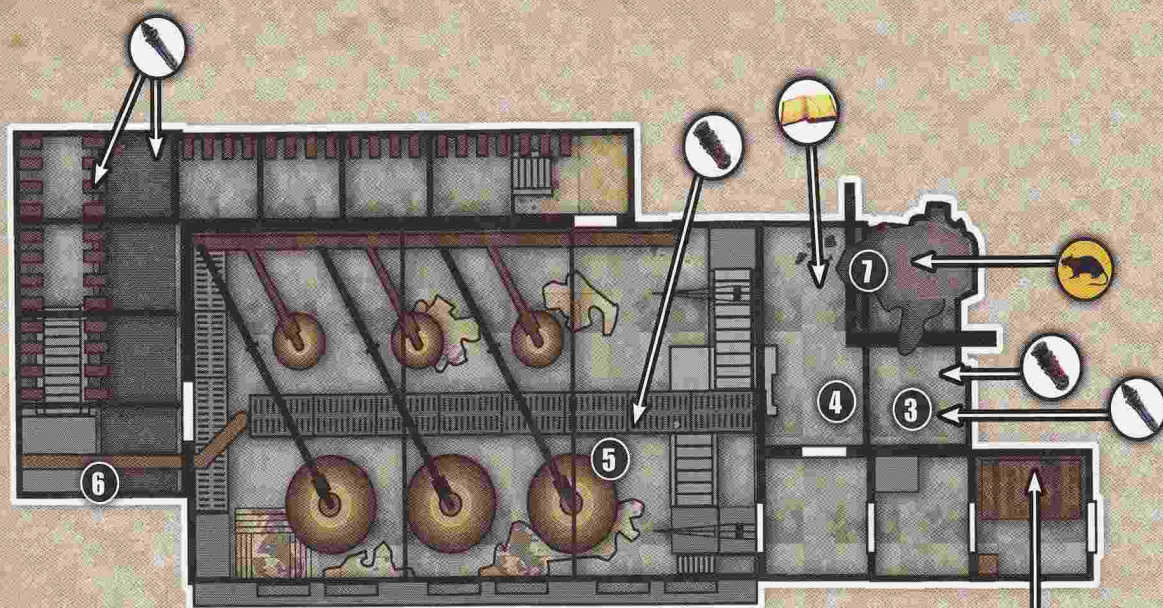
- ① ENTRANCE FROM MAIN STREET
- ② ENTRANCE FROM BOTTLE STREET
- ③ BOARDED UP (RAT SWARM)
- ④ EXIT TO BALCONY
- ⑤ EXIT TO BALCONY
- ⑥ ART DEALER'S SAFE



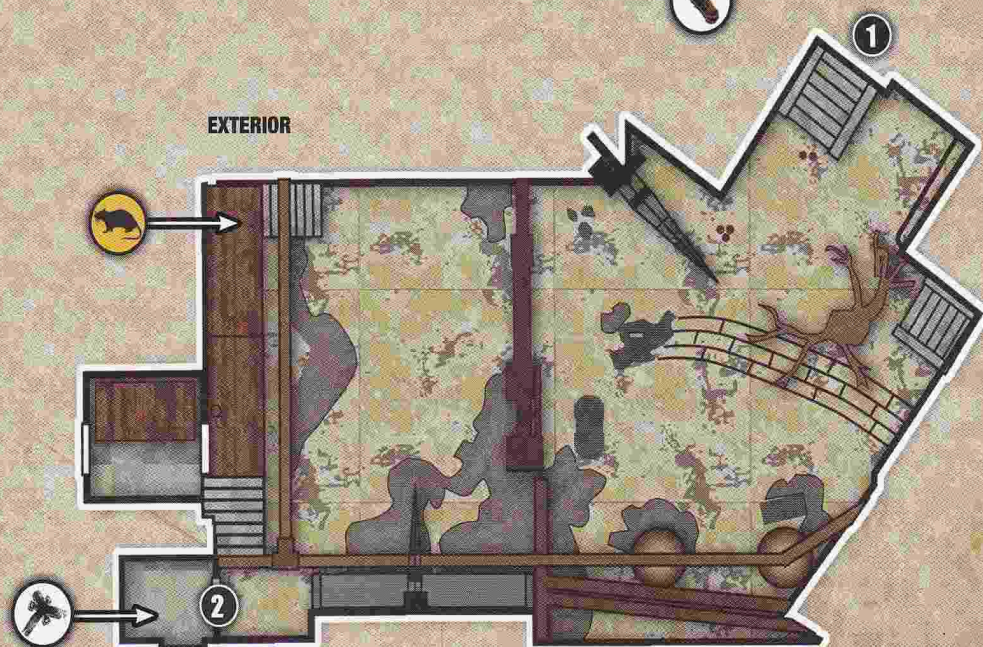


## THE DISTILLERY

- 
- 1** ENTRANCE TO DISTILLERY
- 2** LOCKED ROOM (REQUIRES DISTILLERY RESERVE KEY)
- 3** BLUEPRINTS FOR INCANDESCENT PASTE
- 4** VALVE-CONTROLLED DOOR
- 5** LOCKED DOOR ON LOWER FLOOR (REQUIRES DISTILLERY RESERVE KEY)
- 6** SLACKJAW AND HIS STILL
- 7** DISTILLERY RESERVE KEY



## INTERIOR

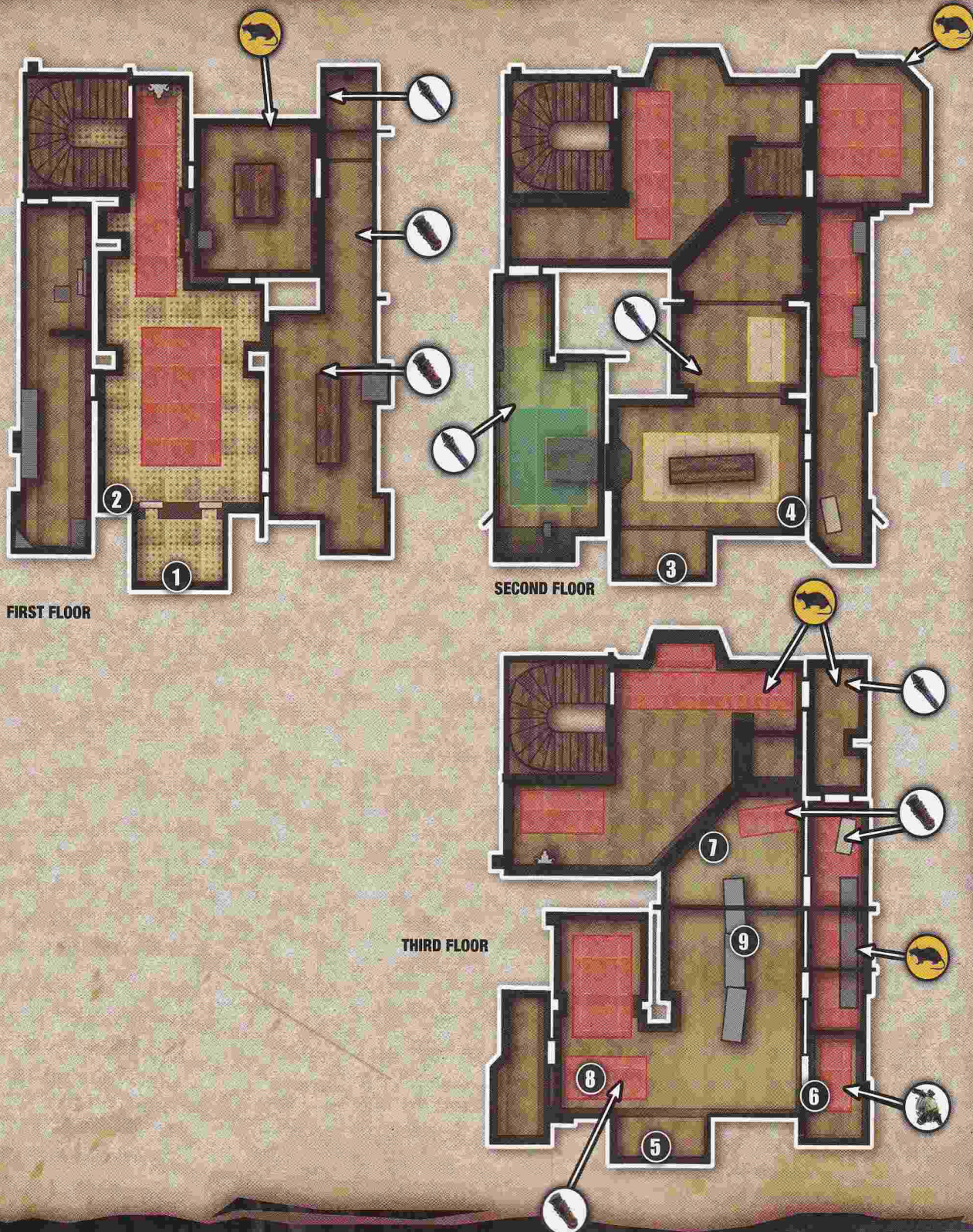


## EXTERIOR



# DR. GALVANI'S OFFICE

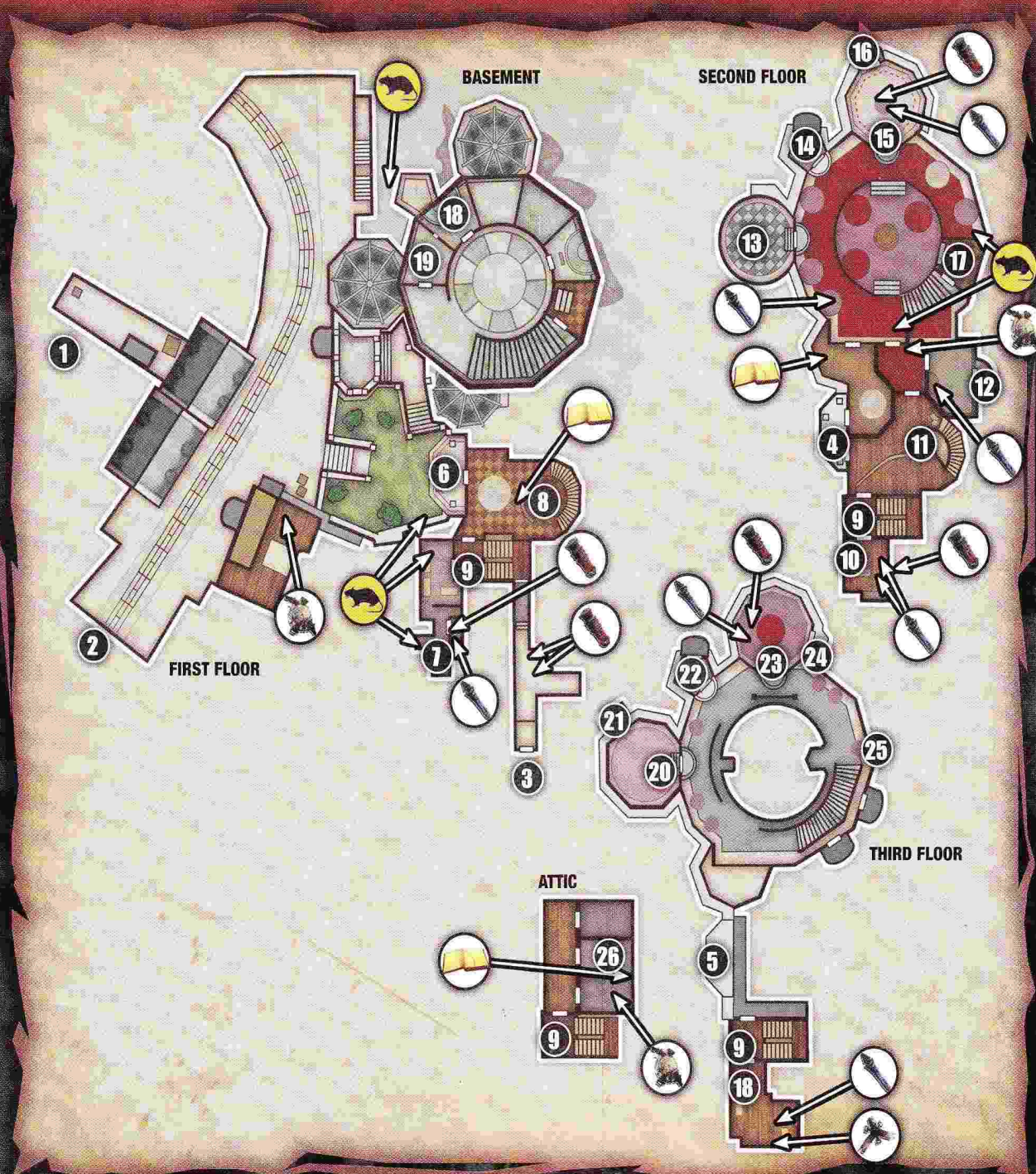
- ① FIRST FLOOR ENTRANCE
- ② GALVANI BUILDING KEY
- ③ BALCONY ENTRANCE
- ④ SAFE
- ⑤ BALCONY ENTRANCE
- ⑥ SECRET ROOM
- ⑦ GALVANI'S LABORATORY
- ⑧ LAB KEY
- ⑨ SLACKJAW'S MAN





# THE GOLDEN CAT

- 1 ROOFTOP ENTRANCE (FROM CAPTAIN'S CHAIR HOTEL)
- 2 STREET LEVEL ENTRANCE (FROM CLAVERING BLVD.)
- 3 VIP EXIT (REQUIRES GOLDEN CAT MASTER KEY)
- 4 DOOR TO SECOND FLOOR
- 5 WINDOWS TO THIRD FLOOR
- 6 MAIN ENTRANCE TO FIRST FLOOR
- 7 WASHROOM STORAGE (REQUIRES GOLDEN CAT MASTER KEY)
- 8 RECEPTION STAIRCASE (TO SECOND FLOOR)
- 9 GOLDEN CAT BACK STAIRS (VIP EXIT, SECOND FLOOR, THIRD FLOOR, AND ATTIC)
- 10 GOLDEN CAT MADAM'S OFFICE
- 11 STAIRS TO RECEPTION
- 12 BALCONY TO OUTDOORS
- 13 SILVER ROOM (ART DEALER)
- 14 BALCONY TO OUTDOORS
- 15 IVORY ROOM (POSSIBLE PENDLETON LOCATION)
- 16 DOOR TO OUTSIDE
- 17 STAIRS TO STEAM ROOM
- 18 STEAM ROOM (POSSIBLE PENDLETON LOCATION, REQUIRES GOLDEN CAT MASTER KEY)
- 19 STEAM ROOM PRESSURE VALVE (REQUIRES GOLDEN CAT MASTER KEY)
- 20 SMOKING ROOM (POSSIBLE PENDLETON LOCATION)
- 21 DOOR TO OUTSIDE
- 22 BALCONY TO OUTSIDE
- 23 GOLD ROOM (POSSIBLE PENDLETON LOCATION)
- 24 DOOR TO OUTSIDE
- 25 BALCONY TO OUTSIDE
- 26 EMILY'S LOCATION





## BACK AT THE HOUND PITS PUB

When you return to the pub, Callista is there. She rewards you with some money if you saved her uncle, Captain Curnow. Afterward, you're free to wander around. Visit Piero to spend your money, and then see if the Loyalists have anything new to report. Havelock and Pendleton are outside, not too far from the pub entrance.

After you speak with them, get some well-earned rest.



### A Bit of Extra Treasure

Even if you hunted for loot around the pub during your first visit, there are several new items to be found and a bit more coin.

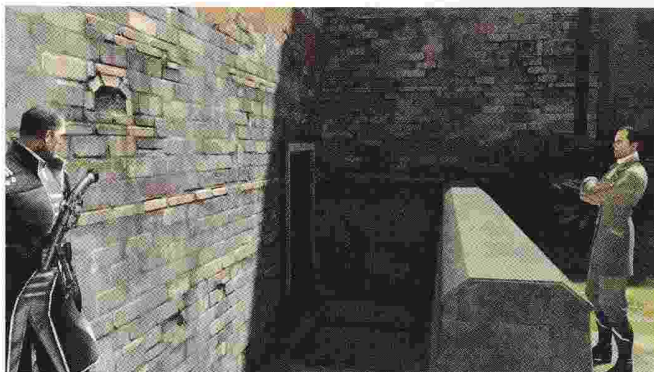
ITEM	LOCATION
Processed Whale Oil	On Pendleton's desk
Hemlock	Hidden behind the couch in the servants' quarters
Nettle Seeds	Under the bed in Emily's Tower
Tyvian Ore	In the trunk in Piero's Workshop

## LEARN ABOUT THE WEEPERS

### ► TALK TO ADMIRAL HAVELOCK

### ► INVESTIGATE THE DISTURBANCE IN THE SEWERS

When you wake, search for the Admiral again. He's still outside, though now he's near the sewer entrance. Talk to him and take a key for the sewers beneath the area. The hatch he references is only a step or two away. Unlock it and drop into the darkness.



Walk through the sewers and stay out of the water when you can; it's foul stuff. Two Weepers appear after a minute of searching. Dispatch them from range if you're frightened by their appearance, but a fast hand with a blade can do the job too. Neither Weeper can survive more than a hit or two. They have already suffered more than enough.



## ACHIEVEMENT

### Alive Without Breath

The water may be nasty, but a quick dip can earn you this reward. Take Possession of a fish to complete this Achievement or Trophy.



## SHOW MERCY

If you're trying to preserve a nonlethal playthrough, use Sleep Darts to disable the Weepers without killing them.

Before heading back to the surface to report, search the last section of the tunnels. Two Runes are hidden there: one beside the water, and the other one only a brief swim away.



### ► REPORT TO ADMIRAL HAVELOCK

The fast way back to the pub is through a side door (in the sewers), and then up the chain. This gets you back to the Admiral in seconds. Talk to Martin and the Admiral, and then speak with Samuel to leave for your next assignment.



### A Few Extra Scenes

If you're trying to find out more about the people here at the pub, this is a good time to wander around. Here are a few of the events that are worth watching.

- Crouch by the keyhole at the door to the servants' quarters.
- Watch Piero and Callista near the entrance to Piero's workshop. If you've seen this and are getting ready to head to the Golden Cat for the next mission, listen in on Callista and Admiral Havelock's conversation by his quarters.
- Once the task for the Golden Cat is active, talk to Lord Pendleton to see how he feels about everything.





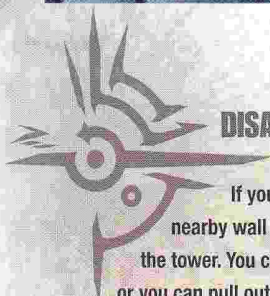
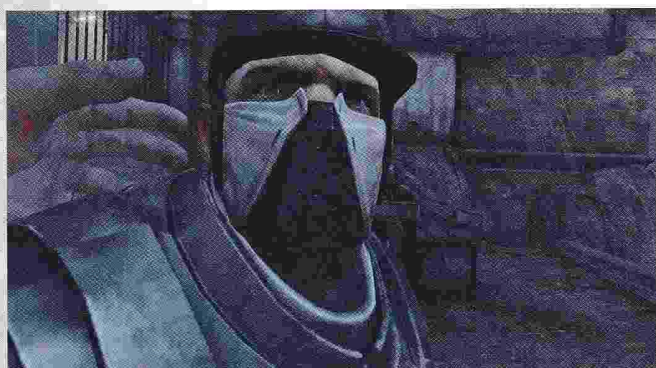
# THE PATH OF BLOOD

## ELIMINATE THE PENDLETONS AND FIND EMILY

### ► GO TO THE GOLDEN CAT

Things are even more tense in the city than they were the day before. More members of the City Watch are wandering the streets above the docks, and a Watchtower has been installed to monitor the main road. Apparently the City Watch doesn't trust their Walls of Light quite as much now.

Hug the wall and look for the watchmen that come down toward the water. Take them out loudly enough to draw their friends down to your position. It's easier to kill them when the tower above can't see you. Once you've slain the men, use the walls for cover and hurry up to the Watchtower. When you're close by, the turrets can't target you.



### DISABLE THE WATCHTOWER

If you'd like to take out the tower, Blink onto the top of a nearby wall or building, and then Blink again to get to the top of the tower. You can reprogram the device there with a Rewire Tool, or you can pull out the whale oil tank that powers the machine. Either way gets the job done (though the former leaves the Watchtower active and turns it against your enemies).

The main road into town is sealed, so you have to walk through Bottle Street to get deeper into the city. Slackjaw has a guy waiting for you, and he tries to get you to go to the Distillery. Working for Slackjaw helps you complete the Golden Cat's activities, but due to the nature of how it's done, we cover this in the Path of Shadow. Our current route is more sanguine.



### ACHIEVEMENT

#### Creepy Crawly

This mission offers many opportunities to snag this reward. Possess a rat and use a Rat Tunnel to claim this Achievement or Trophy.

Use the Heart to look around the area. A Bone Charm isn't far away, and this is a good time to get it. Blink onto the rooftops using the ledges, walkways, and balconies. Walk carefully up there, because assassins are present. These foes are dangerous if you let them get the drop on you, so remember to look up and around while going through the area.



### ACHIEVEMENT

#### Food Chain

Look along the rooftops to spot an Assassin. Quickly Blink behind him and assassinate the Assassin to easily earn this reward.

The Bone Charm is on a high floor of a building near the Distillery. Blink in through the balcony and backstab the Assassin that seems to like hanging out there. Break through the boards into a back room. A Weeper tries to maul you, so end his suffering and take the Bone Charm from the desk behind him.

### The Return of Griff

If you saved Griff during your first visit through the city, he is back in the house where you first met him. Stop by and look at his wares. A few new pieces of loot are also in that same building.

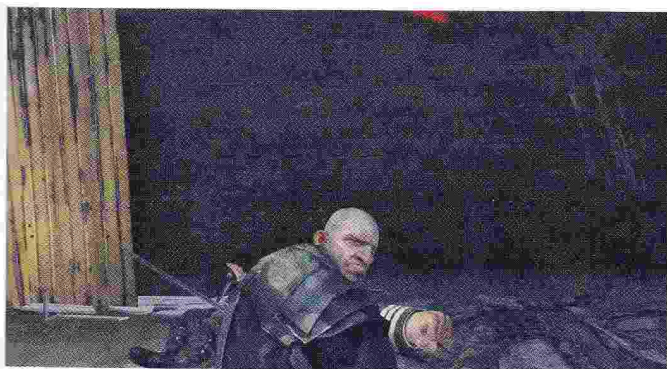
Jump over the walls, Blink, or otherwise make your way deeper into town. It's getting to be a more and more desperate place, and Weepers are now openly walking the streets. Avoid them when you can, but kill them when you must.





One way to the Golden Cat is at the far end of the Weepers' area, across from Bottle Street. If you're hunting for collectible items, the area isn't far from the next Bone Charm. Search inside a tunnel that goes up to the Golden Cat's back door for the Bone Charm. Granny Rags is there, still looking around for her "pigeons" to feed.

Two of the City Watch are accosting a woman at the end of the road. If you intervene and disable them, you save the woman's life and get a key to the Art Dealer's Apartment.



### Do It for the Cash

You can go to the Art Dealer's apartment at any time, though it pays to wait until you've visited the Golden Cat. Inside the apartment, you find a few members of the Bottle Street Gang. There is also a safe with a Rune inside, and a few paintings as well. Only the Art Dealer has the combination, and he's over at the Golden Cat.

You find him voluntarily tied up on the middle floor of the Golden Cat, in an interrogation chair. Use the lever attached to the chair until you get a chance to demand the combination to the safe. He has to give it to you. Afterward, you can return to the apartment, open the safe, and collect the paintings, a Rune, and party invitation (which comes in handy later in the mission).

Make sure to get all three of the paintings inside the Art Dealer's home (one is on the second floor, and the other two are on the third floor).

Continuing up the stairs, you arrive near the Golden Cat. It's only 50 meters down the street, but another Watchtower is here (and a legion of armed enemies). Though the direct approach can work, it takes up way too much of your resources. You have to fight a couple of waves of enemies, risk enemies triggering an alarm, and possibly even bleed your own blood. Unacceptable.



Wait for the nearest patroller to look away, and then use speed, Blink, and proper timing to get onto the pipes and rooftops above this street. It's not hard to get onto the Watchtower after that. Do this and use a Rewire Tool to turn the tower against the Watch below.

Afterward, get down carefully and use the door to the Golden Cat. If any of the City Watch are still attacking you from the previous section of town, they can come through the door after you. Be prepared if this happens.

Otherwise, creep into the new region and look around. A few watchmen are ahead, and the Heart detects collectible items off in the distance.



Either clear the street or sneak along the right wall and Blink up to the balcony above. A small apartment there has a Rune to steal. From there, it's easy to get into the Golden Cat via an open window. You don't have to assassinate many of the Watch (or any at all if you want to remain inconspicuous).



## ► FIND AND KILL BOTH PENDLETON BROTHERS

Things get even more open-ended than usual at this point. The Golden Cat is a complex building, with many entrances and exits. Beyond that, two of your three goals have multiple locations where they may be found.



Let's start by talking about what is inside the building.

**First Floor:** Main Entrance, Steam Room

**Second Floor:** Silver Room, Ivory Room, Madam's Office

**Third Floor:** Gold Room, Smoking Room, Dormitory

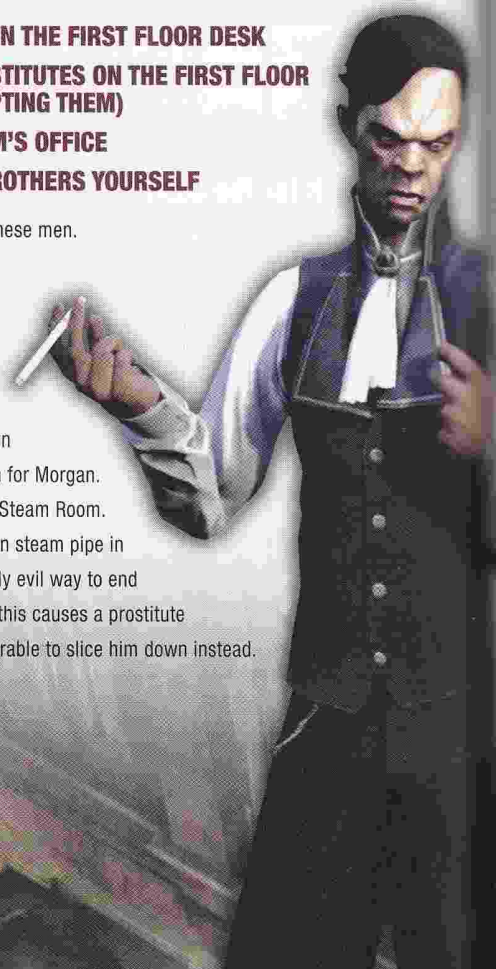
LOCATION	POINTS OF INTEREST
Main Entrance	Well-guarded
Steam Room	Morgan Pendleton (50% Chance)
Silver Room	Art Dealer (Learn combination to Art Dealer's safe)
Ivory Room	Morgan Pendleton (50% Chance)
Madam's Office	Learn Emily's location, see map of building
Gold Room	Custis Pendleton (50% Chance)
Smoking Room	Custis Pendleton (50% Chance)
Dormitory	Emily's Location

## FINDING OUT THE PENDLETONS' LOCATION

- **READ THE LEDGER ON THE FIRST FLOOR DESK**
- **LISTEN TO THE PROSTITUTES ON THE FIRST FLOOR (WITHOUT INTERRUPTING THEM)**
- **SEARCH THE MADAM'S OFFICE**
- **SEARCH FOR THE BROTHERS YOURSELF**

There are many ways to kill these men.

Assassination is possible by Blinking around the balconies until you find Custis. Cut him down, blow him off a balcony, or use whatever tool you like. Then, creep down into the lower floors to search for Morgan. If you're lucky, he'll be in the Steam Room. Using the valve and the broken steam pipe in the adjacent chamber is a truly evil way to end the nobleman's life. Because this causes a prostitute to die as well, it may be preferable to slice him down instead.







## ACHIEVEMENT

### An Unfortunate Accident

If you choose to steam-broil Pendleton, you earn yourself this Trophy or Achievement.

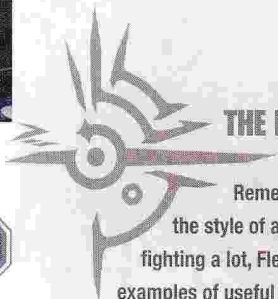
If you steal the Madam's key you can go to her office and unlock it. She's usually out in the main part of the building, not too far from the stairs, but she heads to her office once you witness her conversation with a guard. Within her office are several pieces of information, including the brothers' whereabouts, Emily's hiding spot, and some cash.

If sneaking is not your style, you can make your entrance in another fashion by charging the main door. The City Watch litters the building, but the small stairways and doors make for constant chokepoints. Use the ledges and balconies for ambush spots, and make the most of your bullets; the Elite Guard in here often have pistols, so you can replenish most of the bullets you use by looting the bodies.



While fighting, keep enemies between Corvo and the elite enemies trying to fire their pistols at you. They'll end up hitting their friends instead, helping your cause!

Many elixirs are also stashed in the major rooms of the Golden Cat. You won't lack for healing or mana restoration, making the direct approach much more possible than it appears, especially if you enjoy combat.



## THE RIGHT TOOLS

Remember to set up your Bone Charms to accentuate the style of attack you're using while at the Golden Cat. If you're fighting a lot, Fleet Fighter, Vengeance, and Healthy Appetite are all examples of useful Bone Charms.



## ► RESCUE EMILY AND GET HER OUT OF THE DISTRICT

Once the Pendletons are dead, look for Emily in the second room of the third floor dormitory. After talking to her, meet her again in the basement. The Golden Cat has a back door, which you can use to escape.



Take Emily through the city and back to the river. Samuel is there, and he gets the three of you safely back to the pub.





# THE PATH OF SHADOW

## ELIMINATE THE PENDLETONS AND FIND EMILY

### ► GO TO THE GOLDEN CAT

The elimination of Overseer Campbell has shaken the faith of the Watch in their high-tech light barriers. The hulking automated Watchtower overseeing the bridge is a testament to their (well-deserved) paranoia at your earlier infiltration.

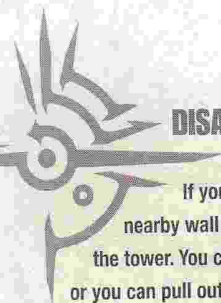
Get your Blink ready and wait under the bridge for the patrolling watchman to come down the stairs. Blink behind him and choke him, then stash him underneath the bridge. Once he's been taken care of, follow the road to the right and casually stroll into the back alleys.



### ACHIEVEMENT

#### Rogue

If you've been a bit sneaky you should be well on your way to earning this reward by assassinating 10 unaware enemies.



### DISABLE THE WATCHTOWER

If you'd like to take out the tower, Blink onto the top of a nearby wall or building, and then Blink again to get to the top of the tower. You can reprogram the device there with a Rewire Tool, or you can pull out the whale oil tank that powers the machine. Either way gets the job done (though the former leaves the tower active and turns it against your enemies). That's going to cause Chaos and casualties, so be warned.





As you get close to the Distillery, Slackjaw's men inform you that their boss would like a word with you. Why not take him up on the offer? Enter the Distillery and look around. No one attacks you, so feel free to walk about and loot the place with impunity. A Bone Charm lies beyond a locked door, but you need the nearby Distillery Reserve Key to claim it.

The key is in the first room on the right, behind a metal shutter. Blink to the open window, or use the wheel there to open the shutter. It doesn't stay open for long enough to run through unless you Bend Time. Of course, the shutter also has a small opening that a rat could fit through.

Grab the Distillery Reserve Key and the schematic for Incandescent Paste (Incendiary Bolts). If you've been dedicated to the nonlethal path, there are no obstacles to picking up the Bone Charm immediately, but if you followed Granny Rags' instructions and poisoned the still during your previous visit, there are Weepers to contend with.

Slackjaw is further in the Distillery with a proposition for you. He wants to know the fate of his missing informant. In return he offers a rooftop approach into the Golden Cat, as well as the possibility of additional help with the Pendleton twins. Make your exit.



Sneak to the back alley and look up. Two Assassins are watching the alley: one in a window on the left, and a higher one guarding a Bone Charm on the right. Take down the lower one by Blinking to the ledges and making your way through the side window. Use Blink to get directly behind the Assassin and take him down with a nice choke.

Head to the window and ready a Sleep Dart. As soon as the Assassin near the Bone Charm turns his back, knock him out, and then Blink to the newly cleared balcony. The Bone Charm is to the right, behind some boards. This is also an opportunity (if you've upgraded your crossbow) to Sleep Dart the third Assassin watching the alley from the roof behind Griff. If you don't feel up to the shot, use Blink and hug the walls as you make your way towards Galvani's for Slackjaw's little errand.

### The Return of Griff

If you saved Griff during your first visit through the city, he is back in the house where you first met him. Stop by and look at his wares. A few new pieces of loot are also in that same building.



Carefully climb to the top of the wall and survey the area. Galvani's place is the three-story building directly across the street, with an entrance on each floor. The third floor balcony entrance to Galvani's Office is locked, though if you previously visited the building you may already have the key. The second floor is guarded, but the first floor requires far too much ducking and hiding, and always has the potential for being caught.

Use the ledges and ducts to make your way around the street and towards the watchman on the second floor balcony. Hit him with a Sleep Dart and enter the building, leaving the unconscious body unseen and ignored by his comrades below. With only four of the Watch in the building, this is barely a training exercise. Two watchmen patrol the second floor, and two more are on the third floor by Crowley, Slackjaw's informant. Do what you do best and they soon fall.

Grab the audiograph for Slackjaw and loot the place. In Galvani's bedroom (on the second floor) you find out what his favorite day is, which can be used as the combination to the nearby safe. Make sure to investigate the false book in the bookcase by Crowley's body to get a Rune.



When you've finished stripping the place of valuables, head back to the Distillery and talk to Slackjaw. Slackjaw has an intriguing proposal. An Art Dealer at the Golden Cat has a safe full of valuables that has resisted cracking, so he wants you to get him the combination. If you do, he'll take care of the Pendletons.

Leave the Distillery with the proposition fresh in your mind and the Captain's Chair Hotel Key on your key ring.



Cross the roof behind Griff and use the pipes and ducts to make your way to the second Wall of Light. In the alley beneath you are four Weepers and a tunnel that leads to Granny Rags and a Bone Charm. As the Weepers are clustered, clearing this alley is a test of patience. The best strategy is to isolate an enemy, starting with the lone one under the bridge, subdue him and Blink away with the body. If this seems impossible, you can use Bend Time to give yourself an edge, or the upgraded Possession to walk one target away from the herd.

Though you can evade the Weepers by staying high, it is a good idea to clear them out. This allows you to use the tunnel and alley as an escape route and gives you easy access to the Bone Charm.



Continue down the alley and up the stairs on the right. You find two watchmen harassing a woman, and if you take them out she rewards your kindness with the back door key to the Art Dealer's apartment. This will surely come in handy!

At the end of the alley is a staircase that puts you directly across from the Captain's Chair Hotel. This is not a friendly street, as it has multiple patrollers and a Watchtower to give you grief. Get to a ledge as soon as you can, and then onto the top of the small guard booth. The best approach is to Blink to the door of the Captain's Chair as soon as a hole opens in the patrol. Then open the door and quickly go through. Wait for the patrollers to clear the area and move!

The Captain's Chair is devoid of human enemies, but it has a Bone Charm hidden behind the mattress on the first floor. Be wary of the stairs, as a swarm of rats tries to gnaw on you. You can Blink past them without mishap. Head to the top floor and out onto the roof leading to the Golden Cat.



From your vantage point on the roof, you can see the entire layout of the Golden Cat's exterior. Make special note of the metal shutters and open window high on the wall. These mark your point of entry.

A quick consultation with the Heart reveals several hidden Runes, one of which is in a nearby apartment. Blink to the balcony and steal it, then return to the high places.

You now have a decision to make. Do you want to assassinate the Pendletons, or do you wish to take Slackjaw up on his offer?

Either way, the first thing to do is enter the Golden Cat. Blink from roof to roof and ledge to ledge until you can slip inside the open window underneath the rooftop guard.







Let's start by talking about what is inside the building.

**FIRST FLOOR:** Main Entrance, Steam Room

**SECOND FLOOR:** Silver Room, Ivory Room, Madam's Office

**THIRD FLOOR:** Gold Room, Smoking Room, Dormitory

LOCATION	POINTS OF INTEREST
Main Entrance	Well-guarded
Steam Room	Morgan Pendleton (50% Chance)
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Dormitory	Emily's Location

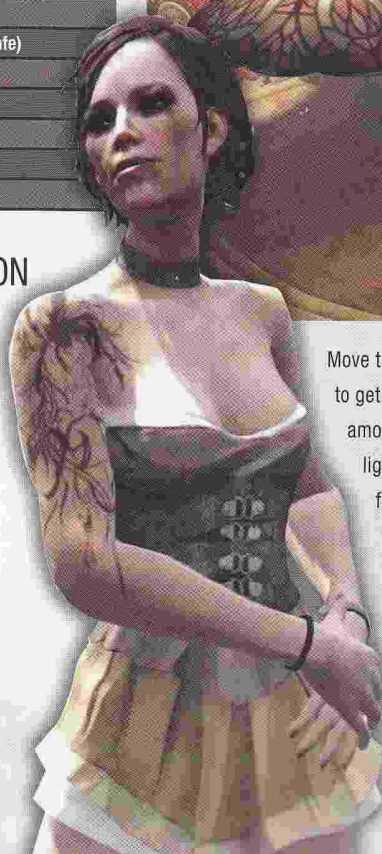
## FINDING OUT THE PENDLETONS' LOCATION

- **READ THE LEDGER ON THE FIRST FLOOR DESK**
- **LISTEN TO THE PROSTITUTES ON THE FIRST FLOOR (WITHOUT INTERRUPTING THEM)**
- **SEARCH THE MADAM'S OFFICE**
- **SEARCH FOR THE BROTHERS YOURSELF**

Eavesdropping is the key to locating your targets. From your window perch you can listen to the Madam discussing Emily's location, and if you continue to listen she reveals the locations of the Pendletons as well. Once you know where your targets are, head back out the window to the second shutter. Open it and Blink across to the ledge on the other side the room. The Heart reveals that you are near a Rune, so wait for the watchmen in the next room to leave, snag it, and Blink back to the safety of the ledge.



Move towards the Art Dealer (since there is no reason not to get the safe combination from him—and the large amount of cash the safe contains). Stick to the ledges, lights, and decorative fixtures. The only time your feet should touch the ground is when you commit to assassinating a Pendleton, or when you need to open the door to the Art Dealer's room.







### ► DEAL WITH THE PENDLETONS

The nonlethal route involves pressuring the Art Dealer to talk. He's in the Silver Room, which is easily accessible by Blinking to the door from the large ring fixture in the Golden Cat's central room. Wait for the guards to move away and enter.

The Silver Room is soundproof, the Art Dealer is blindfolded, and all you have to do is pull the lever and wait for the option to extort the combination.

Don't let your conscience trouble you too much. He's been a bad, bad man.

Once the combination is yours, all that remains is to free Emily and escape, leaving the Pendletons to the tender mercies of Slackjaw. He's just a notorious criminal overlord who controls the most powerful gang in the city through fear and brutality, so their fate will no doubt be kind and gentle.



### ► SEARCH THE MADAM'S OFFICE TO FIND EMILY'S LOCATION

Retrace your steps to the open windows and go through the first one, to where you previously spied on the Madam. Blink to the staircase and head down it to the Madam's office. Open the door carefully, subdue the Madam, and loot the room for the Master Key and Emily's location. Head upstairs to rescue Emily, pausing only to equip the Heart. A Bone Charm lies behind a locked door that opens easily with the Master Key, and an unaware prostitute on the top floor does not notice when you carefully sneak up and relieve her desk of a Rune.

Use the Master Key to unlock Emily's room and savor the joyous reunion! She immediately heads to the VIP Exit. Follow and leave with her.

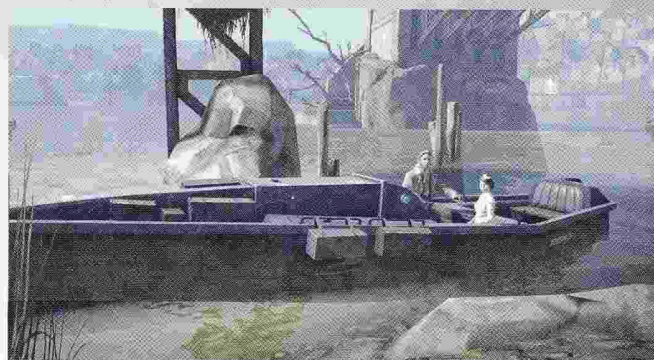




While Emily heads to Samuel, finish your errands by going to the Art Dealer's back door (near Griff's location) and looting his house of all valuables. A few Bottle Street Gang members attack you, but only if they see you. If the Regent's elite City Watch and their high-tech toys can't stop you, what chance do a few unaware Thugs have?

Make sure to loot all three Sokolov paintings, and then enter the safe combination to get even more cash and a party invitation that comes in handy later.

All that is left is to return to Slackjaw with the combination. He details the gruesome (but appropriate) fate that awaits the Pendleton Twins. With that accomplished, make your way to Samuel and Emily to finish the mission.



## RETURN TO THE PUB

### MAJOR GOALS

- TALK TO LORD PENDLETON AND ADMIRAL HAVELOCK, AND THEN START YOUR NEW MISSION

### SPECIAL ACTIONS

- NONE

### COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
Runes	0
Bone Charms	0
Outsider Shrines	0
Sokolov Paintings	0
Books	0
Coins	80*

\*New Since Last Visit

### OBSTACLES ENCOUNTERED

- NONE

Samuel gets you and Emily back to the pub, and she takes off to see her new dwellings. Meet with Lord Pendleton as he watches the sunset and talk to him. Afterward, meet Martin and Havelock inside the pub.

Meet with Piero to buy anything you need for your next mission. To see how Emily is settling in, climb to the top of the pub, go into your room, and then slip out the window. A few boards let you cross over and approach Emily's room, where she and Callista are talking.

When you've finished with everything, meet Samuel again and move out.





# 06

## THE ROYAL PHYSICIAN

### MAJOR GOALS

- ▶ **ABDUCT ANTON SOKOLOV**

### SPECIAL ACTIONS

- ▶ **ROB PRATCHETT'S SAFE**
- ▶ **FREE ALL OF SOKOLOV'S TEST SUBJECTS**
- ▶ **FOLLOW THE PEARL THIEF**
- ▶ **SAVE WOMAN FROM RATS**

### COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	5
 Bone Charms	3
 Outsider Shrines	1
 Sokolov Paintings	1
 Books	12
 Coins	3623

### OBSTACLES ENCOUNTERED

**NUMBER OF ENEMIES IN MISSION: 52-89**

- ▶ **ARC PYLON**
- ▶ **WATCH OFFICER**
- ▶ **CITY WATCH GUARD**
- ▶ **WATCH LOWER GUARD**
- ▶ **OVERSEER**
- ▶ **RIVER KRUST**
- ▶ **SECURITY DOOR**
- ▶ **BOTTLE STREET THUG**
- ▶ **TRIPWIRE**

### CHAOS ACTIONS

ACTION	HIGH CHAOS	LOW CHAOS
Sokolov's Prisoners	Kill the prisoners (or allow them to be killed)	Save the prisoners around the area

ITEM	LOCATION
Bone Charm	In the Weeper's building, next to the drawbridge
	Midrow Substation, on the lowest level of the building near the exit
	North End, near the top of the building by the entrance (enter from the rear)
Rune	After the warehouse, in a small building across from the mine cart tracks
	In Drawbridge Way, inside Lord Pratchett's safe
	In Drawbridge Way, inside the madman's building
	Midrow Substation, just after you enter the map
Outsider Shrine	North End, in Sokolov's greenhouse
Outsider Shrine	In Drawbridge Way, inside the madman's home
Sokolov Painting	North End, on the first floor of Sokolov's home

Sokolov has been reported near Kaldwin's Bridge, and there's no time to waste. The Loyalists need him taken, and you are the man to help. Samuel can get you close to the bridge, but the area ahead is extremely well-secured. If you're to have any hope of extracting Sokolov, the lights need to be shut off in that entire area. So, there's some prep work to do before you go after Sokolov directly.

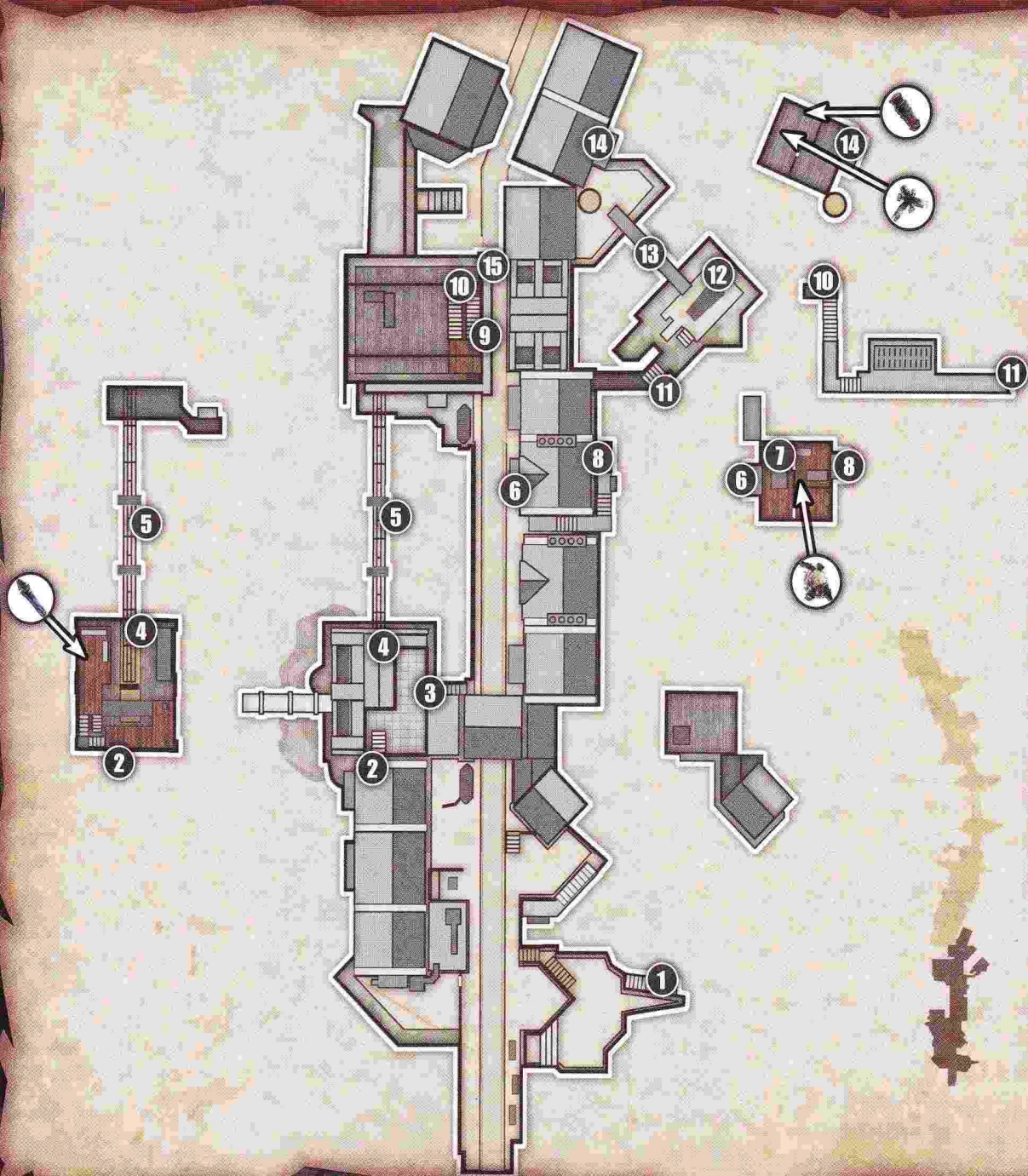




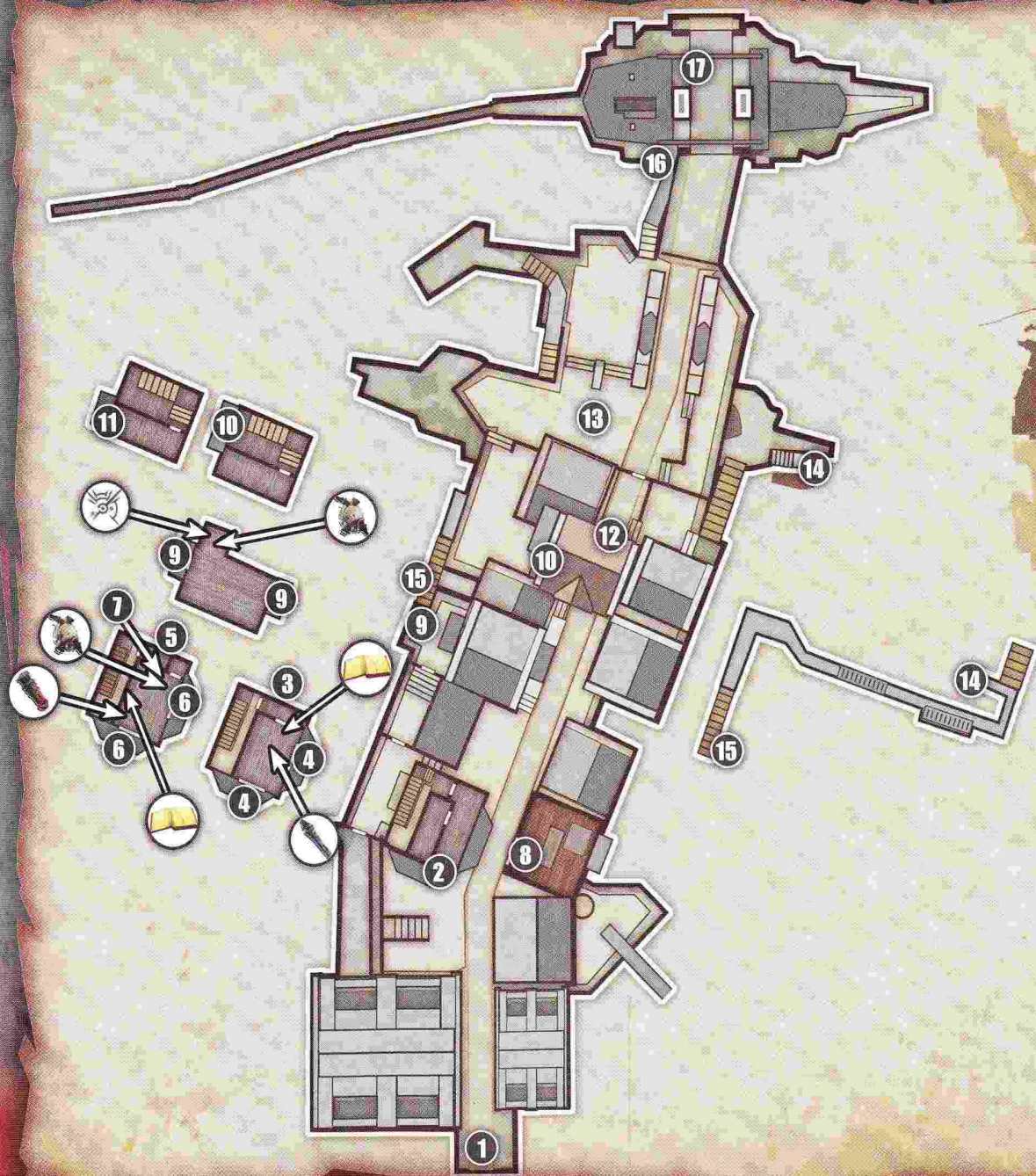
# BRIDGE

- |  |  |
|--|--|
|  RAT ACCESSIBILITY  |  BONE CHARM       |
|  FISH ACCESSIBILITY |  OUTSIDER SHRINE  |
|  HEALTH ELIXIR      |  SOKOLOV PAINTING |
|  MANA ELIXIR        |  BOOK             |
|  RUNE               |  |

- |   |                                       |
|---|---------------------------------------|
| ① START AREA  | ⑧ CHAIN TO APARTMENT BALCONY          |
| ② WAREHOUSE ENTRANCE  | ⑨ DOOR TO WATER LOCK                  |
| ③ WAREHOUSE EXIT (REQUIRES KEY)                                       | ⑩ STAIRS TO WATERWAY                  |
| ④ RAIL SYSTEM ACTIVATION LEVER (OPENS BARRED DOOR, REQUIRES OIL TANK) | ⑪ STAIRS TO BRIDGE CONTROL            |
| ⑤ RAILS (BECOME ELECTRIFIED WHEN RAIL SYSTEM IS ACTIVE)               | ⑫ BRIDGE CONTROL LEVER                |
| ⑥ BALCONY TO SMALL APARTMENT  | ⑬ BRIDGE (CAN BE LOWERED USING LEVER) |
| ⑦ BARRED DOOR   | ⑭ BALCONY TO WEEPER APARTMENT         |
|   | ⑮ DOOR TO DRAWBRIDGE WAY A            |







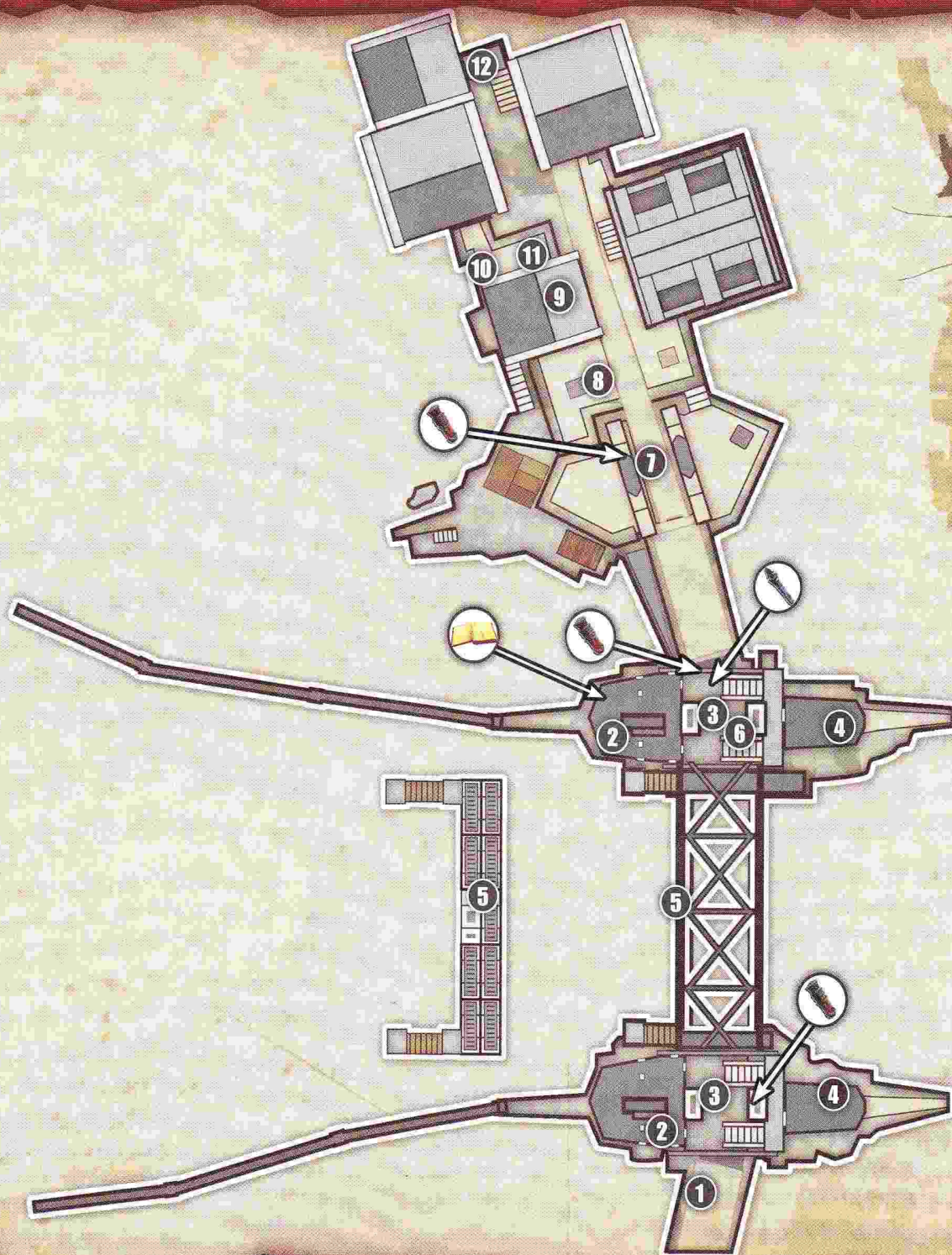
## DRAWBRIDGE WAY A

- |                                   |  |                                   |
|-----------------------------------|--|-----------------------------------|
| ① ENTRANCE DOOR                   | ⑦ PRATCHETT'S SAFE                     | ⑬ SECURITY CHECKPOINT             |
| ② FRONT DOOR TO PRATCHETT'S HOUSE | ⑧ WINDOW TO SMALL APARTMENT            | ⑭ STAIRS TO WATERWAY (RIGHT SIDE) |
| ③ PRATCHETT HOUSE (SECOND FLOOR)  | ⑨ BALCONY TO MADMAN'S APARTMENT        | ⑮ STAIRS TO WATERWAY (LEFT SIDE)  |
| ④ SECOND FLOOR BALCONY TO OUTSIDE | ⑩ BALCONY TO SMALL APARTMENT           | ⑯ CATWALK TO SECURITY BOOTH       |
| ⑤ PRATCHETT HOUSE (THIRD FLOOR)   | ⑪ SMALL APARTMENT, ROOFTOP ACCESS      | ⑰ TO DRAWBRIDGE WAY B             |
| ⑥ THIRD FLOOR BALCONY TO OUTSIDE  | ⑫ BARS ACROSS ALLEY (CANNOT BE OPENED) |                                   |



## DRAWBRIDGE WAY B

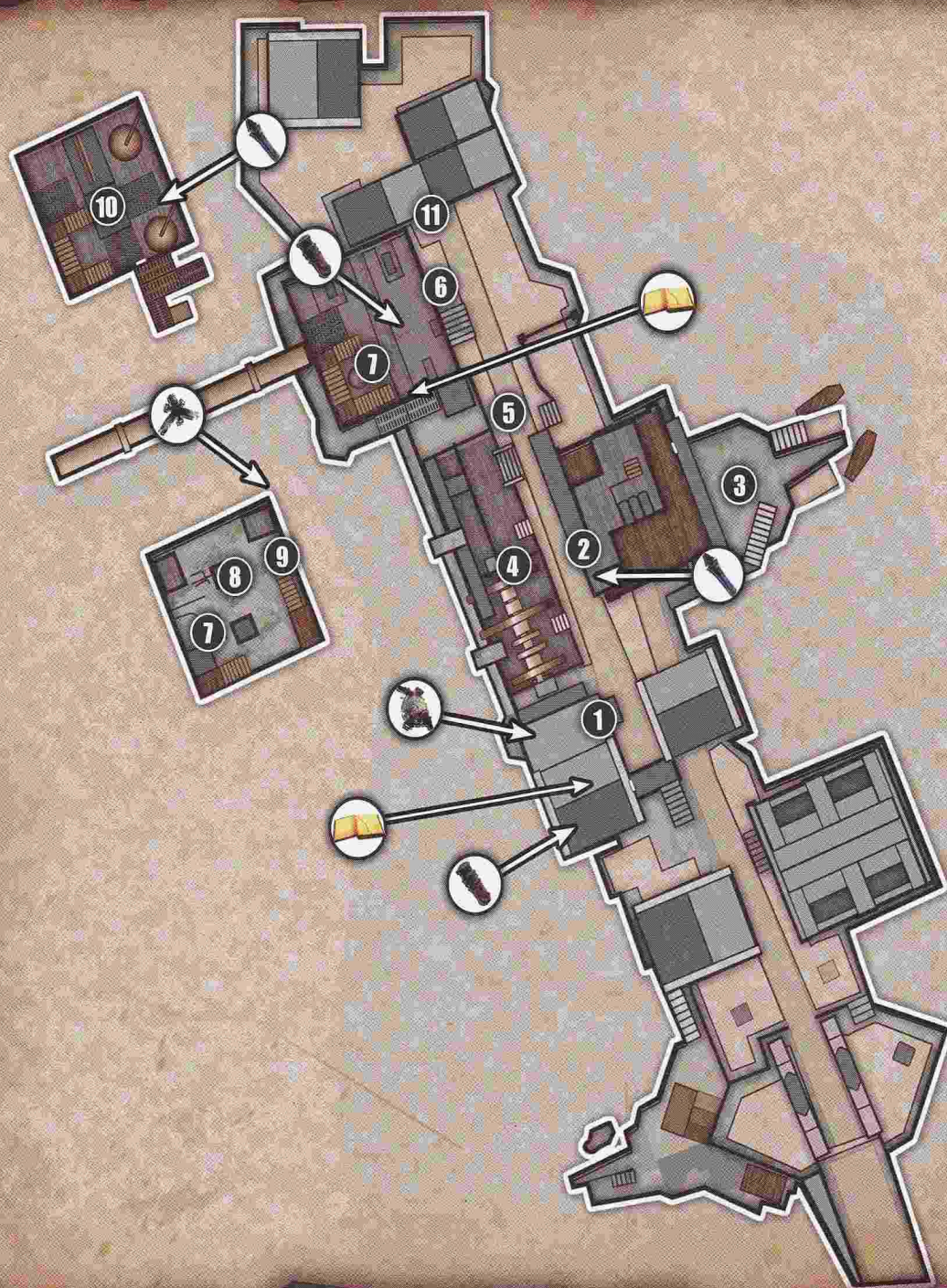
- |                        |                                |                                      |
|------------------------|--------------------------------|--------------------------------------|
| ① TO DRAWBRIDGE WAY A  | ⑤ DRAWBRIDGE                   | ⑨ PEARL SMUGGLER HIDEOUT             |
| ② BRIDGE GUARD STATION | ⑥ PEARL SMUGGLER (LOWER LEVEL) | ⑩ PIER DOOR (REQUIRES PIER DOOR KEY) |
| ③ ARC PYLON            | ⑦ GUARD CHECKPOINT             | ⑪ SMUGGLER AMBUSH                    |
| ④ DRAWBRIDGE CONTROL   | ⑧ RIVER KRUSTS                 | ⑫ TO MIDROW SUBSTATION               |





# MIDROW SUBSTATION

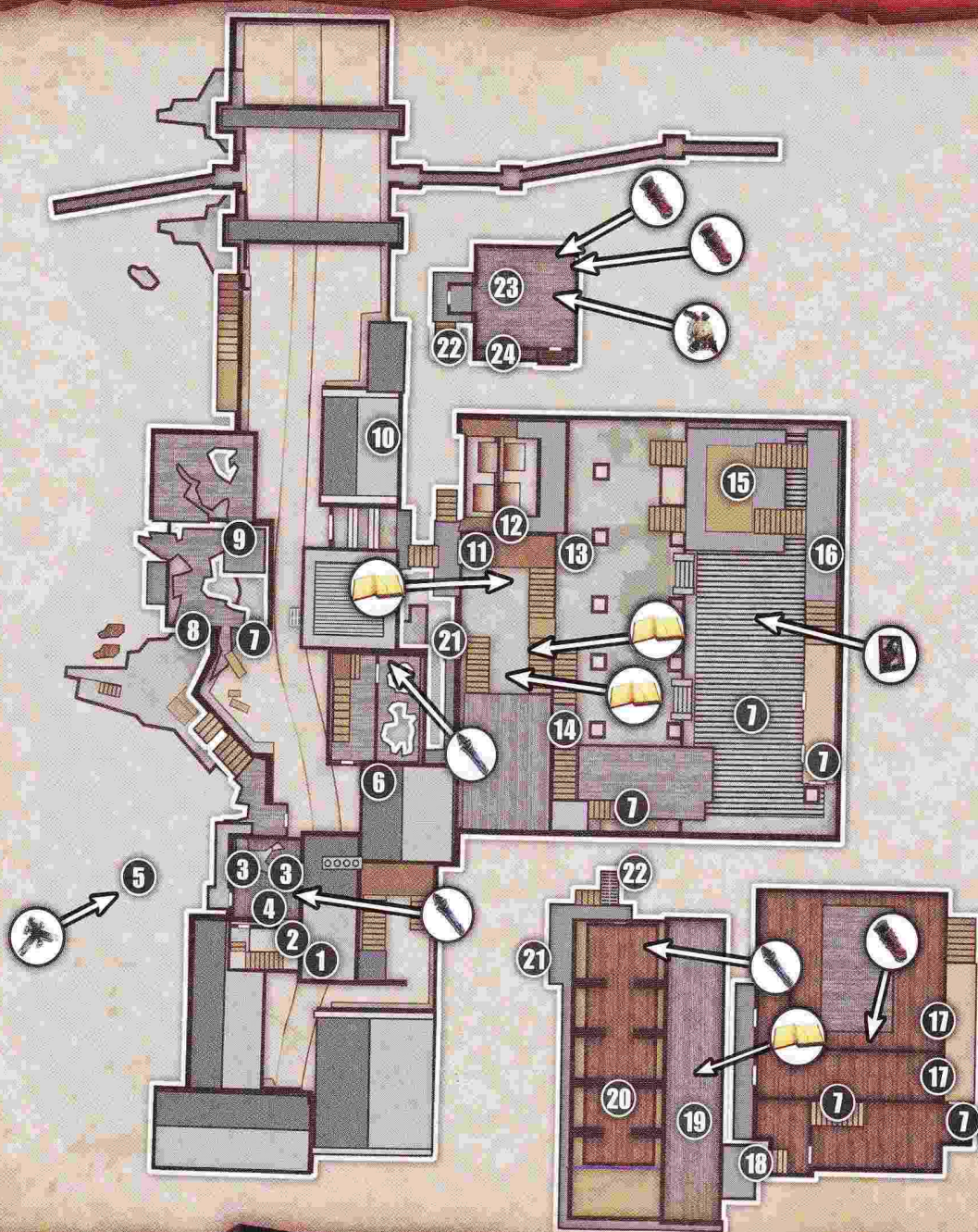
- 1 TO DRAWBRIDGE WAY B
- 2 FLYWHEEL CONTROL
- 3 RIVER KRUSTS
- 4 FLYWHEEL
- 5 WALL OF LIGHT
- 6 BALCONY TO ABANDONED HOUSE
- 7 STAIRS TO LOWER LEVEL
- 8 BASEMENT (MANY RATS)
- 9 TRAPPED WOMAN
- 10 UPPER LEVEL
- 11 DOOR TO NORTH END





## NORTH END

- |  |  |                                      |                                     |
|--|--|--------------------------------------|-------------------------------------|
| ① DOOR TO MIDROW SUBSTATION (START AREA) | ⑦ WALL OF LIGHT  | ⑬ SOKOLOV'S HOUSE, MAIN FLOOR        | ⑳ WORKSHOP (THIRD FLOOR)            |
| ② DOOR TO ABANDONED BUILDING             | ⑧ SAMUEL (EXIT AREA)   | ⑭ STAIRS TO WINE CELLAR              | ㉑ CHAIN TO GREENHOUSE               |
| ③ WINDOW TO OUTSIDE                      | ⑨ SAFE (BEHIND PAINTING)                                     | ⑮ STAIRS TO SECOND FLOOR             | ㉒ STAIRS TO GREENHOUSE              |
| ④ SECRET DOOR (TURN WATER TAP 3 TIMES)   | ⑩ SMALL APARTMENT (OVERLOOKS SOKOLOV'S MAIN ENTRANCE)        | ⑯ SECOND FLOOR, MAIN WALKWAY         | ㉓ SOKOLOV'S GREENHOUSE              |
| ⑤ ABANDONED BUILDING, UPPER LEVEL        | ⑪ SOKOLOV'S HOUSE (MAIN ENTRANCE)                            | ⑰ DOOR TO SECOND FLOOR, MAIN WALKWAY | ㉔ PRISONER (REQUIRES SOKOLOV'S KEY) |
| ⑥ BARRED GATE (CAN BE OPENED WITH VALVE) | ⑫ SOKOLOV'S HOUSE (WINE CELLAR ENTRANCE, BESIDE WATER WHEEL) | ⑱ STAIRS TO THIRD FLOOR              |                                     |
|  |  | ⑲ LIBRARY (THIRD FLOOR)              |                                     |







# THE PATH OF BLOOD

## ABDUCT SOKOLOV

### ► TRAVEL TO DRAWBRIDGE WAY

Climb the stairs near the river and crouch when you get to the top. Four members of the City Watch are standing near an alarm to your right. Don't attack them directly; Blink or climb onto the building across from you. It's safer to get from there to the far side of these men, where you can kill the ones closest to the alarm and protect the device while the others charge. Kill any that try to touch the alarm and you shouldn't have any problems with reinforcements.



## ACHIEVEMENT

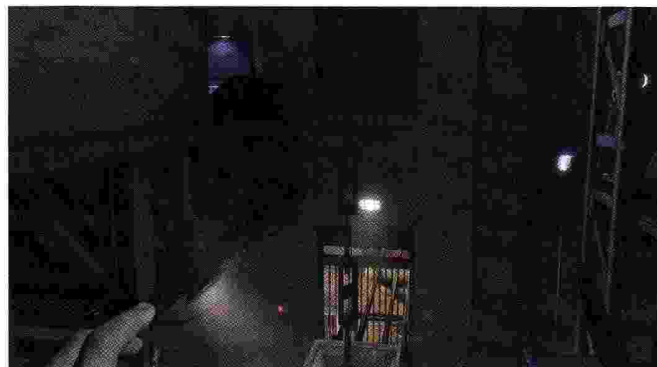
### Hornets Nest

This area provides a great opportunity to earn this Trophy or Achievement. Set off the alarm and get yourself to a relatively safe spot with a view of incoming enemies. Once a group has gathered in response to the alarm, use your crossbow to take out four of them in less than one second. Use Bend Time to give you the edge you need to line up your shots uninterrupted. If at first you don't succeed, try again with another group of enemies. There are several good spots for this throughout Dunwall.

Beside the guard post is an entrance to a warehouse. A few nice items are inside, and you don't face any resistance. Loot the place and look around. Inside is a blueprint on the second floor. Stealth fanatics love this one, so be on the lookout for it. Anything that makes your boots quieter is a good thing, right?

To get out of the warehouse, climb to the upper floor to reach the whale oil tanks that you need. Either Blink over to them or use a valve up top to move a chain in between the platforms. Jump to the chain and then again to the other side of the room. Bring down a whale oil tank and use it on the second floor conduit (in front of the large mining cart). This opens the way out.

If you want cover, use the lever to get the cart moving, hop in, and ride across on it. This leaves you more openings to ambush the watchmen down below. There are five of them, and any major noise brings the entire bunch. If you fight them from behind cover, they're much easier to handle because they come in pairs.



A small building across the street has a Rune. It's accessible from around back, if you're willing to climb a chain. For additional exploration, use the side alley to walk toward a raised metal walkway. Kill a couple of the Watch to access its controls, and use the lever there to bring the platform down to your level. Use the controls again to get up to a higher tier. On the other side is a building that you can Blink toward. Inside are a Weeper, a health elixir, and a Bone Charm. Make sure to get these before moving on.

Return to the main street and use the door marked as a waypoint. This takes you to Drawbridge Way.



### ► CROSS THE AREA TO FIND THE CONTROL CENTER

Lord Pratchett and a member of the City Watch are talking as you enter the next area. Hide and decide whether you're going to ambush them or avoid them. Lord Pratchett has a key that you might need! Steal it or take it from his body and invade the nobleman's house.



## SPECIAL ACTION



## PRATCHETT'S SAFE

You stumble upon Lord Pratchett at the beginning of Drawbridge Way, the second map of this mission. He is talking with a member of the Watch.

This nobleman has a safe inside his home. To loot it, steal a key from him (or kill the foul fellow). Once you have it, look through his building for the desk that the key unlocks. Inside you find a note that reveals that the combination to the safe can be found on three paintings throughout the apartment. View each to learn the correct combination.

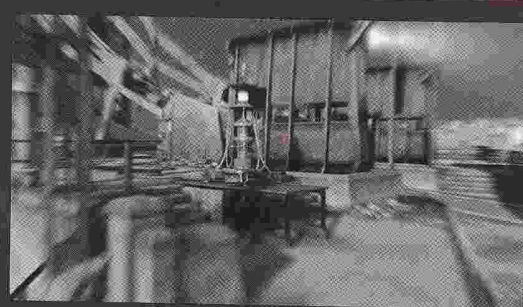
The safe itself is on the highest floor of the building. Use the combination to open the safe. Looting the place gets you a Rune and a substantial amount of money. Climb to the roof and jump across to another building. Disable or kill the madman who lives there; he's guarding a second Rune.

Move through the streets until you start to see the City Watch and machines again. If you're in the center of the main street, a heavy set of gates blocks your progress. Members of the Bottle Street Gang spot you but try to run around through the next checkpoint; it's a bad call for them, and they're all zapped!



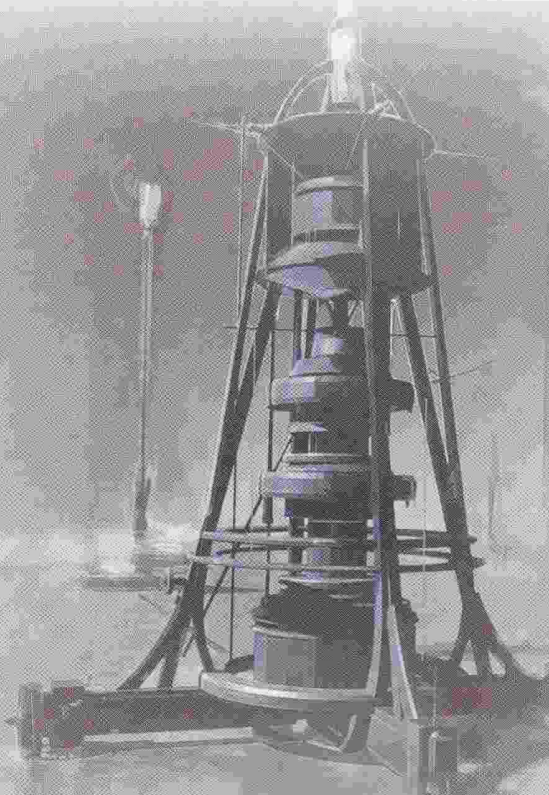
You have to come around the left side, near the water or through a small apartment above. The machine that killed those thugs (an Arc Pylon) is deployed close by, so slow down and watch it. That thing has to be avoided or deactivated.

## ARC PYLONS



These machines are powerful enough to kill you in the blink of an eye. You can barely afford to take one hit from them, and their firing speed isn't slow. Whether you plan on avoiding, rewiring, or powering down these units, they must always be taken seriously.

To power down an Arc Pylon, look at medium or long range for the panel that contains its tank of whale oil. Sneak or Blink to race to that area and pull the tank out as soon as possible. Bend Time is very useful when depowering these deadly devices. Using a Rewire Tool on their control panel makes it safe for you to pass, but deadly for your enemies.

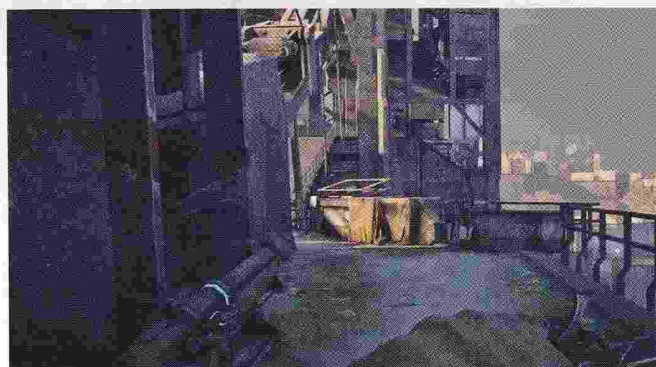




Creep around the right side of the area by Blinking over there and then using the debris to block the Arc Pylon's line of sight. It can't fire through things, so you're perfectly safe there as long as you don't stick your head up or spend too much time ducking between obstacles.

Get around behind the Arc Pylon and disable it (or just move on). The next one is up on the actual bridge. Attack the watchmen from range to lure them away from it, so you can fight without the fear of strafing into the line of fire. Blink down into the lower areas of the bridge afterward to hunt for the whale oil tank powering the Pylon.

Or, if you'd like to avoid fighting, jump all the way down into the water and climb up the side of the bridge. There is land around back to let you do this. You eventually come up near the whale oil tank for that second Arc Pylon, so disabling it is a breeze.



- **CLIMB THE BRIDGE AND CROSS THE PLATFORM TOWARD THE DRAWBRIDGE SPOTLIGHTS OBJECTIVE**
- **DISABLE THE LIGHT SYSTEMS ON THE BRIDGE**

Climb the bridge until you get to the long platform that connects your current side with the other end of the bridge. Follow the objective marker toward the spotlight controls. You can Blink to get onto this walkway, or climb to the top of the bridge and raise the platform to cross up there. The former is faster and easier, but either method works.

After disabling the lights, hurry to the far side of the bridge and start going down. Coming back down the other side isn't easy. There are plenty of City Watch along the way, but now Samuel will be safe when he comes to pick you up later. Blink off of the bridge before you get to the bottom. This avoids contending with a third Arc Pylon.



- **ADVANCE TOWARD MIDROW SUBSTATION**

If you want to start the optional scavenger task, walk down off the bridge and look on the left side of the section ahead. Here you see a pearl thief imprisoned in a cell underneath the bridge. If you're not interested in his plight, you're clear to advance toward Midrow Substation at the end of the road.





## SPECIAL ACTION

### HELP THE SCAVENGER

On the far side of the bridge is a holding area. Look beneath the bridge itself for a jail with only one cell and few protectors. Inside is a peart thief who'd like to get his freedom back. You might stand to make some money from helping the guy, if he's actually legitimate.



**FIND THE KEY TO HIS CELL**

**FREE THE SCAVENGER**

**FOLLOW HIM**

Look on the other side of the building for a key. It's on a desk, and you don't have to spend long searching for it. Unlock the cell to let the scavenger out.

The scavenger leads you through a short run past several River Krusts (they stick to walls and squirt caustic liquid at anything that gets too close). Use ranged weaponry to kill the five beasts, and then look for a key that the scavenger needs.



After you find the key, he takes you to a yard not far away. That's where you get your "reward." Be ready for a fight!

### ► GET TO THE OTHER END OF MIDROW SUBSTATION

You enter the new area inside a private residence. Search for a Rune on the desk across from the door and read any documents that interest you.



The yard beneath the residence has four watchmen. A couple of them wander up and down the row, while the others stay close to the front. There are docks around the side, but there are Krusts there, so you aren't that much safer. Blinking over and down to the waterside. If you use Bend Time or a good ambush from above, you can quickly thin the crowd and ambush the patrollers when they come back to the area.



## ACHIEVEMENT

### Manipulator

To earn this Achievement or Trophy you must make five characters kill their own allies. Bend Time and Possess are your best tools for this. When an enemy fires on you, immediately Bend Time. Possess another nearby enemy and walk them into the line of fire. End Possession and leave them to their fate!

Search for a little food and coin down by the water, being careful not to approach the Krusts, and then disable the Wall of Light ahead. It has a generator very close to the wall, but it's protected by a gate. Blink over the gate and take out the whale oil tank that powers the Wall of Light.



Walk to the end of the substation and stop before going through the exit. There's a building to your left with a locked door. Blink up to the story above it to find a way in. Food, money, a health elixir, and a Bone Charm are inside. All are free for the taking.



## A Hero's Work Is Never Done

A woman in the basement is trapped by rats. You don't get a reward for freeing her, but it's still the right thing to do. Use a grenade to get the job done, making sure the rats aren't close to the woman when you blast them.

Use the door to North End when you're done here.

### ► SEARCH NORTH END

You're now in North End. The building on the left is empty, so you start in a relatively safe location. Search the lower floors of the building and then climb onto the roof. Blink or jump to the balcony on the rear of the building to get inside a blockaded room and steal a Bone Charm. This is the last one in this mission.



The upper areas of North End aren't well watched or protected. Stay up there to observe the various men in the area while deciding what to do next.

You can rush to Sokolov's house without penalty, but there are a few civilians locked inside a Wall of Light in the middle of the area. These people don't look like they belong to the Bottle Street Gang, and freeing them wouldn't be a bad thing. To do this, eliminate the men patrolling the nearby street and take the tank out of the wall next to the makeshift prison.



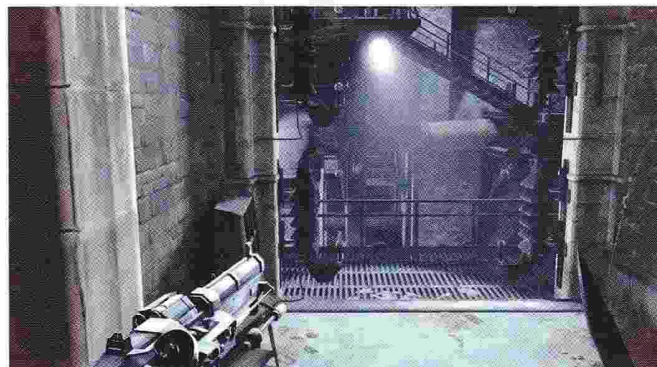
## ACHIEVEMENT

### Harm's Way

While it is certainly not a nice thing to do, you can take this opportunity to work towards the Harm's Way Achievement or Trophy. Possess a civilian (who isn't attuned to the Wall of Light) and walk them straight into it. Cause five unintentional suicides and you earn this reward.

One of the prisoners tells you about a safe in a nearby building and gives you the combination. It's on the third floor, behind a painting.

Sokolov's house is well protected, so you know when you're getting close to it. A Wall of Light protects the only approach from the ground, but anyone on the rooftops can get over there without too much difficulty. Sneak in or disable the men in front. Then, go inside.



### ► LOOK FOR SOKOLOV

The first couple of floors inside the house are tough. The open nature of the levels makes sound travel quite far, so any trouble you run into ends up multiplying as more and more enemies arrive to counter your threat.

Expect City Watch Guards and elite Watch Officers to be the mainstay of the force, but there is an especially deadly adversary here as well; an Overseer with a curious musical contraption is stationed in the house. The discordant tones from this device are able to counter your supernatural powers over a short distance.



Use ranged weapons and aggressive physical attacks to kill the Musical Overseer if he comes after you. There are also whale oil tanks in several locations, especially on the lowest floor. Throw these at pesky enemy groups for some serious chaos. After the battle, search for loot, including a health elixir on the second floor, in a bookcase.

To reach the third floor, Blink over two Walls of Light that block the corner. The pipes above let you cross these barriers without much delay.

Fight the few men on the third floor and give the place an even better search. There are all sorts of fun things to find. Several expensive items can be stolen from the laboratory there, and there is a whale oil tank filling station, in case you want to make more makeshift explosives!







Use the metal walkway to get up to the top of the building and enter a greenhouse. This is where you find Sokolov.

► **KNOCK OUT SOKOLOV IN HIS GREENHOUSE**

► **EXTRACT WITH SOKOLOV**

Creep up on Sokolov in his greenhouse, knock him unconscious, and then take his key and the nearby Rune. A set of blueprints for Sokolov's Formula is also on the table. The key opens a cell on the other side of the room. Doing this frees a woman who has been held there for some time.

**SPECIAL ACTION**

## HELP THE PRISONERS AND INVESTIGATE THE SAFE

If you've been following our walkthrough, you've already freed this first group of prisoners described below. If not, make sure you release them before ending this mission to get credit for this Special Action.

In the last map of the area (North End), there are three prisoners trapped inside a Wall of Light. A whale oil tank is nearby, but to free everyone you need to disable the City Watch that patrol the street. This can be done lethally or nonlethally using a bit of patience. Ambush the patrollers that wander farther off, and then close in on the final targets.

Free the prisoners once the way is clear, and one of them tells you about a safe in a nearby building and offers the combination. It's on the third floor, behind a painting.

Search the buildings in that area. The one in question is part of a badly damaged section that overlooks the main road. Blink and climb up there and move the painting. Use the combination to open the safe behind it and take your pile of money.

If you want to be even more of a Good Samaritan, use the key that Sokolov carries to free a test subject at the top of his home. This completes the optional goal of freeing all of Sokolov's test subjects.



To finish the mission, lift Sokolov and carry him down to the boat. It's a long walk, but you've carved a swath through the watchmen of North End. Not many foes are left to stop you.

Blink to get down near the water instead of walking all the way back through the house. Take the back way to avoid any new watchmen, and make your way to Samuel. You're done here.





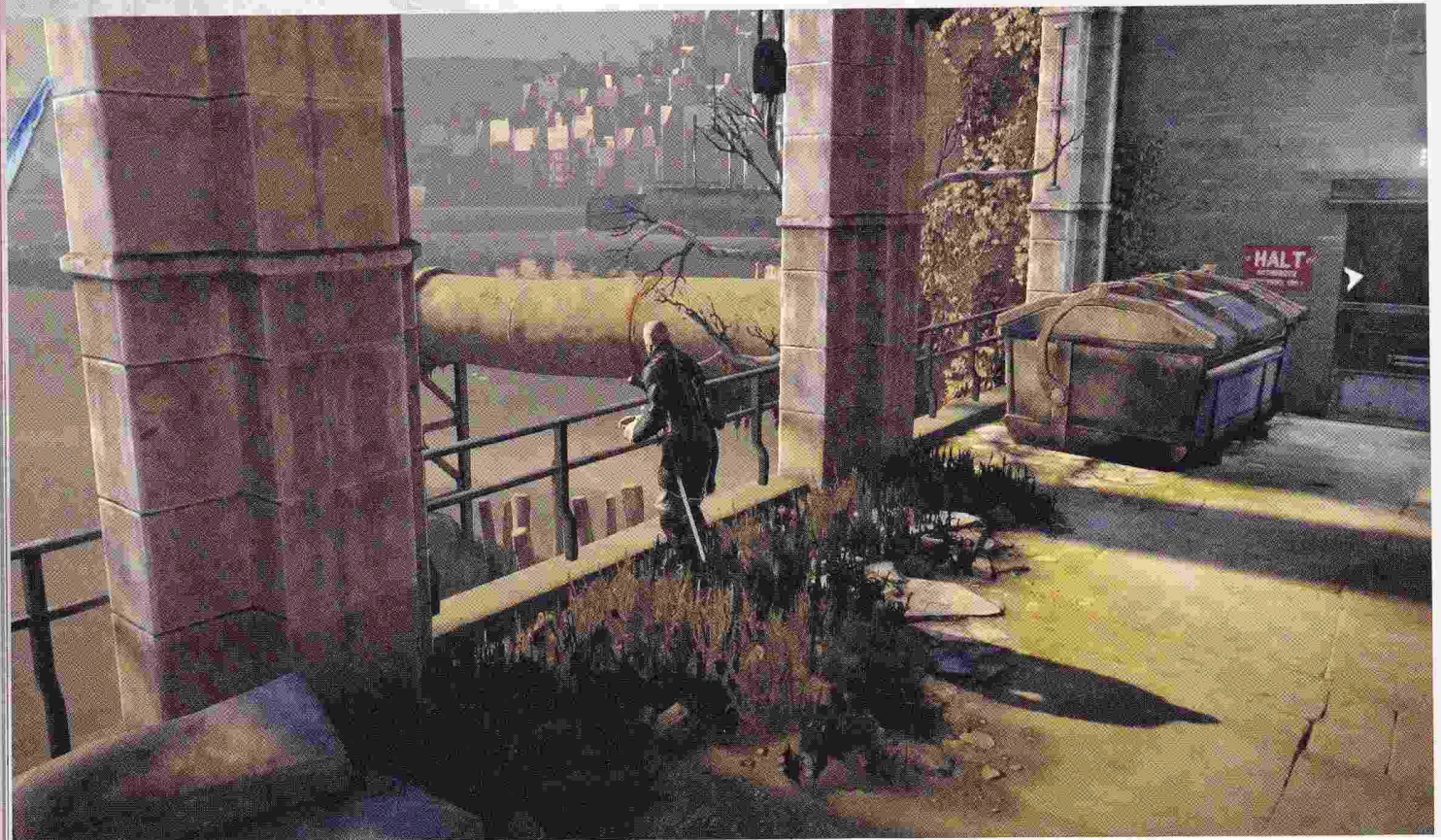


# THE PATH OF SHADOW

## ABDUCT SOKOLOV

### ► TRAVEL TO DRAWBRIDGE WAY

Use the ramp of wooden planks over the water to Blink to the other side; then ascend the ducts until you see the men of the Watch covering this area. They have the area locked down tight, but one of them has a tendency to stare out over the water all alone by the warehouse. Take him out, stash him in the nearby dumpster, and then enter the warehouse.



You don't face any resistance in the warehouse, so loot the place with impunity. Take special notice of the blueprints on the desk upstairs for a boot upgrade that helps to make your movements quieter. Make these a priority when you next see Piero!

Before trying to escape, look through the barred exit to get an idea of the opposition. You have an excellent way across by following the rails, but there are a lot of watchmen along the streets, and any mistakes result in your getting swarmed.

To open the bars, collect a whale oil tank from the upper floor. Blink from point to point, collect your tank, and plug it in the socket. You can also move a chain to aid in climbing by turning a valve on the upper floor. Once the tank is in the conduit, the bars open and the rails electrify. Hop in the cart and ride across by pulling the lever!

You can, if you move quickly and don't mind cutting off your escape route, unplug the tank and get through the gap before the bars close. Using Bend Time, Blink, or trapping the cart under the closing rails is essential. This allows for a stable (and not electrified) perch that you can traverse at leisure, waiting for the opportune moment to move.





The mechanical beating of the Heart reveals a Rune and Bone Charm nearby. The Rune is behind a blocked door in the small apartment across from the rails. Blink to the balcony and go out the side window to avoid the Watch. A chain around back lets you into the locked room where you can claim your Rune.

The Bone Charm is in a nearby building, guarded by a Weeper. You can Blink to it by crossing the waterway when the watchman isn't looking or by choking both the watchman and Watch Officer and then lowering the bridge.

Once you've dealt with the poor plague-ridden soul who guards the Bone Charm, return to the main street and go through the door leading to the drawbridge spotlights when the City Watch isn't looking.



## SPECIAL ACTION

### PRATCHETT'S SAFE

Lord Pratchett is one of the first people you see upon entering the drawbridge area, talking to a member of the City Watch about the ways to profit from the curfew. Blink behind him as he enters the house, subdue him, and proceed to loot the place thoroughly.

He has many fine and valuable items to help finance your noble cause, and there's a safe that causes the Heart to beat faster with excitement.

You can also find a cryptic reminder next to the safe that references several paintings in the house as well as a specific order in which to view them to reveal the truth.

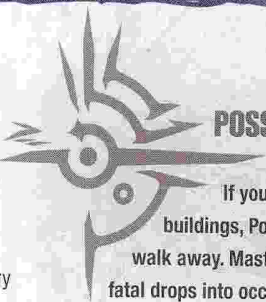
Each painting has a number prominently featured in it and by following the breadcrumbs you can uncover the combination!



Once you've looted the place from top to bottom, nothing remains but the safe. It opens with the combination. Claim your Rune and the money, and then exit to the rooftops. The Heart isn't done yet, though. A mad survivor in the next house guards another Rune. He moves quickly, so use a Sleep Dart to incapacitate him before taking it. His journal reveals that the Rune helped drive him mad, so you're doing him a favor!

### ► CROSS THE AREA TO FIND THE CONTROL CENTER

Stick to the rooftops (accessible using the mad survivor's balcony) until you come to the checkpoint by the bridge. This is where you have to make a choice. You can choose the risky way, by Possessing a member of the Watch and getting past the security before the Possession wears off; or the way of slow disarmament, by finding each Pylon's power supply (upgraded Dark Vision is very useful) and giving active Pylons a wide berth.



### POSSESSION DROP

If you have upgraded Possession, you can dive off high buildings, Possess someone on the way down, and then simply walk away. Mastering this technique allows you to make otherwise fatal drops into occupied territory!



## ARC PYLONS

These devices are not to be taken lightly. Unlike members of the Watch, they have no blind spots and aren't deceived by a light step. They do massive damage and can thoroughly ruin any kind of stealthy plan you were concocting.

Always look for the tank of whale oil that powers them so you can render them inert.

If you must traverse an area protected by an Arc Pylon, Possessing a watchman is the best way to do it without being caught. Even this has risks, as human Possession is short-lived and leaves you vulnerable when it ends.



### ► CLIMB THE BRIDGE AND USE A LEVER TO RAISE IT ALL THE WAY UP

Your destination is the small door beneath the bridge. Two of the City Watch are inside, so lurk until they separate. Bring the stationary one down with a Sleep Dart and then choke the roamer. A power supply for the Arc Pylon on top of the bridge is through the nearby door. Make sure to disarm it before climbing the chain to the upper levels of the bridge. A Watch Officer has the drawbridge key and the audacity to walk around with no backup. Show him the error of his ways and relieve him of the key, and then use the nearby lever to raise the bridge and give yourself a way across.

Before crossing, use the nearby chains to get as high as possible. You'll be walking into a heavily guarded area, so use this moment to survey and plan your approach.



## NO NEED FOR ALARM!

A klaxon sounds when the bridge is raised, but it doesn't alert anyone and none of the watchmen are disturbed by it. Don't let the sudden noise provoke you into rash action.



### ► DISABLE THE LIGHT SYSTEMS ON THE BRIDGE

Sneak across the bridge and Blink to the tanks of whale oil that power the lights. Samuel can now slip by unobserved (much like you) and get in position to give you a ride home.

Go to the edge of the platform and look down. Numerous enemies, as well as an Arc Pylon, are between you and your goal. A bloodthirsty man would find the stairs and lines of sight ideal for setting traps and engaging in a spot of brutality, but you are of more refined tastes.

You can easily Blink to two large, curved girders that support the bridge and walk down, bypassing the watchmen. This is also another perfect opportunity for a Possession drop, as there is a man wandering on his own down below that could be persuaded to break your fall.





## ► ADVANCE TOWARD MIDROW SUBSTATION

In a cell underneath the bridge (along with the tank that disables the nearby Arc Pylon) is a scavenger of River Krust pearls. If you free him, you can start an optional mission to help him escape, with the promise of some pearls at the end.

If you want to free the scavenger, head to the cells beneath the bridge. If not, Blink from the girders (or Possess someone) and make your way down the road toward Midrow Substation. Enter the door when you are ready.

## HELPING THE SCAVENGER

While it is possible to accomplish this stealthily, it is very, very difficult with no real benefit. Anyone who is at all interested in a Ghost run should just walk away.

SPECIAL ACTION

## HELP THE SCAVENGER

Underneath the bridge on the far side is a scavenger of the pearls created by River Krusts. These filthy mollusks inhabit riverside areas and can thoroughly ruin the day of anyone who gets in range of their caustic venom and screeching. Despite their foulness, the large pearls they produce can be quite valuable.

Inside a lone cell, the scavenger calls out to you for rescue. The cell key is nearby, so subdue the guard and take the key. You can help the scavenger escape and leave, but he promises more if you follow him to his cache of pearls.



### FIND THE KEY TO HIS CELL

### FREE THE SCAVENGER

### FOLLOW HIM

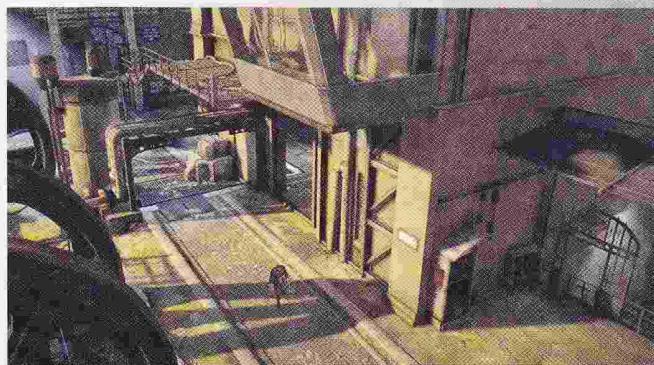
The scavenger leads you to a small group of River Krusts by the water. Before going any further, it is vital to take out any wandering Watch members nearby, as killing River Krusts is not a quiet process and the last thing you need is an overly curious member of the Watch finding you. Use your crossbow to take them out one by one.

Having been no help at all, the scavenger proceeds to lead you to a locked door. The key is in a nearby guard booth, so it's just as well you've already taken care of the watchmen.

After unlocking the nearby door, he (shockingly, for such an upstanding black marketeer) betrays you and attacks. Subdue him in any way you want, but be aware that allowing him to become hostile (denoted by the red icon above his head) blows your chance for a Ghost run.

## ► GET TO THE OTHER END OF MIDROW SUBSTATION

Past the door lies a small apartment with a Rune in plain sight, along with some reading material. When you are ready, cautiously slink out to the balcony and get out of sight while you observe the patrolling watchmen on the streets below.

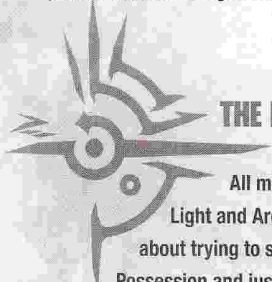




The area outside the apartment is guarded by four watchmen. Several patrol, and picking them off one by one is possible with patience. The waterways on either side are a possibility, but are unfriendly for stealth. This is due to the presence of River Krusts, which are guaranteed to raise a commotion if you get too close.

Go to the right and look out over the water. On your left, a Blink away, is a ledge that allows you to sneak up on the officer in the control booth. Blink, follow the ledge around, and then Blink again to the raised control area that the officer patrols. Once he turns his back, take him down.

The switch in the control room shuts down the nearby large spinning machinery. What this gives you is an easy high route to get to the tank of whale oil that powers the Wall of Light. Deactivate the Wall of Light and move on through.



### THE EASY WAY!

All members of the City Watch are attuned to the Walls of Light and Arc Pylons they patrol near. If you are tired of hopping about trying to shut things down, think of investing in upgraded Possession and just walk on through. Of course, once through, you still have to hide the body.

Once through the Wall of Light, look to the left. This building contains a good number of coins and precious items, as well as a Bone Charm. You have to go in through the balcony, as the door is blocked.

### A Hero's Work Is Never Done

Once inside, you hear some calls for help from the basement. A woman is trapped by rats, and even though you don't get any special recognition, it's still a good deed to let her out. In a city ruled by fear and plague, every small act of kindness helps.

Use a corpse to distract the rats and then kill them with your Sword until they run. You could also drop a Grenade on them, but it risks hurting the young lady (as well as being a loud, undignified weapon).

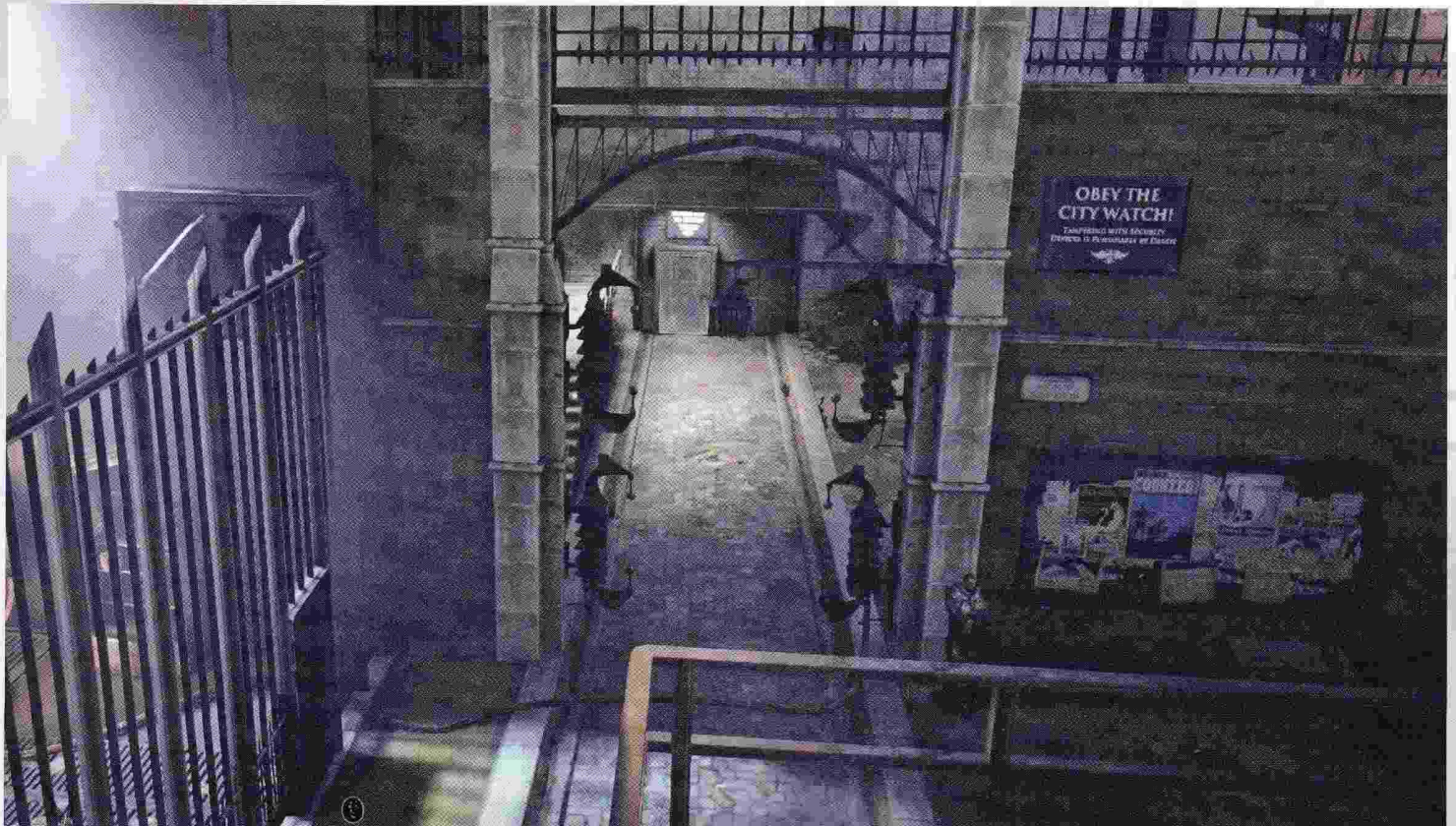
The Bone Charm she refers to is on a ledge behind you, just inches away.

Head through the door to North End once you've taken everything.

### ► SEARCH NORTH END

The North End alley you find yourself in is deserted, so take your time. The building on the left has no enemies, so make your way through it to the roof. The room on the first floor has two corpses and a sink, and on the roof of the building you can find a note about a secret stash that requires turning a sink faucet three times.

Once on the roof, let the Heart guide you to the nearby Bone Charm. It's in a barricaded room, so Blink to the balcony from the roof. This is the last Bone Charm in the mission.







Head back to the roof and look out over the streets below. Several of the City Watch patrol around a Wall of Light in which some healthy citizens are imprisoned, awaiting Sokolov's twisted experiments. You can bypass them and move on to Sokolov's house, but they might have information for you.

To free the citizens, take down the watchmen and remove the tank of whale oil. In return for your good deed, they tell you of a safe hidden behind a painting on the third floor of the nearby building. As a parting gift, they tell you the combination!

A Wall of Light blocks the ground entrance to Sokolov's house, so use the rooftops to your advantage to get over it and sneak past the City Watch. Go inside, and be wary.



## ► LOOK FOR SOKOLOV

If you want a challenge, enter Sokolov's house from the bottom and work your way up. There are numerous men on patrol, and the open nature of the place makes it difficult to isolate a watchman out of sight of the others. Use Possession to take enemies to out-of-the-way areas and be prepared to Blink away with their bodies.

The City Watch guards and Watch Officers aren't too bad, but be very, very careful of the Overseer carrying the musical box. Its insidious melody nullifies your powers, so Sleep Dart him when his back is turned. Make sure to grab the Sokolov Painting on the easel!



Alternatively, you can use the broken buildings and rooftops to work your way up higher and higher and then Blink to Sokolov's rooftop laboratory. Only one man patrols the ledge, so take him down and close in on Sokolov. The only downside to this approach is that you have to backtrack to the main portion of the house (and deal with the Watch) if you want the Sokolov Painting.







However you do it, Sokolov is on the top floor. Restrain your homicidal impulses and Sleep Dart him. Though his crimes against the innocent citizenry are great, he knows too much to kill.

► **KNOCK OUT SOKOLOV IN HIS GREENHOUSE**

► **EXTRACT WITH SOKOLOV**

Use a Sleep Dart on Sokolov. No need to touch him any more than absolutely necessary! Make sure to grab his key and the nearby Rune. Take everything you can find, including the blueprint for Sokolov's Formula, and then free the prisoner at the back of the room. Make your escape.

**SPECIAL ACTION**

## HELP THE PRISONERS AND INVESTIGATE THE SAFE

The North End contains two instances of people being imprisoned for Sokolov's experiments. The first one is at the beginning of the map and has three patrollers guarding the prisoners. If you've been following our walkthrough, you've already freed this first group of prisoners described below. If not, make sure you release them before ending this mission to get credit for this Special Action. Ambush the patrollers one at a time and stash their bodies inside the nearby building. Make sure to close the door to prevent accidental sightings. Blink is your greatest tool, as it allows you to cross the open streets toward your target.



Free the prisoners by removing the oil tank beside the cage. The prisoners tell you of the nearby safe and its combination.

Later on, once you've disabled Sokolov, you can take his key to free the last test subject. She's been cruelly imprisoned on the top floor of Sokolov's home, so let her free. Take a moment to bask in your own excellence!

Samuel is waiting nearby, so pick up Sokolov and Blink across the rooftops and then down to the water. Once you've delivered him to Samuel, you can return to the pub for a well-deserved rest.





# A SHORT RESPITE

## MAJOR GOALS

- INTERROGATE SOKOLOV
- RIDE WITH SAMUEL TO THE BOYLE ESTATE

## OPTIONAL GOALS

- BUY NEW ITEMS FROM PIERO
- VISIT WITH EMILY
- TALK TO CECILIA, GET A KEY, AND UNLOCK THE BUILDING ACROSS FROM THE PUB (LOW CHAOS ONLY)
- BUY A BOTTLE OF KING STREET BRANDY FROM PIERO
- AGREE TO TAKE A NOTE FROM LORD PENDLETON TO LORD SHAW

## COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	0
 Bone Charms	1
 Outsider Shrines	0
 Sokolov Paintings	0
 Books	2
 Coins	100*

\*New Since Last Visit

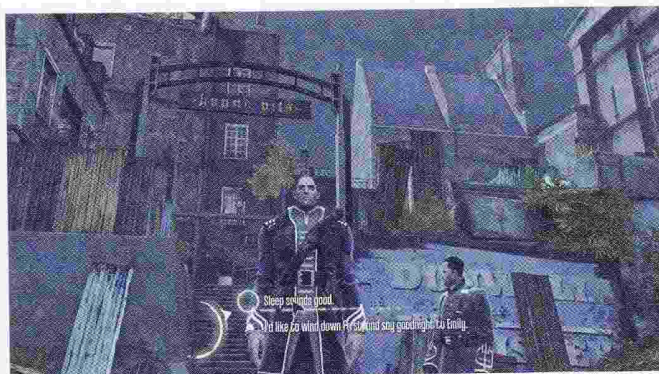
## OBSTACLES ENCOUNTERED

► NONE

ITEM	LOCATION
Bone Charm	Inside the locked building, not far from the pub

## GET SOME REST

Let Corvo get some sleep when he arrives back at the pub or tell the Loyalists that you'd like some time to putter around before you rest. If you choose the latter option, you can talk to Piero, buy upgrades, or listen in on a few conversations around the area.



If you're game is in Low Chaos, Cecilia is in the pub. Talk to her; she mentions a key to a nearby locked apartment. It's under her bunk in Room 203 of the pub. This is worth getting because a Bone Charm is hidden inside the apartment. If you don't hear about it now, there won't be any clues later. Get the key, unlock the apartment, and enjoy your Bone Charm.

Emily and Callista are at the top of the tower, in Emily's quarters if you wish to check in on the young lady.

Lord Pendleton gives you 200 gold if you completed the Golden Cat mission without killing the other Pendletons. He leaves the money on a stand by your bed, at the top of the pub.

## AFTER YOU SLEEP, IT'S INTERROGATION TIME

Whether you rest immediately or go to your room later, Corvo gets some sleep eventually. Once you wake, talk to Emily and then explore a bit more. Piero's shop is closed; he's over at the pub near the bath. Talk to him for an amusing exchange.



Follow the new waypoint marker toward the cell where the Loyalists are keeping Sokolov. Interrogate him either by letting plague rats into his cell or by bribing the inventor with a bottle of brandy (talk to Piero to procure the brandy).

Both choices begin a new mission. Your new target is the Boyle Estate!

Speak to Lord Pendleton on the way out to accept an optional task. He asks you to take a note to Lord Shaw, at the estate.

Finish any final tasks around the pub area and then meet Samuel for another ride into danger.





## 07

THE BOYLE  
ESTATE






## MAJOR GOALS

- ▶ ELIMINATE LADY BOYLE

## SPECIAL ACTION

- ▶ SIGN LADY BOYLE'S GUEST LEDGER
- ▶ DEFEAT LORD SHAW IN A DUEL
- ▶ DISCOVER LADY BOYLE'S IDENTITY
- ▶ DELIVER LADY BOYLE TO HER ADMIRER, LORD BRISBY

## COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	3
 Bone Charms	2
 Outsider Shrines	1
 Sokolov Paintings	2
 Books	6
 Coins	4920

## OBSTACLES ENCOUNTERED

NUMBER OF ENEMIES IN MISSION: 26-51

- ▶ ELITE WATCH OFFICER
- ▶ MUSICAL OVERSEER
- ▶ RAT
- ▶ TALLBOY
- ▶ WALL OF LIGHT
- ▶ WATCH TOWER
- ▶ WEEPER

## CHAOS ACTIONS

ACTION	HIGH CHAOS	LOW CHAOS
Lady Boyle	N/A	Don't kill Lady Boyle

ITEM	LOCATION
Rune	Beginning of the mission, resting on the Outsider Shrine
	Beginning of the mission, at the end of the watery channel (submerged)
	Down in the basement of the Boyle Estate
Bone Charm	Beginning of the mission, near the Outsider Shrine, high in an abandoned building
	Outside of the Boyle Estate, on the top level of a Weeper-infested building
Outsider Shrine	Beginning of the mission, in a damaged building with Weepers
Sokolov Painting	Inside the Boyle Estate, in the bedroom of the Lady Boyle you are targeting
	Inside the Boyle Estate, in the gallery upstairs

The Boyle family is throwing a ball at their estate. You must infiltrate the party and find out which noble of the house is supporting the Regent. It won't be easy, but it has to be done.



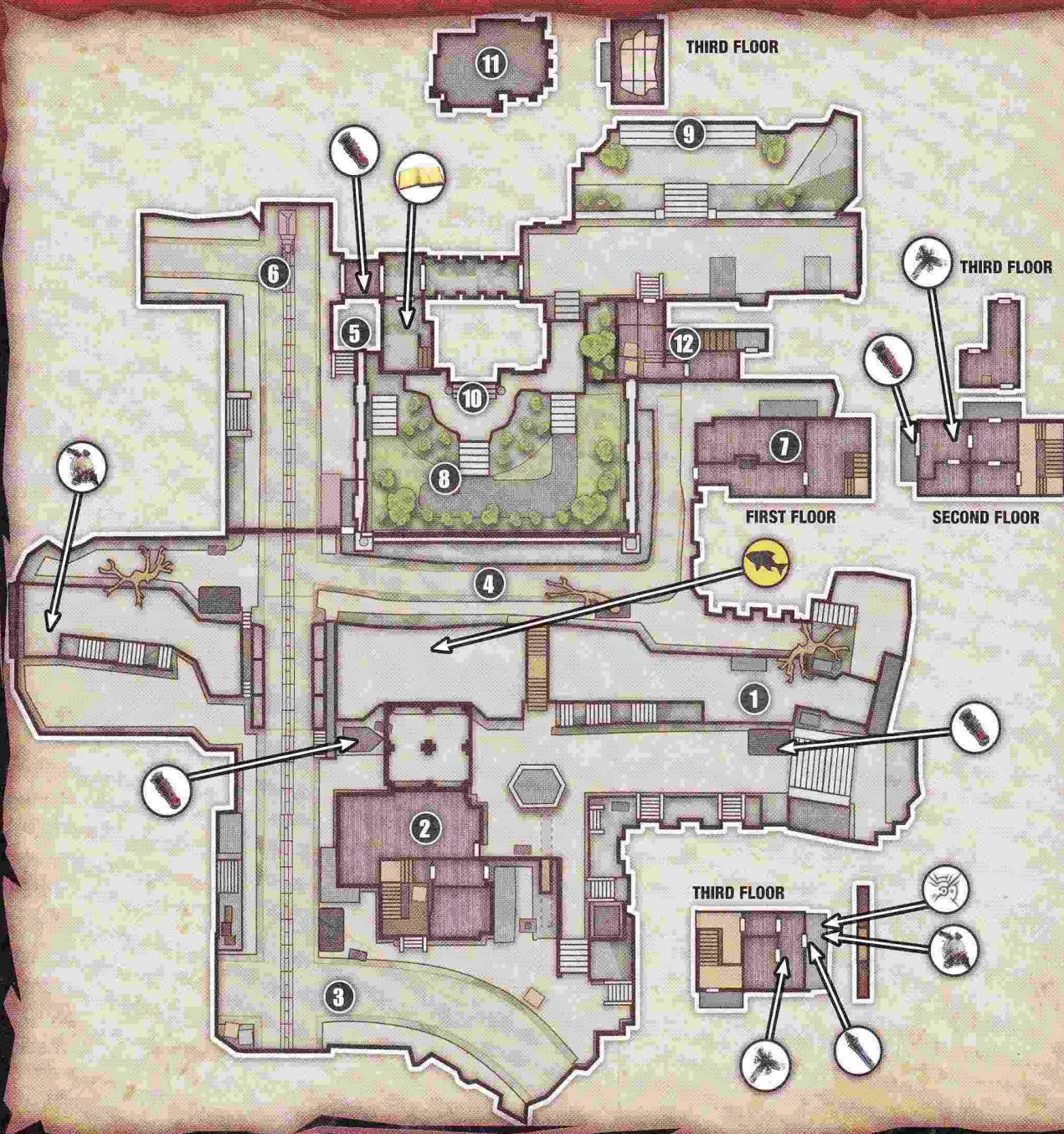
Dangerous units patrol the area outside of the estate, ensuring that no diseased riff-raff disturb the celebration. These Tallboys have amazing firepower, so don't go forward without a solid plan. Good luck.



# BOYLE ESTATE EXTERIOR

-  RAT ACCESSIBILITY
-  FISH ACCESSIBILITY
-  HEALTH ELIXIR
-  MANA ELIXIR
-  RUNE
-  BONE CHARM
-  OUTSIDER SHRINE
-  SOKOLOV PAINTING
-  BOOK

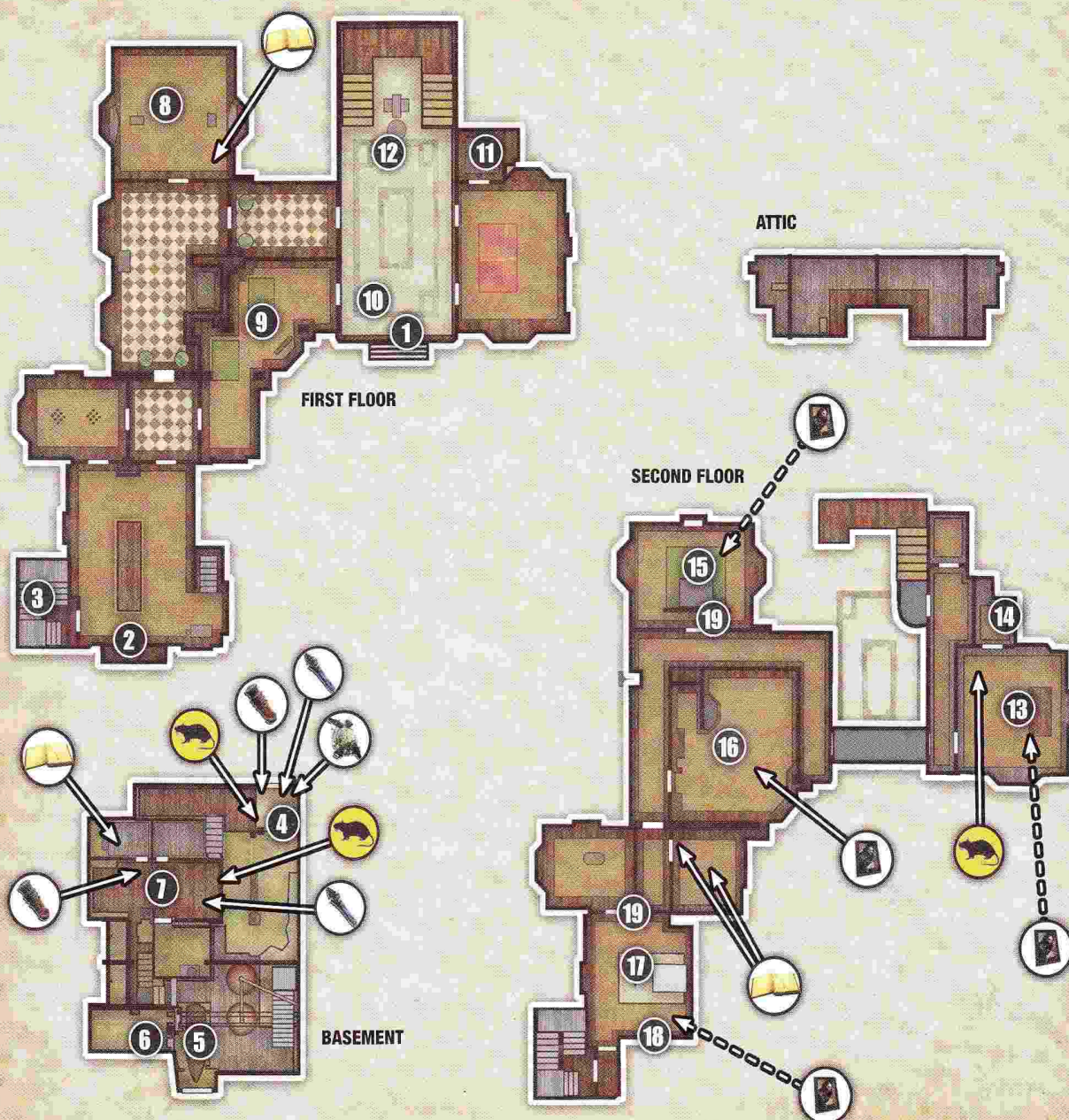
- 1** SAMUEL'S STARTING LOCATION
- 2** WEEPER BUILDING
- 3** TALLBOY PATROL AREA
- 4** ANOTHER TALLBOY PATROL AREA
- 5** DOORMAN (HAS THE HOUSE KEY)
- 6** OTHER PARTY GOERS (STEAL INVITATION, AS NEEDED)
- 7** WEEPER-INFESTED BUILDING
- 8** LORD SHAW
- 9** ENTRANCE TO THE MANSION'S FOYER
- 10** ENTRANCE TO THE MANSION'S BALLROOM
- 11** ENTRANCE TO UPPER FLOOR
- 12** GUARD QUARTERS



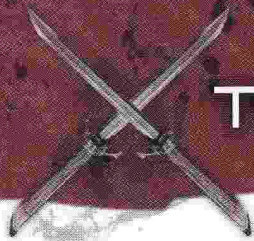


## BOYLE ESTATE INTERIOR

- |   |  |                              |
|---|--|------------------------------|
| ① FOYER ENTRANCE                          | ⑧ TROPHY ROOM (LORD BRISBY COMES HERE OFTEN) | ⑭ DUNWALL TOWER SKELETON KEY |
| ② BALLROOM ENTRANCE                       | ⑨ LIBRARY (MISS WHITE IS OFTEN HERE)         | ⑮ WAVERLY BOYLE'S BEDROOM    |
| ③ STAIRS TO SECOND FLOOR AND THE BASEMENT | ⑩ GUEST LEDGER                               | ⑯ THE GALLERY                |
| ④ BASEMENT VAULT                          | ⑪ WHALE OIL CLOSET (LOCKED)                  | ⑰ ESMA BOYLE'S ROOM          |
| ⑤ BRING LADY BOYLE HERE (NONLETHAL)       | ⑫ WALL OF LIGHT                              | ⑱ EXIT TO BALCONY            |
| ⑥ SEWER EXIT                              | ⑬ LYDIA BOYLE'S ROOM (BASEMENT VAULT KEY)    |                              |
| ⑦ KITCHEN                                 |  |                              |







# THE PATH OF BLOOD

## CRASHING THE PARTY

### ► WALK TO THE ESTATE

The Boyle Estate is just across the channel from where you climb up to the streets. There are several Tallboys patrolling here and there, with two passing right by the estate grounds and another one on your side of the river.

The City Watch isn't here in high numbers, so they aren't too difficult to take out. Look for the watchmen alone or in pairs. None of them are paying much attention to anything because they think the Tallboys will do all the heavy lifting for them. In addition, the fireworks from the party are loud enough that any sound you make doesn't seem to carry very far.



If you clear the small group of enemies in the opposite direction from the estate, you get a bit of loot and a huge supply of whale oil tanks. These are fun for blowing up enemies or damaging Tallboys. They're most effective if you use Bend Time to make sure you don't miss when you throw the tanks!

Examine the open building in that area, near the square. On its top floor, find an Outsider Shrine, a Rune, and a Bone Charm. Very nice! Be careful of Weepers though, as they're the only living things left in there.

Swim in the river to pick up another Rune before you continue. It's unguarded and easy to grab.

Blink behind the Tallboys when they patrol away from the side streets. As you cross the bridge by the channel, the left street provides the way into the party. The street on the right has a building that's infested with Weepers, but also contains another Bone Charm.



## ACHIEVEMENT

### Tempest

If you're up for some fun before arriving at the party, you can earn this Trophy or Achievement by slaying six hostile enemies within one second. Set off the alarm outside the Boyle Estate and duck around the nearby corners until several of the Watch come together to chase you. Use Bend Time (Stop Time is an even better choice) and use Pistol shots and melee attacks to mop through them before the effect ends. If the group is close enough together, a well-placed Grenade can get the job done as well.

If you want the charm but don't want to kill anyone, Blink to the balcony around the back side of the building. You can steal the Bone Charm without having to hurt anyone. Otherwise, use Grenades to blow apart the Weepers without getting close to them.

### ► GET INSIDE THE BOYLE ESTATE

To gain entry to the compound, use the street on the left. Talk to the doorman and use the Art Dealer's invitation if you picked it up a couple of missions back. Otherwise, take the invitation that blows out of the woman's hand when you approach the trio of guests standing at the end of the street. This works just as well.

Once inside, give Lord Pendleton's letter to Lord Shaw if you like, and then go inside the mansion when you're ready.



## ACHIEVEMENT

### Thief

The Boyle Estate is full of wealthy guests enjoying the party. It's the perfect opportunity to do some careful pickpocketing. Grab some Coins from the guests to help reach a value of 200 Coins to earn this Achievement or Trophy.



**SPECIAL ACTION**

## DELIVER LORD PENDLETON'S LETTER TO LORD SHAW



If you took Lord Pendleton's letter back at the pub, you soon get an opportunity to deliver it. Lord Shaw is standing near the entrance to the Boyle mansion. He's marked as a waypoint and is wearing a wolf mask, as Lord Pendleton predicted.

Give him the letter and follow him into the gardens. He takes a Pistol (and you must as well). Advance to the marked point nearby, wait for the count of three, turn, and then fire. This can be a fair duel, or you can use Bend Time to your advantage!

For a nonlethal solution, switch to a Sleep Dart before you turn to fire. You still win the duel and complete the task, but Lord Shaw doesn't have to die.

Either way, this lord is worth pickpocketing. He has a decent amount of money.

## FIND THE IDENTITY OF LADY BOYLE

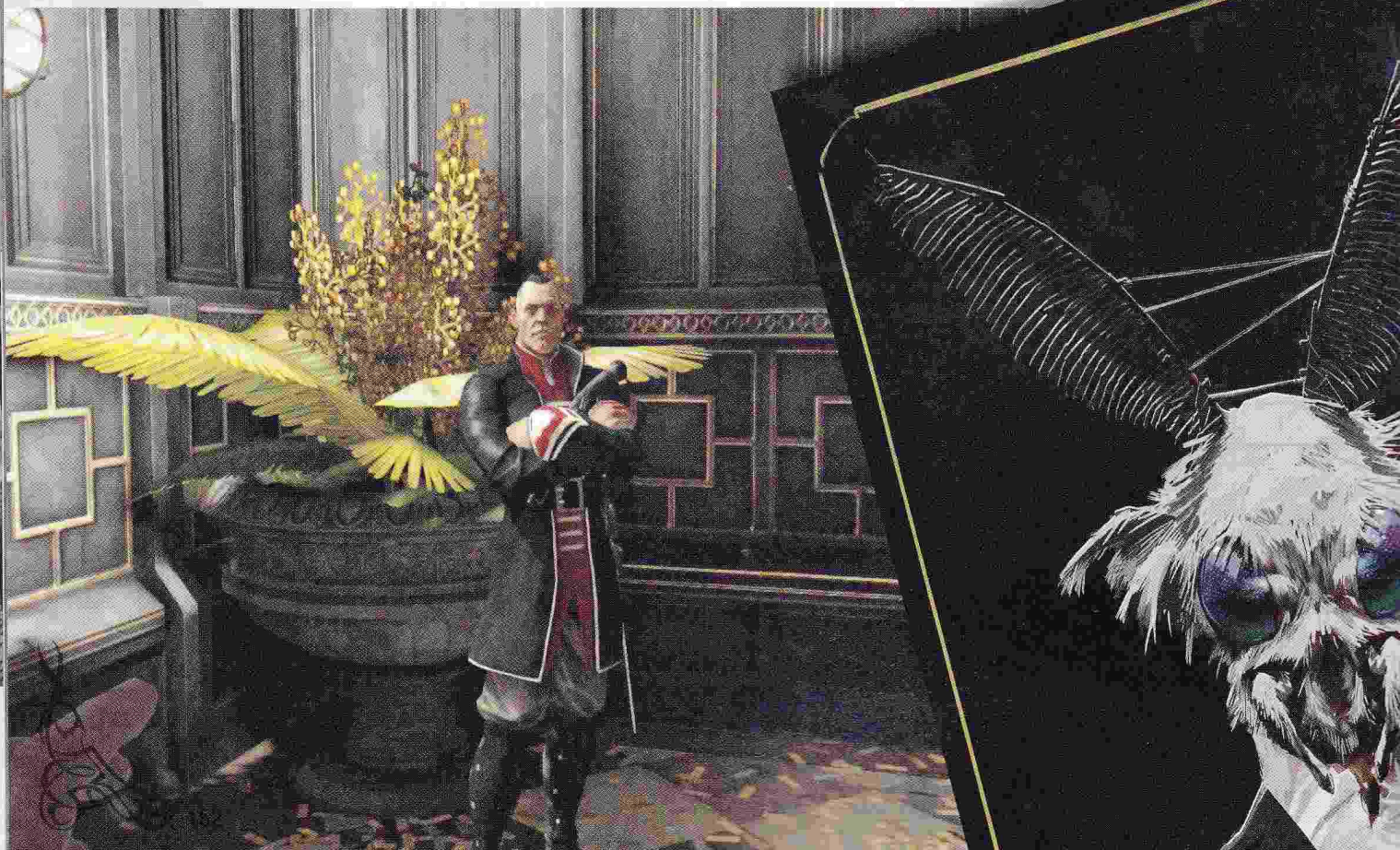
TO FIND THE CORRECT LADY BOYLE YOU MUST EITHER:

- **TALK TO LORD BRISBY TO FIND OUT THE IDENTITY OF LADY BOYLE. THEN, GET A DRINK FOR MISS WHITE TO FIND OUT WHICH COLOR OF DRESS EACH LADY IS WEARING TONIGHT.**

OR:

- **READ THE DIARIES UPSTAIRS FOR MORE INFORMATION. ONE OF THEM REVEALS THE CULPRIT.**

The estate's guards don't attack you unless you do something out of line, leave the designated party areas, or leave your weapons out for too long. Otherwise, you're free to wander around and talk to everyone at the party. Lord Brisby and Miss White offer enough information to let you find out which person is your target. In addition, Lord Brisby offers a nonlethal alternative to your mission if you'd prefer not to kill Lady Boyle.





## SPECIAL ACTION

### SIGN THE GUEST LEDGER

While you're wandering through the party, sign the guest ledger at the front of the mansion. No need to use a false name—who would believe you were actually there? Signing the ledger has a humorous effect on a letter from the Watch to the Lord Regent in the next mission.

For a different way to get things done, sneak upstairs and read the diaries in each of the ladies' bedrooms. Possessing a member of the Watch is one way to do this. Another is to steal the key to the whale oil closet from the watchman in the foyer. Open that room (it's close by, in an adjoining chamber). Take down the whale oil tank and the Wall of Light blocking the route upstairs falls. Searching upstairs gives you enough information to decide who to go after.

### BASEMENT

- **USE THE BASEMENT VAULT KEY TO UNLOCK A TREASURE ROOM WITH A RUNE, TWO ELIXIRS, AND A MASSIVE AMOUNT OF MONEY**

### MAIN LEVEL

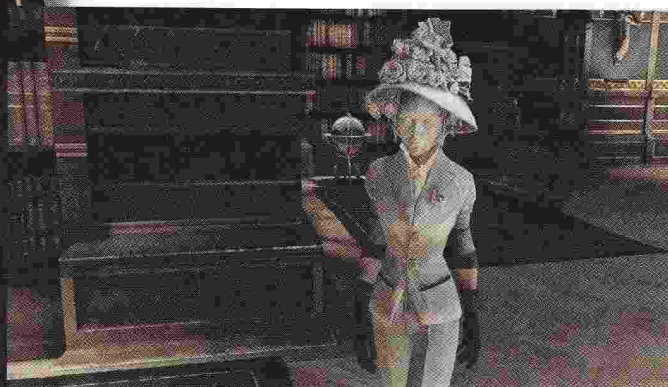
- **STEAL FROM THE PARTY GUESTS FOR SUBSTANTIAL PROFIT**

### WHILE UPSTAIRS

- **LYDIA'S ROOM HAS MANY PEARLS AND THE BASEMENT VAULT KEY**
- **THE LADY BOYLE YOU ARE TARGETING HAS A SOKOLOV PAINTING IN HER BEDROOM**
- **THE GALLERY HAS A SOKOLOV PAINTING**
- **THE DUNWALL TOWER SKELETON KEY (USED IN THE NEXT MISSION) IS IN YOUR TARGET'S BEDROOM**
- **VALUABLE ITEMS ARE FOUND THROUGHOUT THE AREA**

### ISOLATE AND KILL OR DISABLE LADY BOYLE

Once you have the information and the treasure you need, go to the main level and follow Lady Boyle around. Make sure the one you're tracking has the correct color of dress on (so you don't neutralize the wrong person).

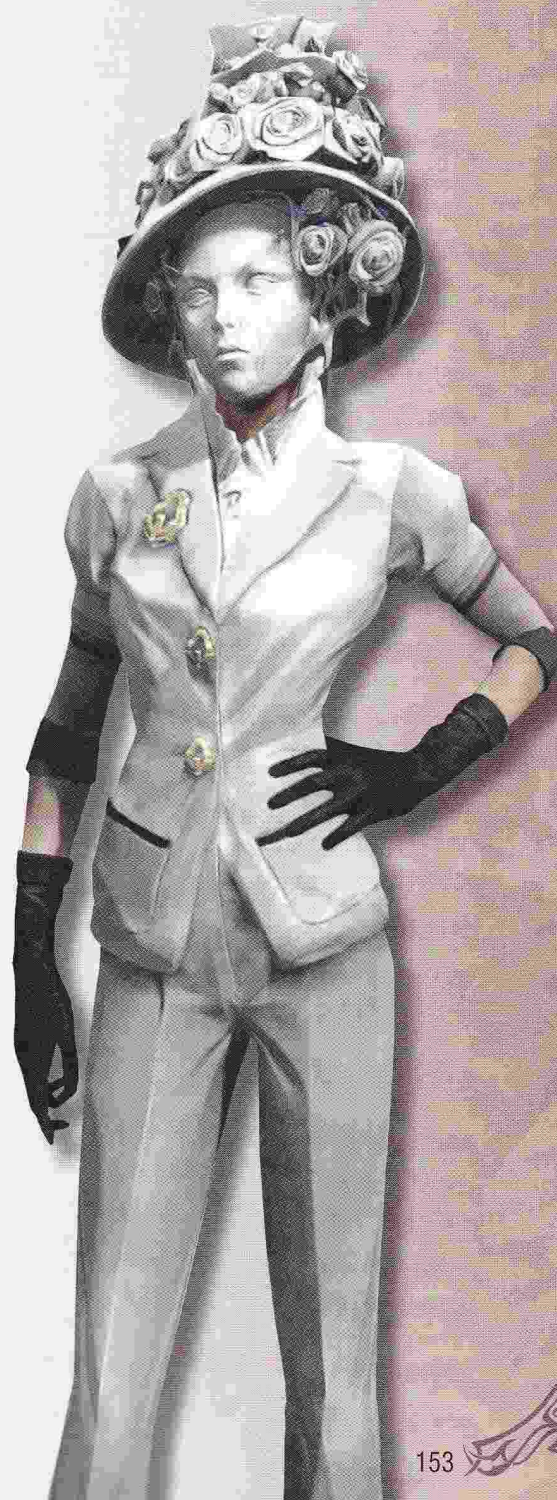


Talk to Lady Boyle. With the information you have gathered, it's possible to get her away from the guests at the party. Sure, you can kill her out in the open, but this triggers a long fight with incoming members of the City Watch, a Musical Overseer, and the possibility for civilian casualties.

After you've isolated your target, take her out and either stash her body somewhere safe or drag her down to the basement while unconscious so she can be handed over to Lord Brisby.

### FLEE THE ESTATE

With Lady Boyle out of the way, you only need to leave the estate and get back to Samuel. He's moved farther back down the channel. Blinking past the Tallboys saves you serious time, and before long you make it to the river. Dive under the water if anyone is chasing you, and keep Blinking until you reach Samuel and evacuate the area.







# THE PATH OF SHADOW

## CRASHING THE PARTY

### ► WALK TO THE ESTATE

It's time to crash the party! Samuel has put you ashore very near the estate, so it's a short (but dangerous) walk to your target zone. Unfortunately, the Boyle noblewomen have some very dangerous protection to contend with: Tallboys.

### TALLBOYS ARE ALWAYS A THREAT

There are two very important things to remember about Tallboys. The first thing is that their elevated position gives them a superior line of sight, and they notice you at a greater distance. The second thing to remember is that they can't be choked or hit with Sleep Darts, so you don't have any way of easily subduing them.

The only option you really have in order to interact with them without killing them is to Possess them. This can get you through security barriers, but you still have to get away while they are disoriented. Bypassing them is the best option for a stealth run, so be on the lookout for alternate routes or stay in their blind spots.

With the Tallboys on patrol, your best option is to remain unseen. If you've gotten Piero's boot upgrades (and why wouldn't you?) you can now run in complete silence. Not only does this help in crossing open areas quickly, but it makes climbing stairs much faster!



Consult the Heart to see where the Runes and Bone Charms are located. Collecting them now lets you get the lay of the land and scope out escape routes. It also gives you more Runes to buy any powers you feel you need. A small building across the canal from the estate has your first targets, a Rune and Bone Charm in close proximity to an Outsider Shrine. Three Weepers guard it, and they can be a bit tricky if you go in unprepared.

The first Weeper is on the balcony by the Shrine. Take him down using a Sleep Dart, as the way he stands makes it difficult to choke him. Take his body and stash it on the bed by the Bone Charm, and then wait for the two Weepers on the roof to come downstairs. Both of them have clear lines of sight to the Rune, so stay away from it until you have taken them down. One of them comes all the way into the room, so wait until she gets to the balcony, subdue her, and put her body with the other. Then, carefully lean around the doorframe to see the one on the stairs and hit her with a Sleep Dart. With all three down, claim your prizes.



There is also a Rune in the river, but leave it for now. Instead, cross the river when the Tallboy's back is turned, and head towards the location of the last Bone Charm revealed by the Heart. You may wish to Possess the watchman that accompanies the Tallboy to make your sneaking easier.

Though the building has many Weepers, only one really patrols the upstairs area. Either run upstairs (using your silent new boots), Blink, or simply choke him when he goes up the stairs and stash him in the Bone Charm room. Make sure to grab the Bone Charm before leaving!

Finally, take a plunge into the river for another Rune. The fish bite, but if you Possess one, the others don't follow.



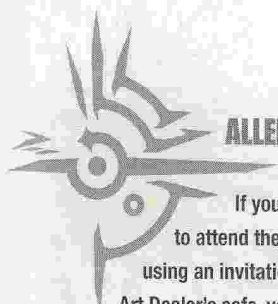




## ► GET INSIDE THE BOYLE ESTATE

Once finished, make sure to invest in Possession (if you don't already have it) and wait for a fish to get in range and Possess it. Though the sewers leading to the Boyle estate are barred off, the bars are bent enough for a fish to swim right through. By the time the Possession ends, you're underneath the estate!

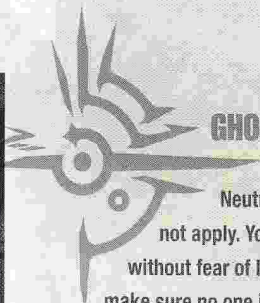
Make your way through the sewers and open the door to the Boyle Cellars when you are ready.



## ALLERGIC TO SEAFOOD?

If you hate the idea of Possession or simply don't want to attend the party smelling of sewage and fish, you can get in using an invitation or through the Guard Quarters. If you raided the Art Dealer's safe, you may already have the invitation (though you still have to evade the outer watchmen!). The Guard Quarters are adjacent to the estate, and can be easily accessed from the room where you got the final Bone Charm.

Aside from a rat swarm (which you should thin out with your Sword), you really don't need to worry about enemies. There are men of the City Watch upstairs, but as long as you blend in with the rest of the partygoers they aren't a problem. Head upstairs by Blinking to the rafters and using the switch to open the cellar door. Walk upstairs and join the party, but make sure to take note of the small staircase leading further up to the second floor. You'll be using that soon.



## GHOST RUNS AND NEUTRAL ZONES

Neutral zones are locations where the normal rules do not apply. You can interact with people and walk with impunity without fear of losing your Ghost status. In this case, as long as you make sure no one is looking when you Possess targets or pickpocket someone (and you keep your weapons sheathed when not using them), no one gives you any trouble.

In addition, this special status extends to the upcoming duel with Shaw—even if he gets in the first shot (by definition becoming hostile), it doesn't invalidate your Ghost run. Killing him still counts against you if you are doing a nonlethal run though, so keep those Sleep Darts handy!

If you go upstairs, which is off-limits to guests, the rules go back to what you are used to. You are trespassing and are treated as an intruder.

## SPECIAL ACTION

### DELIVER LORD PENDLETON'S LETTER TO LORD SHAW

If you spoke with Lord Pendleton prior to the mission, he gave you a sealed letter and instructions to deliver it to a wolf-masked man named Lord Shaw. He'll be waiting for you outside in the gardens, so why not deliver the perfectly innocent letter whose contents you weren't informed of?

Lord Pendleton has tremendous faith in your tolerance, as he offers you as his champion in a duel. Follow Shaw into the gardens and take one of the Pistols. Make your way to the marked point and wait for the countdown. On the count of three, you turn and fire, so ready your weapon of choice. If you want an extra edge, ready your Bend Time.

You can use Sleep Darts to remain nonlethal, or if lethality is not a concern, this is a rare opportunity to use a Pistol without worrying about the noise!



However you choose to do it, make sure to take his wallet when you leave as compensation for all the fuss.

Be aware that this duel does not invalidate your Ghost run.



## FIND THE IDENTITY OF LADY BOYLE

TO FIND THE CORRECT LADY BOYLE YOU MUST EITHER:

- **TALK TO LORD BRISBY TO FIND THE IDENTITY OF LADY BOYLE. THEN, GET A DRINK FOR MISS WHITE TO FIND OUT WHICH COLOR OF DRESS EACH LADY BOYLE IS WEARING TONIGHT.**

OR

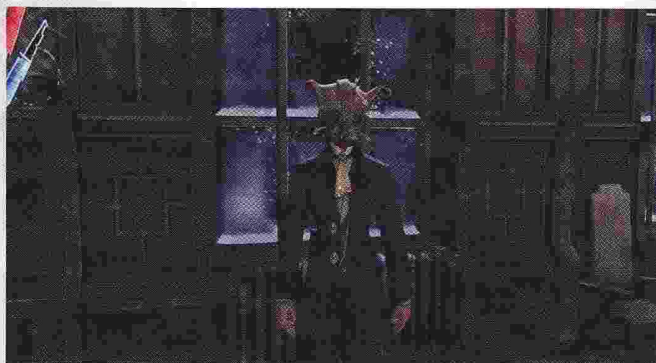
- **READ THE DIARIES UPSTAIRS FOR MORE INFORMATION. ONE OF THEM REVEALS THE CULPRIT.**

Walk around the party and enjoy high society life. Talk to the various guests (or pickpocket them), sign the guest ledger in front to gain credit for a Special Action, and note the positions of the watchmen and the music-toting Overseers.

- **TALK TO LORD BRISBY FOR A NONLETHAL OPTION**

If you are sticking with a nonlethal run, make absolutely sure to talk to Lord Brisby. He calls to you if you get close, and his tufted, rat-like mask is very easy to spot. Brisby tells you the target's name, and he offers to take her away and keep her with him forever if you knock her out and bring her to the basement. Very creepy, but it does spare her life.

Now that you know her name, you can get Miss White (in the fly mask) a drink to find out the color of your target's dress. Armed with this knowledge, you now have a complete profile of the target and can take her down.



Before taking action against Lady Boyle in her beautiful dress, head upstairs. You can Possess a watchman and walk through the Wall of Light (or steal the Whale Oil Closet Key from the guard and disarm it), but an even better option is to go up the staircase you noticed earlier. The guard who warns you off periodically goes on patrol, so wait for a good moment and head upstairs.

Be aware that you are now trespassing and are attacked on sight if caught.

The upstairs is a trove of treasures, coins, and a way to get all the keys to unlock the rest of the house. Take down the watch guards one by one and stash them in the side rooms to prevent unfortunate discoveries.

## BASEMENT

- **USE THE BASEMENT VAULT KEY TO UNLOCK A TREASURE ROOM WITH A RUNE, TWO ELIXIRS, AND A MASSIVE AMOUNT OF MONEY**

## MAIN LEVEL

- **STEAL FROM THE PARTY GUESTS FOR SUBSTANTIAL PROFIT**

## WHILE UPSTAIRS

- **LYDIA'S ROOM HAS MANY PEARLS AND THE BASEMENT VAULT KEY**
- **THE LADY BOYLE YOU ARE TARGETING HAS A SOKOLOV PAINTING IN HER BEDROOM**
- **THE GALLERY HAS A SOKOLOV PAINTING**
- **THE DUNWALL TOWER SKELETON KEY (USED IN THE NEXT MISSION) IS IN YOUR TARGET'S BEDROOM**
- **EXPENSIVE ITEMS ARE FOUND THROUGHOUT THE AREA**

## ISOLATE AND DISABLE LADY BOYLE

Once you've stolen everything not nailed to the floor and made sure that all enemies have been properly disposed of, it is time to neutralize Lady Boyle.



### THIEF SIGHT

Upgraded Dark Vision reveals not only enemies (yellow) and security devices (blue), but also available loot (green).  
Leave no Coin behind!





There are multiple ways to get Lady Boyle to the cellar (which is an ideal isolated spot for the assassination or to deliver her to Brisby). You can talk her into heading to the cellar by telling her you are here to save her life, and that a message awaits her in the cellar. Alternatively, you can Possess her and walk her up the stairs past the Wall of Light, then assassinate her on the top floor if you aren't concerned with sparing her life. With the Watch down and the back staircase to the cellar available, you should have no problem Blinking past the maids and into the cellar where Brisby waits. Deliver her to his boat to fulfill your task while sparing her life and also getting credit for a Special Action.

Make sure to open the basement vault and get the Rune before leaving. Once you've acquired it, head back to the sewers.

## FLEE THE ESTATE

With your mission accomplished, it is time to exfiltrate the area. Use the crank to open the bars, then swim and Blink to Samuel's position. Possessing a fish gets you there quickly and helps you evade the Tallboys!

# THE REGENT IS ISOLATED







### MAJOR GOALS

- TALK TO LORD PENDLETON
- TALK TO ADMIRAL HAVELOCK AND OVERSEER MARTIN
- GO TO DUNWALL TOWER WITH SAMUEL

### OPTIONAL GOALS

- FIND EMILY FOR CALLISTA

### COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	2**
 Bone Charms	0
 Outsider Shrines	0
 Sokolov Paintings	0
 Books	0
 Coins	60*

### OBSTACLES ENCOUNTERED

- NONE

\*New Since Last Visit

\*\*If you didn't kill the two Ladies Boyle who were not your target, a Rune is on Corvo's nightstand when you return

\*\*If you accept Callista's side task, she has you track down Emily, which gets you a Rune upon completion

## NO REST FOR THE WEARY

- TALK TO LORD PENDLETON
- TALK TO ADMIRAL HAVELOCK AND OVERSEER MARTIN



Search the pub for any treasure that you need. A few new items are here and there, and a Rune is in your bedroom upstairs if you didn't kill two of the three Boyle sisters. Accept this gift, buy what you'd like from Piero, and then talk to Lord Pendleton to advance the story. Afterward, talk to Martin and Havelock as well. This gets you ready for the next mission.

Callista is down in the main room of the pub. Talk to her if you'd like to have a brief task. She asks you to find Emily for her. Emily can be found in several different spots so search the nearby area until you find the heir. Talking to Emily gets you a free Rune.

Meet Samuel and leave the island when you're ready for the next mission.



## 08

RETURN  
TO DUNWALL  
TOWER




## MAJOR GOALS

- ▶ END THE LORD REGENT'S REIGN AND ESCAPE DUNWALL TOWER

## SPECIAL ACTIONS

- ▶ DEFEAT THE LORD REGENT'S TORTURER
- ▶ KILL THE LORD REGENT'S TORTURER
- ▶ KILL THE LORD REGENT IN HIS BEDROOM
- ▶ REVEAL YOUR IDENTITY TO THE LORD REGENT
- ▶ PUBLICLY EXPOSE THE LORD REGENT'S CORRUPTION

## COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	4
 Bone Charms	2
 Outsider Shrines	1
 Sokolov Paintings	1
 Books	20
 Coins	2175

## OBSTACLES ENCOUNTERED

NUMBER OF ENEMIES IN MISSION: 47-65

- ▶ ARC PYLON
- ▶ WOLFHOUND
- ▶ WATCH OFFICER
- ▶ CITY WATCH GUARD
- ▶ WATCH LOWER GUARD
- ▶ MUSICAL OVERSEER
- ▶ RAT
- ▶ SECURITY DOOR
- ▶ TALLBOY
- ▶ WALL OF LIGHT
- ▶ WATCH TOWER

## CHAOS ACTIONS

ACTION	HIGH CHAOS	LOW CHAOS
The Regent's Confession	Play the audiograph and then kill the Lord Regent while he is being arrested	Play the audiograph and let the Lord Regent be arrested

ITEM	LOCATION
Rune	Past the water lock, inside the barracks on the right
	Inside the tower, in the Lord Regent's chambers
	Inside the Tower, in the Torturer's chamber
	On the tower roof, in the back of the region
Bone Charm	Inside the water lock, in a recessed area halfway up
	Inside the Tower, second floor (use the scone beside the corner hearth to open a secret door)
Outsider Shrine	Inside the tower, in the Torturer's chamber
Sokolov Painting	Inside the tower, second floor, in the music room (above the fireplace)

You arrive near Dunwall Tower, beneath the water lock. Samuel can't get you any farther, but your abilities should be enough to take you from here. This is the balancing point the entire nation rests upon. What will you do with the Regent? And what will happen to the people as a result?

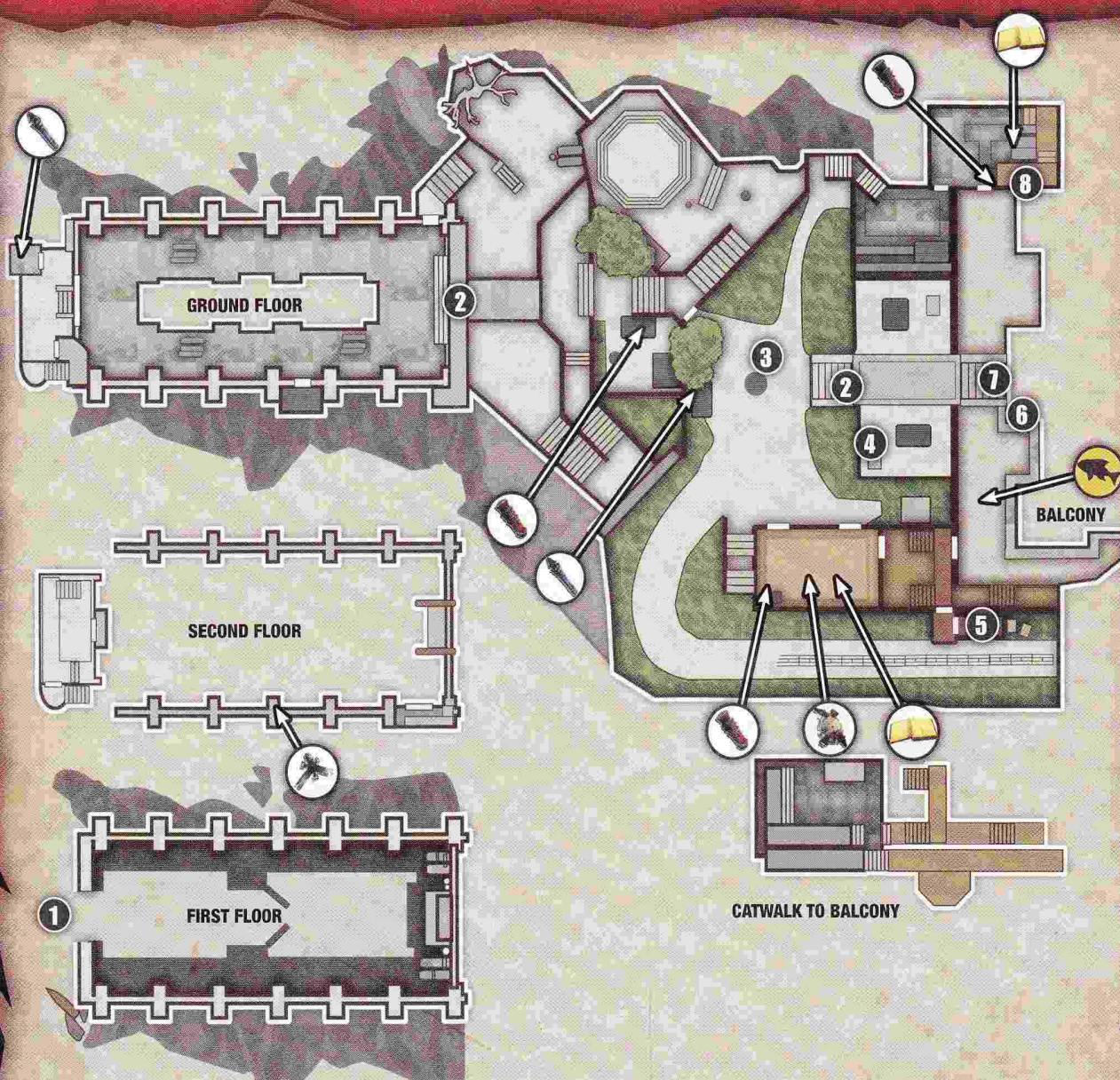




# DUNWALL TOWER EXTERIOR

-  RAT ACCESSIBILITY
-  FISH ACCESSIBILITY
-  HEALTH ELIXIR
-  MANA ELIXIR
-  RUNE
-  BONE CHARM
-  OUTSIDER SHRINE
-  SOKOLOV PAINTING
-  BOOK

- ① SAMUEL DROPS YOU OFF HERE (AND PICKS YOU UP AT THE END)
- ② WALL OF LIGHT
- ③ TALLBOYS
- ④ WATCH TOWER
- ⑤ THIS ROUTE IS POORLY GUARDED
- ⑥ SECOND STORY ENTRANCE
- ⑦ FRONT ENTRANCE
- ⑧ VALVE THAT CONTROLS THE WATER GATE



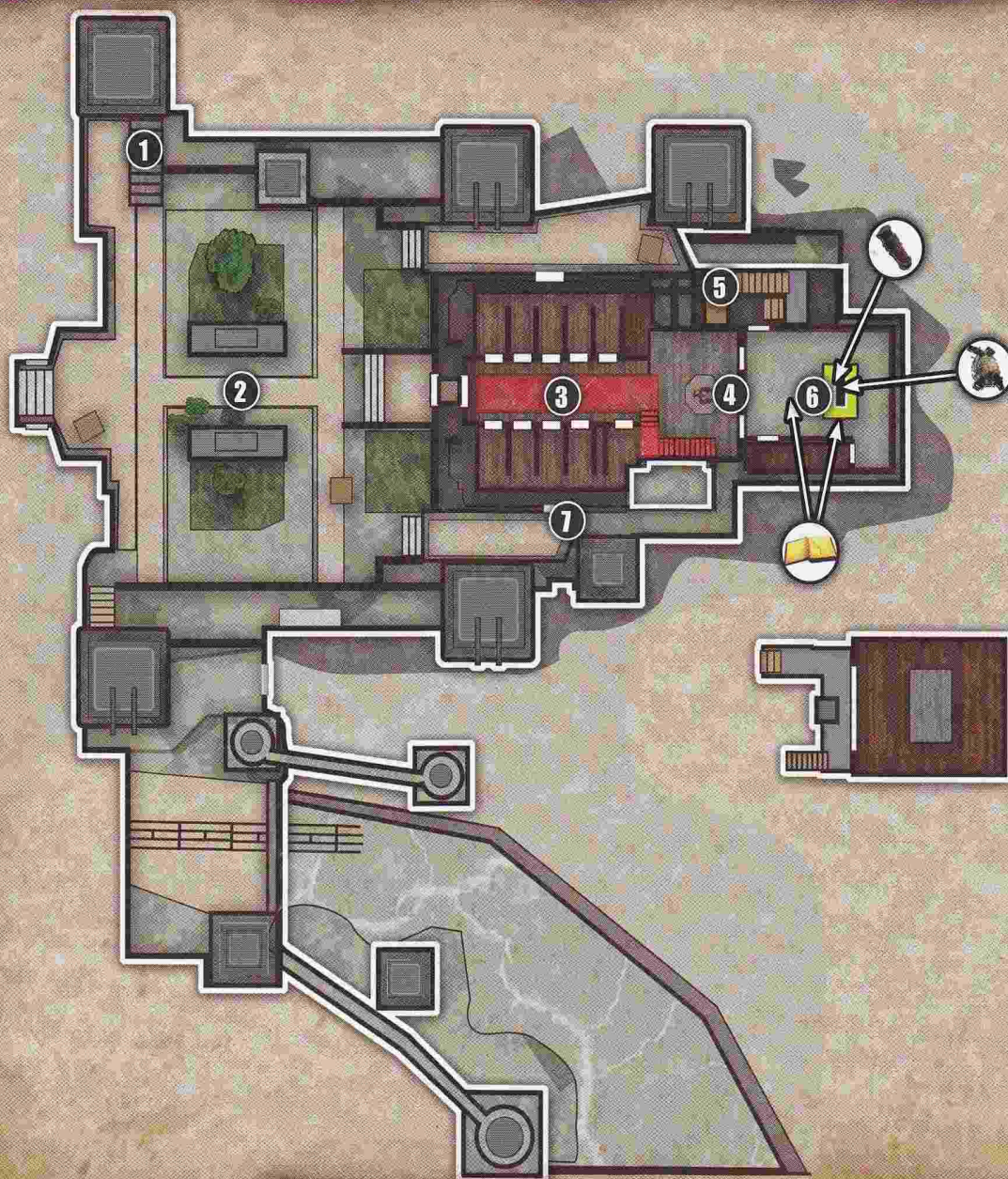


## DUNWALL TOWER INTERIOR

- ① FIRST FLOOR ENTRANCE
- ② CONVERSATION BETWEEN THE GENERAL AND LORD REGENT
- ③ WALL OF LIGHT
- ④ WHALE OIL TANK FOR WALL OF LIGHT
- ⑤ STAIRS TO BASEMENT KITCHEN
- ⑥ KITCHEN
- ⑦ DUNWALL TOWER KITCHEN KEY
- ⑧ TORTURER'S CHAMBER
- ⑨ PRAYER ROOM
- ⑩ STAIRS BETWEEN FIRST AND SECOND FLOOR
- ⑪ STAIRS DOWN TO TORTURER'S CHAMBER
- ⑫ WALL OF LIGHT
- ⑬ WHALE OIL TANK FOR WALL OF LIGHT
- ⑭ THE GENERAL'S ROOM
- ⑮ LORD REGENT'S CHAMBER KEY
- ⑯ PULL SCORCE TO OPEN SECRET DOOR
- ⑰ LORD REGENT'S CHAMBER
- ⑱ MUSIC ROOM
- ⑲ STAIRS TO THE ROOF
- ⑳ STAIRS TO BROADCAST ROOM



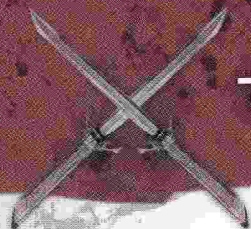




## DUNWALL TOWER ROOF

- ① ENTRANCE FROM UPPER TOWER
- ② PATROL AREA
- ③ TALLBOY IN THE LIBRARY
- ④ WALL OF LIGHT (UPSTAIRS)
- ⑤ WHALE OIL TANK FOR WALL OF LIGHT (UPSTAIRS)
- ⑥ LORD REGENT'S SAFE ROOM (UPSTAIRS)
- ⑦ OPEN WINDOW (UPSTAIRS)





# THE PATH OF BLOOD

## MAKE YOUR WAY TO THE TOWER INTERIOR

The way up through the water lock is best dealt with using Blink, though your natural jumping ability comes in handy as well (especially if it's been upgraded). Don't worry too much about being spotted until you're close to the top.

A side cubby halfway up has a Bone Charm. Use the Heart to spot the area where it's waiting. Get the Bone Charm on your way up and then continue to the top.



A couple of patrollers watch the water lock, but they're not on high alert. After all, who could climb up here! Avoid these men by Blinking toward the far end of the room, or kill them as you go by Blinking behind them and assassinating them.

It's essential that you don't let anyone near the alarm by the far corner. Several City Watch are ahead (including Tallboys), and having them be ready for you makes the mission much harder.

Cross the bridge onto the tower grounds and use upgraded jumping or Blink to get over the walls on the right side instead of staying on the main path. This avoids some attention and gets you closer to a Rune.



The building containing the Rune is in the next yard, but don't walk right up to it. A wandering patroller is often close to that building, and a Tallboy watches the yard itself. If you get too close to the yard, you'll also be spotted by the Watchtower near the front entrance of the tower. To avoid these dangers, Blink over to the stairs on the right and make a rear approach to the building (using the construction area below).

### No Guts, No Glory

Alternatively, kill the watchman when the Tallboy is out of sight and sneak into the building when the Tallboy isn't around. When you come back outside with the Rune, use Blink to get onto the Watchtower and disable it, or rush to the main tower door to get in if you don't mind the risk of being spotted. This is more difficult than going around through the construction area, but it is gutsy!

In addition to the Rune, a number of valuable items and a health elixir are inside the building. Grab everything that isn't nailed down!

Use the side exit from the room and creep over to the main fortress. If you Blink across the moat, it's easy to enter the tower foyer through a hatch above. You can instead drop down and kill the front door watchmen if the previous suggestion is too bland and sane for you!

Don't worry about the final Rune in the exterior part of the map. It's not available until you get to the rooftop of the tower, near the end of the mission.





## TRACK DOWN THE REGENT

- ▶ **THE REGENT COMES DOWN TO HIS QUARTERS IF CHAOS IS LOW AND NO ALARMS HAVE SOUNDED**
- ▶ **THE REGENT STAYS IN HIS ROOFTOP SAFE ROOM IF THE ABOVE CONDITIONS ARE NOT BOTH IN PLACE**

Go inside and move forward quietly. The Regent is having a conversation with General Tobias and one of his soldiers. Listen in on this; you can tell how much Chaos you've sown by how the conversation goes. Rampaging through the city for the early missions causes the Regent to be far more concerned with his safety. If you've kept your Chaos low, he won't spend the entire mission hiding in his safe room.

If you don't care about stealth, Blink behind the City Watchman at the front of the room, kill him, and then assassinate the general and his companion. Listen to the Regent's voice when you do this. He knows someone is coming for him!



The next hallway over is blocked by a Wall of Light. To disable it, quietly dispatch the man near an unassuming door close by. He is grumbling and unaware. Inside the room is the whale oil tank you need to unhook. Now that the Wall of Light is down you can get much deeper into the tower.

Past the Wall of Light, you can go into the rooms ahead or toward either wing of the building. City Watch members are all over the left side (wandering, waiting, and inside rooms). It's a fun place to fight, but it's horrible if you're trying to avoid trouble.

The right side has a staircase down into the kitchen, another set of stairs to get into the Torturer's area, and fewer patrollers. It's quite a bit safer if you're trying to be quiet.

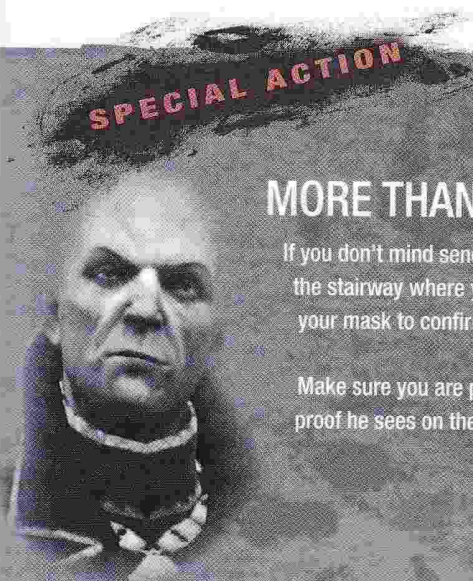


### SPECIAL ACTION

## MORE THAN A RUMOR

If you don't mind sending the Lord Regent scurrying to his safe room, you can give him quite a fright. Use the machine on the stairway where you first saw the Regent talking with the General. When the Lord Regent appears on screen, remove your mask to confirm his deepest fears.

Make sure you are prepared for an extremely tough fight, or a quick escape. The Regent wastes no time disbelieving the proof he sees on the view screen and sends his men to ambush you as soon as you finish your chat.





Killing the Torturer is an optional task for this mission. His area contains both an Outsider Shrine and a Rune, so you're well-rewarded for going down there. The staircase is in the far corner of the main level. Sneak in and assassinate the Torturer's Wolfhound. This makes the fight much easier, especially if you use a pistol to soften the Torturer. He's so far out of the way that no one is likely to hear the fighting. Get the Rune and listen to the Outsider, and then return to the main level.

## SPECIAL ACTION

### KILL THE TORTURER

The Torturer of Dunwall Tower has a reputation that goes way beyond bad. Even the other servants of the Regent are scared of this guy. Killing him would be an impressive act.

To start this side task, one of the following conditions must be met:

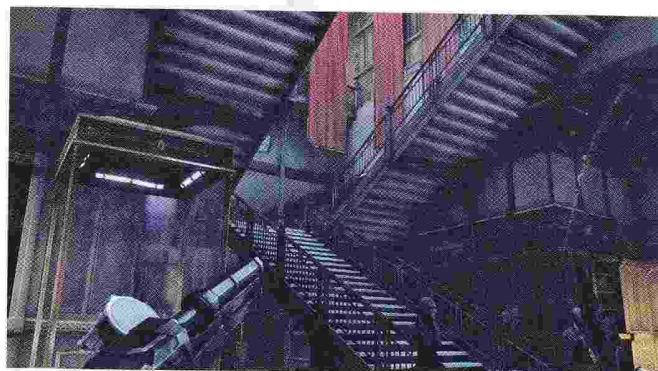
- ▶ Read a note in the guard overlook near the tower yard exit
- ▶ Overhear a conversation between servants in the kitchen
- ▶ Overhear a conversation among City Watch members in the servant's hallway
- ▶ Find a letter in General Tobias' office, on the second floor
- ▶ Find the letter in the Overseers' Temple on the first floor



Any one of these triggers the task. To complete it, look for the Torturer and his hound in the basement. Kill the Wolfhound while entering the room, and then attack the Torturer directly.

### ► FIND THE STAIRS TO THE NEXT FLOOR

It's time to climb to the second floor. The stairs are in the middle of the gallery, and the gallery itself is in the middle of the first floor. This open room is decently patrolled, but the lighting is poor so you can hide in many places. Any fight that starts here, or near here, pulls quite a few enemies from other areas of the first floor. Be prepared!

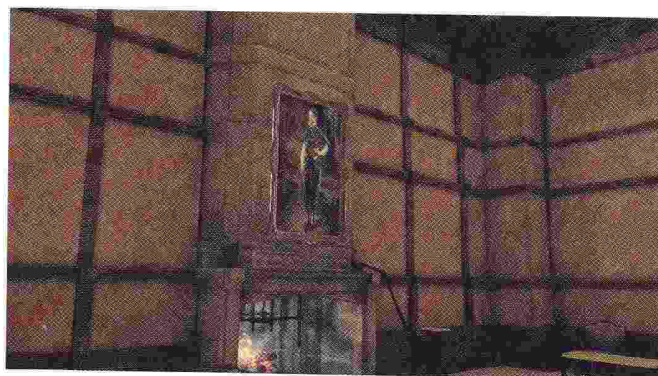


There are many private quarters on the second floor. Make sure not to miss General Tobias' room. Inside there are blueprints for explosive pistol shots—very nice if you're a heavy fighting type.

The Lord Regent's chambers have a Rune (inside a chest) and a mana elixir.

If you follow the Heart through the outer hallway, there is a fireplace near a Bone Charm signal. Use the light sconce nearby to open a secret door into a chamber on the other side of the hearth. Get the charm inside and listen to the recording there.

The music room has a Sokolov Painting for you to collect.



With your looting done, it's time to go up to the roof. Nonlethal players should seek the broadcast station instead, but killers and chaotic players are best off looking for the stairs (near the music room). The stairs take you to the roof, where the Regent is hiding.



### A FALSE SENSE OF SECURITY

Our Path of Shadows walkthrough covers dealing with the Lord Regent when he comes down to his chambers instead of cowering in his safe room.





## ► ASSASSINATE THE LORD REGENT IN HIS SAFE ROOM

The roof doesn't have many rooms. You come out into a small yard. Beyond are two rooms (a library and a safe room for the Regent). Blink, sneak past, or kill the outer City Watchmen. Don't let them trigger the alarm in the center of the yard, as that summons even more troops.

The library has a Tallboy, a Musical Overseer, and more City Watch. If you're sneaky, you can avoid this trouble or at least start the fight on your terms. Blink up to the second floor of the library from outside the building (on the right side of the wall). This gives you a great view of the Tallboy.

If you want to fight, Bend Time or at least ambush the Tallboy with attacks to the whale oil tank on its back after he walks past.

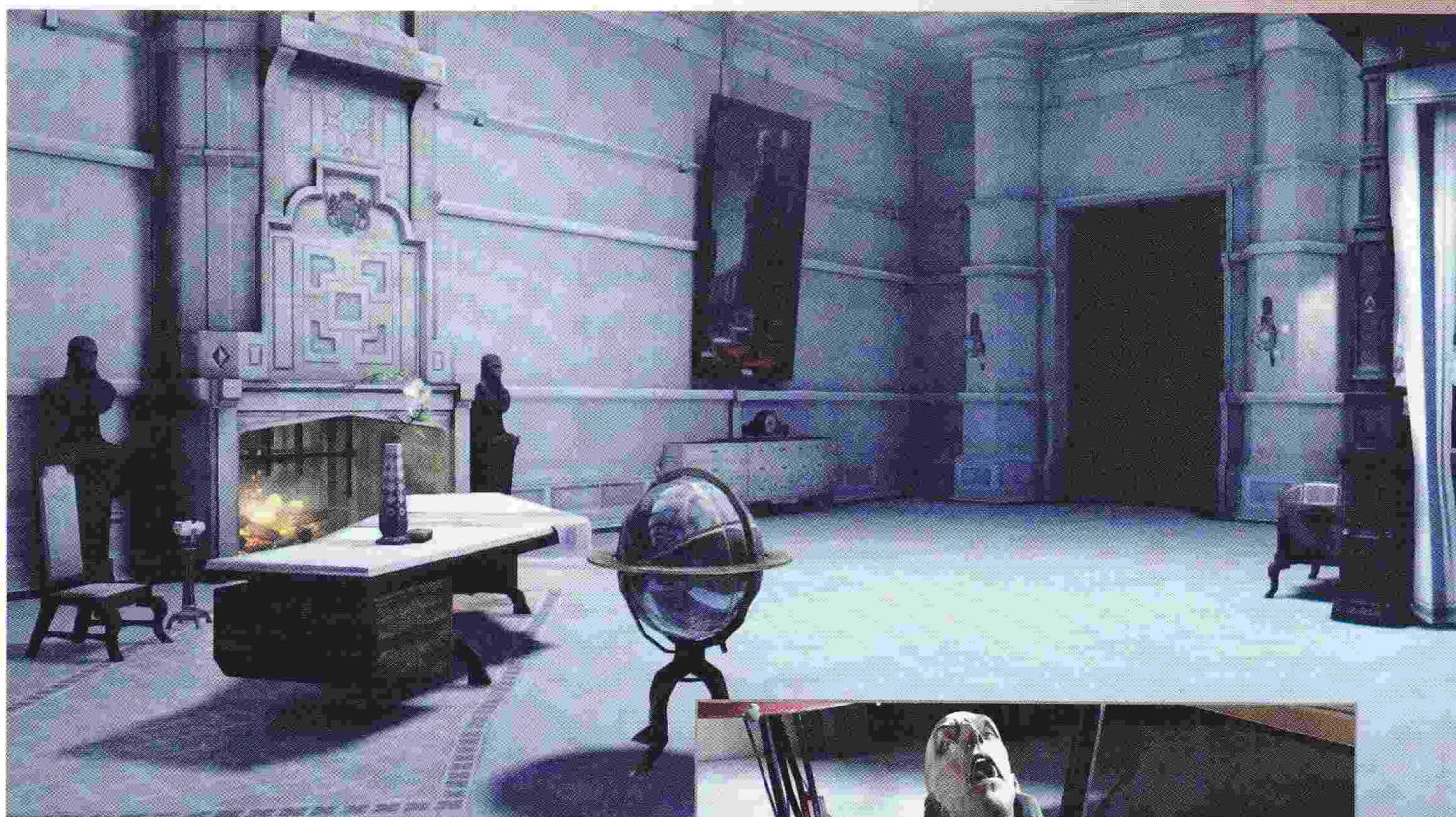


## ACHIEVEMENT

### Big Boy

To earn this reward you must take out a Tallboy using only your sword. Luckily, the tall bookcases here give you the height advantage you need to see eye to eye with your target. Watch the Tallboy's patrol pattern. He stops long enough for you to Blink up behind him and set up an impressive assassination!

If you have the Skeleton Key from the Boyle Estate, use it to open the door into the Regent's safe room. Otherwise, enter the nearby room and either remove the power source from the Wall of Light or use its control panel to change its attunement.



Once the Lord Regent is exposed, go after him directly. If he spots you, he talks briefly and you get the choice of taking your mask off to reveal your identity. This changes the Regent's reaction but does not affect the ensuing fight.

You can't fully deplete the City Watch in the area if the Regent realizes that he's under attack. Every time his people are defeated he calls for more reinforcements. Being stealthy or using speed can be extremely effective, but wanton slaughtering doesn't have much point. Push toward the safe room as soon as you can once the fighting starts.

Killing the Regent isn't too difficult. When everything else is stripped away from him, he's just a man. Bullets, bolts, your blade, and your powers all work wonderfully to end his reign. Once you are finished with him, steal the last Rune in the mission from the safe room before you start to flee the tower.



Afterward, run for it! Blink off of the tower and into the moat in front of the structure. Continue to Blink from there if you get into any trouble with the Watchtower or the new troops down in the yard. If an alert went up while you were taking out the Regent, new City Watch and a Tallboy are waiting for you here.

Race to the water lock if you're spotted, Blink down into it, and make your way to Samuel. He'll get you out of there!





# THE PATH OF SHADOW

## MAKE YOUR WAY TO THE TOWER INTERIOR

Head into the tower and get ready to climb. No one is expecting an assault from the water, so the City Watch presence is restricted to the top. Getting up through the water lock is a simple matter of Blinking and jumping (nothing you haven't done before). About halfway up you see a side corridor that leads to a maintenance shaft with a Bone Charm. You can Possess the nearby rat to fit through the bars or wind your way around the perimeter and make a long Blink to the Bone Charm from the opposite side.

Continue to the top and Blink to the balcony, but do not go through the door. There is an Arc Pylon on the other side waiting to fry you. Instead, look up and to the sides of the lock. There are small alcoves, some with bars, and some covered in moss. A jump and Blink gets you up to the moss-covered alcove, which leads to an outdoor pipe that bypasses the Watch. Follow it.



The pipe leads to a side area with crates for cover. Get behind them while you plan your movements. Be very careful of breaking cover, as a Tallboy is patrolling nearby.

Blink steadily upwards. Your destination is on top of the metal bridge the Tallboy patrols under. Once on top, you have a good view of the surrounding area and can see the astonishing array of City Watch members, a Watchtower, a Tallboy, and walls the Regent has placed his faith in.

You'll be ignoring them, naturally.

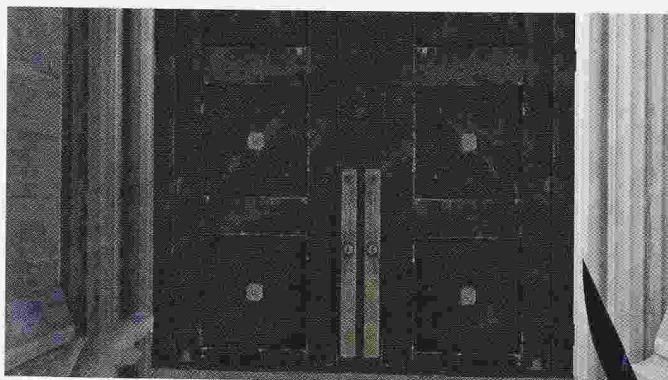




A series of metal posts leads to a stone wall. Stay on top until you can see an area littered with broken and defunct equipment on the right. Head into this area and look for a small opening on the left. Use it to climb into the guard quarters, but be careful of the lone patroller. Knock him out and put him out of sight, and then grab the Rune under the bunks.

When this is done, turn your attention to the nearby moat full of fish. Possess one and use it to slip through the bars and into the tower proper. You can also make your way to the ledge above the moat (but beware the Watch Guard patrolling the metal walkway) and get in through the vent hatch. This puts you in a more elevated position inside, but exposes you to greater risk of being seen on the way up!

There is one more exterior Rune, but you can't get it until later on when you have access to the rooftop. For now, you have a mission, so when you are ready, open the door to the foyer.



## TRACK DOWN THE REGENT

- ▶ **THE REGENT COMES DOWN TO HIS QUARTERS IF CHAOS IS LOW AND NO ALARMS HAVE SOUNDED**
- ▶ **THE REGENT STAYS IN HIS ROOFTOP SAFE ROOM IF THE ABOVE CONDITIONS ARE NOT BOTH IN PLACE**

Go inside and immediately Blink to the higher ledge (if you didn't get in via the vent), as the Regent briefs General Tobias. This is a good opportunity to find out how your actions have affected the state of security. If you've been consistently sneaky, the Regent feels safer and goes to his bedchambers. A High Chaos run causes the Regent to stay in his heavily guarded safe room. While you could loot the place first, you are in a prime position to eliminate the Regent, so make your choice: are you going to kill the Regent, or do you want to seek a nonlethal solution by seeing his power broken and revealing the truth about his plots?

## SPECIAL ACTION

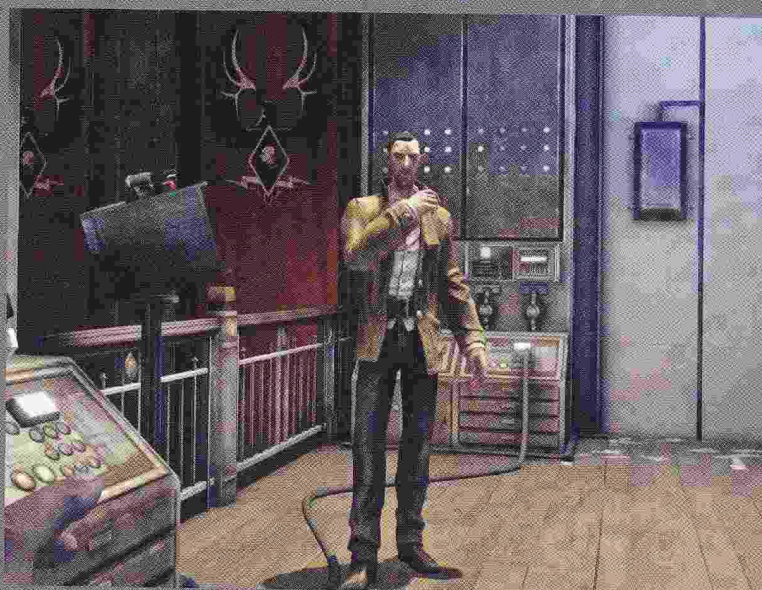
### FIND AND USE THE BROADCAST TOWER

To truly eliminate the Regent's power, you have to reveal the festering rot in his soul to the people of Dunwall. What better way than to broadcast his crimes to everyone using the very system that he built to extol his virtues?

If you plan on breaking him, make haste while he heads to his chambers. To the right of the main foyer is an upper level that holds the door to the broadcast control room. If you have the Skeleton Key (obtained at the Boyle Estate), you can unlock the door and remove the tank of whale oil that powers a Pylon further up. If not, Possess a watchman or Stop Time to prevent the Pylon from frying you.

Head upstairs and talk to the propaganda officer. He tells you about a safe in the Regent's bedchambers; inside is an audiograph containing incriminating evidence. He even gives you the combination!

Note that if you decide to kill the propaganda officer, in subsequent missions his female replacement provides the city-wide announcements.



Head past the Pylon and out the door. The Regent's bedchamber is just a long Blink on the left, so go there. Quickly open the safe and loot the room (make sure to grab the Rune in the chest) before he arrives.

Retrace your steps and play the audiograph in the control room.

With no friends left, all that awaits the Regent is arrest and execution—the very fate he planned for you. He'll have ample time to regret every choice he made. In the end he'll die broken and alone.

Sometimes justice is the best revenge.



If you plan on killing the Lord Regent, Blink your way to the chandelier, and then make a long Blink to the Regent's bedchamber. He'll be along shortly, so quickly loot the room and then get on top of the bed so you are hidden when he walks in the door.

After a brief conversation with the men outside the door, he enters. Once the door closes, it is just you and him—the architect of your misery and assassin of your beloved Empress, unaware of your presence and all alone.

Revenge is yours. Take it in any manner that you feel is appropriate.

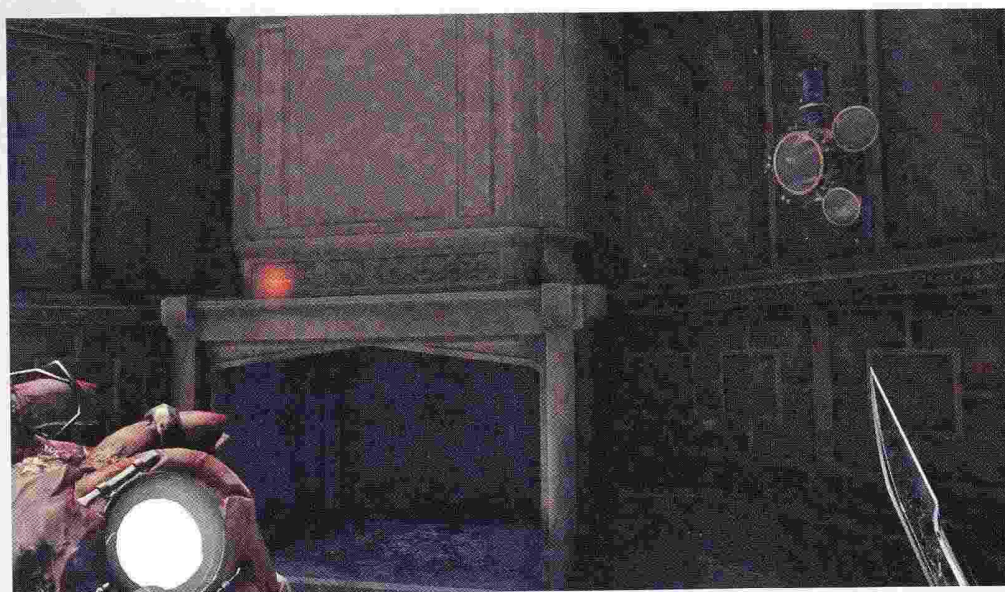
Make sure to hide the corpse atop the bed. The last thing you want is for the Regent to get revenge from beyond the grave because someone discovers his body!

Decide whether to end the mission now by returning to the water lock, or you can stay and loot the place.

There are many, many patrollers, so pick them off one by one and stash the bodies in side rooms, chandeliers, the staircase to the roof, or in the broadcast booth. Be patient. If at all possible, do not engage, as all it takes is one misstep to cause an alarm. If there are multiple City Watch members, use Possession or Stop Time to make your way out unseen.

The music room has a Sokolov painting, so grab it.

Past the General's quarters, the Heart reveals a Bone Charm behind the unlit fireplace in the corner. Turn the light sconce on the wall to unlock a secret room where you claim a Bone Charm and listen to a personal message from the Empress to her daughter.



Time to go to the roof! There is one more Rune there, and you need to access the Regent's safe room in order to get it. The staircase to the roof is opposite the broadcast tower.



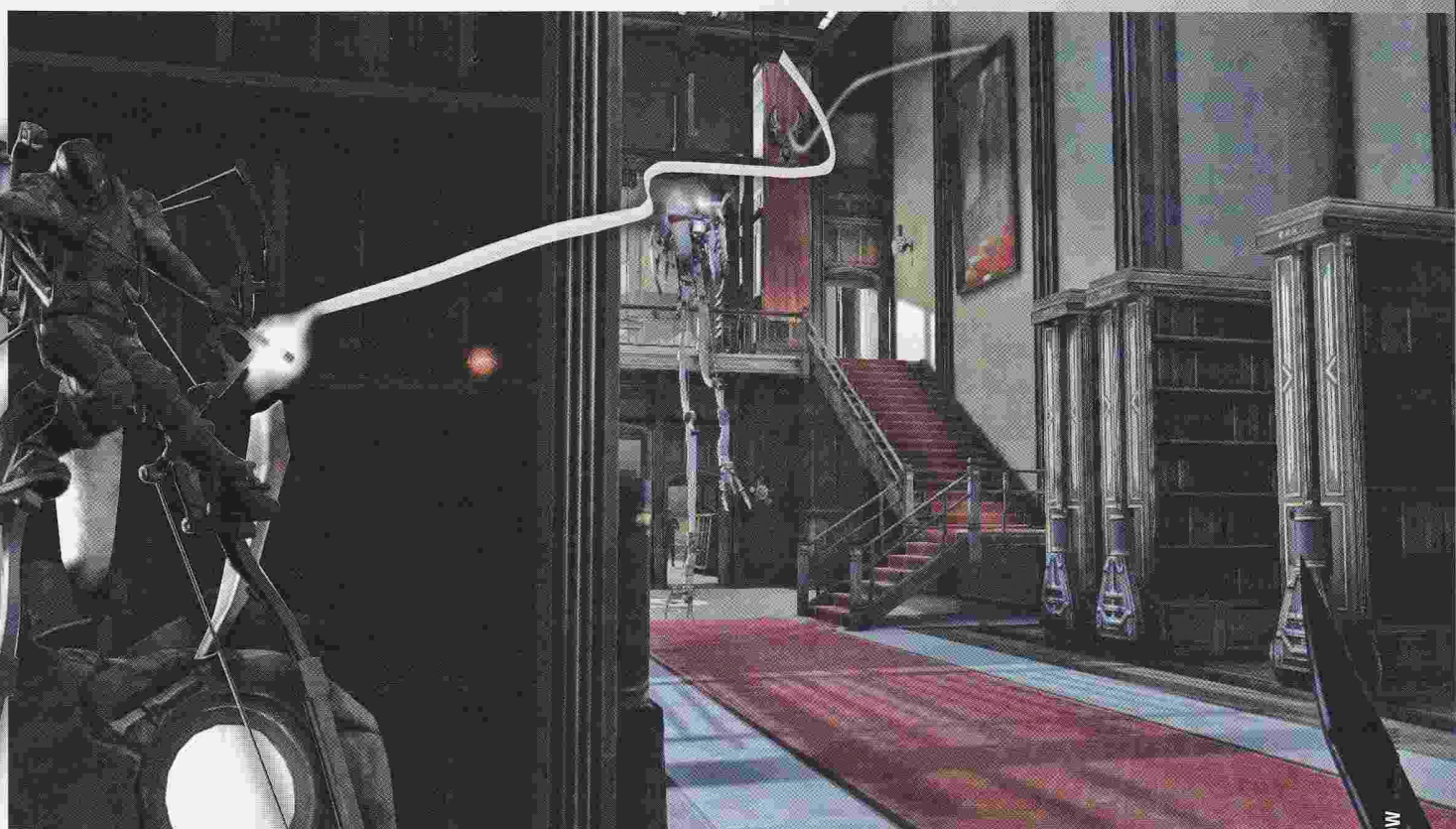
## THE BETTER PART OF VALOR

The only thing of value on the roof, if you've been playing as a Low Chaos character, is the Rune in the heavily guarded safe room. If you already have the upgrades you want, you might want to ignore it and stay away!

Head upstairs and get ready to hide, as General Tobias tends to patrol close to the stairs. The easiest ways inside are to go in through the half-open window on the right hand side or to Possess a rat and go in through the duct on the left. In either case, you must stay out of sight of the Tallboy patrolling the immediate entrance! Blink and Bend Time (Stop Time works even better, if you have it) to get out of the vulnerable area and to the comparative safety of the upper floor. Steal your Rune and get out as quickly as possible.

As soon as you break into the safe room, more patrols appear. Be careful of this while you're extracting.

It's time to do something about the Torturer, along with the Outsider Shrine and Rune that he guards.





OPTIONAL

## NEUTRALIZE THE TORTURER

The torturer of Dunwall Tower is the stuff of nightmares. There are many ways to hear of his terrible exploits:

- ▶ Read a note in the guard overlook near the tower yard exit
- ▶ Overhear a conversation between servants in the kitchen
- ▶ Overhear a conversation among City Watch members in the servant's hallway
- ▶ Find a letter in General Tobias' office, on the second floor
- ▶ Find the letter in the Overseers' Temple on the first floor



Finding any of these gives you the option to neutralize the Torturer and make the world a brighter place. The Torturer and his Wolfhound are in a cellar off of the first floor hallway. Getting there is easy, as the hallway has a high ventilation duct you can use to remain unobserved. Once in the cellar, Possess or use a Sleep Dart on the Wolfhound to get it out of the way. If the Torturer sees the body of his pet, he flies into a rage and no amount of Sleep Darts can subdue him. If you are determined to continue the path of nonlethality, Possess the Wolfhound and leave it up the stairs and then Blink behind the Torturer and choke him out. Be aware that killing the Torturer (obviously) negates a nonlethal run!

Once you've got the Rune and listened to the Outsider, it's time for you to return to the pub. Get back on the ducts and head to the end of the hall. You want to exit via the Security room, since it is devoid of enemies and very close to your exit point. Several City Watch patrol outside, but using Possession or simply choking them one by one and stashing the bodies in the security room clears your way.

With the Regent dead or discredited, you can walk away cleanly, so make your way back outside using the vents or side door in the foyer.



If you exit the same way you came in, you shouldn't meet any resistance. Sneak your way back to the water lock, to where Samuel waits with your ride home. You've earned a rest. Be patient and alert, as the last thing you want is to blow it when you are this close!

Get in the boat and get ready for a celebration back at the pub!





# TRIUMPH FOR THE LOYALISTS






## MAJOR GOALS

- CELEBRATE WITH THE LOYALISTS

## OPTIONAL GOALS

- TALK TO EVERYONE AT THE PUB AND LISTEN TO THE RECORDINGS IN THEIR QUARTERS TO SEE HOW THEY FEEL ABOUT RECENT EVENTS

## COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	0
 Bone Charms	0
 Outsider Shrines	0
 Sokolov Paintings	0
 Books	0
 Coins	70*

\*New Since Last Visit

## OBSTACLES ENCOUNTERED

- NONE

You've done it! The reign of the enemy conspirators is over. They've lost their power base, their leaders, and their control of the city. Go around the pub and see how the others feel.

### The Price of Chaos

Though there are times throughout the game when you encounter variations based on the Chaos you've created, this is when the shadows really begin to deepen. High Chaos playthroughs change much about the Loyalists—their conversations, their records. Even Emily's picture, which she's drawing in the pub, changes.

The Path of Blood and the Path of Shadow each have their own sacrifices to make.



Have a drink with the Loyalists to salute the end of an era, talk to Piero in his workshop a bit later, and then get some sleep in your room.



## 09

## THE FLOODED DISTRICT AND THE SEWERS

## MAJOR GOALS

- ▶ GET OUT OF THE FLOODED DISTRICT BY FINDING THE ENTRANCE TO THE SEWERS
- ▶ RETURN TO THE HOUND PITS PUB



## SPECIAL ACTIONS

- ▶ RETRIEVE YOUR EQUIPMENT
- ▶ PUT CAMPBELL OUT OF HIS MISERY
- ▶ HELP THE SURVIVORS ESCAPE
- ▶ DEFEAT DAUD
- ▶ HELP GRANNY COOK SLACKJAW
- ▶ HELP SLACKJAW DEFEAT GRANNY

## COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	5
 Bone Charms	8
 Outsider Shrines	1
 Sokolov Paintings	3
 Books	12
 Coins	5585

## OBSTACLES ENCOUNTERED

NUMBER OF ENEMIES IN MISSION: 47-105

- ▶ ASSASSIN
- ▶ CITY WATCH
- ▶ CITY WATCH ELITE
- ▶ DOG
- ▶ RAT
- ▶ RIVER KRUST
- ▶ TALLBOY
- ▶ WALL OF LIGHT
- ▶ WATCH TOWER
- ▶ WEEPER

## CHAOS ACTIONS

ACTION	HIGH CHAOS	LOW CHAOS
Daud	Kill Daud	Spare Daud or steal from his belt pouch
Blake	N/A	Successfully escort the survivors to safety

ITEM	LOCATION
Rune	Greaves Refinery, on the ground near the water's edge
	Central Rudshore, just before you find the way into the Gateward Tunnel
	Gateward Tunnel, on top of the second damaged building (left side of the channel)
	In the sewers, in a small cubby near the Weepers' area
	In the sewers, near Granny Rags' location (may not be available)
Bone Charm	Rudshore Waterfront, in a Weeper building (accessed from the upper floors)
	Greaves Refinery, below a damaged walkway near the top of the factory
	Central Rudshore, at the end of the watery channel

ITEM	LOCATION
Bone Charm	Gateward Tunnel, just after entering the area (on the right side, in the channel)
	Old Port District Outskirts, inside a damaged building close to the entrance (second floor)
	In the sewers, near the entrance (just inside a small recess)
	In the sewers, near the exit (in the room with several River Krusts)
	In Daud's pouch
Outsider Shrine	In the sewers, near Granny Rags' location (may not be available)
Sokolov Painting	Rudshore Waterfront, on the third story of a damaged building
	Central Rudshore, in the Assassin's base
	In the sewers, near Granny Rags' furnace



# RUDSHORE WATERFRONT

-  RAT ACCESSIBILITY
-  FISH ACCESSIBILITY
-  HEALTH ELIXIR
-  MANA ELIXIR
-  RUNE
-  BONE CHARM
-  OUTSIDER SHRINE
-  SOKOLOV PAINTING
-  BOOK

- 1 CORVO WAKES UP HERE
- 2 ARM YOURSELF WITH BASIC WEAPONRY
- 3 STAIRS LEAD UP AND DOWN
- 4 ENTRANCE TO GREAVES REFINERY
- 5 DEAD OVERSEER
- 6 ASSASSINS ARE WATCHING
- 7 RAIL STATION OFFICE KEY
- 8 ENTRANCE TO CENTRAL RUDSHORE
- 9 OVERSEER SQUAD
- 10 ENTRANCE TO GREAVES REFINERY





# GREAVES REFINERY

- 1 EXIT TO RUDSHORE WATERFRONT
- 2 WEEPER COMPOUND
- 3 EXIT TO RUDSHORE WATERFRONT (OVERSEER AREA)
- 4 TANK DISPENSER
- 5 CONTROL ROOM

- 6 STAIR CONTROL SWITCH
- 7 TANK CHARGING STATION
- 8 OVERHEAR ASSASSINS
- 9 TANK DISPENSER
- 10 TANK CHARGING STATION

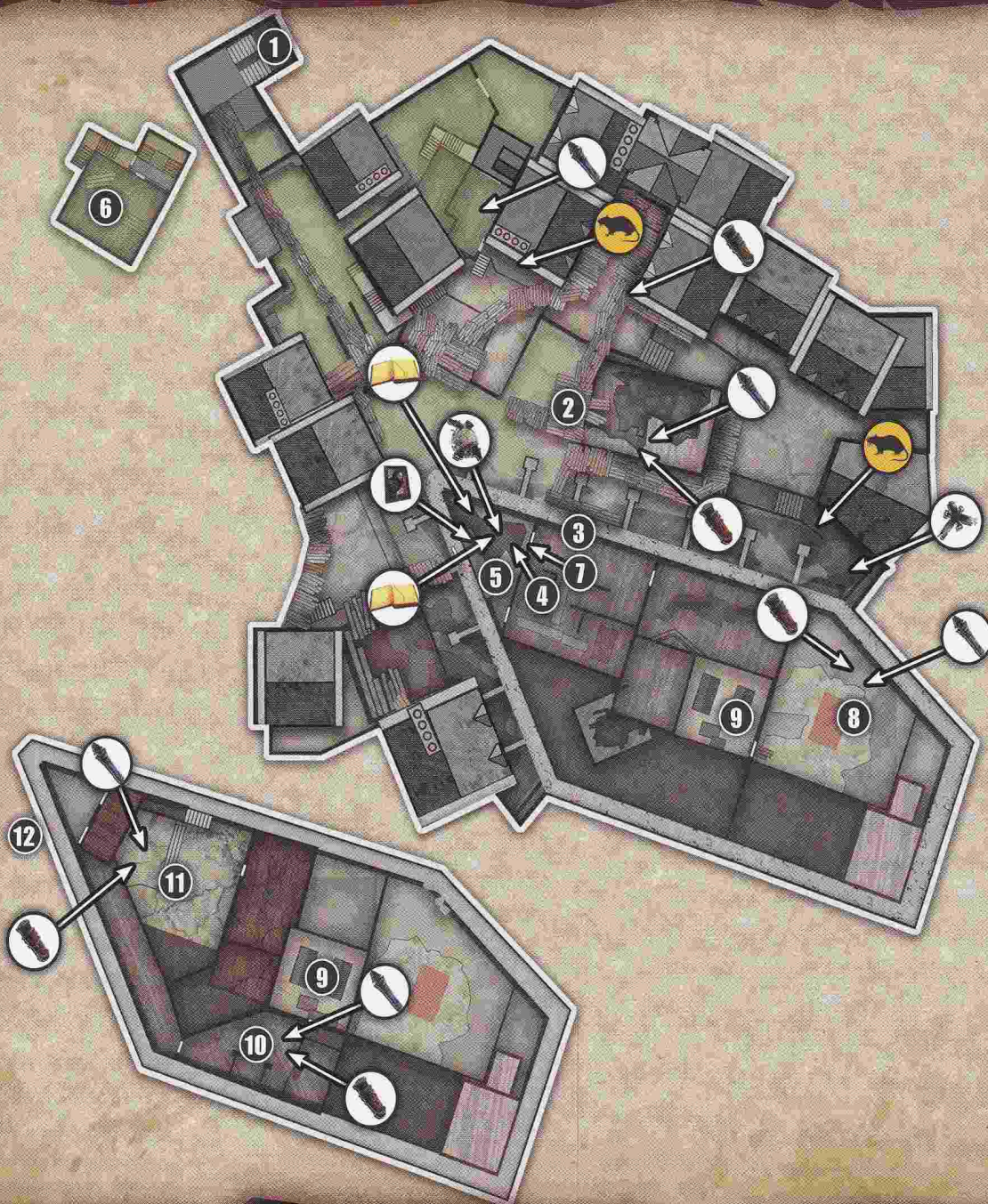
- 11 BRIDGE CONTROLS
- 12 WEEPERS
- 13 CORVO'S EQUIPMENT
- 14 THE LORD REGENT (IF HE'S STILL ALIVE)





# CENTRAL RUDSHORE

- |                               |                                     |                                       |
|-------------------------------|-------------------------------------|---------------------------------------|
| 1 EXIT TO RUDSHORE WATERFRONT | 5 ENTRANCE TO GATEWARD TUNNEL       | 9 TRANSITION TO UPPER PORTION OF BASE |
| 2 ASSASSIN OVERLOOK           | 6 SUBMERGED SAFE                    | 10 OFFICES                            |
| 3 WINDOW INTO DAUD'S BASE     | 7 LOCKED DOOR (REQUIRES DAUD'S KEY) | 11 DAUD'S ROOM                        |
| 4 CHAIN DOWN                  | 8 STEALTH TRAINING AREA             | 12 DAUD'S RETREATING LOCATION         |





# GATEWARD TUNNEL

1 EXIT TO CENTRAL RUDSHORE

2 PLAGUE SURVIVOR (SECOND FLOOR)

3 TWO MEN

4 CARTS FOR THE DEAD

5 CITY WATCH AND TALLBOYS

6 WALL OF LIGHT

7 ENTRANCE TO OLD PORT DISTRICT OUTSKIRTS

8 BLAKE AND THE SURVIVORS (LOW CHAOS ONLY)

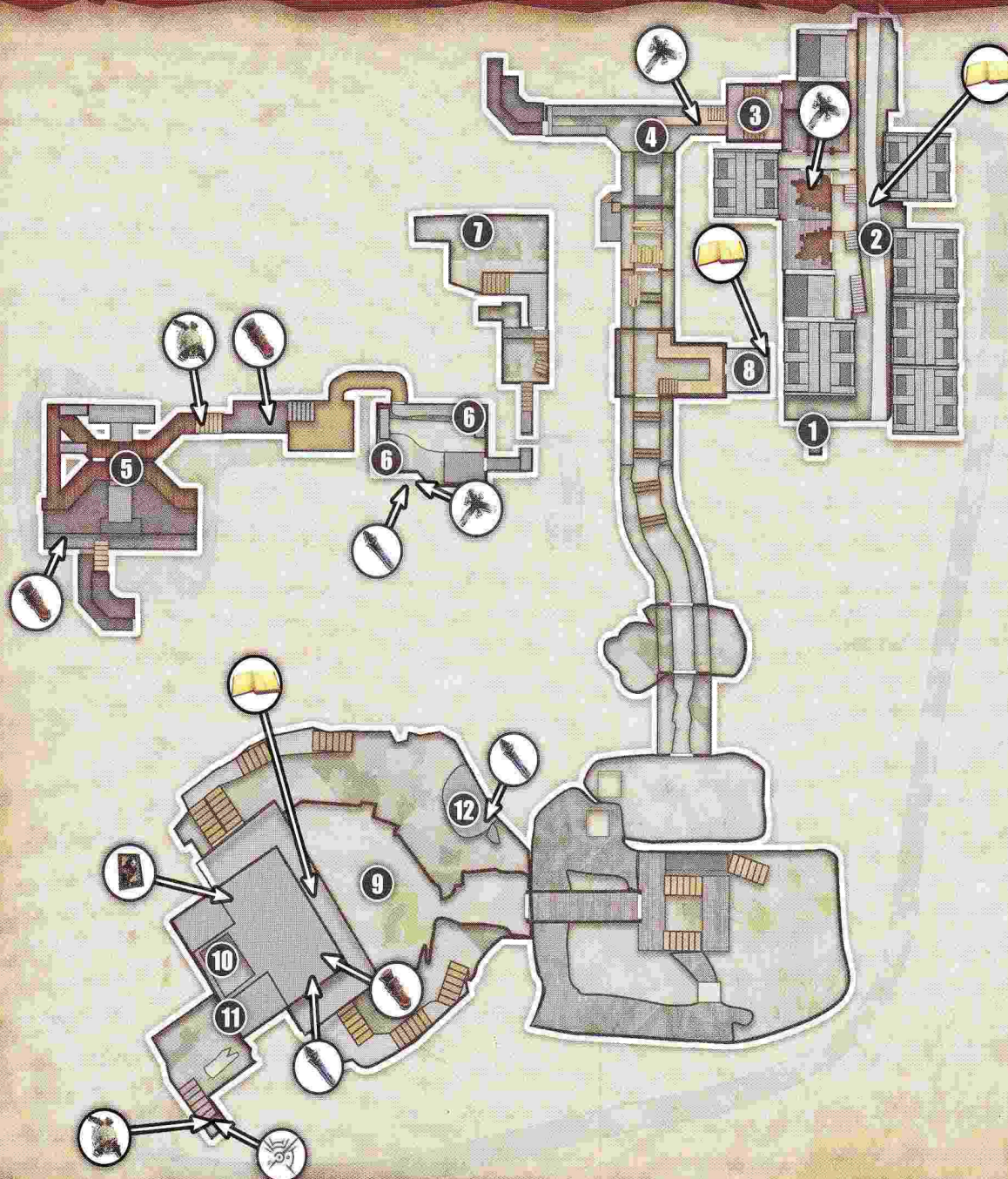
9 MOSLEY'S WAREHOUSE (KEY IS ON A MAN NEARBY)



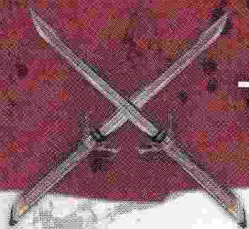


## OLD PORT DISTRICT OUTSKIRTS

- |                                       |   |  |
|---------------------------------------|---|--|
| 1 EXIT TO GATEWARD TUNNEL             | 5 WEEPERS/SURVIVOR BASE (TREASURE IN LOWER TUNNELS) | 9 GRANNY RAGS' LAIR                                |
| 2 WEEPERS OR PLAGUE SURVIVORS         | 6 RIVER KRUSTS                                      | 10 THE FURNACE                                     |
| 3 VALVE TO OPEN SEWERS                | 7 END OF MISSION                                    | 11 LOCKED DOOR (DUNWALL SEWER MASTER KEY REQUIRED) |
| 4 ROUTE TO GRANNY RAGS (IF AVAILABLE) | 8 SAFE  | 12 SLACKJAW'S LOCATION                             |







# THE PATH OF BLOOD

## AFTER THE FLOOD

### ► ESCAPE FROM IMPRISONMENT

After an extended scene, and a brief visit with the Outsider afterward, you are thrown into a tiny chamber. You're caught for now, but don't lose hope. The makeshift cell can't hold you.

Use the bricks on the bottom of your cell to destroy the wooden planks over your head. Blink out of the cell as soon as you can.



### ► FIND A WAY INTO DAUD'S TERRITORY OR GET YOUR EQUIPMENT FIRST

Now that you're free, it's time to explore. Search the nearby desks for two elixirs, a decent blade, food, and more information. Once you have all of these things, climb down the stairs in the corner. Another health elixir is on the way down (and cabinets with food too). Get everything.

Drop into the cold water at the bottom of the building and Blink out through the slats below. There are fish to nip at your heels, but they're not a serious threat unless you take too long to get things done. If you have Possession, use that on one of the fish to make the process even easier.



Use the Heart to locate the Bone Charm in the area, and watch the two waypoints as well. One goes directly toward Daud's base. The other is for an optional task, to get your equipment back. We suggest doing that, but it's up to you. For now, just follow the waypoint.

If you decide to go after Daud right away, Blink toward the bridge that isn't too far away from the factory where you awoke. A chain lets you climb all the way up to the bridge. Loot a couple of bodies there. Proceed toward the waypoint for Daud's base. Two Assassins watch that route, so slow down as you leave the bridge and make sure to ambush them instead of walking into their trap.

The Assassins have the key to the door nearby. You can also get one from the tiny apartment that overlooks the area. Blink up there to steal the key, a mana elixir, and some minor treasure. If you go this way, skip ahead to the section on Central Rudshore.



### Looting the Ruins

While on the bridge, Blink along the rooftops toward a balcony that's already within sight. A nobleman turned Weeper lives there, and his apartment has a Sokolov Painting to steal.

The route toward your gear has a Bone Charm in a Weeper-infested building. Use Blink to get off the street and onto the ledges high above, and curve around to the roof of the building from there. The Bone Charm and two more Weepers are inside.

Down in the alley, with more Weepers, you find food, elixirs, and plenty of rats.





## SPECIAL ACTION

### THE GREAVES REFINERY AND YOUR EQUIPMENT

You start out in a somewhat fortified compound, meant to keep some Weepers in their place. They have food but little else. Blink to the rooftops to avoid the group or slaughter them if you're hungry and brutal enough for the task.



A Rune is ahead, past the compound and out near the water. Krusts are all over the place, so move quickly as soon as you leave the compound. Don't stay out in the open for any more time than necessary.

After getting the Rune, hurry to the factory on the side of the area. Use Blink to scurry up the closer side of the building by going back and forth between the damaged walkways and the structure across the way. This is fun, but it takes some patience. Save often in case you fall.

The Bone Charm is up there, underneath another trashed walkway. Use the Heart to help find it. Then, look for a chain at the end of the walkway. This gets you up even higher along the outer edge of the building.



Move carefully around the pipes and walkways and listen to three Assassins talking on the tier above you. They can be attacked if you hurry, but the three move away before too long, so it's often safer to simply wait them out.

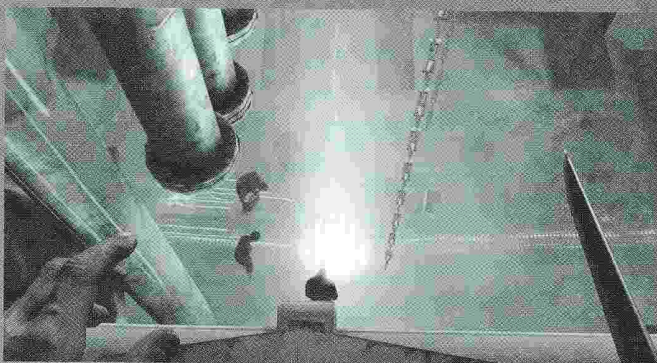
Slip into the factory from their ledge. Destroy the wooden barricade on the right side of the room, steal a whale oil tank, and put it in the receptacle nearby. Pull the lever to fill the tank and use it on the conduit in front. Pull another lever to lower the bridge.

Get the goodies from the other side of the room and then use the lowered bridge to get to a chain in the center of the room. Climb down.



A couple of Weepers are on the middle level, with some modest loot. At the bottom are several more. If you branded Campbell in a previous mission he is here alone as a Weeper—a fitting fate. If you're feeling evil, use the filled whale oil tanks to detonate the entire group of lower Weepers while they're in the center of the room.

Your equipment is right there, so take it after you've handled the Weepers one way or the other. You can even distract them, sprint away, and get your gear on the way out if you don't want to hurt anyone.



Leave the factory and aim toward Daud's base. It's time to pay him a visit. The waypoint takes you through a small part of Rudshore near the bridge you saw (or even climbed onto) in the first part of this area. You start inside a building infested with River Krusts. Don't go down to play with them. Head up instead and use a valve to open the gate onto the bridge.

Cross the bridge and get to the next waypoint as you would have earlier. Kill or sneak by the Assassins that overlook the area after the bridge. Get a key from them or from the apartment at the top of the room and unlock the doorway into Central Rudshore. Walk on through.



## ► EXPLORING CENTRAL RUDSHORE

Central Rudshore is almost fully controlled by Assassins. The path in is watched at all times, and half a dozen of these killers are waiting to try to take you out. Blink and assassinate the first few; they're spread out enough that you're likely to get away with this. If and when you are spotted, use Bend Time to wade through the remaining troops. A health elixir and a mana elixir are on the crate where many of them were standing.



The Rune you see with the Heart is all the way at the end of this map, so don't try to go after it yet. You'll drive yourself crazy trying to locate the darn thing and you have an opportunity to snag it later.

The Bone Charm, however, is pretty easy to procure. Blink toward the edge of the area, not far from the Assassins' overlook. Follow the Heart and pick the Bone Charm up at your leisure.

One of the small apartments in the area has a hidden safe. You may have already found a letter (next to the Weeper with good taste in Sokolov artwork) mentioning the combination. You can only get to this by diving under the water or Possessing a fish to swim into the apartment. The opening is through a closed door that isn't very far from the front of the map. Using a fish really helps because it takes a fair bit of your air just to get back to the safe if you just swim normally.

## ► GET INTO THE BASE

Once you've checked out the area, use the wooden platforms that the Assassins held to get into their base (the open window you use is marked as a waypoint). Two Assassins are inside, but they're about to have an argument, so they don't hear you come in.



Take the Assassins out after they finish talking and proceed into the next chamber. A teacher has set up a stealth training room for his pupil. Listen to them as you creep up on the teacher. Assassinate him, and then give his student the same treatment. Get the elixirs next to them before proceeding.

Another Assassin waits around the next bend. He's resting against a bookcase and can be dispatched without incident. Afterward, Blink or jump through the yard and up into another hallway. You're now very close to Daud.

## ► DEAL WITH DAUD

Daud and his Assassins aren't aware that you're sneaking up to their location. You get to start the fight any way you want because of this. If you've maintained Low Chaos, Daud duels you. However, on High Chaos, he has three Assassins at his side during the fight, and three more Blink in when he collapses at the end.



## SPECIAL ACTION

### REVENGE AGAINST DAUD

Daud is the leader of the Assassins. You don't have to defeat him to proceed, but it sure would scratch a personal itch, wouldn't it?

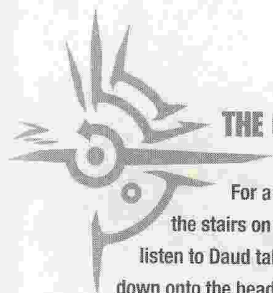
Daud resides in Central Rudshore, inside a building that has mostly weathered the flooding. He's surrounded by Assassins, so it's difficult to make your way to him without being seen, attacked, and forced to kill many opponents.



However you get past the Assassins in the area, there are several ways to defeat Daud himself. For nonlethal players, there are two options. If you defeat him in combat, Daud surrenders and can be allowed to live (and Blink away).



Killing Daud isn't essential. As long as you defeat him, you're in good shape. Steal his pouch to humiliate him, beat him in combat, or outright kill the fiend. All of these lead to the same end.



## THE QUICK WAY

For a true assassination, sneak into the room and climb the stairs on the right side. Wait until Daud's Assassins leave and listen to Daud talk to himself as he paces around the chamber. Drop down onto the head Assassin when he's close to your position above and attack before he realizes you're there. He dies with a single cut.

If battle is your way, be prepared to use an elixir or two. Bend Time helps to kill the peripheral Assassins, but Daud has mastered the same powers, so he isn't slowed down by this trick. Possession doesn't work either. Daud recognizes when Corvo approaches, even when it's under the guise of a fellow Assassin.

Direct-damage weapons are fairly effective. Upgraded Pistols blow through Daud quickly. Crossbow shots aren't bad either! If Daud tries to Bend Time against you, fight defensively until the power fades.

Alternatively, you can sneak into the Assassins' lair, steal the pouch from his belt, and leave undetected. This sends a very serious message to a man who prides himself on his skills as an infiltrator. Both of these successfully put Daud in his place.

Or, you can assassinate the assassin. Cut him down or shoot the guy until he falls in a hail of bullets. All of these methods work as well.



Low Chaos players get to fight Daud in a fair fight; he sends away his people. High Chaos types must contend with several extra Assassins during the engagement, making Bend Time almost essential if you want to avoid taking extra damage.

Either way, this task is completed as soon as you defeat Daud.



When Daud loses he Blinks away from Corvo, onto a rooftop outside. Fight through his Assassins quickly if you'd like to dispatch him once and for all. Otherwise, don't worry about it. Once he Blinks away a second time (in about 10 seconds), he's gone for good.

## ► LEAVE THE BASE VIA THE GATEWARD TUNNEL

Take the key from Daud's desk and return to the front of his base. Unlock the doors near the window where you came in and look down. A chain goes down several floors. On your way, steal a Sokolov Painting from the wall (two tiers down), a Rune from the bottom, and a Blueprint for Incendiary Bolts.

Unlock the gate to the Gateward Tunnel and walk through it. You're now on your way to the sewers.



The Gateward Tunnel opens up quickly. You come out into a stagnant channel of water. Along the right path is a Bone Charm, easily snagged. The other collectible is a Rune, high above you. You're about to start climbing anyway, so it's pretty much on the way up.

Use the buildings on the left side of the channel to start Blinking higher and higher through the area. The easiest way is to look between the two large apartment buildings on the side of the area. There are open windows and damaged



apartments all the way up. You only have to jump or Blink between these until you're near the top. The Rune is out on the roof once you're up there.



After getting the Rune, wait and watch the tracks below you. Carts come by to drop bodies into the water every minute or so. Blink onto a cart, crouch, and wait for it to take you all the way over to Rudshore Gate. Hop off just before the cart reaches the Wall of Light and take the whale oil tank out of its conduit in that area.

A small cubby on the left has a chain. Climb down there to get past the gate below you and stealthily move forward. You already passed a whole cluster of Tallboys, but another is deployed inside the gate. If you think it's about to spot you, Blink toward the exit on the right and rush for the gate to leave this area.



## ► THE OLD PORT OUTSKIRTS

Everything is quiet in the old port, at first. The guards from the gate stay at their posts, so only the sick and dying are here. Walk through the alley where you begin and look for the first building that you can enter. Inside is an unguarded Bone Charm.

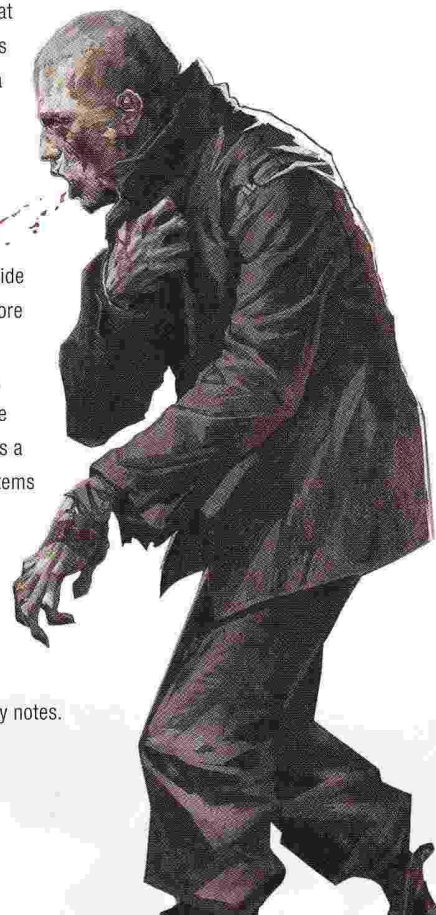
After getting the Bone Charm, continue down the street. Weepers are everywhere, especially if your Chaos rating is high. Bend Time lets you wade through them. On the other side of the Weepers' area is a room that dead-ends. Use the valve on the floor to open a way into the sewers, and drop down there quickly after it opens as far as it can go.



The sewers are filled with Krusts and Weepers. Be ready for both, but at least the area where you arrive is clear. Search for a recessed area underneath your landing spot to find a Bone Charm.

Get back onto the walkways. If you've met Granny Rags and Slackjaw, there is an extended side passage worth investigating before you continue. Down that path, on your left, are flooded tunnels, walkways, and eventually a large chamber where Granny Rags has a hidden lair. You find collectible items there, an optional task, and an interesting scene to take part in.

The safe, partway down that tunnel, can be opened with the combination found in two nearby notes.





## SPECIAL ACTION

### RESOLVE THE SITUATION BETWEEN GRANNY RAGS AND SLACKJAW

If Corvo met Granny Rags and Slackjaw during the earlier missions, these two are in the sewers toward the end of this long area. This area is completely locked if you haven't worked with the two previously.

Granny Rags and Slackjaw are having difficulty working things out, and you need to either pass on by or pick a side and help one of the pair.



#### EITHER SAVE SLACKJAW

If you choose Slackjaw, talk to him and then look for Granny's cameo near the furnace (it's under her pillow).

Open the furnace door and toss the cameo into the flames by interacting with the grate. Once this is done you can kill Granny Rags without having her come back.



After she's dead, loot her body for a key and use it to unlock Slackjaw. Talk to him to complete the task.

#### OR HELP ROAST SLACKJAW

To take Granny's side, talk to her first and agree to help her. Then, kill or incapacitate Slackjaw while he's still chained to the pillory. Get a key from Granny, and then use the lever next to Slackjaw.



Carry Slackjaw over to the tub and dump him in. Talk to Granny again afterward and get your Rune from the Outsider Shrine in her workshop area. You're done. And stick a fork in Slackjaw, because he's done too.

Back in the primary tunnel, travel along the walkway and eliminate a horde of Weepers on your way to the next Rune. Use haste so that Krusts can't shoot you while you're briefly exposed. The Weepers are easy to Blink behind and assassinate.

The Rune is hidden below the main path. Drop into a pit and backtrack briefly to find it, and then climb back up on the other side of the pit.

Another Bone Charm is hidden after the Weepers' area, but this one is more difficult to grab. The room that it's in has River Krusts on two sides, and they're a royal pain if you let them live to shoot at you.

For a laugh, Grenade the Krusts. This lets you save bullets or bolts, and it's very quick. Pull out the Heart afterward and dive into the water. Two mana elixirs and the last Bone Charm in the area are tucked behind a grate.

Get back onto the walkways with a Blink and proceed. You're almost out of the Flooded District. Take the door at the end of the corridor to escape.







# THE PATH OF SHADOW

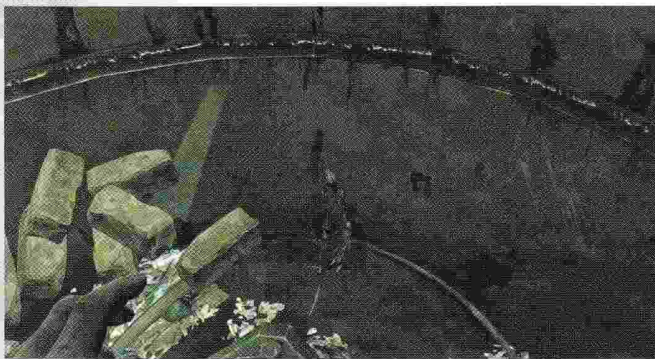
## AFTER THE FLOOD

### ► ESCAPE FROM IMPRISONMENT

You awake on a boat, floating down the river of a decayed cityscape. Weak and helpless, you are discovered by Assassins and taken to their leader, Daud. He looks familiar, doesn't he?

On his orders, you are stripped of your equipment and beaten. After a short visit by the Outsider, you regain control of yourself. Escape the pit by Possessing one of the rats and moving down the drain to freedom.

They left you alive, and that was a serious mistake.

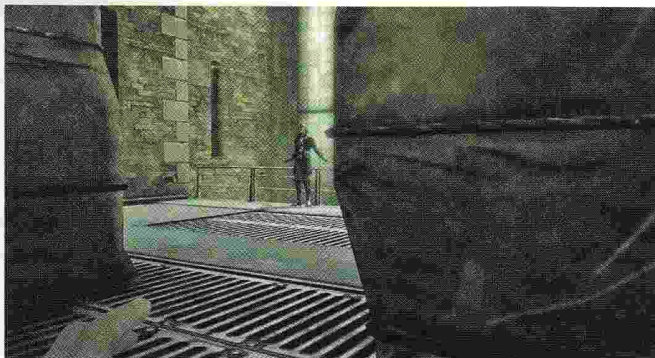


### ► FIND A WAY INTO DAUD'S TERRITORY OR GET YOUR EQUIPMENT FIRST

Head up the nearby staircase to pick up a temporary blade. Read the notes on the table to learn more about the political situation in the city.

Head upstairs cautiously, as two Assassins are lounging about on the top floor. Use Possession to bring one to you, but since your supply of elixir is sharply limited, you may want to wait until one is in the middle of the room and the other is looking out over the balcony. When that happens, choke them both.

When they are both down and dragged out of casual sight, head onto the balcony for your first view of the Rudshore Waterfront.



The waypoint to Daud's base is closer than the one for your gear, so you could immediately go after him. Given how useful your gear and powers are for maintaining stealth, getting your gear is highly recommended. If you absolutely want to go after Daud, a small room on the right contains a Moray Statue and a vent that a Possessed rat can use to enter Daud's base.

Two Assassins prowl the rooftops, so take them down one at a time. Utmost caution and timing must be used to get behind them, choke one of the Assassins, and then abscond before the other notices. You currently lack any sort of nonlethal ranged weapon, limiting your usual choices.

You can also get a key for the door to Daud's base from the small apartment overlooking the area. Blink to it using the air ducts. Unlock the door and, if you are determined to saunter into Daud's lair without your gear, skip to the Central Rudshore section of our walkthrough.

## OLD SCHOOL STEALTH TACTICS

Without your Crossbow, Sleep Darts, and cache of Piero's elixir, you are going to be very dependent on staying hidden. Assassins move about, stay in high places, and have good sight. Use shadows for cover and move with precision. If you've been pursuing the nonlethal path and are dedicated to Ghost runs, getting your gear is absolutely worth the detour.





## Looting the Ruins

You can get up to the rooftops using the chain on the nearby bridge. While heading toward your gear, keep an eye out for a balcony on the right. Inside, a Weeper dwells in an apartment of faded splendor, guarding a Sokolov Painting.

The next apartment over has a note that tells of a safe in Central Rudshore by the Chamber of Commerce and reveals the combination. Consult the Heart to find a Bone Charm in another nearby building. Take a running jump from the roof of the Sokolov Weeper's building and Blink directly to the roof of the Bone Charm building. Make your way around the fire escape. This lets you completely avoid the Weepers inside.

## SPECIAL ACTION

### THE GREAVES REFINERY AND YOUR EQUIPMENT

The Greaves Refinery is rife (and ripe) with Weepers, so stick to the upper areas and ventilation ducts. Keep yourself concealed from the plague-ridden wretches!



A Rune is out in the open water, guarded by River Krusts. Use the ventilation ducts on the right to get over the wall, so you can see the refinery. Then, head to ground level and stick to the right. You can get around the building using a watery channel on the right-hand side that puts you directly across from the Rune, outside of the Krust's detection range. Pick up the Rune and go back through the water channel. On the way back you see a control booth. You might need this later. For now, Blink to the roof of the building, and then turn and look at the scaffolding outside of the factory.

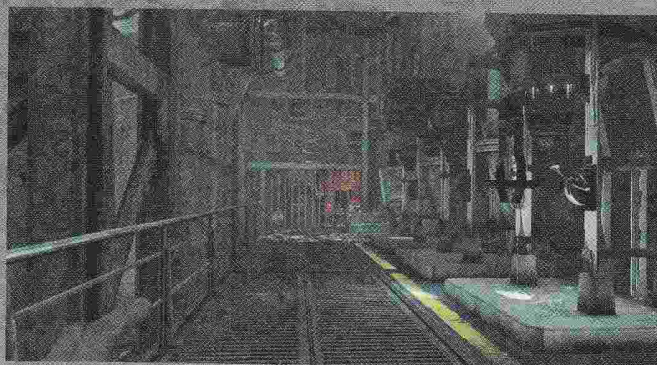
A crucial piece of the walkway is raised on the factory scaffolding, impeding your progress. You can bypass it by sprinting, jumping, and Blinking at the apex to get to a higher walkway. Or, use a whale oil tank at the control booth (which is directly underneath you) to lower the walkway.

Once you've made it, use the Heart and find a Bone Charm nearby, under a set of ramshackle walkways. Continue onward once you have it. Climb the chain or Blink up to move higher.



Skulk along the pipes that run around the factory, and keep your ears sharp. A small group of Assassins are talking up ahead, so wait until they leave to continue.

Loot the entrance to the factory and break the boards protecting the empty whale oil tanks. Fill one of the tanks to open the way deeper into the factory. Now descend!



A few Weepers patrol the middle level and one more shambles along the bottom, next to your gear. If you chose to brand Overseer Campbell in the second mission, he is the Weeper on the bottom and leaves a special message bemoaning his fate.

You can avoid the mid-level Weepers and make your way down carefully. Otherwise, drop to the bottom and Possess the Weeper below for a more daring entrance.



Take back your gear and collect your breath. It's time to confront Daud.



Exit the factory using the door crank on the level above you. Blink past the River Krusts and head toward the exit via the rooftops. Daud owes a substantial debt, and he needs to be reckoned with.

Read the note left by the dying Overseer and go through the door indicated by your waypoint. Once through, head for the roof. Heed the warning and do not use the crank to open the door, as the Assassins are listening for that telltale noise. Blink to the roof and hug the wall to the left. An Assassin is perched as a lookout high on the roof across from you, and you need to avoid his gaze.

## ALTITUDE SICKNESS

**Nonlethal players:** Be very careful using Sleep Darts on the Assassins on rooftops. The sloping rooftops and long drops make it easy for an unconscious body to slide off and turn into a dead one!

Take the Assassin out with a Sleep Dart when he's on a flat roof, or Blink across and then up the roof to choke him. Be careful, as there is another rooftop patroller on the building that used to have the Bone Charm. Either take him out at range or leave him and turn your attention to the other three Assassins in the courtyard. From your high vantage point, plan your ambush and take them down. Take their keys and unlock the gate to Central Rudshore.

### ► EXPLORING CENTRAL RUDSHORE

Central Rudshore is heavily patrolled by Assassins, and they prefer to stay high up for maximum visibility. A swift look at the Heart reveals a Bone Charm and Rune nearby. The Rune is difficult to get; it is down far below street level. But the Bone Charm is easily accessible if you don't mind wild, ravenous Wolfhounds.

If you want the Bone Charm, stay low in the water to avoid the Assassins, and then get up high to avoid the Wolfhounds. Lamps are very useful for this. Another trick is to Possess rats to get next to the Bone Charm. If you don't like your chances, either Stop Time and move fast or Sleep Dart the Wolfhounds next to the Bone Charm.

A sunken apartment in one of the side alleys conceals a safe. You may have already found a letter (next to the Weeper with good taste in Sokolov artwork) mentioning the combination. Possessing a fish can help find the apartment, as well as giving you a way to avoid detection. Once the door is opened, you need to swim underwater to the safe. It takes a lot of air, but the room with the safe has an air pocket to let you replenish before heading back.



### ► GET INTO THE BASE

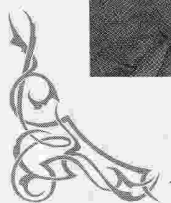
Use the rooftops and broken buildings to hide from Assassins, and if you get a chance to subdue a loner, take it. Being methodical and steadily eliminating Assassins is the best route, as their ability to Blink makes them very annoying enemies to leave running about.

Once the way is clear, head into the base via the wooden planks the Assassins were guarding.



As you enter, take cover from the two nearby Assassins. Listening to them reveals a clue about a tunnel to which Daud holds the key, so let them talk. As soon as they split up, render them both unconscious. Loot the room and make sure to check the trunk, as it contains a real prize: four Sleep Darts!

Move along the corridor, staying alert. More Assassins are ahead, talking about the art of stealth. Since you hold a doctorate in the topic (with highest honors), show them your credentials by slipping past them with a Possessed rat.





Use the vents and pipes in the yard to climb to the next window. A lone Assassin is leaning against the bookshelf, so wait for him to move and subdue him. Daud is just a bit farther in.

### ► DEAL WITH DAUD

If you've been sneaky so far, you can hear that Daud has absolutely no idea where you are or how you escaped. Good.



## SPECIAL ACTION

### REVENGE AGAINST DAUD

For the things Daud has done, he owes you a tremendous debt. There are several ways to collect.

First, get rid of his guards by Possessing each one in turn and walking them out of the room. Subdue each and repeat until all three are gone.

With Daud exposed, sneak up on him using the bookshelves and choose your method of revenge.



If you choose to fight him (which negates a Ghost run) and you have Low Chaos, he fights you in a fair duel—seeing as how you both can Bend Time and Blink. He sends away his backup and keeps the fight between the two of you. When you beat him, he surrenders and Blinks away in defeat.

You can also choose to drop on him from the high shelf and instantly kill him.

Another option is to sneak up behind him, steal his pouch, and leave him alive to dread your return (choking him counts as letting him live). He'll spend the rest of his days knowing that you could have ended it right there and chose not to. For a man who built up his own legend as master of stealth and guile, such an act would be the ultimate humiliation.

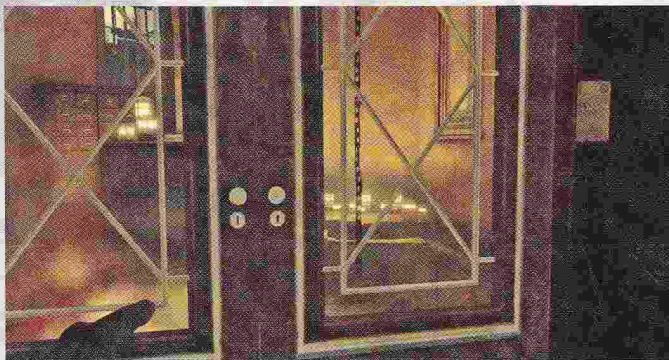


Whatever method you choose, the objective is finished as soon as Daud (or his pride) falls.

### ► LEAVE THE BASE VIA THE GATEWARD TUNNEL

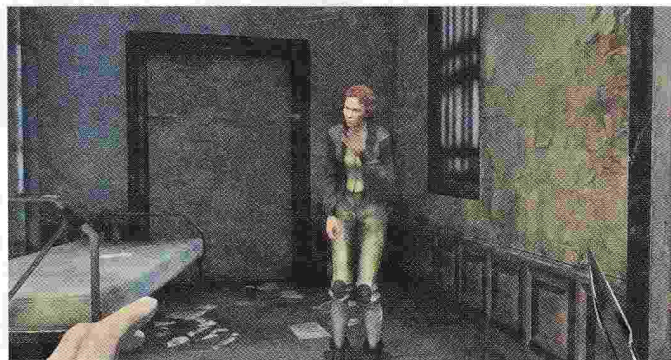
Take the key from Daud's desk and use it to unlock the nearby desk containing the blueprints for improved armor. Once you have the schematic, retrace your steps to the bottom level and unlock the door. Several other locked desks that open with Daud's key are in the room as well, so take everything you can before moving on and descending the chain. This way leads to further riches, as you can snag a Sokolov Painting (on the second floor down) and a Rune at the bottom. Unlock the door using Daud's key. The sewers await!





The Gateward Tunnel brings you to a dilapidated waterway, open to the sky and littered with debris. Look to the Heart after getting out of the pipe and you see a nearby Bone Charm. The only obstacle to picking it up is a swarm of rats, so take it at your leisure.

A Rune is on the rooftops nearby. Use the broken buildings to climb to it. Along the way, you can talk to a plague survivor for some information about the plague carts that might come in handy. Blink steadily higher and take the Rune when you see it. Though you could take the plague wagon further towards your goal, stop for a moment and consider heading back to ground level. The people here are suffering terribly, and you might be the only person who can help.



## SPECIAL ACTION

### A SAFE HAVEN

A Low Chaos playthrough gives you the opportunity to aid some of the plague survivors. If you take the ground route out, you notice some non-functional floodlights and several patrolling Tallboys. Take down the guards and head into the nearby tenement building to talk to a man named Blake. If you do what he asks, you could prevent a massacre!

After giving Blake the all clear notice, make sure the people get away safely. The Tallboys are a concern, as the survivors aren't very stealthy, so get your Possession ready in case any Tallboy gets too close. Make sure to have a quick escape plan for after the Possession wears off!



Take Blake's advice and get a view of the problem from high up. Use Blake's key to get to the balcony overlooking the Pylons and their oily power source. Disabling them is as simple as quickly Blinking to the tank and pulling it out before the Pylons can power up. If you are having trouble, Bend Time (Stop Time works even better) to give yourself some leeway.



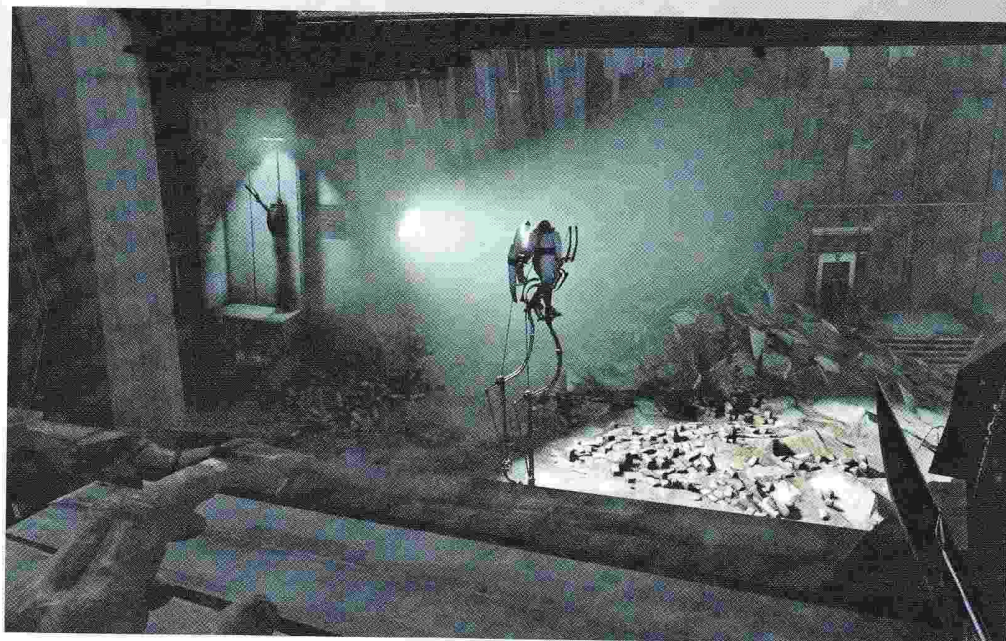
Helping them make it to the haven and out of immediate danger is all you can do. Blake has some outside friends who will come in a day or so to give them transport out, so they are going to sit tight. They may still end up dead of the plague, but whatever happens they'll have a better chance, thanks to you.





After giving the survivors a fighting chance (or not), the easiest way forward is to Possess a Tallboy and walk through the security gate.

Use the broken buildings on the left of the gate for cover as you approach, and Blink your way higher until you're looking down on the Tallboys. Possess the one by the gate. Once establishing your cohabitation rights, pull the lever and quickly walk through the Wall of Light. Once through, quickly turn the Tallboy around, as you don't want to have it facing the door you need to go through! While the Tallboy is recovering, sneak through the small side door and into the Old Port Outskirts.



### ► THE OLD PORT OUTSKIRTS

The Old Port Outskirts are quiet, at least at first glance. Make your way down the alley and into the first building you can get into on the left. Climb it and consult the Heart to find a Bone Charm sitting on a table. Continue to climb once you've added it to your collection.

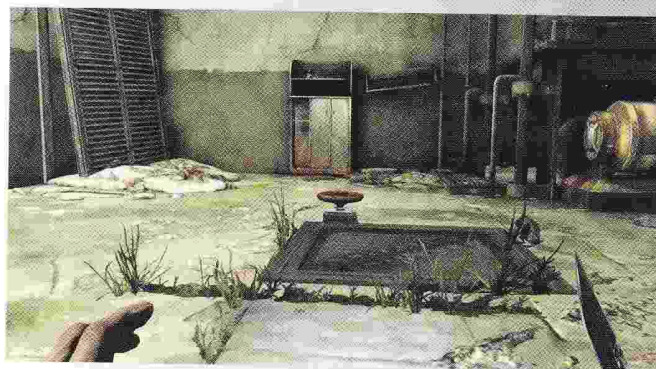


## ACHIEVEMENT

### Speed of Darkness

**If you haven't yet earned this Achievement or Trophy, now is a good time. Use Bend Time, or even better—Stop Time, and Blink to travel quickly across the area. Make it at least 30 meters in less than a second to receive this brag-worthy reward!**

Keep going until you get to an open window. From there you should Blink to a covered area that runs next to the main alley. This lets you get to the sewer cover unnoticed and unmolested by the Weepers huddled in the alley. Open the sewer using the nearby valve and drop in before it closes.



You have River Krusts to face farther into the sewers, but the entry is devoid of contacts. If you've been doing a lot of killing, be aware that there are also Weepers and rats to contend with. Head into the dank tunnels.

Talk to a Bottle Street Thug farther into the sewers to find out about the struggle between Slackjaw and Granny Rags, and to discover that the Sewer Key you need is with them.

Boldly venture down the side passage, using the water, Bend Time, or speed to avoid the Krusts. A safe in one of the side rooms is opened with the aid of two nearby notes, which provide the combination.





SPECIAL ACTION

## RESOLVE THE SITUATION BETWEEN GRANNY RAGS AND SLACKJAW

If you've done tasks for Granny Rags or Slackjaw in previous missions, you have a good idea of their characters. They are in the midst of a power struggle that has seen the Bottle Street Gang decimated and Granny reveal her true power.

You can make a choice to help one of them kill the other, or simply steal the key from Granny's belt and walk away.



### EITHER SAVE SLACKJAW

If you choose to help Slackjaw, steal the key and then swiftly unlock him. He tells you of a cameo hidden in the furnace room that allows you to truly kill Granny. Look under the pillows of the bed to find it!

Pop open the furnace door and throw in the cameo (by interacting with the grate). Once the furnace is lit and the cameo goes up in flames, Granny is vulnerable! Practically any ranged attack can be used to kill her, so make it quick before the rats eat you or Slackjaw.

Nonlethal players have an even harder time, as they have to either let Slackjaw land the killing blow, or take down Granny with a Sleep Dart!

Once finished, make sure to take the nearby Rune from the Outsider Shrine, and take the Sokolov Painting from above the bed.



### ACHIEVEMENT

#### Art Dealer

Be sure to grab these last few Sokolov Paintings to complete your collection and earn this Achievement or Trophy.







## THE DIRTY DEED

For a nonlethal player who still believes that Granny is repugnant, unlock Slackjaw after stealing the key and then destroy the cameo. Keep Slackjaw alive as best you can by killing the rats that swarm out and let him take care of Granny with fire and steel.

If you are also going for Ghost, stay in the furnace room and kill rats while Slackjaw and Granny fight. Use Dark Vision to keep track of them, so you aren't visible through one of the broken windows. It is very easy to lose an otherwise perfect Ghost run, and there is little to do about it besides reload if she goes hostile (denoted by the red markers above her head and an alarm noise).

It is very important to know that Slackjaw's victory is by no means guaranteed. Be prepared to try again if something goes wrong! Or, you could avoid the uncertainty and use one of your Sleep Darts on her.



## OR HELP ROAST SLACKJAW

You can take Granny's side, if you don't mind getting your hands dirty. Talk to Granny to learn of her plans, and then execute the helpless Slackjaw. Once you've killed him, unlock the corpse's bonds with the key and lever.

Carry Slackjaw's mortal remains over to the tub and dump him in. Talk to Granny for your reward (and take everything you see) and look for someplace to wash the bits of Slackjaw off your hands. Needless to say, don't do this if you are trying to be nonlethal!



Head back to the primary sewer tunnel. Past a few isolated Krusts you find a colony of survivors (if you've maintained Low Chaos). High Chaos players have Weepers to avoid!

Use Bend Time and the tunnels beneath the colony floor if you need to remain unseen. A Rune lies underneath the main path, so pick it up.

After the colony, you come to a room full of River Krusts, and one last Bone Charm.



Krusts are fair game, even for a nonlethal player. Much like rats, they aren't counted in the final tally of kills, so have fun! There's no one to hear or be alarmed, so use the weapons and tactics you would normally shun. Turn the Krusts to mush with a shower of explosives!

If you wish to remain dedicated to the fine art of minimal force, use Bend Time and Blink to grab the Bone Charm and Elixirs. Get out quickly afterward. You need to Bend Time more than once to break open the boards and leave!

Make your way past the final leg of the sewer and back into open air. Take a deep breath as you bid the Flooded District farewell, and then open the door to the pub. Emily needs you!



# 10

## ASSAULT ON THE PUB







### MAJOR GOALS

- ▶ CONFRONT THE LOYALISTS AND FIND OUT EMILY'S LOCATION
- ▶ HAVE SAMUEL TAKE YOU TO KINGSPARROW ISLAND

### SPECIAL ACTIONS

- ▶ USE THE ARC PYLON TO RESCUE PIERO AND SOKOLOV
- ▶ RESCUE PIERO AND SOKOLOV BY DEFEATING ALL ENEMIES
- ▶ FIND EMILY'S DRAWING

### COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	1
 Bone Charms	0
 Outsider Shrines	0
 Sokolov Paintings	0
 Books	0
 Coins	360*

\*New since last visit

### OBSTACLES ENCOUNTERED

NUMBER OF ENEMIES IN MISSION: 17-19

- ▶ ARC PYLON
- ▶ ELITE GUARD
- ▶ CITY WATCH GUARD
- ▶ WATCH LOWER GUARD
- ▶ OVERSEER
- ▶ RAT
- ▶ RIVER KRUST
- ▶ TALLBOY

### CHAOS ACTIONS

ACTION	HIGH CHAOS	LOW CHAOS
Piero's Pylon	Kill the enemies using the device	Use the device to put all the enemies to sleep

ITEM	LOCATION
Rune:	On the upper floor of Piero's workshop

The pub has seen better days. As Corvo returns from the sewers, he finds many new faces throughout the area—and they aren't friendly! Talk to Cecilia and then see what can be done here.





# HOUND PITS PUB

-  RAT ACCESSIBILITY
-  FISH ACCESSIBILITY
-  HEALTH ELIXIR
-  MANA ELIXIR
-  RUNE
-  BONE CHARM
-  OUTSIDER SHRINE
-  SOKOLOV PAINTING
-  BOOK

- 1 EXIT FROM APARTMENT (BEGINNING OF MISSION)
- 2 MAIN STREET (TALLBOY AND CITY WATCH PATROLS)
- 3 THE PUB (THREE CITY WATCH INSIDE, AND ADMIRAL HAVELOCK'S ORDERS)
- 4 PIERO'S WORKSHOP (PIERO AND SOKOLOV ARE THERE)
- 5 WHALE OIL TANKS, ON ROOF
- 6 SECOND STORY WINDOW INTO THE WORKSHOP
- 7 EMILY'S ROOM (REQUIRES KEY ON HIGH CHAOS)
- 8 FLARE LAUNCHER
- 9 ADMIRAL HAVELOCK'S ROOM
- 10 CORVO'S ROOM
- 11 PATROLLERS AND BODIES (KEY HERE IN HIGH CHAOS)
- 12 MEET SAMUEL AFTER LAUNCHING FLARE





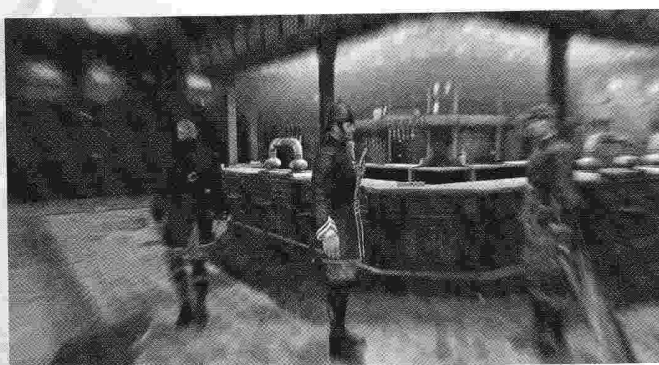


# THE PATH OF BLOOD

## GET TO THE PUB AND FIND EMILY

Use the second story of the starting building to get a view of the pub before you advance. The City Watch are littered throughout the area. There are three Elite Guards inside the pub, two outside, and a Tallboy patrolling the street. That's just what's in front of you! More troops are around back (including even more Tallboys).

Stealth is useful here, even if you're a killer. Wait until the patrolling Tallboy is at the end of the road and ambush the two men using Bend Time, a very fast Blink, or some top-rate assassination.



Use the side door of the pub to enter the building with stealth (while out of the Tallboy's patrol range). Kill the three men inside with confidence; the Tallboy can't come in, and the other troops in the vicinity can't hear what you're doing.

Take Admiral Havelock's letter from the bar. This gives you Emily's location, but you can't get there without help. Climb quietly toward the top floor. More City Watch members are along the way, and attacking them brings the rest of the troops into the pub.

If a fight does break out, maneuver back to a doorway by the first floor. That forces all of the enemies to come to you, making it easier to bunch them together and use a Grenade, explosive shot, Wind Blast, or Bend Time assault.



## ACHIEVEMENT

### Back Home

To earn this reward you must grab a live Grenade and throw it back, killing an attacker. Overseers carry Grenades so be ready with Stop Time when facing them. As soon as a Grenade is headed your way, Stop Time, grab the projectile and toss it back at your enemies.

A letter from Emily is in your quarters along with a major piece of artwork that shows you Emily's state of mind. Finding it gives you credit for a Special Action. The art differs based on your Chaos level.

After viewing these things, look outside and see if you can Blink over on top of Piero's workshop. Tallboys are assaulting it, so you don't want to stop for long. Hurry to the river side of the building and drop to a ledge that's near an open window.

Go inside and talk to Sokolov and Piero. Listen to their plan and then return to the pub. Search the second floor for Admiral Havelock's quarters. In a trash bin are the plans Piero needs. Return these to him.





## SPECIAL ACTION

### SAVE PIERO AND SOKOLOV

There are two routes you can take to save Piero and Sokolov from the City Watch's attacks. Either kill every enemy on the island or bring Piero the plans from Havelock's room. Once you have the plans, use the workshop machines to create an empty whale oil tank, fill it, and then take the filled container to the roof.

Up there, you find a series of three whale oil conduits. Pull the lever near these to expose the conduits. Lock the new whale oil tank into the only open slot of the three.

Activate the machine to fire a pulse that knocks out or kills everyone on the island that isn't on your side. This being the Path of Blood, we know which one you will likely choose.

Piero and Sokolov are saved, and you can explore the rest of the area as much as you like.



### CALL SAMUEL FOR HELP

The letters tell you where you need to go, but even Corvo needs a boat to get across the water. To summon Samuel, either search the bodies behind the pub (High Chaos) or pound on the tower door (Low Chaos). Both routes let you know there is a flare launcher inside the tower, in Emily's old room.



It's possible to get into the tower even before you learn this. A double jump and Blink from the river side of the tower lets you get to an open window and into the chamber. The launcher can be fired from there at any time.

Samuel sees the flare and arrives soon afterward. Approach him to end the mission.





# THE PATH OF SHADOW

## GET TO THE PUB AND FIND EMILY

Grab the keys hanging on the peg by the door and head out to see what you are up against. Leaving Cecilia's stronghold, you can see the pub bears little resemblance to its former innocuous self. Tallboys patrol the streets and the rear of the pub. Elite Guards converse in the street, prowl about inside, and watch from the rooftops. Hide yourself in the plants on the landing, behind the metal wall. Stay here unobserved while you listen to the conversation of two members of the Watch and wait for the Tallboy to move away.



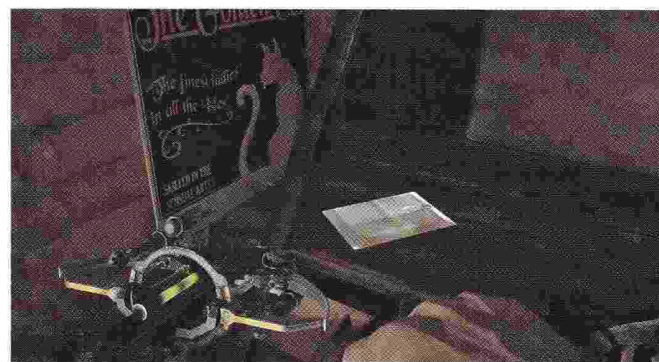
Once the Tallboy turns down the street toward Emily's tower, make your move. Blink to the awning and then to the streetlights to get some height before taking aim (or making a long Blink) at the watchman patrolling the roof. Make sure to hit him with a Sleep Dart while he's in the middle of the roof to prevent him from falling to his death as he staggers into unconsciousness. Corpses mysteriously plummeting from rooftops tend to attract attention!

Use the roof to access your old room. Two patrollers and two more watchmen are having a conversation. You can hide in the nook by the door while you wait for the two men inside to finish their little talk. Listen to gain valuable information about Piero and Sokolov, and open up the optional quest for you to go to their aid.

If an enemy comes near, Bend Time to slip around him and subdue the target. The nook also makes for excellent body storage! Once the two watchmen leave, hunt down the lone remaining patroller and subdue him.

A letter from Emily and her last drawing are by your bed. Finding it gives you credit for a Special Action. The drawing gives you a good idea of how she is holding on, and how her mindset has changed!

Take her last note to find out her location and a potential means of calling Samuel; it's a signal flare somewhere in Emily's tower.



Make your way down into the pub. Methodically stalk and subdue the men on the second floor one at a time, and then hide their bodies in your old room. This extra step is very helpful, as it prevents casual patrollers from stumbling on a cache of bodies and ruining an otherwise tranquil hunt.





When the second floor is clear, head back upstairs and Blink over to Piero's workshop. The window balcony on the river side has an open window, so drop in and climb inside. A Rune is in plain sight. Grab it before heading downstairs to see how the geniuses have been getting along. They have a very interesting proposition, but it relies on obtaining some blueprints in Havelock's former room (a room you just cleared of enemies!).

Hop back up on the roof, then into the pub. Grab the blueprints from Havelock's wastebasket and return them to Piero and Sokolov to help them complete their device.

### If You're in a Hurry

It is possible to pick up the blueprints even before Sokolov and Piero talk to you. If you're in a rush, go ahead and take the plans during your initial trip through the pub.

## SPECIAL ACTION

### SAVE PIERO AND SOKOLOV

To protect the inventors, you could kill every enemy on the island personally, but that is not the way of shadow and guile. Instead, deliver the blueprints to Piero and Sokolov. The machine on the rooftop should be used to send enemies into a deep sleep.



Dispense a whale oil tank and fill it. Use the air duct outside the window to return to the roof, where you can see three spots for oil tanks. Pull the shield release lever and plug your tank into the only empty slot, and then brace yourself.

The machine begins to spin up to full power, and soon releases the energy in a blinding flash.

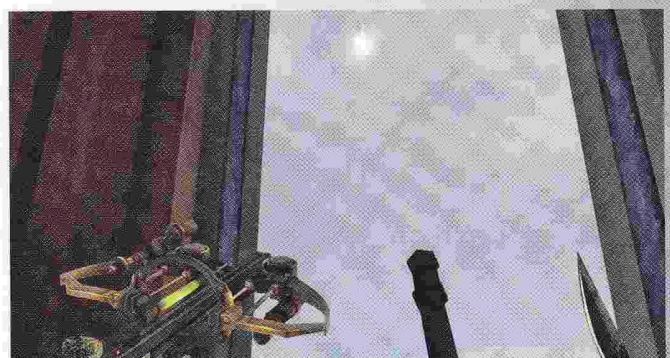
Sometimes you just need a good Doomsday (or naptime) device!

### CALL SAMUEL FOR HELP

If you've decided to help Piero and Sokolov, the pub is likely a much quieter place. If not, take down the few remaining enemies inside the pub and read the letter from Havelock to gain more information on the new Empress' whereabouts.

You'll need a boat to get to the Lord Regent's island fortress. Fortunately, Samuel is waiting offshore and just needs to know he is needed.

Climb up to the tower and go to Emily's room. Knock to let Callista know you are alive. Announce yourself and she lets you in (as long as your Chaos rating is low). Otherwise, the key you need is down in the yard behind the pub. Once inside, activate the flare launcher.



Before leaving, make sure to talk to Piero for any final upgrades and supplies you need. Once the flare is lit, Samuel arrives. Speak to him to embark on the next mission.



## 11

THE ISLAND  
AND THE  
LIGHTHOUSE



## MAJOR GOALS

- ▶ MAKE YOUR WAY TO THE LIGHTHOUSE

## SPECIAL ACTIONS

- ▶ KILL LORD PENDLETON
- ▶ KILL OVERSEER MARTIN
- ▶ READ HAVELOCK'S JOURNAL
- ▶ KILL ADMIRAL HAVELOCK
- ▶ RESCUE EMILY

## COLLECTIBLE ITEMS

ITEM	TOTAL IN AREA
 Runes	1
 Bone Charms	0
 Outsider Shrines	0
 Sokolov Paintings	0
 Books	1
 Coins	314

## OBSTACLES ENCOUNTERED

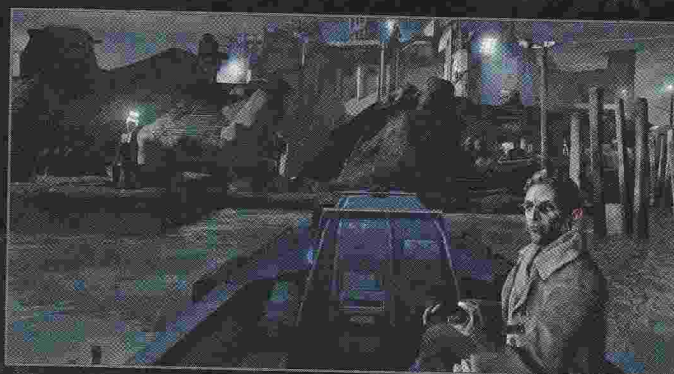
NUMBER OF ENEMIES IN MISSION: 47-98

- ▶ ARC PYLON
- ▶ ELITE GUARD
- ▶ CITY WATCH GUARD
- ▶ WATCH LOWER GUARD
- ▶ MUSICAL OVERSEER
- ▶ OVERSEER
- ▶ RAT
- ▶ RIVER KRUST
- ▶ SECURITY DOOR
- ▶ TALLBOY
- ▶ WALL OF LIGHT
- ▶ WATCH TOWER

ITEM	LOCATION
Rune	Inside the fort, within the gatehouse drainage area

Samuel pilots the boat to Kingsparrow Island, where Emily is being held. Many men and security devices stand between you and the empress-to-be, but that is no matter. Your mission is clear!

The conversation between you and Samuel differs greatly depending on whether you've arrived at the island with High or Low Chaos. At High Chaos, you're going to face the Watch very quickly because something clearly alerts them to your arrival.

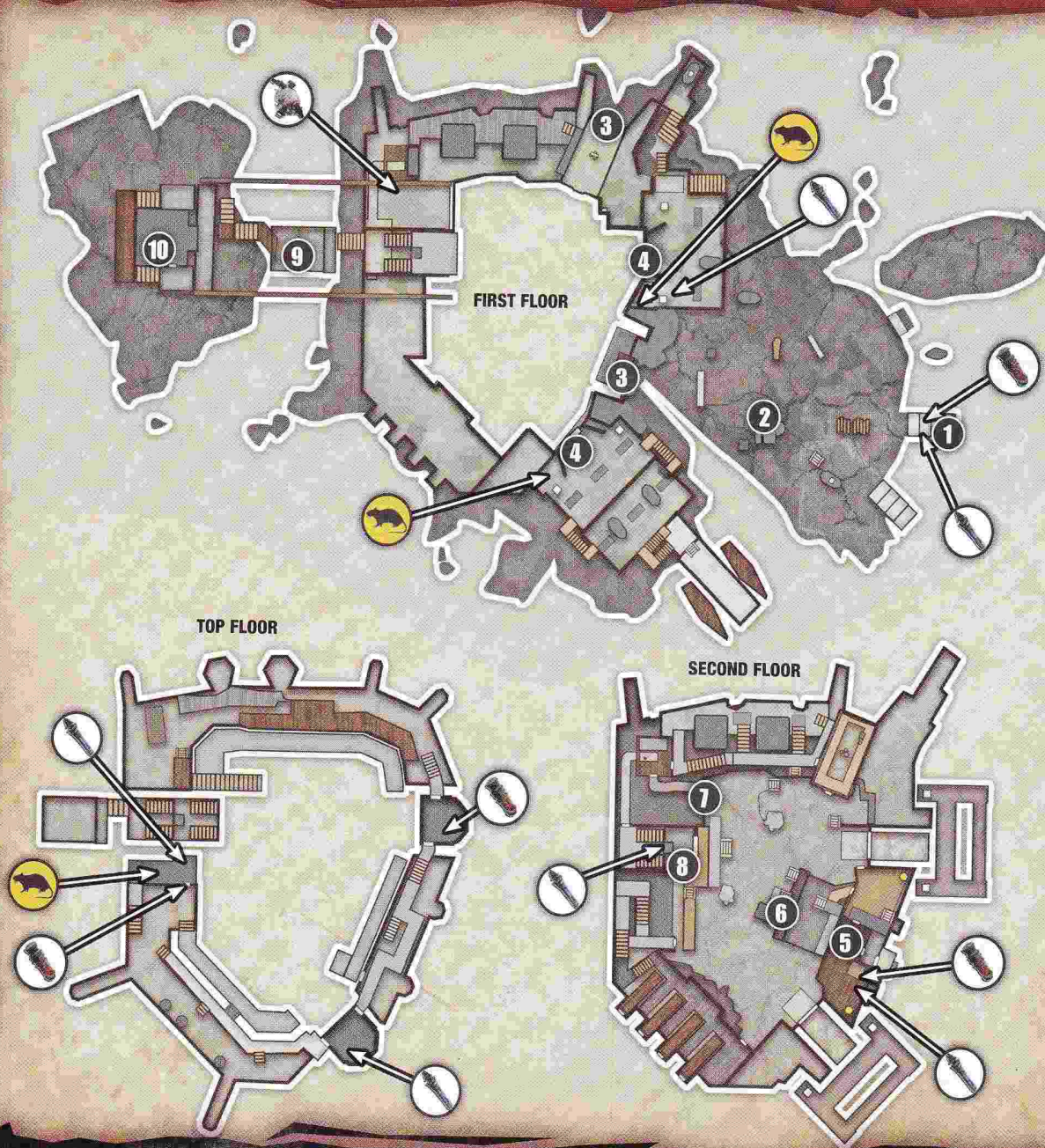




# KINGSPARROW ISLAND

-  RAT ACCESSIBILITY
-  FISH ACCESSIBILITY
-  HEALTH ELIXIR
-  MANA ELIXIR
-  RUNE
-  BONE CHARM
-  OUTSIDER SHRINE
-  SOKOLOV PAINTING
-  BOOK

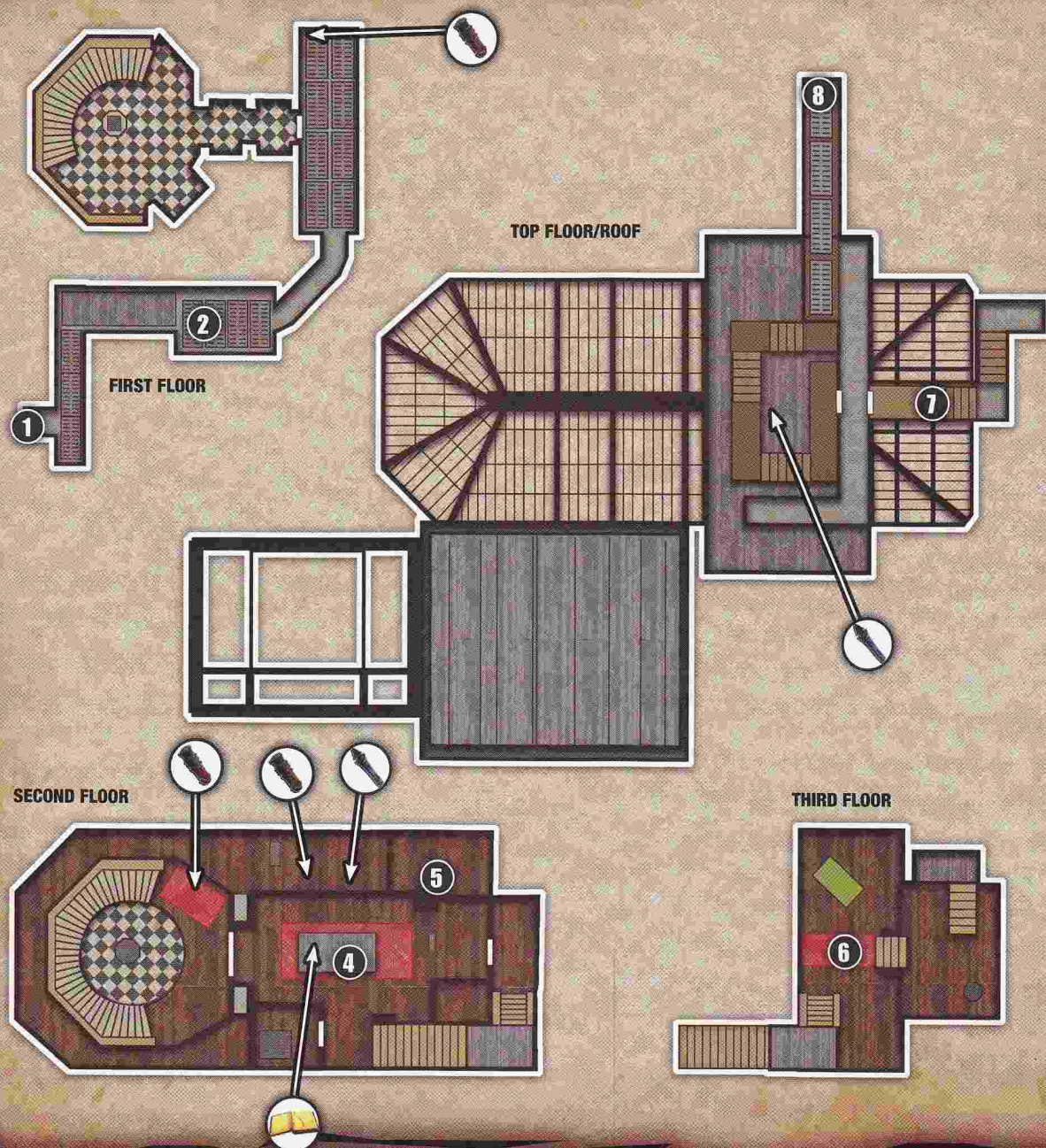
- ① SAMUEL BRINGS YOU HERE
- ② WATCH TOWER
- ③ SEWER ENTRANCES
- ④ WALLS OF LIGHT
- ⑤ CONTROL AREA (WHALE OIL TANKS)
- ⑥ COURTYARD (HEAVY GUARD PRESENCE, MARTIN IS HERE DURING HIGH CHAOS)
- ⑦ LEADS TO MACHINE ROOM AND SEWER ENTRANCE
- ⑧ PENDLETON HERE (DURING HIGH CHAOS)
- ⑨ ARC PYLON
- ⑩ ELEVATOR TO LIGHTHOUSE





# THE LIGHTHOUSE

- ① ELEVATOR ARRIVES HERE
- ② CITY WATCH PROTECT THIS AREA
- ③ LIGHTHOUSE ENTRANCE
- ④ MEETING ROOM (CONFRONT ADMIRAL HAVELOCK AT LOW CHAOS)
- ⑤ EMILY'S ROOM
- ⑥ AUDIOGRAPH AND EXIT TOWARD ROOF
- ⑦ CLIMB STAIRS TO TOP OF LIGHTHOUSE
- ⑧ CONFRONT ADMIRAL HAVELOCK (HIGH CHAOS)







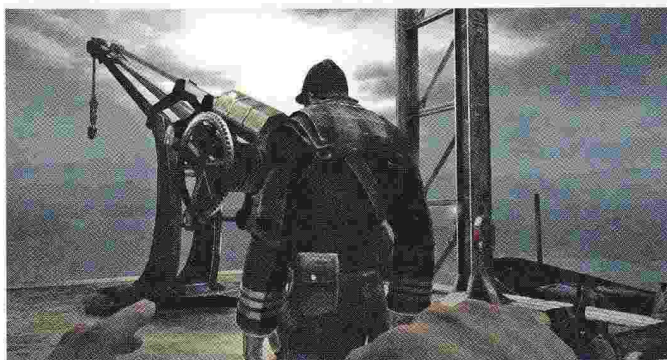
# THE PATH OF BLOOD

## INFILTRATE THE ISLAND BASE

### ► GET INTO THE BASE

Because this playthrough has been a bloody one, you're likely at High Chaos and the Watch is already alerted to your presence. Make haste! Collect the elixirs on the docks as you leave, and Blink toward the water on the left. Swim from there around to another set of docks (which aren't being watched).

Kill the lone man who is looking out over the water and steal another mana elixir.



Climb to the top of these new docks and keep assassinating members of the City Watch as you go. They're focused more on things elsewhere, so stealth is easy to maintain. If you are spotted, a Watchtower turns and begins to fire in your direction; that's a hassle, so avoid heavy combat if you can.

To get inside, you can:

- **POSSESS A MEMBER OF THE WATCH TO WALK THROUGH THE WALL OF LIGHT AHEAD**
- **POSSESS A RAT AND USE THE SMALL HOLE ON THE SIDE OF THE BUILDING TO GET IN**
- **USE THE SEWER OPENING BELOW AND ON THE RIGHT TO MOVE TOWARD THE CONTROL ROOM; YOU CAN DISABLE THE WALL OF LIGHT FROM THERE**



Choose your method for getting inside and then get through the Wall of Light. On the other side of the wall and its gate, you see the open yard of the base and hear yelling ahead.

## SPECIAL ACTION

### ELIMINATE MARTIN

Overseer Martin is in the base. He's not far from you now, but the fool is arguing with Pendleton instead of paying attention to his impending doom.

If you want to kill Martin, wait until he finishes yelling at Pendleton (who is above everyone, on the upper tier of the fort). When Martin turns to leave, he heads up a set of stairs with his retinue behind him.

Blink behind the group and assassinate the first man, a Musical Overseer, and then Martin himself. It's a piece of cake. Do it out in the open like this and you even get a snide compliment from Pendleton.



Or, leave Martin to his own devices. He isn't long for this world no matter what you do.

### ► GET DOWN TO THE GATEHOUSE DRAINAGE PIPE

Once you encounter Martin, one way or another, a new waypoint appears. It's a way into the locked portion of the fortress. Follow the waypoint, and use stealth to approach that portion of the yard. Two watchmen are back there. Kill them both.

Use the valve in that corner of the yard to open the pipes under your feet, and dive into the water afterward. Swim into the pipe, collect the only Rune in the level, and continue until you're inside the fort's second set of walls.



Alternatively, there is a footbridge near the gatehouse. Get on top of it and look for a small control room. Blink over to its roof and then face the courtyard. Blink or jump over to the platform nearby and then Blink again to get into the main gatehouse. This is only possible in High Chaos mode.



### ► FIND THE ELEVATOR TO THE LIGHTHOUSE

Sneak in through the pipes and Blink up to the first floor at the end of the route. Three of the Watch should be keeping an eye on this path, but they're too busy talking about politics. Bend Time to eliminate the entire group before they react, or Possess one and simply walk off. Climb the steps for a few levels and assassinate the man who is talking with Lord Pendleton.

## SPECIAL ACTION

### ELIMINATE PENDLETON

Once you meet Pendleton inside the fort, his death is written in stone. He either dies of the injuries he's already sustained or you can finish the job yourself. There is no way for him to live.





After seeing to Pendleton, continue to the top of the stairs. An Arc Pylon is embedded in the walkway near the lighthouse. Avoid this by Blinking to the smaller walkway underneath the Pylon. You can rewire the device there, killing the man above and protecting Corvo from the weapon's attacks.

Creep up to the elevator beyond and assassinate the final member of the Watch. Blow him off the ledge or simply cut him down. If you took Martin's key, use it on the elevator door. Otherwise, Blink onto the machine's roof and slip inside from there. Take the elevator up to the lighthouse.

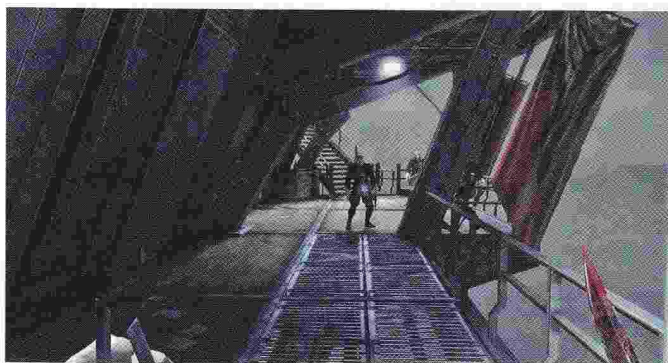


### ► FIND AND SAVE EMILY

Tread carefully on the narrow path up top. There are many guards, and a single slip can send you plunging to your doom. Use this against your enemies by pushing them off with Wind Blast during any fights that ensue.

Otherwise, remain hidden and cut down the men as you reach them. The first is at the end of a ledge; he's so dead it's not even funny. Climb the stairs across from him and then wait for the two talking men to split up. Assassinate the first and quickly Blink after the other to get him before he's within visual range of a final man all the way ahead.

Kill the last enemy with a fast Blink and assassination, and then you're clear. Hurry to the top of the lighthouse, stopping only if you want to explore and read the Book inside the building (or listen to a recording by Admiral Havelock).



Once you hear Emily screaming, make all haste. Sprint to the last ledge, where the admiral has backed out over a frightening precipice. You now have multiple options. The short version is to find a way, any way, to save Emily. She's all that matters here. Once you do, her reign is assured.

## THE FINALE

There are many ways to save Emily, and here are a few of them!

- If you wound Havelock, he drops Emily and she can be saved within the next few seconds. Crossbow bolts work well for this. Using Blink and a Sword swipe also achieve the same end.



- Use upgraded Bend Time and rush onto the bridge while time is frozen. Climb onto the crane and make a drop assassination against Havelock.
- Possess Havelock until Emily runs away. Fight him afterward, when she is safely out of range.
- There is a machine room inside the lighthouse (if you continue past the way out toward the ledge, it's in a small room on the other side of the lighthouse). Use the lever inside, Blink to the top of the machine, and remove the whale oil tank from this device. Blink through the large wheel that stops moving. Use the new route to get behind Admiral Havelock. Kill him!



With Havelock gone, you've completed your journey. At great cost, the new Empress has been saved from killers, manipulators, and conspirators. Having witnessed you walk down a Path of Blood, she has learned many brutal lessons from you. May her reign be long and glorious!





# THE PATH OF SHADOW

## INFILTRATE THE ISLAND BASE

### ► GET INTO THE BASE

It's been a long road, and there have been many obstacles and trials to get to this fortified island compound. Somewhere in the vast construct of steel and stone Emily is waiting for you, secure in the knowledge that you always come through for her. You've managed to preserve some of her innocence and faith with your Low Chaos actions, so don't let her down now.

Samuel bids you farewell as you step onto the docks. Since the Path of Blood walked you through the harbor entrance, you'll now be taking the beach-side one. Grab the elixirs on the docks and take it slow. No one knows you are coming, and you'd hate to spoil the surprise!

Make your way toward the beach using the water and rocks for concealment. Unless you are spotted and an alarm is raised, the Watchtower doesn't bother you. Be aware that if anything goes wrong you have a lot of fire directed at you in short order. Stay low and silent. Take cover when you see the Arc Pylon, and get to know what you'll be facing.



The Pylon and the man standing next to it have the open area well covered, and another member of the Watch standing underneath the boardwalk is watching over the oil tank. Blink from cover to cover, using the metal debris and support columns to shield yourself from sight. Keep going until you are below the man guarding the oil and then jump to the rock ledge behind him.

You could Possess the watch guard protecting the oil and make him deactivate the Pylon, but it is a risky proposition with the other enemy nearby. Sleep Darts also make too much noise. You can distract him with the empty bottle behind him, but why engage at all? Instead, slip up to the catwalk above him and move on.

There are maintenance access hatches on either side of the catwalk by the wall. Both of them put you in small nooks with cover from immediate sight. The one farther from the watchtower puts you by a small docked boat with a lone man and a sewer that leads inside. The one nearer the Watchtower puts you in sight of a rat tunnel (and some rats to Possess) as well as another open storm drain that gives you access to the Wall of Light's oil tanks.

To get inside, you can:

- **POSSESS A MEMBER OF THE CITY WATCH TO WALK THROUGH THE WALL OF LIGHT AHEAD**
- **POSSESS A RAT AND USE THE SMALL HOLE ON THE SIDE OF THE BUILDING TO GET IN**
- **USE THE SEWER OPENING BELOW AND ON THE RIGHT TO MOVE TOWARD THE CONTROL ROOM; YOU CAN DISABLE THE WALL OF LIGHT FROM THERE**
- **USE THE SEWER OPENING BY THE DOCKED BOAT TO GET INSIDE THE PERIMETER**



While any method works, the rathole is easiest for getting in totally unobserved, as you don't have to worry about body disposal, but it puts you in a more immediately open area. The sewer by the boat requires some quick action to subdue the enemy and dispose of his body (take it with you into the sewer!), but puts you in a small room that no one is watching.

Hug the right wall to stay out of sight of the leaning watch guard and enter the open door to the underground maintenance area. The lone patroller should be no trouble, and the maze of pipes and small nooks makes for easy body disposal,



but you might want to spare him for Possession later. Work your way closer to the gatehouse drainage waypoint.





The door at the other end of the maintenance room has a chain going down, with the fort's sole Rune waiting for you just past the sewer at the bottom.

The gatehouse drainage pipe is closed off to you, but it doesn't matter, as you're already in prime position to breach the second set of walls and enter the courtyard.

A member of the Watch is waiting just outside the exit to the courtyard. He's in a difficult position, as you need to get past his direct line of sight, and there is no easy way to Sleep Dart him or Blink past. You might want to wait until the patroller comes along and Possess him to walk past, or you can Bend Time (if you have the upgraded version) to get behind him without being noticed.



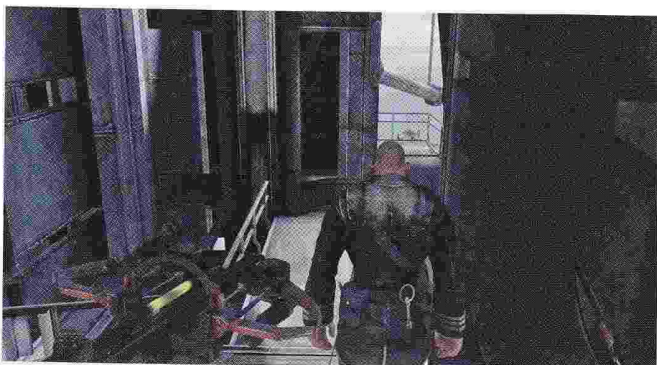
### ► FIND THE ELEVATOR TO THE LIGHTHOUSE

Once you've entered the courtyard, take cover under the walkway. The area is crawling with enemies, so Blink to the stairs leading up and get some height. Continue to climb until you're on top of the inner wall. This not only gives you a bird's eye view of the courtyard, but it also gives you a way to get to the gatehouse control room unobserved.

One option is to pull the oil tank powering the gatehouse Wall of Light. But if you laugh at heights and don't mind some risk, Blink over to the upper gatehouse and the tiny catwalk it supports. From here, you can jump and Blink over the top, putting you inside the gatehouse without having to bother the guards.

Getting to the lighthouse elevator is easy. The Watch neglected to cover the large metal bridge supports in razorwire (like they did with the ones leading to the gatehouse), so climb and take the high road. Either route works, but be aware that a City Watch guard is standing at his post by the elevator. He will see you if you use the right-hand support!

Sleep Darts cause him to fall to his death, so either Bend Time or Possess him. You can also make a long Blink above him, and then another to get behind and subdue him. Once the way is clear, drop into the elevator and ascend to the top of the lighthouse where Emily waits.



### ► FIND AND SAVE EMILY

Blink on top of the elevator as soon as you can, and then use the internal girders to climb even higher to the glass walls of the lighthouse. Jump and Blink to get on top of them, and make your way across the roof to the rear entrance. If you look down through the glass, you'll see your targets around a vast map of the world.

Press on until you can drop down to the rear doors and silently enter the room.

Below, you can see Martin and Pendleton in their chairs. They aren't a threat. Havelock himself muses below you while staring at the fire.

Listen, if you care to, while he makes justifications and expresses his regrets. Read his last journal entry and listen to the audiograph on the desk.



Havelock is the only target standing between you and Emily, and he knows that everything is falling apart. If you confront him, he doesn't resist. He'll even give you the key to Emily's cell. You can take him down with a Sleep Dart from your vantage point, or kill him with ease.

Make your choice. Emily is waiting.

You've walked a long and dangerous road to put her on the throne, but you've done it without becoming a monster. Emily loves and believes in you, and will take the lessons you've taught her to heart. While the city is still in the grip of the plague, you've made sure that it has the best chance to recover with a leader who truly cares.

Perhaps the Golden age can come again.





# KNOW YOUR ENEMIES

Lots of people want to see you dead in *Dishonored*. Although it is possible to sneak through the entire game without engaging in open combat, the odds are that you'll face off with armed foes during the course of completing your missions. When you do fight, it's nice to know what you're up against.

In the following pages you find helpful info for each enemy type in the game, ranging from the lowliest rats and hagfish to the towering Tallboys and lethal Assassins who seek your head later in the game.





## TREAD CAREFULLY

The majority of the enemies in this chapter are encountered in various locations throughout the game, and knowing about them ahead of time does nothing to spoil the story. However, the “Special Foes” section of this chapter (starting on page 216) contains information on named enemies which you may want to avoid so you can experience the twists and turns of the story as they happen.

We recommend reading those pages only after you encounter a specific named enemy for which you need some extra help, and sticking to only that entry.

# GENERAL ENEMY TYPES

## WATCH LOWER GUARD

HEALTH	LOW
DAMAGE INFLECTED	LOW
ATTACK RATE	SLOW
PRIMARY ATTACK	CITY WATCH SWORD
SECONDARY ATTACK	THROWS ROCKS, BRICKS, ETC
SPECIAL MOVES	NONE

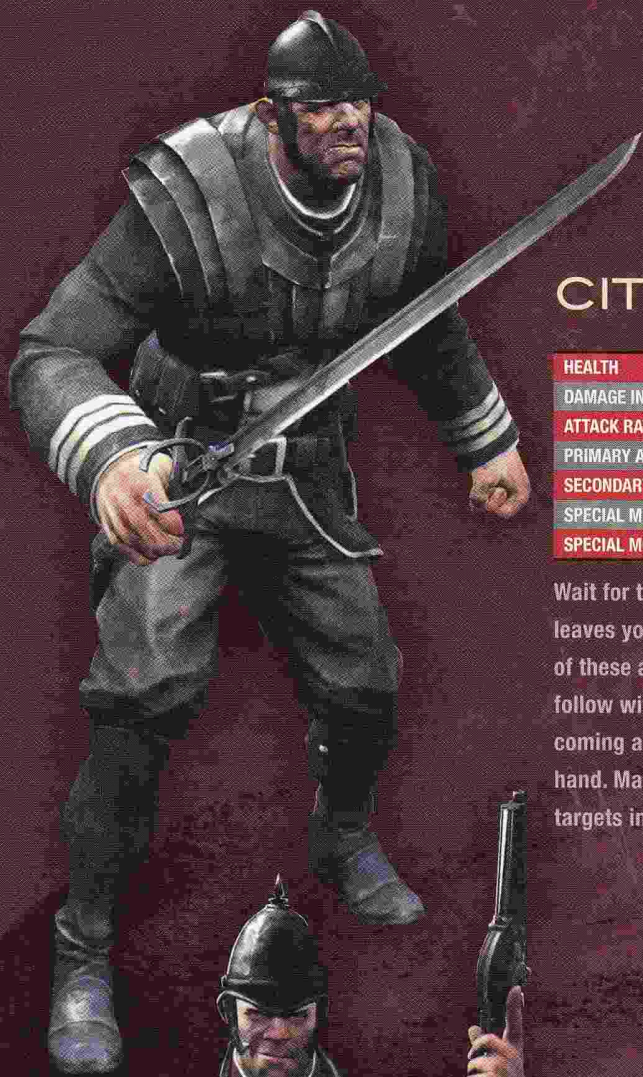
STRENGTHS: None.

WEAKNESSES: The Lower Guard flees if frightened. Vulnerable to all damage types.

The City Watch’s Lower Guard is the weakest human combatant in Dunwall. The Lower Guard never blocks, dodges, or kicks. Save your ammo/mana and simply cut down Lower Guards with your blade. Because they’re so weak at range, you can easily ignore them until they get close. When you fight groups of these Lower Guards mixed in with tougher opponents, make sure to save your pistol shots and other powerful attacks for the more dangerous adversaries.







## CITY WATCH GUARD

HEALTH	NORMAL
DAMAGE INFLECTED	NORMAL
ATTACK RATE	NORMAL
PRIMARY ATTACK	CITY WATCH SWORD
SECONDARY ATTACK	THROWS ROCKS, BRICKS, ETC
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	JUMPING SLASH

**STRENGTHS:** These City Watch regulars sometimes block your sword attacks.

**WEAKNESSES:** The City Watch Guard flees if frightened. Vulnerable to all damage types.

Wait for this foe to attack then block and counterattack. Getting blocked yourself leaves you exposed for a time, and getting kicked delays your kills as well. Neither of these are good outcomes for safe, clean action. If you block an attack but do not follow with a counterattack, quickly back away to avoid the enemy kick that's likely coming afterward. At that point, use one of your powers or gadgets to gain the upper hand. Make sure to assassinate City Watch Guards first if they're mixed in with other targets in a group.



## WATCH OFFICER

HEALTH	NORMAL
DAMAGE INFLECTED	HIGH
ATTACK RATE	NORMAL
PRIMARY ATTACK	OFFICER'S SWORD
SECONDARY ATTACK	SHOOTS PISTOL
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)

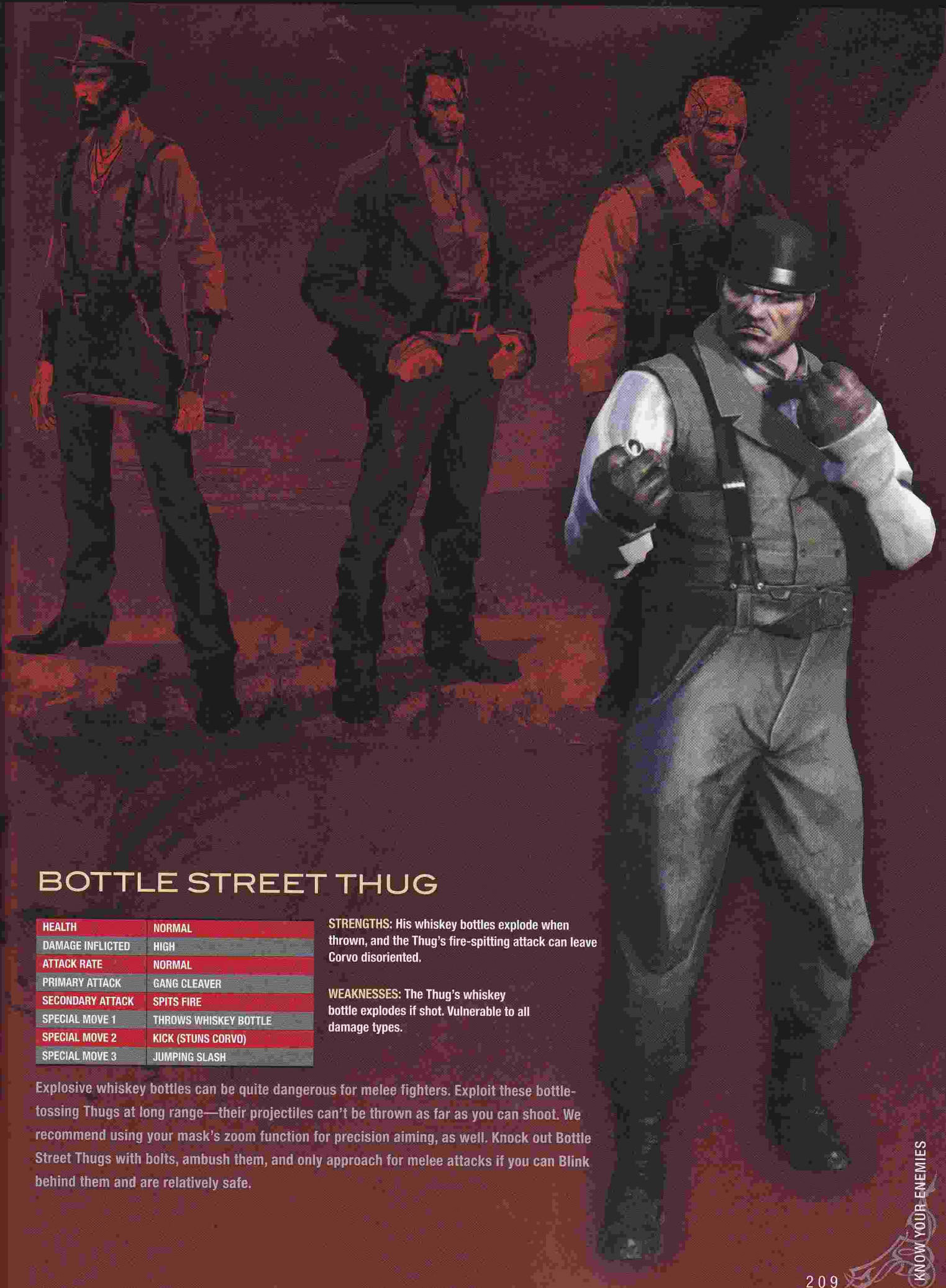
**STRENGTHS:** The Watch Officer is competent at blocking and dodging melee attacks. This proficiency complemented by a pistol means the Officer is a threat at any range.

**WEAKNESSES:** Vulnerable to all damage types.

This foe prefers to fight with a pistol from a safe distance. Close the space on him quickly. Fortunately, it takes a long time for Watch Officers to line up their pistol attacks. Make use of that delay—Blink or charge up to them and score a free hit with your sword while strafing around them to avoid the upcoming attack. If you're too far away to make an effective charge, duck behind cover to force Officers to come to you, and then ambush them.

Also, fight fire with fire. You almost always get to loot a bullet from Officers after defeating one. Use a pistol shot here and there to disrupt or kill Officers without taking as much damage in return. Then loot their bodies to get back the bullet you used. Simple and effective.





## BOTTLE STREET THUG

HEALTH	NORMAL
DAMAGE INFLICTED	HIGH
ATTACK RATE	NORMAL
PRIMARY ATTACK	GANG CLEAVER
SECONDARY ATTACK	SPITS FIRE
SPECIAL MOVE 1	THROWS WHISKEY BOTTLE
SPECIAL MOVE 2	KICK (STUNS CORVO)
SPECIAL MOVE 3	JUMPING SLASH

**STRENGTHS:** His whiskey bottles explode when thrown, and the Thug's fire-spitting attack can leave Corvo disoriented.

**WEAKNESSES:** The Thug's whiskey bottle explodes if shot. Vulnerable to all damage types.

Explosive whiskey bottles can be quite dangerous for melee fighters. Exploit these bottle-tossing Thugs at long range—their projectiles can't be thrown as far as you can shoot. We recommend using your mask's zoom function for precision aiming, as well. Knock out Bottle Street Thugs with bolts, ambush them, and only approach for melee attacks if you can Blink behind them and are relatively safe.





## OVERSEER HOUNDMASTER

HEALTH	NORMAL
DAMAGE INFLECTED	HIGH
ATTACK RATE	NORMAL
PRIMARY ATTACK	OVERSEER'S SABER
SECONDARY ATTACK	SHOOTS PISTOL
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)
SPECIAL MOVE 3	WOLFHOUD WHISTLE

**STRENGTHS:** The Houndmaster is protected from frontal headshots by his Mask and may call in Wolfhound reinforcements.

**WEAKNESSES:** Vulnerable to all damage types.

Use stealth to take out this foe before he has a chance to call in his vicious canine backups. Wolfhounds are a pain to fight because they can latch onto you and bind you for a few seconds. Take out the Houndmaster first before he can summon more canines and then cut through the Wolfhound.



## OVERSEER

HEALTH	NORMAL
DAMAGE INFLICTED	HIGH
ATTACK RATE	NORMAL
PRIMARY ATTACK	OVERSEER'S SABER
SECONDARY ATTACK	THROWS, LOBS, OR ROLLS GRENADES
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)

**STRENGTHS:** The Overseer's mask protects him from damage from frontal headshots.

**WEAKNESSES:** Vulnerable to all damage types.

Stay close to an Overseer armed with Grenades so that he hesitates to use them. Or try this trick: If you're fighting a group of foes, stay near your targets and wait for the Overseer to throw a Grenade at the mix. Flee by Blinking away or use Bend Time to escape. Your opponents often won't be so lucky. When using Bend Time, it is possible to pick up a Grenade and throw it back, or even use Windblast to return it to its owner. Neither of these options is easy, as the timing is tight, but enemies are *not* immune to these Grenades, so friendly fire is a real issue for them.

## OFFICE OVERSEER

HEALTH	NORMAL
DAMAGE INFLICTED	HIGH
ATTACK RATE	NORMAL
PRIMARY ATTACK	OVERSEER'S SABER
SECONDARY ATTACK	PISTOL
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)

**STRENGTHS:** The Office Overseer's mask protects him from frontal headshots.

**WEAKNESSES:** Vulnerable to all damage types.

The Office Overseer is encountered only in the Office of the High Overseer.

## MUSICAL OVERSEER

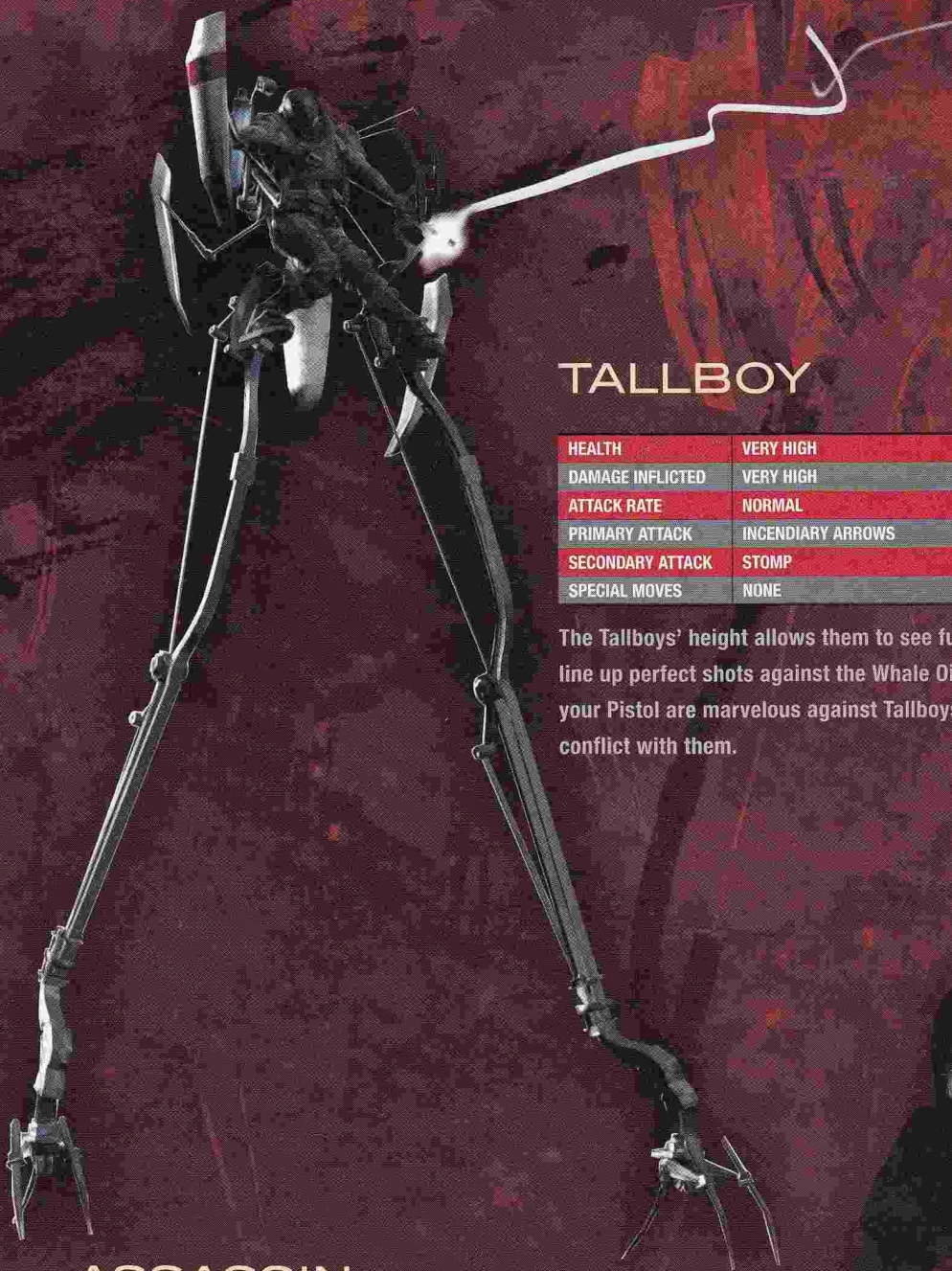
HEALTH	NORMAL
DAMAGE INFLICTED	LOW
ATTACK RATE	FAST
PRIMARY ATTACK	OVERSEER MUSIC BOX
SECONDARY ATTACK	MUSIC BOX BASH ATTACK
SPECIAL MOVES	NONE

**STRENGTHS:** The Musical Overseer is protected from frontal attacks by his Music Box and Mask.

**WEAKNESSES:** Vulnerable from behind or in the legs to all damage types.

The music emitted from the Overseer Music Box disables Corvo's magic, pushes him away, and even deals damage. Ranged weapons are wonderful for disrupting Musical Overseers. Assassinate them when you can, or shoot them if they see you coming. Cut them down with your blade before they recover.





## TALLBOY

HEALTH	VERY HIGH
DAMAGE INFLECTED	VERY HIGH
ATTACK RATE	NORMAL
PRIMARY ATTACK	INCENDIARY ARROWS
SECONDARY ATTACK	STOMP
SPECIAL MOVES	NONE

**STRENGTHS:** The Tallboy has protective shields attached to his stilt suit, plus thick armor that makes him impervious to Sleep Darts.

**WEAKNESSES:** Explode the vulnerable Whale Oil Tanks on his back to deal massive damage.

The Tallboys' height allows them to see further than your other enemies. Bend Time to line up perfect shots against the Whale Oil Tanks on their backs. Explosive shots from your Pistol are marvelous against Tallboys. The Possession power is great for avoiding conflict with them.

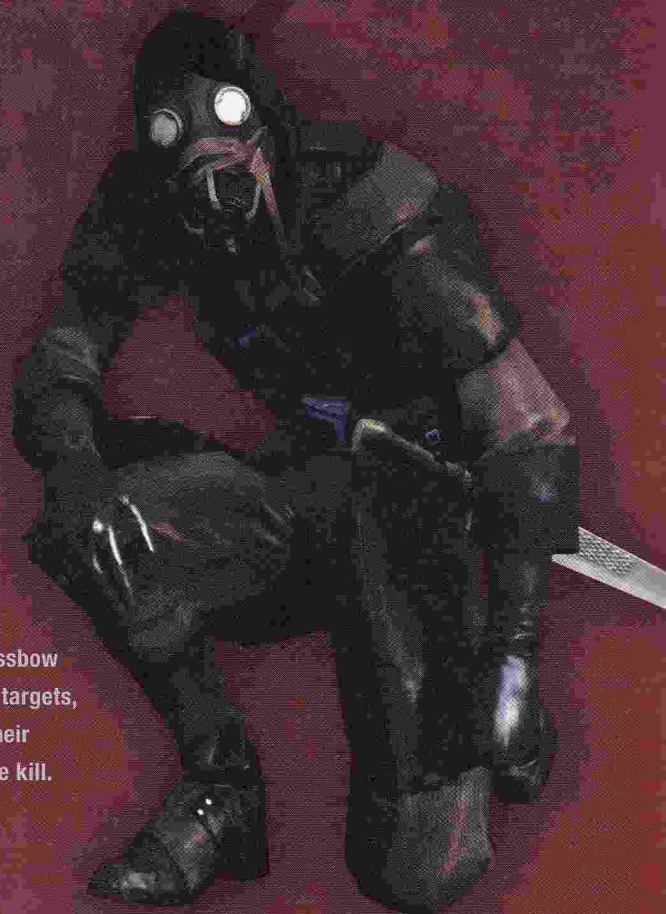
## ASSASSIN

HEALTH	NORMAL
DAMAGE INFLECTED	NORMAL
ATTACK RATE	FAST
PRIMARY ATTACK	ASSASSIN'S BLADE
SECONDARY ATTACK	SHOOTS CROSSBOW BOLTS
SPECIAL MOVE 1	ATTRACT SPELL
SPECIAL MOVE 2	TELEPORT SPELL

**STRENGTHS:** Assassins teleport away when a Sticky Grenade or Springrazor trap is attached to them, leaving the weapon behind.

**WEAKNESSES:** The best weapon against an Assassin is stealth. Pick them off one by one.

A formidable foe at any range, the Assassin combines magic, melee, and crossbow to be dangerous enough one-on-one but truly deadly in numbers. But like all targets, they go down fast and easy when assassinated. Blink behind them and cut their throats. Otherwise, disrupt them with ranged attacks and then close in for the kill. Their use of powers makes a direct assault much riskier.





## WEEPER

HEALTH	LOW
DAMAGE INFLECTED	NORMAL
ATTACK RATE	SLOW
PRIMARY ATTACK	NOXIOUS GRAB
SECONDARY ATTACK	PLAGUE COUGH
SPECIAL MOVES	NONE

**STRENGTHS:** In a desperate plea for aid Weepers grab Corvo's arm and vomit noxious bile uncontrollably, dealing continuous damage.

**WEAKNESSES:** Weepers are easily knocked down making them vulnerable to a killing blow.

Use ranged attacks and avoid direct confrontation whenever possible. If Weepers get in close, Blink away quickly to avoid their grabs. If you can't Blink at the moment, walk backwards to buy yourself time and space against groups of Weepers.



## CIVILIAN

HEALTH	LOW
DAMAGE INFLECTED	N/A
ATTACK RATE	N/A
PRIMARY ATTACK	NONE
SECONDARY ATTACK	NONE
SPECIAL MOVES	NONE

**STRENGTHS:** None.

**WEAKNESSES:** Civilians flee if frightened and are vulnerable to all damage types.

Typically, there's no reason to kill civilians.





# CREATURES

## RAT

HEALTH	VERY LOW
DAMAGE INFLECTED	LOW
ATTACK RATE	FAST
PRIMARY ATTACK	BITE
SECONDARY ATTACK	NONE
SPECIAL MOVES	NONE

**STRENGTHS:** Rats are deadly in swarms. A large swarm can strip the flesh off a man in seconds. Their diminutive size makes them small targets.

**WEAKNESSES:** Vulnerable to all damage types.

Rats are not good climbers. Get off the ground quickly by climbing or using Blink to avoid damage when a rat swarm approaches. You can also throw corpses on the ground to get the attention of rat packs. While they're busy eating, cut into them or throw a grenade at the swarm. Note that Rats don't count toward lethal stats. Thus, even nonlethal players can kill these at will.



## HAGFISH

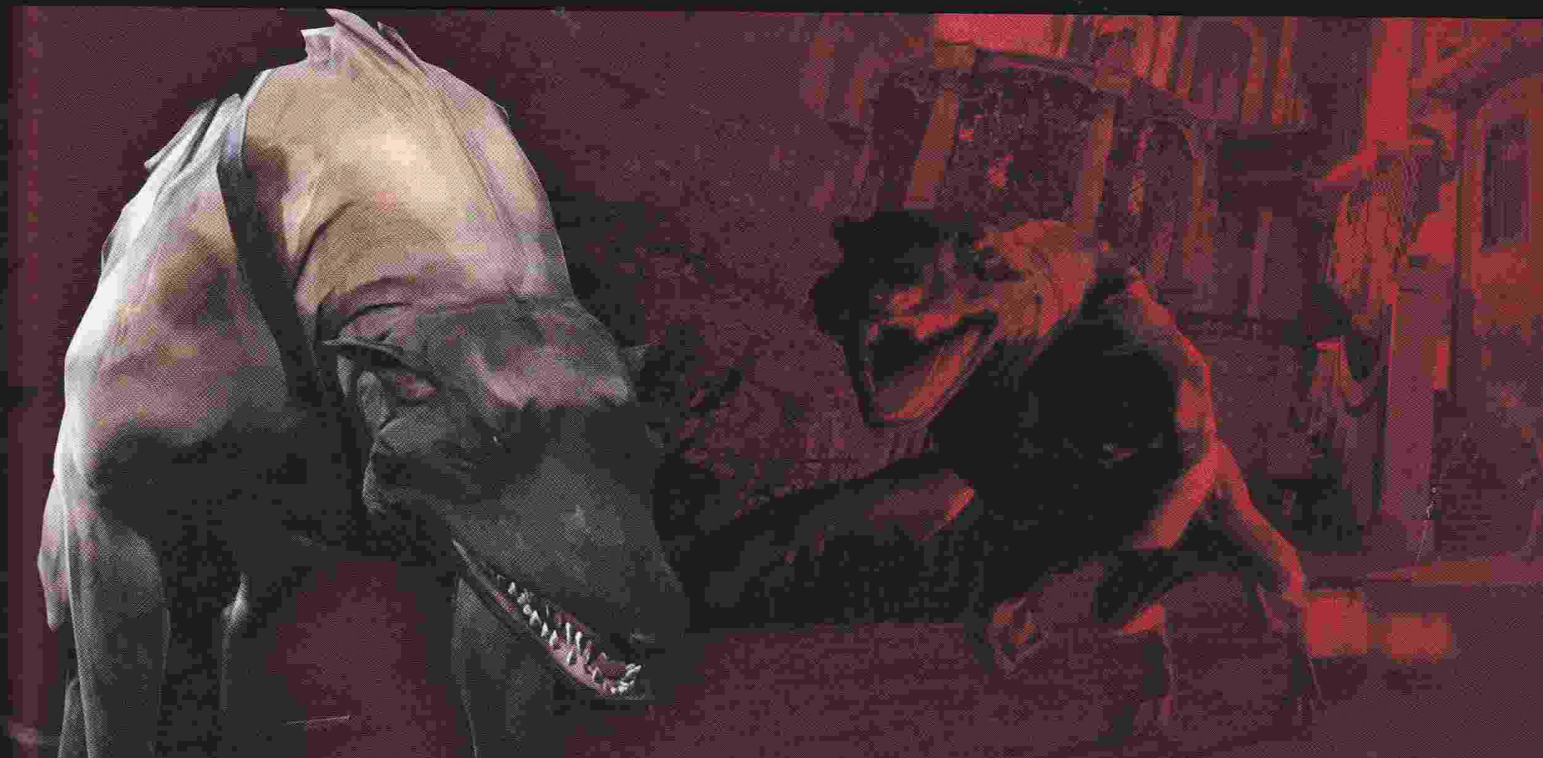
HEALTH	VERY LOW
DAMAGE INFLECTED	LOW
ATTACK RATE	FAST
PRIMARY ATTACK	BITE
SECONDARY ATTACK	NONE
SPECIAL MOVES	NONE

**STRENGTHS:** Hagfish are very efficient swimmers, and are usually found in numbers.

**WEAKNESSES:** Vulnerable to all damage types.

Being in water makes Hagfish difficult targets but a carefully aimed Crossbow bolt can get the job done. When you're underwater, you can use Windblast to kill these ferocious fish as well. Killing Hagfish doesn't count toward your lethal stats.





## WOLFHOUND

HEALTH	LOW
DAMAGE INFLECTED	NORMAL
ATTACK RATE	NORMAL
PRIMARY ATTACK	BITE
SECONDARY ATTACK	ARM GRAB
SPECIAL MOVE 1	JUMP ATTACK (KNOCKS DOWN CORVO)

**STRENGTHS:** The Wolfhound's powerful jaws can latch onto Corvo's arm, dealing continuous damage.

**WEAKNESSES:** Vulnerable to all damage types.

Low health and no ranged attack means this foe is best taken down from afar, especially if the dog has already spotted you. Otherwise, they grab you and ruin your day. Ambush Wolfhounds from behind if you want quiet and cost-free kills. Killing Wolfhounds doesn't count toward lethal stats. So, even nonlethal players can kill these at will.



### CANINE POSSESSION

When possessing a Wolfhound you can cover ground quickly by sprinting!

## RIVER KRUST

HEALTH	VERY LOW
DAMAGE INFLECTED	NORMAL
ATTACK RATE	FAST
PRIMARY ATTACK	ACID SPIT
SECONDARY ATTACK	NONE
SPECIAL MOVES	NONE

**STRENGTHS:** The River Krust is invulnerable to most damage types when closed in its shell.

**WEAKNESSES:** Grenades and Springrazors are the fastest ways to deal with this foe; otherwise the River Krust is only vulnerable when its shell opens to spit acid.

River Krusts are typically found in groups, sometimes on opposite sides of the water. Be careful not to get caught in a crossfire situation. Though dangerous, River Krusts often have valuable pearls to loot, so dealing with them is worth the risk. Note that Krusts don't count toward lethal stats. Thus, even nonlethal players can kill these at will.





## SLACKJAW

HEALTH	NORMAL
DAMAGE INFLECTED	NORMAL
ATTACK RATE	FAST
PRIMARY ATTACK	GANG CLEAVER
SECONDARY ATTACK	SPITS FIRE
SPECIAL MOVE 1	THROWS WHISKEY BOTTLE
SPECIAL MOVE 2	KICK (STUNS CORVO)
SPECIAL MOVE 3	SHOULDER CHARGE (STUNS CORVO)

**STRENGTHS:** His tossed whiskey bottles explode when they land, and his fire-spitting attack can leave Corvo disoriented.

**WEAKNESSES:** His whiskey bottle explodes if shot. Vulnerable to all damage types.

Use your mask's zoom function for precision aiming at Slackjaw's whiskey bottles.



## LORDS CUSTIS AND MORGAN PENDLETON

HEALTH	LOW
DAMAGE INFLECTED	HIGH
ATTACK RATE	NORMAL
PRIMARY ATTACK	OFFICER'S SWORD
SECONDARY ATTACK	THROW ROCKS, BRICKS, ETC
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)

**STRENGTHS:** None.

**WEAKNESSES:** Vulnerable to all damage types.

Keep in mind that these twin aristocrats are more afraid of you than you are of them.



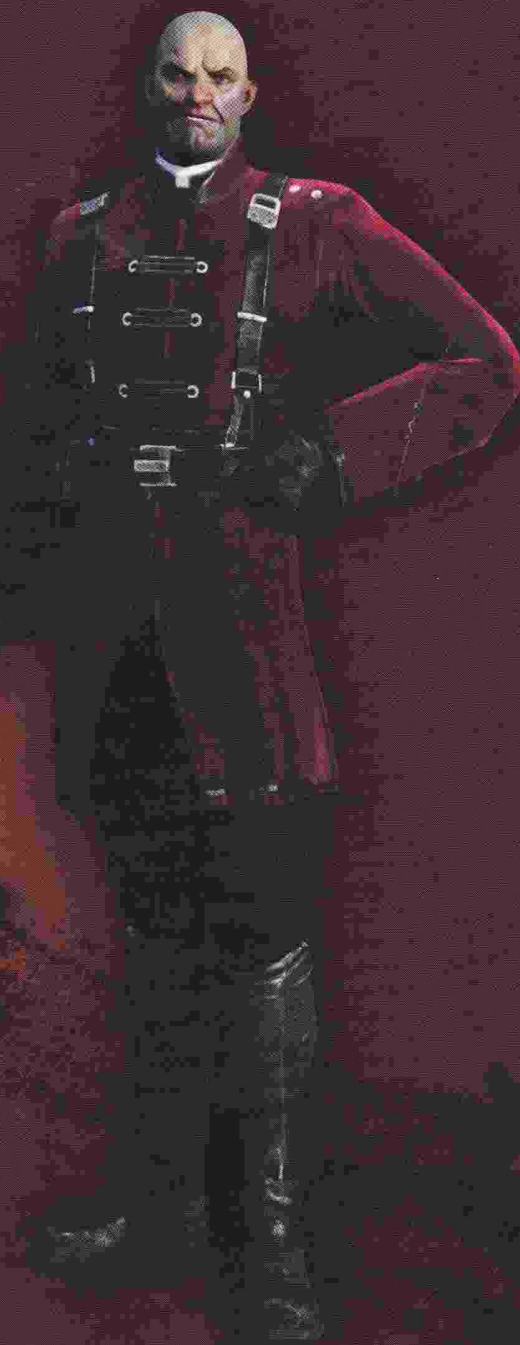
## HIGH OVERSEER CAMPBELL

HEALTH	HIGH
DAMAGE INFLICTED	NORMAL
ATTACK RATE	NORMAL
PRIMARY ATTACK	OVERSEER'S SABER
SECONDARY ATTACK	SHOOTS PISTOL
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)

**STRENGTHS:** None.

**WEAKNESSES:** Vulnerable to all damage types.

If confronted directly, the High Overseer orders the facility to enter lockdown and calls for reinforcements.



## LORD SHAW

HEALTH	LOW
DAMAGE INFLICTED	HIGH
ATTACK RATE	SLOW
PRIMARY ATTACK	OFFICER'S SWORD
SECONDARY ATTACK	SHOOTS PISTOL
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)

**STRENGTHS:** If you engage him in the duel, Lord Shaw fires quickly after the count, is deadly accurate, and deals high damage.

**WEAKNESSES:** Vulnerable to all damage types.

Use the Bend Time power to get an edge during the duel.



## THE ROYAL INTERROGATOR

HEALTH	HIGH
DAMAGE INFLECTED	HIGH
ATTACK RATE	NORMAL
PRIMARY ATTACK	HOT POKER
SECONDARY ATTACK	ATTRACT SPELL
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)

**STRENGTHS:** The Royal Interrogator, also known as the Lord Regent's Torturer, is brutally strong, immune to Sleep Darts, and has some resistance to Springrazors and Incendiary Bolts.

**WEAKNESSES:** No known weakness. Use stealth and assassinate him to avoid a direct confrontation.

Inhuman toughness and some magical talent make the Torturer an extremely formidable foe. His Wolfhound sidekick only adds to the difficulty.



## THE LORD REGENT, HIRAM BURROWS

HEALTH	NORMAL
DAMAGE INFLECTED	NORMAL
ATTACK RATE	NORMAL
PRIMARY ATTACK	OFFICER'S SWORD
SECONDARY ATTACK	SHOOTS PISTOL
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)

**STRENGTHS:** None.

**WEAKNESSES:** Vulnerable to all damage types.

The Lord Regent retreats to a safe room if the alarm is sounded. Your best bet is to catch him off-guard in his bedroom.

## GRANNY RAGS

HEALTH	VERY LOW
DAMAGE INFLECTED	N/A
ATTACK RATE	N/A
PRIMARY ATTACK	SUMMONS RATS
SECONDARY ATTACK	NONE
SPECIAL MOVES	NONE

**STRENGTHS:** When attacked, Granny Rags soon disappears, leaving behind a swarm of hungry rats.

**WEAKNESSES:** Vulnerable to all damage types.

You cannot kill Granny Rags until you destroy her cameo using the furnace.





## DAUD

HEALTH	VERY HIGH
DAMAGE INFLECTED	NORMAL
ATTACK RATE	FAST
PRIMARY ATTACK	ASSASSIN'S BLADE
SECONDARY ATTACK	SHOOTS CROSSBOW BOLTS
SPECIAL MOVE 1	ATTRACT SPELL
SPECIAL MOVE 2	TELEPORT SPELL
SPECIAL MOVE 3	BEND TIME, LEVEL 2

**STRENGTHS:** Like his fellow Assassins, Daud can teleport away when a Sticky Grenade or Springrazor is attached to him, leaving the weapon behind. He's also immune to Sleep Darts, and has some resistance to Springrazors and Incendiary Bolts.

**WEAKNESSES:** No known weakness.

Daud is the boss of the Assassins and may call or dismiss reinforcements based on your overall Chaos level.



## ADMIRAL HAVELOCK

HEALTH	HIGH
DAMAGE INFLECTED	HIGH
ATTACK RATE	NORMAL
PRIMARY ATTACK	OFFICER'S SWORD
SECONDARY ATTACK	SHOOTS PISTOL
SPECIAL MOVE 1	KICK (STUNS CORVO)
SPECIAL MOVE 2	SHOULDER CHARGE (STUNS CORVO)

**STRENGTHS:** Great proficiency in blocking and dodging melee attacks complemented by an accurate pistol aim makes Admiral Havelock a threat at any range.

**WEAKNESSES:** Vulnerable to all damage types.

He's expecting you!



# HIDDEN AND COLLECTIBLE ITEMS

This chapter gives you a single spot to find out where all of the Runes, Bone Charms, Outsider Shrines, Sokolov Paintings, and Books are found. This list tries to minimize spoilers, but by nature of the explanations there may be text that reveals some of the story if you haven't reached that point in the game yet! Each type of item is listed in order by chapter.



## RUNES

CHAPTER

3

## THE HOUND PITS PUB



This Rune is found at the end of the dream area, after you've Blinked to the final island. You cannot complete this area without picking up the Rune.



After you wake from your dream use the Heart and search the waterway out past the pub. There is a Rune down in that gully.



# CHAPTER

## 4

## THE DISTILLERY DISTRICT AND THE OVERSEER



Granny Rags creates this Rune for you as a reward for helping her with her Thug problem. Check the second floor of Granny's apartment after disabling or killing the Thugs that are banging on her door.



Search behind Granny Rags' apartment. A door takes you out to an alley where there is a strange Shrine holding a Rune.



If you help Granny Rags with her Thug problem she asks you to take care of another task for her. After performing this task, return to Granny Rags for another Rune.



After passing the second Wall of Light, check the guard station to claim another Rune.



Look in the basement of the Overseer Compound and search the room across from the Kennel entrance. A switch there opens the secret chamber; there is a Rune inside.



The backyard area, near the end of the mission, has a Rune hidden inside a workshop.



Head to a meeting room on the second floor of the Overseer compound. Search above the fireplace for this Rune before you trigger the events that take place there.



## CHAPTER 5

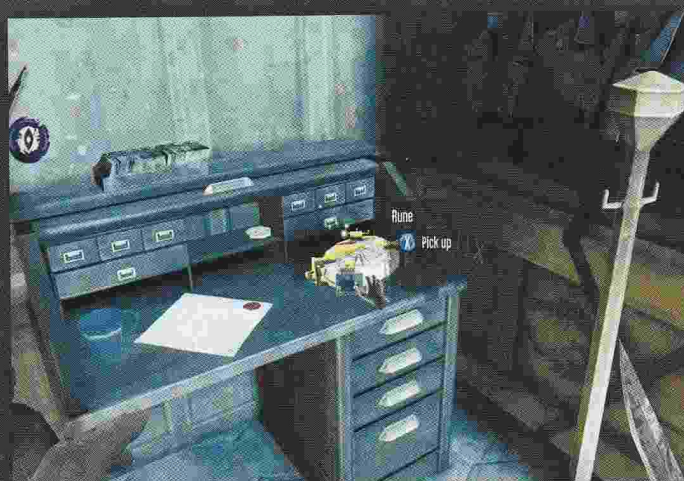
# THE GOLDEN CAT



When you are tasked with handling the Weepers underground on your return to the Hound Pits Pub, you find this Rune in plain sight inside a metal desk.



The second Rune is hidden underwater in the canal just past where the Weepers were milling about.



Unlock the safe inside the Art Dealer's apartment. Uncover the combination by torturing the Art Dealer, who is staying at the Golden Cat.



Look on the third floor of Doctor Galvani's offices. A careful search of his laboratory reveals this Rune.



There is an apartment in the same area as the Golden Cat. Look for an open entrance on the second floor.



Check inside a prostitute's room at the top of the Golden Cat to uncover this Rune.



Find this Rune in the Golden Cat, inside a picture frame on the second floor.

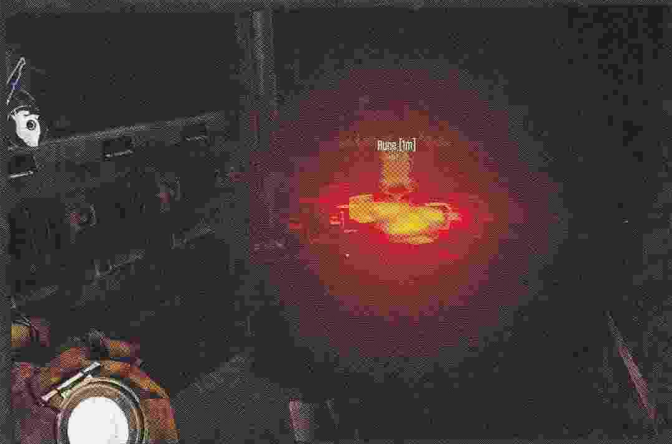


# CHAPTER 6

## THE ROYAL PHYSICIAN



After you leave the warehouse, head for a small building across from the tracks. The Rune is there, effectively unguarded.



Search Lord Pratchett's safe inside his home, near the start of the map, to add this Rune to your collection.



Before leaving Drawbridge Control, climb to the top of Lord Pratchett's home and Blink across to a balcony close by. Steal the Rune from the madman who lives there.



In Midrow Substation there is another Rune. It's close to the beginning of the map, on a desk across from the entrance.



North End is the final map of this mission. Look for one Rune there, at the top of Sokolov's home, inside his greenhouse.



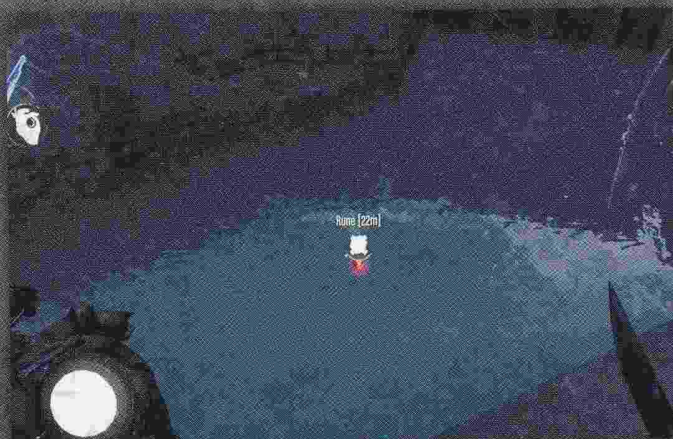
## CHAPTER

# 7

## THE BOYLE ESTATE



Search for a tall apartment building across the river from the Boyle mansion. The Rune is high up in the building, with Weepers protecting it.



Swim down the channel in the center of the first map. A Rune is submerged there and can be collected at any time.



Collect this down in the basement vault of the Boyle Estate.



If you didn't kill all of Boyles, this reward is waiting for you on the nightstand in Corvo's room.



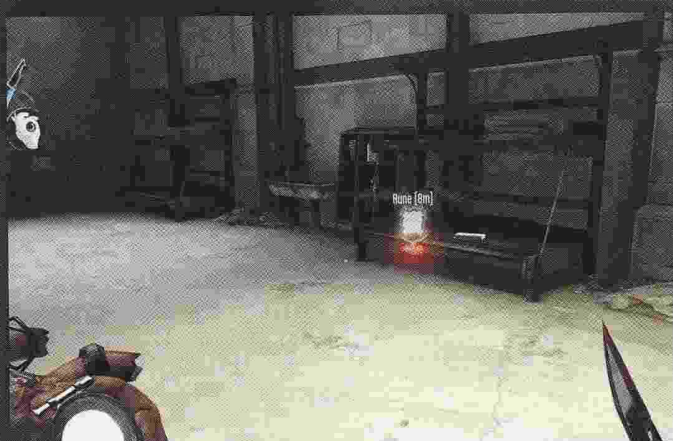
If you accept Callista's side task, she has you track down Emily which gets you a Rune upon completion.



# CHAPTER

## 8

# RETURN TO DUNWALL TOWER



After you climb up the water lock, look along the route to the right. There are barracks over there, with a Rune inside of them.



Inside the main tower, climb to the second floor and pilfer everything in the Lord Regent's personal chambers. A chest there has a Rune inside of it.



While inside the tower, look on the corner of the first floor. Stairs lead down from there into the Torturer's dungeon. A Rune is located on an Outsider Shrine in that section of the tower.



Once you reach the tower rooftop, carefully sneak to the back of the area and get into the library through an open window on the second floor. The Rune is at the back of the building.

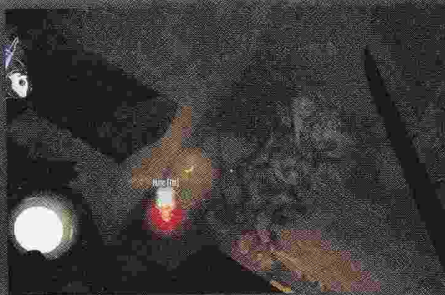


## CHAPTER 9

# THE FLOODED DISTRICT AND THE SEWERS



This Rune is in the Greaves Refinery. It's on the ground by the edge of the map, surrounded by water.



In Central Rudshore, you climb down a chain leading to Daud's base. Look for this Rune at the bottom of that chain, before you leave the area.



There are two large, damaged buildings in the Gateward Tunnel. Jump or Blink back and forth between them to get higher up in the area. Check the roof of the second building to find another Rune.



There are a number of either Weepers or survivors partway through the sewers. Look for a few tunnels underneath their base. A Rune is hidden down in those cramped walkways.



If you've met Granny Rags earlier in the game, there is a Rune in the Old Port District Outskirts that you can get. Search the small area near the furnace for an Outsider Shrine. The Rune is on top of it.

## CHAPTER 10

# ASSAULT ON THE PUB



Pick this up on the upper floor of Piero's workshop. Get inside by Blinking through the window on the second floor of the structure.



## CHAPTER

# 11

## THE ISLAND AND THE LIGHTHOUSE



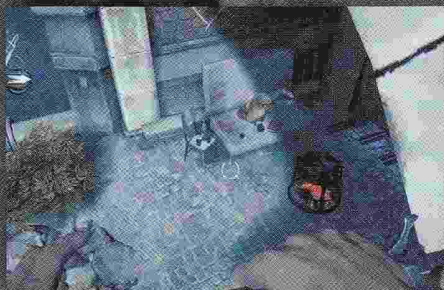
The main fort has a sewer entrance in the back corner of its yard. Jump down there after opening the large door with a valve above. The Rune is just past that door.

## BONE CHARMS

## CHAPTER

# 4

## THE DISTILLERY DISTRICT AND THE OVERSEER



You start in the street of the Distillery District. Climb to the roads above that position and get to the other side of a blocked doorway, just past a few of the City Watch. A Bone Charm is on the other side of that door.



You meet Griff in the Distillery District. Look on the second floor of his building for another Bone Charm. Blink up there to get it.



Go into the Distillery and search until you find the rear storage part of the building. Blink to the rafters above for a Bone Charm.



There are two Bone Charms in the Back Yard portion of the mission. One of them is at the back of this workshop.

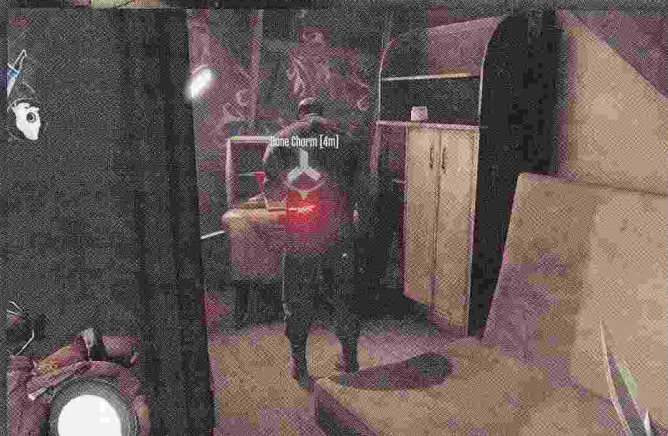


This Bone Charm found in the Back Yard is held in a vice in a building along the edge of the map.



## CHAPTER 5

## THE GOLDEN CAT



Blink up to the buildings along Bottle Road. There is a Bone Charm on the upper floor of one building there. Be wary of Assassins!



Go into the Distillery and look for a locked cage outside the main building. Unlock it with a key that you find only a couple of rooms into the building and deal with the Weepers inside.



Granny Rags is wandering along a tunnel under the streets. There is a Bone Charm down in that section, free for the taking.



If you work with Slackjaw during this mission, he gives you a key to the Captain's Chair Hotel. Unlock that at the far end of the street and go inside. Search the first floor for a Bone Charm.



This Bone Charm is on the third floor of the Golden Cat itself. Look for a picture frame and take the Charm inside.



## CHAPTER 6

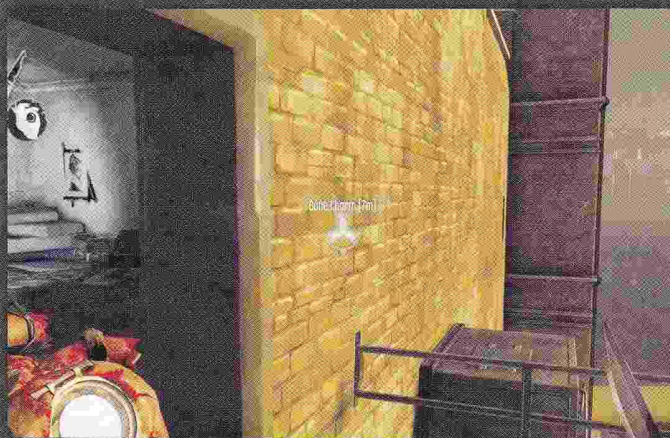
# THE ROYAL PHYSICIAN



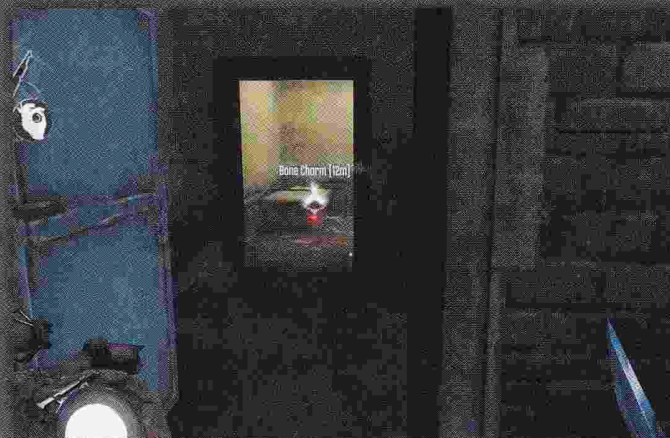
There is a building full of Weepers near a small platform that the City Watch can raise or lower. Raise the platform once you're on it, and then Blink into the building with the Weepers. Take care of them and leave once you have the Bone Charm.



Before leaving Midrow Substation, stop and search the building on the left. You can access it by Blinking up to the second floor where there is an opening. On the bottom floor are rats, bodies, a trapped woman, and a Bone Charm.



North End is the final map of the mission. Search the building near your starting point by entering from the rear. Up top is a Bone Charm.



Talk to Cecilia in the bar (Low Chaos only) and she tells you about an apartment that isn't far away from the pub. Get the key for the apartment from under Cecilia's bed, and procure the Bone Charm.



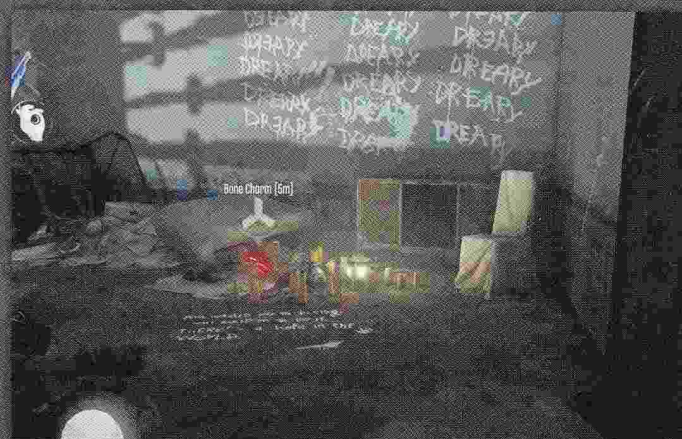
## CHAPTER

# 7

## THE BOYLE ESTATE



The same apartment building, across from the mansion, with an Outsider Shrine and a Rune has a Bone Charm as well. Get this early in the mission.



Another Weeper-infested building is directly beside the Boyle Estate, outside of the walls. Go around to the back and Blink up onto the building to get inside without having to mess with many of the inhabitants. Get the Bone Charm up top when you can.

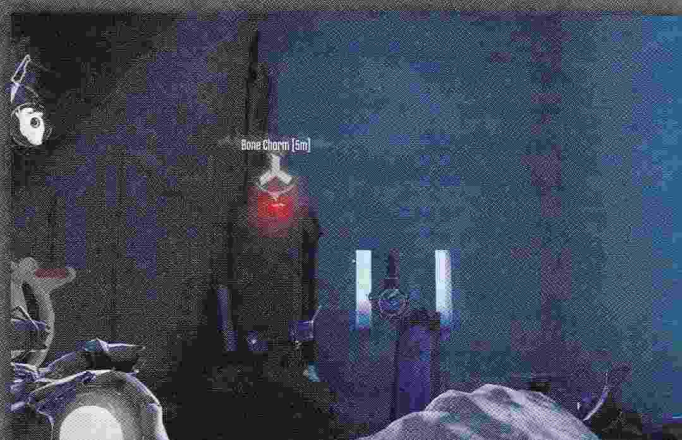
## CHAPTER

# 8

## RETURN TO DUNWALL TOWER



Blink up through the water lock and look for a recessed area about halfway to the top. Blink inside there and search for a body with a Bone Charm.



On the second floor, inside the tower, there is a secret room. Use the scone beside the fireplace to gain entrance.



# CHAPTER

## 9

## THE FLOODED DISTRICT AND THE SEWERS



Look on the upper floor of a building with Weepers, in the Rudshore Waterfront. You get into the building from the upper floors. Use Blink to get across the rooftops.



After Blinking onto the steps of Greaves Refinery (or lowering them), look for a damaged walkway on the second tier of the building, on the outside. Below the main walkway is a Bone Charm.



Go to the end of the watery channel in Central Rudshore to pick up this easy to find Bone Charm.



After you enter the Gateward Channel, advance until you hit the damp gutter that fills most of the area ahead. Search down the path to the right for a Bone Charm.



Before you reach the sewers in the Old Port District Outskirts, search the buildings that you pass on your way through. A Bone Charm is on the second floor of one of these buildings.



If you don't come into the sewers via Granny's passage, there is a Bone Charm right beside the entrance, on an area beneath you as you come in. Otherwise, search for this after completing the final task with Granny Rags and Slackjaw, when you reach the main sewer tunnel.



Before you leave the room with the River Krusts, at the end of the sewers, look for a Charm in the water. There are two elixirs next to it, on the other side of a grate.



This last Bone Charm is hidden deep within Daud's pouch.



# OUTSIDER SHRINES

## CHAPTER 4

### THE DISTILLERY DISTRICT AND THE OVERSEER

After you've met Granny Rags in her apartment, look for a door that leads out the back from the first floor. This takes you into an alley where there is an Outsider Shrine.



## CHAPTER 6

### THE ROYAL PHYSICIAN

This Shrine is maintained by a madman who lives in a nearby apartment. Blink to the upper portion of the map to get a good view of the area, and look for the madman's home. It's very close to Lord Pratchett's house, at the beginning of the area. You can Blink between the rooftops of these structures.



## CHAPTER 7

### THE BOYLE ESTATE

This Shrine is located near the beginning of the mission. Across the river from the Boyle mansion is a tall apartment building. Search inside to find a clan of Weepers. Their Shrine is high up in the building.





## CHAPTER 8

### RETURN TO DUNWALL TOWER

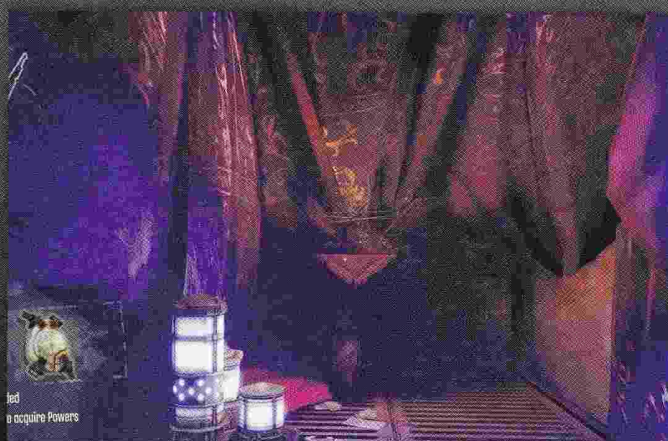
This is a small area in the basement where the Torturer plies his foul trade. Search the far corner of the first floor to find the stairs that lead down there. Kill (or disable) the Torturer, and then use the Shrine!



## CHAPTER 9

### THE FLOODED DISTRICT AND THE SEWERS

This Shrine is only available if you've met Granny Rags and Slackjaw during earlier missions. Take the side route in the Old Port District Outskirts to reach the pair again. Settle things between Granny and Slackjaw, and look for a tiny side door near the furnace room. That's where you discover this Shrine.





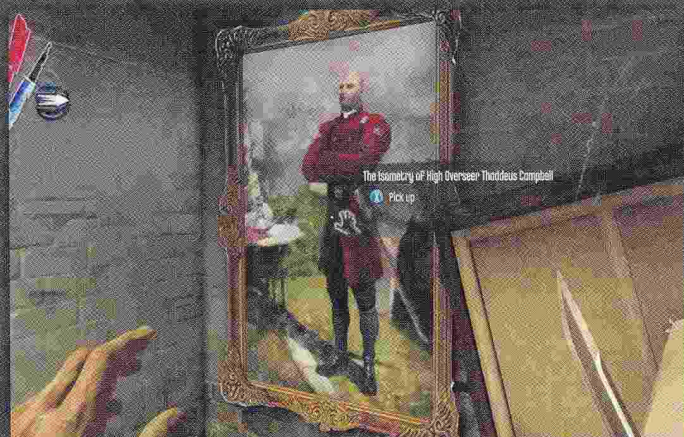


## SOKOLOV PAINTINGS

### CHAPTER 4

### THE DISTILLERY DISTRICT AND THE OVERSEER

**The Isometry of High Overseer Thaddeus Campbell:** The large Overseer building has a hidden room in its basement. Search for this near the Kennel entrance and use a small button across from the door to open the room.



### CHAPTER 5

### THE GOLDEN CAT



**Custis, Morgan and the Postulate Child:** This painting can be found in the Art Dealer's apartment. To gain access to the building, help the woman at the end of the alley (in the main streets of the mission). If you help her, she gives you the key to the apartment. This painting is well hidden in the Art Dealer's safe on the third floor. Torture the combination out of the Art Dealer at the Golden Cat to gain access.

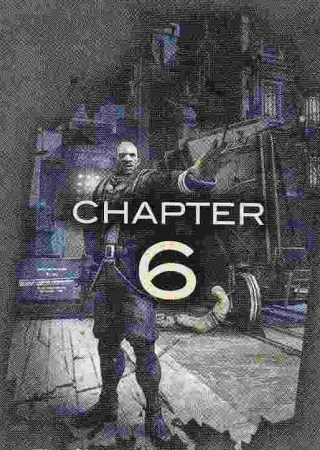


**Daud and the Parabola of Lost Seasons:** To gain access to the Art Dealer's apartment, help the woman at the end of the alley (in the main streets of the mission). If you help her, she gives you the key to the apartment. Once inside, head to the third floor, where the painting is tucked away in one corner bedroom.



**Light Along the Inverse Curve, Sokolov's Self Portrait:** This painting can be found in the Art Dealer's apartment. To gain access to the building, help the woman at the end of the alley (in the main streets of the mission). If you help her, she gives you the key to the apartment. Once inside, head to the second floor where you see two Thugs trying to determine the painting's worth.

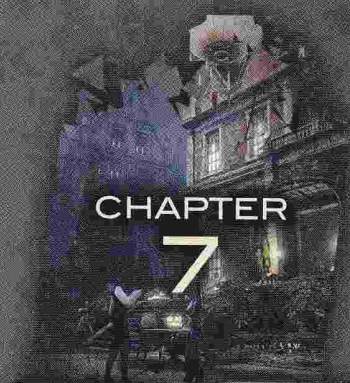




## CHAPTER 6

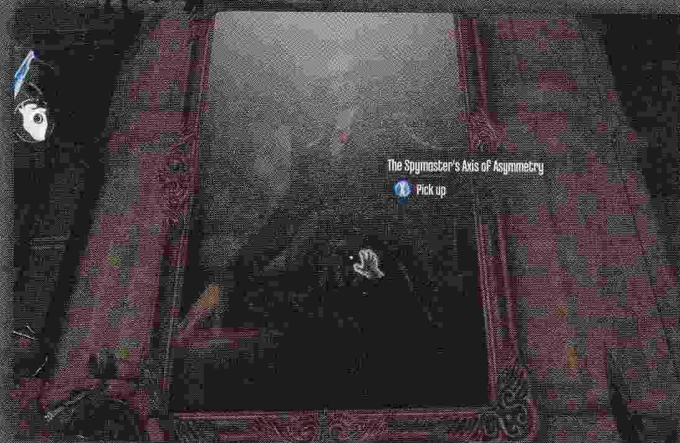
## THE ROYAL PHYSICIAN

**The Obtuse Arguments of Lady Boyle:** Inside Sokolov's home there is a Painting on the first floor of the structure, in an open area that is well patrolled. Though hard to miss, this one is dangerous to grab if you're trying to avoid combat. Disable patrollers and hide their unconscious bodies if you need to clear the area.



## CHAPTER 7

## THE BOYLE ESTATE



**The Spymaster's Axis of Asymmetry:** This painting is found on the second floor of the Boyle mansion. The second floor is off-limits during the party, so you need to either bypass security, or enter via the second floor balcony on the mansion exterior. The location of this Painting depends on which Boyle lady is your target. It's best to search all of their rooms. Once you find the Painting, search the room further to uncover the mystery Boyle woman's identity.



**Vera Moray and the Affix of Her Skin:** This painting is found on the second floor of the Boyle mansion. The second floor is off-limits during the party, so you need to either bypass security, or enter via the second floor balcony on the mansion exterior. This Painting is located in the gallery on the second floor. Once you find the gallery, you see the Painting prominently displayed in the center of the room.



## CHAPTER 8

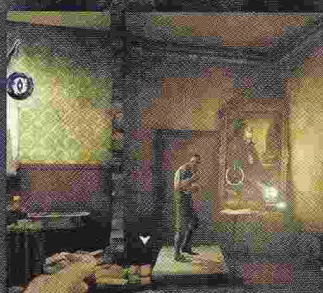
### RETURN TO DUNWALL TOWER

**The Empress and the Empty Set:** While sieging the tower, look through the second floor for a music room. The Painting hangs over the fireplace.



## CHAPTER 9

### THE FLOODED DISTRICT AND THE SEWERS



**The Commutative Rats and the Weeper:** Find this art work in the Rudshore Waterfront, on the third story of a damaged building which looks out over the central waterway.



**The Torturer's Quaternionic Groan:** This Painting is in Central Rudshore, inside the Assassins' base. Climb down the chain before you complete that area. Partway down there is a damaged section of floor where the painting resides.



**The Outsider and the Circumscribed Void:** This Painting is in the Old Port District Outskirts. If you've seen Granny Rags earlier in the game, there is a side section of the sewers in that map. The Painting is in her area, near the furnace.



## BOOKS

### CHAPTER 2

### COLDRIDGE PRISON

**The Trials of Aptitude:** This book is well-hidden on the shelf to the right of the safe with the bomb. Face the safe, turn right, and look for it on the lowest shelf, behind a bottle.



### CHAPTER 3

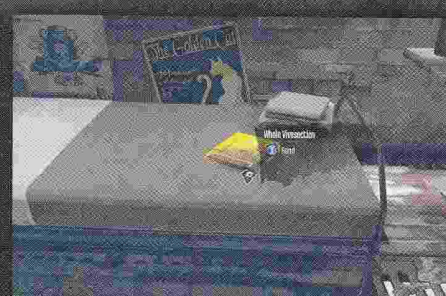
### THE HOUND PITS PUB



**A Second Solution:** This book is in plain sight on a work bench across from where you first meet Piero.

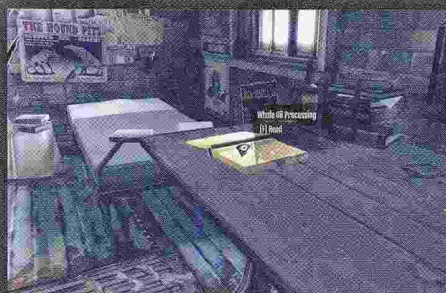


**Dead Counter Responsibilities and Failed Experiments:** These books are stacked on a covered chair next to Piero's bed on the second floor of his workshop.



**Whale Vivisection:** This grisly account of a living whale's dissection can be found on Piero's bed. It makes for delightful nighttime reading.

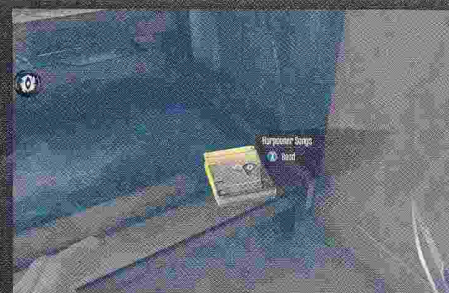




**Whale Oil Processing:** This book is located on the workbench in Piero's bedroom.



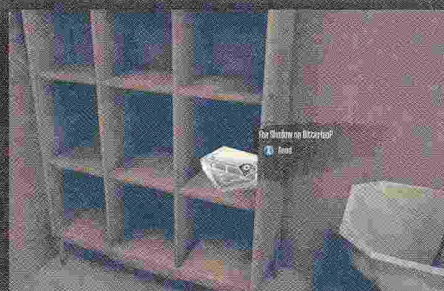
**The Litany on the White Cliff:** Head to the second floor of the pub and explore the servants' quarters. Look for a hutch with nine spaces; the book is resting within.



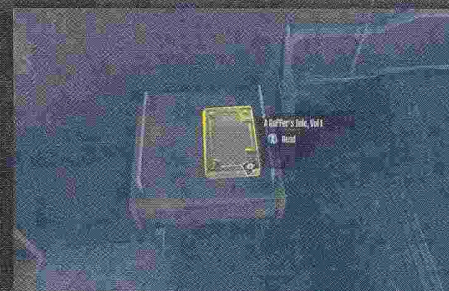
**Harpooner Songs:** Head to the second floor of the pub and explore the servants' quarters to find this book on one of the lower bunks.



**A Gaffer's Tale, Vol. 2:** Check the bathroom off of the servants' quarters to find this volume. The Gaffer's tale is right next to the toilet.



**The Shadow of Bitterleaf and The Young Prince of Tyvia:** Check the bathroom off of the servants' quarters to find these titles. Both books are stacked next to each other in a hutch next to the sink.



**A Gaffer's Tale, Vol. 1:** This book is in Admiral Havelock's quarters. Make your way to the second floor of the pub and explore until you find a room with Havelock's logs on a desk. This book is on a nightstand.



**Admiralty and the Fleet:** This book is in Havelock's quarters. Make your way to the second floor of the pub and explore until you find a room with Havelock's logs on a desk. This book is on a nightstand.



**Trials of Aptitude:** The Trials of Aptitude is in a vacant bedroom across from Corvo's sleeping quarters. Before going to sleep, jump out the window and cross the wooden planks to find this room. The book is on a covered chair by the bed.



**The Fugue Feast:** The Fugue Feast is in a vacant bedroom across from Corvo's sleeping quarters. Before going to sleep, jump out the window and cross the wooden planks to find this room. The book is on a table on the far side of the bedroom.



**Call to the Spheres, Vol. 1:** This volume is located in a vacant bedroom across from Corvo's sleeping quarters. Before going to sleep, jump out the window and cross the wooden planks to find this room. The book is resting in front of three dolls next to one of the beds in the room.



**Mysteries of Pandysia:** This book is located in Samuel's makeshift camp, across the yard from Piero's workshop.



**The Exquisite Tallboy:** You have a limited opportunity to read this book. After going to sleep and travelling to the other world, you are briefed on your next mission by Admiral Havelock. Havelock is reading this book, peek over his shoulder to get a preview of the Tallboy.



## CHAPTER

# 4

## THE DISTILLERY DISTRICT AND THE OVERSEER



**Death in the Month of Songs:** Look for the three soldiers tossing bodies into a boat down on the river. Blink past them, and use the pillars to get to the other side of the rail door. There you can find a Bone Charm as well as this book.



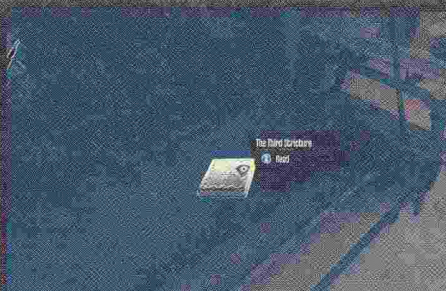
**Bone Charms:** While exploring the streets in the first part of this mission, you encounter Griff, a scavenger being harassed by Thugs. After helping Griff, explore the second floor of the house you found him in to find this book alongside a Bone Charm.



**Timeless Children's Rhymes and A Gaffer's Tale, Vol. 1:** These books are located with the corpses of a dead family in a second floor apartment directly across from Griff's Shop. Blink up the vents on the side of the apartment to find the books.



**Avoiding the Rat Plague:** Enter Dr. Galvani's home as part of an optional task for Granny Rags. Take the first door on your left when you enter the house. The book is sitting on a desk at the end of the servants' quarters.



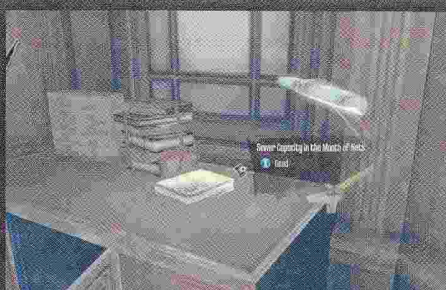
**The Third Stricture:** Enter Dr. Galvani's home as part of an optional task for Granny Rags. Take the first door on your left when you enter the house. The book is sitting on a bunk in the servants' quarters.



**Customs and Food of Morley:** Enter Dr. Galvani's home as part of an optional task for Granny Rags. Take the first door on your right when you enter the house. The book is just past the door on a small table in the kitchen.



**Travel to Pandysia:** Enter Dr. Galvani's home as part of an optional task for Granny Rags. This text is located on the second floor, across from the staircase on a table strewn with books.



**Sewer Capacity in the Month of Nets:** Enter Dr. Galvani's home as part of an optional task for Granny Rags. This book is on the third floor, near the specimen needed for Granny's task.



**Rat Behavior and Extermination:** Enter Dr. Galvani's home as part of an optional task for Granny Rags. This book is next to Dr. Galvani's audiograph player on the third floor.





**The Leviathans' Sorrow:** Enter Dr. Galvani's home as part of an optional task for Granny Rags. This book is next to the toilet in the bathroom on the third floor.



**The Rat Plague:** Enter Dr. Galvani's home as part of an optional task for Granny Rags. This book is in the lab on the third floor, directly across from the table holding the audiograph.



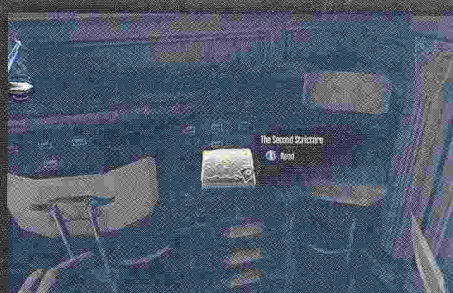
**The Elixir Black Market:** This book is found in the Distillery District. This district is full of hostile Thugs and is part of an optional task for Granny Rags. Once you are inside, look for a set of wooden tables on the left. The book is on a table across from the fire.



**The Distillery District:** This book is found, fittingly, in the Distillery District. This district is full of hostile Thugs and is part of an optional task for Granny Rags. This text is located on the right when you first enter the distillery area. Find it on a wooden table next to the door hooked to the turn valve.



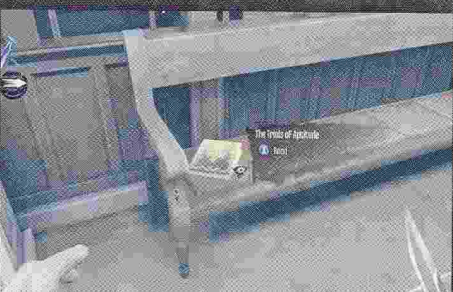
**The Great Trials:** This book is found in the Overseer's compound, overlooking the interrogation chair. To gain access to the room, pickpocket the key from one of the guards. Once you are inside, look for the book at the base of one of the chairs.



**The Second Stricture:** This book is found in the Archives room of the Overseer's compound. Look for it on a desk on the first floor.



**The Third Stricture:** This book is found in the Archives room of the Overseer's compound. Look for it on a lower shelf on the first floor.



**The Trials of Aptitude:** This book is found inside the Overseer's compound, in the Archives room. Look for it on a bench on the second floor.



**The Fourth Stricture:** This book is well hidden inside the Archives room of the Overseer's building. Search for it by Blinking to the top of the bookcases on the first floor.



**The Seven Strictures:** This book is found in the Overseer's compound, in a shelf at the main entrance.



**The Fugue Feast:** This book is found in the Overseer's building, inside the Overseer's secret chamber. Search the basement and activate the statue with the odd eye to open the chamber, revealing this book on a nearby chair.



**The Litany on the White Cliff:** This book is found in the Overseer's building, inside the Overseer's secret chamber. Search the basement and activate the statue with the odd eye to open the chamber, revealing this book in the glass case next to the Rune.





**Whelping and Training Hounds:** This book is found in the Overseer's compound in the Kennels. The Kennels can be accessed on the bottom floor of the building. This book is located on a table where a meal of blood sausage and bread has been prepared.



**The Seventh Stricture:** This book is found in the Overseer's compound in the Kennels, accessed from the bottom floor of the building. You can find the book in the barracks, on the top bunk.



**The Fifth Stricture:** This book is found in the Overseer's compound. It is hidden under a chair in the Meeting Room with High Overseer Campbell and Captain Curnow.



**The Sixth Stricture:** The Sixth Stricture is found in the backyard area of the Overseer grounds. You travel through this area after completing your main mission on your way to Samuel. This book can be found in the kitchen on a bench near the sleeping dog.



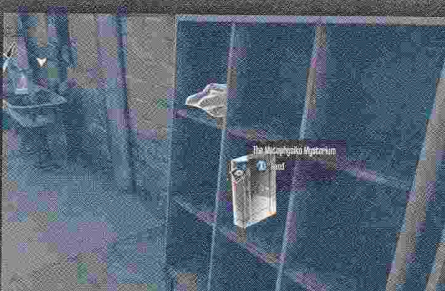
**The Outsider and Call to the Spheres, Vol. 1:** These books are located in a secret chamber at the back of the backyard area. Before ending your mission by meeting with Samuel, look for a window on the ledge overlooking the sea. Blink to the window to go inside and find these two books, along with a Bone Charm.



**The Bone Charm Situation:** This book is located in a Bone Charm destruction room that can be found in the backyard area. Search the upper levels of the area to find a high entrance to a building that has chains leading to a lower level. Descend the chain to find a Bone Charm in a vice, with this book right next to it.



**The Ancient Music:** This book is in the High Artificer's workshop, a section of the backyard area. Enter the building through the roof to find this book on a chair.



**The Metaphysika Mysterium:** This book is in the High Artificer's workshop, a section of the backyard area. Enter the building through the roof. Look for this book resting on a shelf across from the test range.



**The Eradication of Black Sally:** This book is on the second floor of a balcony in the Distillery District. The balcony is directly across the street from Dr. Galvani's and can be reached by using the ducts on the side of the apartment.

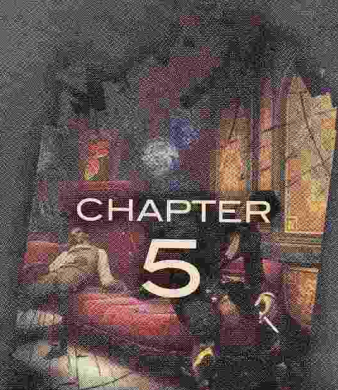


**The Young Prince of Tyvia:** Search under the bunks in the backyard area to find this book.



**The First Stricture:** This book is located in the Backyard in the small broadcast booth directly over the Office of the Overseer. The booth is accessible only by window, so use the nearby ledge to get inside.



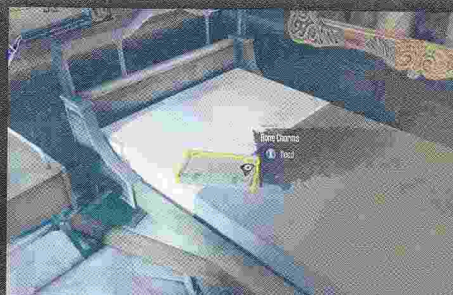


## CHAPTER 5

# THE GOLDEN CAT



**The Outsider:** Before you enter The Golden Cat, Find Granny Rags in the lower alleys between the two main guard areas. She keeps this book on her shelf.



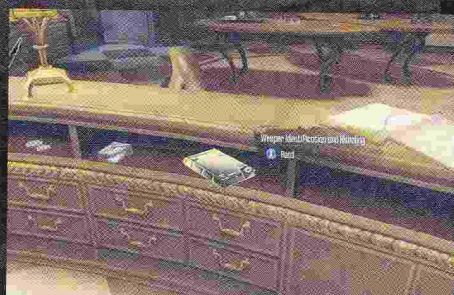
**Bone Charms:** This book is in the Art Dealer's apartment. To acquire the key, help the woman at the end of the alley (in the main streets of the mission). Once inside, head to the third floor and look for a bedroom where this book is lying on the bed.



**Looting in Recent Months:** To get this book, complete Slackjaw's optional task. When you return to Slackjaw with the audiograph, look on the shelf directly opposite of where he is standing to find this rare book.



**Missing Women, Golden Cat:** This book is found on the third floor of the prostitute quarters inside the Golden Cat. Find the building's side staircase and ascend to the top. This book is sitting in a bed in the first room on the right.



**Weeper Identification and Handling:** Find this book behind the main desk of the lobby of the Golden Cat. When you enter the bottom floor, move around the circular concierge area to reach the book, along with a few coins.



**Daughter of Tyvia:** You can find this book on a circular red couch on the second floor of the Golden Cat. It is located just on the other side of a door near the prostitute trying to wake the drunken guard.



## CHAPTER 6

## THE ROYAL PHYSICIAN



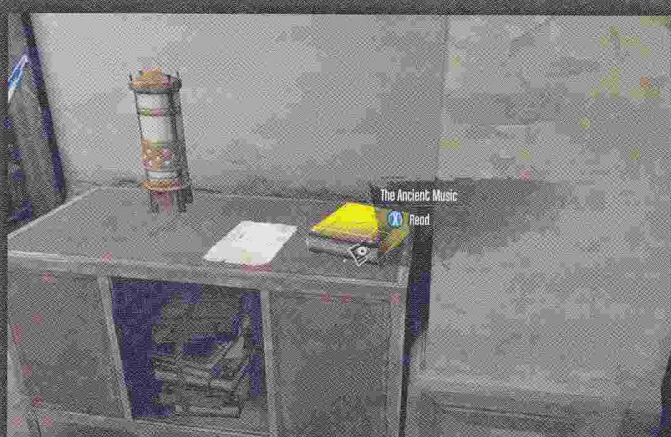
**The Young Prince of Tyvia:** This book is in the Pratchett house, the first one on your left when you first enter the second area of this mission. Follow the aristocrat into his house to get inside. This book is on the second floor, sitting on a chair.



**The Isle of Morley:** This book is in the Pratchett house, the first one on your left when you first enter the second area of this mission. Follow the aristocrat into his house to get inside. This book is on a bed on the third floor, in the same room as the safe.



**River Krust Reproduction:** This book is in the bunker of the second drawbridge tower. Search the bottom guard area to find the book lying on a table.



**The Ancient Music:** This book is located just as you enter the third area of this level. You initially emerge in an apartment with a Rune. Search the left end of the apartment to find this book resting on a desk.





**Call to the Spheres, Vol. 1, Call to the Spheres, Vol. 2, and Call to the Spheres, Vol. 3:** This set of books is located in a warehouse in Midrow Station. Before you exit to the North End, look up and to the left to see the entrance to this warehouse. Use the ducts to Blink up to the entrance. Once inside, climb the stairs until you find a desk containing these three books.



**Pandysian Bull Rat Study:** This book is located in Sokolov's bedroom, just below the greenhouse where you eventually find Sokolov working. It is next to a vivisected rat corpse.



**Whale Oil Processing:** This book is located in Sokolov's bedroom, just below the greenhouse where you eventually find Sokolov working. This book is on a table between the two Whale Oil dispensers.



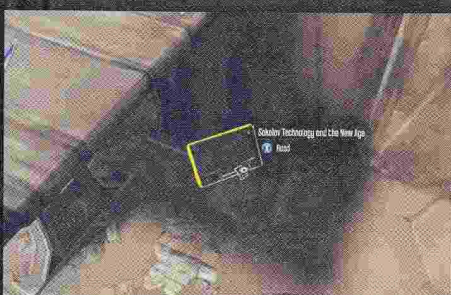
**Mysteries of Pandysia:** This book is located in Sokolov's bedroom, just below the greenhouse where you eventually find Sokolov working. This book is bedside, on a small table.



**The Flooded District:** Before reaching Sokolov's Lab and Bedroom, near the top of the house, there is a long corridor. Look for an armchair in this hallway and read the book that's sitting on the armrest.



**Call to the Spheres, Vol. 2:** Once you have Sokolov locked up in the cage, you can find this book at the back corner of his cell.



**Sokolov Technology and the New Age:** This book has fallen on the floor in the corner of Piero's Workshop. It's on the first floor near the vice.



## CHAPTER

# 7

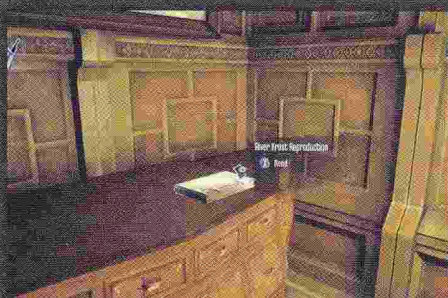
## THE BOYLE ESTATE



**The Exquisite Tallboy:** Find this book in the guard station where you would hand in your party invitation if you decide to head into the Boyle Estate through the front door. It is sitting on a table in the middle of the room.



**The Isle of Serkonos:** This book is found on the top floor of the Boyle Estate, in their small library. The top floor is off limits, so you either need to sneak in via the outside balcony or by bypassing the stairway guards. This book is resting on a chair inside the library.



**River Krust Reproduction:** This book is found on the top floor of the Boyle Estate, in their small library. The top floor is off limits, so you either need to sneak in via the outside balcony or bypass the stairway guards. This book is resting on a bureau.



**The Hungry Cosmos:** Find this rare book in the game room on the first floor of the Boyle Estate. It is sitting on a corner table near the doorway.



**Customs and Food of Morley:** You can find this book sitting on a table in one of the rooms jutting off of the basement kitchen.



**The Estate District:** Look for a red brick building directly outside of the Boyle Estate. One side of the building has Weepers, an Outsider Shrine, a Rune, and a Bone Charm. The book can be found high up on the other side, in a small apartment. Use the ducts, ledges, and Blink to get inside. The book is on the desk.



## CHAPTER 8

# RETURN TO DUNWALL TOWER



**Sewer Capacity in the Month of Nets:** This book is sitting on a bunk in the barracks. When you first enter the compound, it is the rightmost building.



**The Lighthouse:** This book can be found on a table in the moat control room.



**Looting in Recent Months:** Find this book on a table in the room that contains the power for the main security gate in the grand staircase hall.



**Weeper Identification and Handling:** This book is located in one of the lockers in the servant quarters on the second floor. Head up the grand staircase, go through the door on the right, and follow that through to the next room.



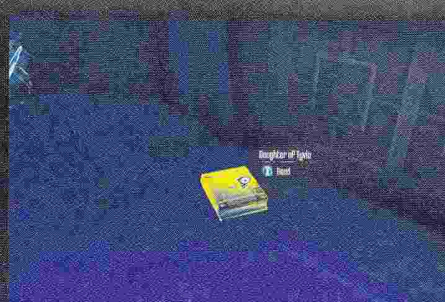
**Tales for Children:** Find this book on a desk at the top of the staircase leading down to the Torturer.



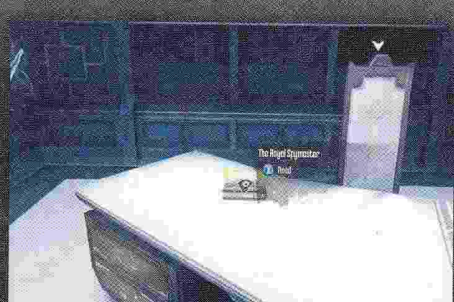
**The Isle of Tyvia:** This book is located on a marble side table near the center of the room in the second floor museum area.



**The Academy of Natural Philosophy:** Find this book on a desk in the second floor museum area. Look for the dark wooden desk near the staircase in the center of the room.



**Daughter of Tyvia:** This book can be found in the Lord Regent's maid's chambers, one of the four center rooms on the third floor. The correct room has a blue bed.



**The Royal Spymaster:** This book rests on the desk in General Tobias' room, one of four center rooms on the third floor. His room has white trim on the furniture.

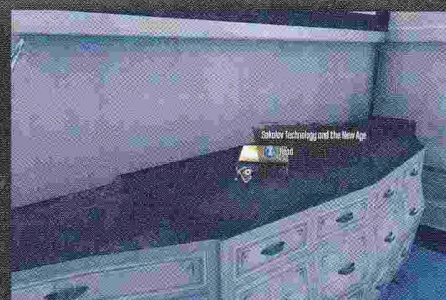




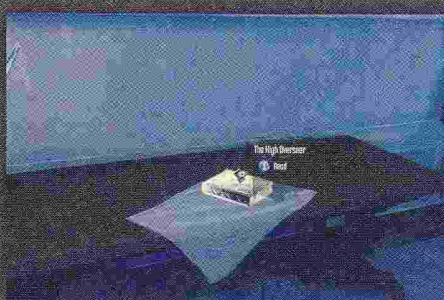
**The Whalers:** This book is in the third floor study, one of the four central rooms on the third floor. Once you find the study, which has a crackling fireplace surrounded by three chairs, look to the nearby bureau for this unique book.



**Empress Jessamine Kaldwin:** Find this book on a small nightstand in the corner of the music room. This room is on the third floor, adjacent to the Lord Regent's chamber, and boasts a grand piano.



**Sokolov Technology and the New Age:** This book is in the Lord Regent's bedroom. You can find it on the large white bureau under the painting.



**The High Overseer:** This book is found in the Lord Regent's bedroom, on the brown wooden table near the bed.



**The Tower of Dunwall:** This book is in the library adjacent to the Lord Regent's bedroom. It is located on one of the white tables on the opposite wall from the bookcases.



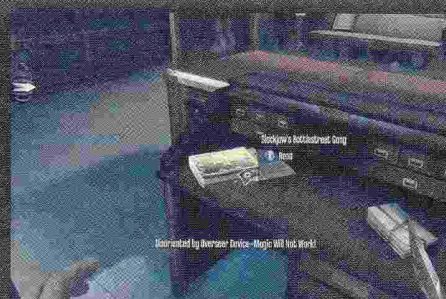
**Failed Experiments:** This book is found in the library adjacent to the Lord Regent's bedroom. It is on a short bench opposite the bookshelves.



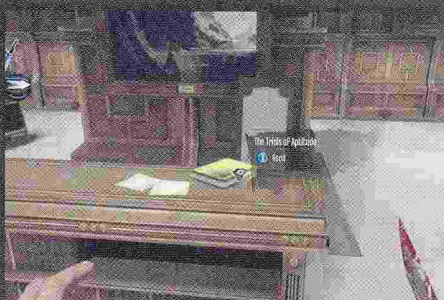
**The Sewers Beneath Dunwall:** This book is found on the third floor in the hallway leading up to the Broadcast Station, leaning against the side of a desk.



**The Abbey of the Everyman:** This book is found in the broadcast tower. Search for it near one of the computer control panels.



**Slackjaw's Bottlestreet Gang:** Find this book resting on a free-standing hutch desk in the museum area in the middle of the room, under the staircase.



**The Trials of Aptitude:** This book is found on the top floor of Dunwall Tower. Look for it on a freestanding short bookshelf in the middle of the lower area, near the guard bunks.



**The Rat Plague:** This book is found at the very top of Dunwall Tower in the strategic planning room. You can find it at the edge of the map table.



## CHAPTER 9

# THE FLOODED DISTRICT AND THE SEWERS



**The Greaves Whale House:** This book is located in the old Greaves Lightning Whale Oil factory. Make your way to the top of this refinery to retrieve your equipment. When you reach the top, search the lockers for this book.



**On Hunting Whales:** This book is located in the old Greaves Lightning Whale Oil factory. Make your way to the top of this refinery to retrieve your equipment. When you reach the top, search the lockers for this book.



**Whale Vivisection:** This book is halfway down the refinery. When scaling down to get your equipment look for this on top of a control panel near the Weepers.



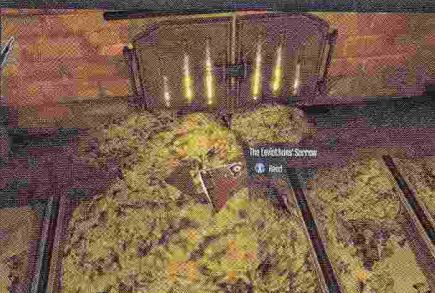
**Whale Oil Processing:** This book is halfway down the refinery. When scaling down to get your equipment, look for this on top of a control panel near the Weepers.



**Empress Jessamine Kaldwin and The Eradication of Black Sally:** These books are piled onto each other in Daud's main hideout. Find them very close to where he normally patrols.



**The Royal Protector, The Rudshore Chamber of Commerce, and The Lighthouse:** These three books are on one of Daud's bookshelves, on the second floor of his main hideout, near Daud's bed.



**The Leviathans' Sorrow:** Find this book in the ashes outside Granny Rags' furnace. To access it, you must complete Granny's optional task in the Old Port District portion of the mission.



**The Thirteen Months:** This book is located next to a safe in the Old Port District. You can find this safe by exploring the side passages on your way to getting the Sewer Key. Use this book to solve the safe's combination.



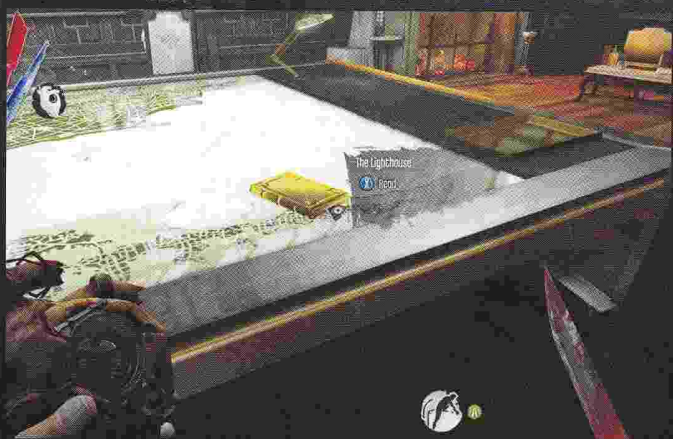
**Spirit of the Deep:** Deal with Daud and travel through the sewers to get to Rushmore Gate. Turn left when exiting the sewer and look for a covered metal walkway. Once on top of the walkway, look at the gap between buildings on the left. A slanted wooden board connecting two of the buildings points the way to several apartments. The one with the book is on the second floor above the connecting board, in the building closest to the train tracks. The book is in the cabinet.



CHAPTER

11

THE ISLAND AND  
THE LIGHTHOUSE



The Lighthouse: This book rests on the map table during your final conversation with Havelock.








# ACHIEVEMENTS AND TROPHIES

Here's the complete list of the Achievements and Trophies that you can collect when playing *Dishonored*.








## COMBAT / LETHAL PASS

ACHIEVEMENT	DESCRIPTION	GP	TROPHY
 VERSATILE	YOU KILLED CHARACTERS WITH EACH WEAPON AND OFFENSIVE GADGET	20	BRONZE
 WALL OF SPARKS	YOU KILLED AN ENEMY USING THE WALL OF LIGHT	10	BRONZE
 ROGUE	YOU ASSASSINATED 10 UNAWARE ENEMIES	10	BRONZE
 MANIPULATOR	YOU MADE 5 CHARACTERS KILL THEIR OWN ALLIES	10	BRONZE
 RAZOR RAIN	YOU KILLED 5 CHARACTERS WITH DROP ASSASSINATION	10	BRONZE
 HARM'S WAY	YOU CAUSED 5 UNINTENTIONAL SUICIDES	10	BRONZE
 HORNETS' NEST	YOU KILLED 4 ENEMIES IN LESS THAN 1 SECOND USING THE CROSSBOW	20	BRONZE
 TEMPEST	YOU KILLED 6 HOSTILE ENEMIES IN LESS THAN 1 SECOND	20	BRONZE
 CLEANER	YOU FOUGHT 5 ENEMIES AT ONCE AND NONE OF THEM SURVIVED	10	BRONZE
 FOOD CHAIN	YOU ASSASSINATED AN ASSASSIN	10	BRONZE
 AN UNFORTUNATE ACCIDENT	YOU KILLED MORGAN PENDLETON WITH STEAM	10	BRONZE
 BACK HOME	YOU GRABBED A LIVE GRENADE AND THREW IT BACK, KILLING AN ATTACKER	10	BRONZE
 BIG BOY	YOU KILLED A TALLBOY USING ONLY YOUR SWORD	20	BRONZE
 DUNWALL IN CHAOS	YOU COMPLETED THE GAME IN HIGH CHAOS	50	BRONZE

## NO-DETECTION PASS

ACHIEVEMENT	DESCRIPTION	GP	TROPHY
 GHOST	YOU COMPLETED ALL MISSIONS AFTER THE PROLOGUE, ALERTING NO ONE AND KILLING NO ONE BUT KEY TARGETS	30	SILVER
 SHADOW	YOU COMPLETED ALL MISSIONS AFTER THE PROLOGUE WITHOUT ALERTING ANYONE	30	SILVER
 SPECTER	AFTER ESCAPING PRISON, YOU COMPLETED A MISSION, NOT ALERTING ANYONE AND KILLING LESS THAN 5 PEOPLE	20	BRONZE
 FACELESS	AFTER ESCAPING COLDRIDGE PRISON, YOU COMPLETED A MISSION WITHOUT ALERTING ANYONE	20	BRONZE
 VANISHED	YOU ESCAPED PRISON AND NAVIGATED THE SEWERS UNDETECTED	10	BRONZE

## NON-LETHAL PASS





ACHIEVEMENT	DESCRIPTION	GP	TROPHY
 SURGICAL	YOU PLAYED FROM THE FIRST MISSION THROUGH KALDWIN'S BRIDGE KILLING FEWER THAN 10 CHARACTERS	30	SILVER
 CLEAN HANDS	YOU COMPLETED THE GAME WITHOUT KILLING ANYONE	100	GOLD
 THE ESCAPIST	AFTER ESCAPING COLDRIDGE PRISON, YOU ELUDED 5 PURSUERS AT ONCE WITHOUT KILLING ANY OF THEM	10	BRONZE
 JUST DARK ENOUGH	YOU COMPLETED THE GAME IN LOW CHAOS	50	BRONZE
 WELL MANNERED	YOU COMPLETED THE BOYLE MANOR MISSION WITHOUT SPOILING THE PARTY	10	BRONZE
 MERCY IS THE MARK	YOU SPARED DAUD'S LIFE	10	BRONZE
 POETIC JUSTICE	YOU NEUTRALIZED ALL KEY TARGETS USING INDIRECT MEANS	30	GOLD



## NO-POWERS PASS

ACHIEVEMENT	DESCRIPTION	GP	TROPHY
 MOSTLY FLESH AND STEEL	YOU FINISHED THE GAME WITHOUT PURCHASING ANY SUPERNATURAL POWERS OR ENHANCEMENTS, BESIDES BLINK	20	BRONZE

## POWER-BASED

ACHIEVEMENT	DESCRIPTION	GP	TROPHY
 INHABITANT	YOU STAYED IN POSSESSION OF OTHERS FOR MOST OF A 3 MINUTE PERIOD	10	BRONZE
 ALIVE WITHOUT BREATH	YOU TOOK POSSESSION OF A FISH	10	BRONZE
 CREEPY CRAWLY	YOU USED A RAT TUNNEL	10	BRONZE
 SPEED OF DARKNESS	YOU TRAVELED 30 METERS IN LESS THAN 1 SECOND	10	BRONZE

## COLLECTION-BASED

ACHIEVEMENT	DESCRIPTION	GP	TROPHY
 THIEF	YOU PICKPOCKETED ITEMS WORTH A TOTAL OF 200 COINS	20	SILVER
 MERCHANT OF DISORDER	YOU ACQUIRED 15 EQUIPMENT UPGRADES	20	SILVER
 ART DEALER	YOU COLLECTED ALL THE SOKOLOV PAINTINGS	50	BRONZE
 OCCULTIST	YOU COLLECTED 10 BONE CHARMS	50	BRONZE

## MISSION-BASED

ACHIEVEMENT	DESCRIPTION	GP	TROPHY
 DISHONORED	YOU ESCAPED COLDRIDGE PRISON	5	BRONZE
 EXCOMMUNICATION	YOU CAST DOWN HIGH OVERSEER CAMPBELL	5	BRONZE
 CHILD CARE	YOU LOCATED LADY EMILY KALDWIN, HEIR TO THE THRONE	10	BRONZE
 CAPTURING GENIUS AND MADNESS	YOU ABDUCTED ANTON SOKOLOV, ROYAL PHYSICIAN	10	BRONZE
 REGICIDE	YOU ASSASSINATED THE LORD REGENT, HIRAM BURROWS	10	BRONZE
 POLITICAL SUICIDE	YOU BROADCAST THE LORD REGENT'S CONFESSION	10	BRONZE
 THIS IS MINE	YOU RECOVERED YOUR BELONGINGS	10	BRONZE
 RESOLUTION	YOU COMPLETED DISHONORED	100	GOLD
 GENTLEMAN CALLER	YOU COMPLETED ALL THE GRANNY RAGS SIDE MISSIONS IN DISHONORED	10	BRONZE
 STREET CONSPIRACY	YOU COMPLETED ALL THE SLACKJAW SIDE MISSIONS IN DISHONORED	10	BRONZE
 THE ART OF THE STEAL	YOU GOT THE ART DEALER'S SAFE COMBINATION FOR SLACKJAW, BUT ROBBED THE SAFE FIRST	10	BRONZE
 KING OF THE WORLD	YOU REACHED THE TOP OF KALDWIN'S BRIDGE	10	BRONZE
 BODYGUARD	YOU PROTECTED CALLISTA'S UNCLE, CAPTAIN GEOFF CURNOW	10	BRONZE
 LIGHTS OUT	YOU DEACTIVATED AT LEAST 5 SECURITY SYSTEMS ON KINGSPARROW ISLAND	10	BRONZE
 LONG LIVE THE EMPRESS	YOU SAVED EMPRESS EMILY KALDWIN	10	BRONZE
 PLATINUM BLADES AND DARK CORNERS	YOU HAVE MASTERED THE CITY OF DUNWALL AND UNLOCKED ALL PS3 TROPHIES	-	PLATINUM



# INTERVIEW WITH THE DEVELOPERS OF DISHONORED



While this strategy guide gives you everything you need to make your way through the plagued and corrupt streets of Dunwall, we wanted to take you further. To this end, we asked *Dishonored* fans what they most wanted to know about the game. Game developers, Raphaël Colantonio and Harvey Smith, were kind enough to provide answers to the most popular questions. Read on for a peek into the creative process behind this unique and challenging game.

**RAPHAËL COLANTONIO**  
CO-CREATIVE DIRECTOR

**HARVEY SMITH**  
CO-CREATIVE DIRECTOR

## **When you started making *Dishonored* what was your number one goal?**

More than anything, we wanted to nail a particular blend of immersive first-person action and RPG features, driven by our love for *Ultima Underworld*, *System Shock*, *Arx Fatalis*, *Thief*, *Deus Ex*, *Bioshock* and other similar games. If we had to only give you one answer, that'd be it.

## **What inspired the setting for *Dishonored* and what makes it original to your game and genre?**

We started thinking about a historical period not seen very often in games, an accurate portrayal of London in 1666, the year of the Great Fire and the last year of the plague. Over time, we modernized forward. This was an organic process, based on creative ideas and instincts. The game started to resemble a whaling city in the 1800s. Eventually, we felt like the game deserved its own world, so we drew out a globe, featuring our own continents, made a calendar, devised a mythology and culture, and did all the other things that are required when you create a new universe. The goal in the end was to be familiar and novel at the same time. That's how our world and the Empire of the Isles came into existence.

## **What are some of the biggest barriers the team had to overcome to get the feel and look of *Dishonored* the way it was envisioned?**

From a game mechanics standpoint, it's hard to balance a game where stealth and combat are both constantly available. Also, providing a great experience for players with a wide range of experience with first-person action games (of this type) is not easy. In terms of look and feel, we had a good idea for the atmospheric audio/sound design, but it took our talented art team a while to come up with the specific combination of lighting, texturing, human proportions, architecture and rendering features that make up *Dishonored's* distinctive art direction.



**How challenging was it for concept artists and 3D modelers to come up with such a familiar yet hugely unique setting? Furthermore, were there many design elements that were dropped or edited that you would have liked to have seen in the final edition of the game?**

It took a long time and a lot of patience, but the way we work the details just accreted over time. Some parts were pre-planned, based on something we were excited about. Other aspects came about over time; when we finally needed to consider some detail, we stopped, thought about it, debated it then put it into the game. Different people on the team contributed different ideas, after which others modified the idea as it went in and got polished.

**What was the creative process like for the game? Do you think of the scenarios first and then expand on those and build them into the levels or do the levels inspire the multiple paths you can take for a mission?**

Our team listed cool concepts for missions and—separately—ideas for locations that seemed intriguing to us. Then we discussed it all and pared it down. Ultimately, the ideas were combined. Further, they were influenced by the creative values at Arkane, which are very specific, and had to pass through filters like “break obvious patterns,” and so on.

**What was the greatest difficulty about making levels open to different playstyles?**

It's always hard: Players can break mission logic by undertaking events in an odd order, they can back into situations instead of seeing in the most “dramatic” way, and they get lost due to the nonlinearity. Each location has to support a number of paths that can be taken and a number of powers combinations (including “no powers”). It multiplies the design difficulty. But when it works, it's powerful, giving the player more authorial control over the experience. We've both worked on games like this for a long while, but many people at Arkane have as well. For instance, Christophe Carrier (Lead Level Designer) and Ricardo Bare (Lead Technical Designer) both have significant experience here. So it's a cultural value and something we recruit for.

**When developing a new game concept, which is higher on your list and why: a strong story line or adrenaline pumping game emersion?**

More than story or adrenaline, it's more important to us to allow the player to improvise and play creatively (or with tactical intentionality). We want to create a traditional, classical story to serve as a frame for the game, but actually in terms of story we care more about the emergent story that is made up of second to second player actions, facilitated by the game systems.

**What is your favorite way to neutralize a target? Do you think players will surprise you with their inventiveness?**

Players always surprise us, which is great. We've played many different ways, as everyone on the team has. Some days we go in guns blazing; other days we ghost the missions nonlethally. That's a different kind of fantasy that most games don't offer. And in *Dishonored* it's not a special discrete track, but it's a messy optional approach that the player can move freely toward or away from at any time.

**What aspect of *Dishonored* are you most proud of?**

The ambition of the entire game, from the fact that it's a rare blend of FPS and RPG, to the art and audio, to the over-the-top powers, the combo of (and choice between) violence and stealth, and the fact that you can play this game about an assassin without killing a single person.





# DISHONORED™

## OFFICIAL DIGITAL STRATEGY GUIDE

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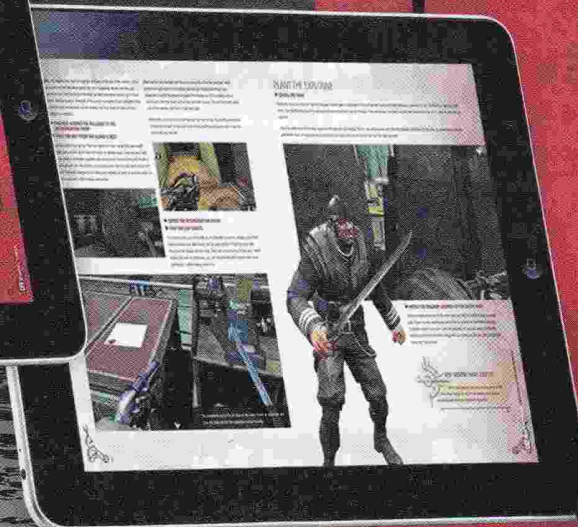
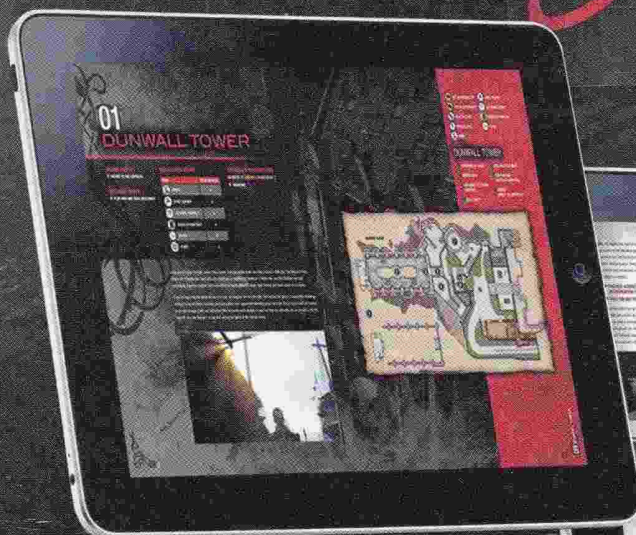
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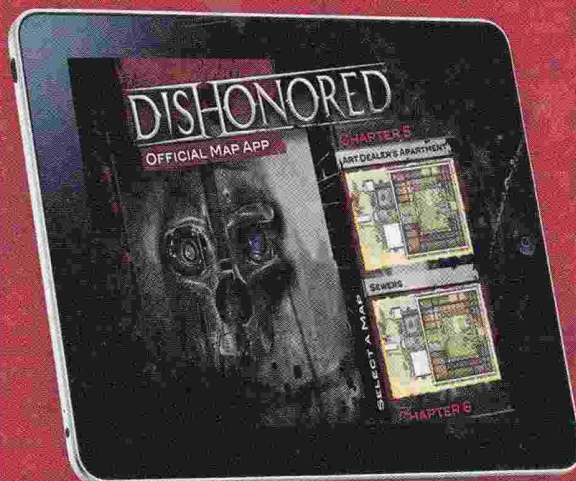


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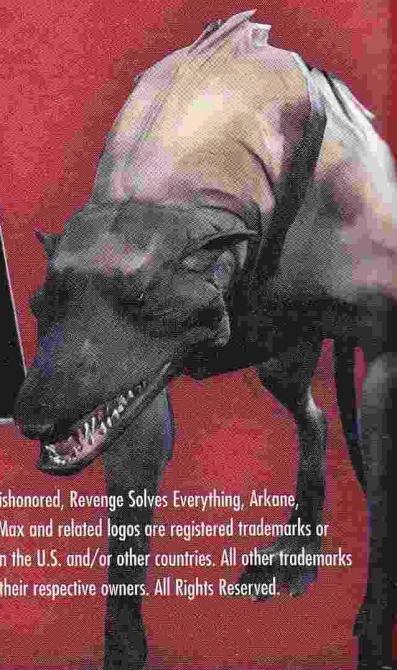
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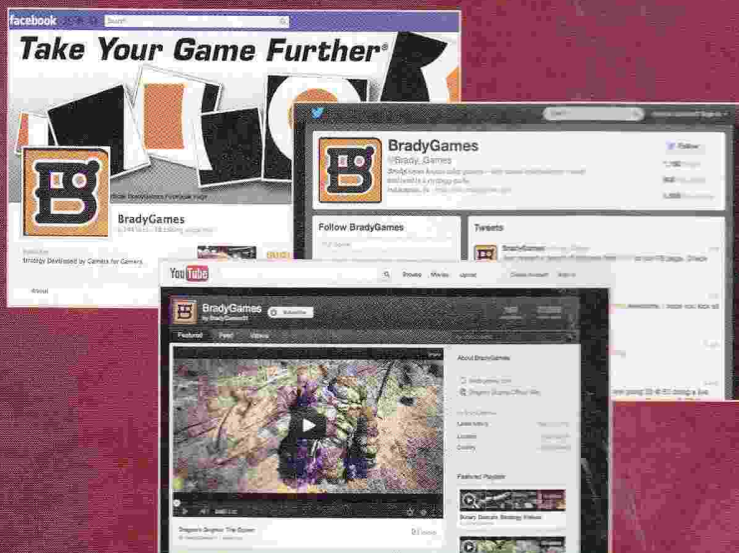
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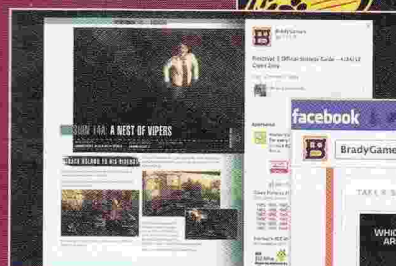
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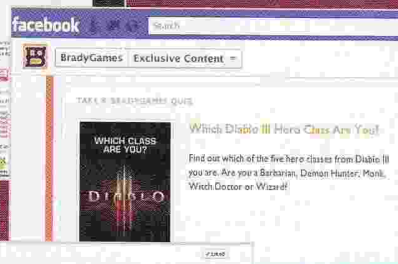
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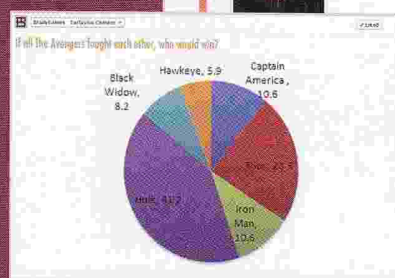
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# DISHONORED™

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Written by Michael Lummis, Rick Barba, Chris Burton, and Thom Denick.

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