DISHONORED™

SIGNATURE SERIES GUIDE

INTRODUCTION 3

FRIENDS AND FOES 4

GETTING STARTED 16

- GAMEPLAY SYSTEMS 20
- COMBAT 22
- THE CHAOS SYSTEM 24

GIFTS FROM THE OUTSIDER 34

CORVO'S ARSENAL 42

THE MISSION 58

- 01 DUNWALL TOWER 60
- 02 COLDRIDGE PRISON AND SEWERS 64
- 03 THE HOUND PITS PUB 80
- 04 THE DISTILLERY DISTRICT AND THE OVERSEER 88
- 05 THE GOLDEN CAT 110
- 06 THE ROYAL PHYSICIAN 128
- 07 THE BOYLE ESTATE 148
- 08 RETURN TO DUNWALL TOWER 158
- 09 THE FLOODED DISTRICT AND THE SEWERS 172
- 10 ASSAULT ON THE PUB 192
- 11 THE ISLAND AND THE LIGHTHOUSE 198

KNOW YOUR ENEMIES 206

HIDDEN AND COLLECTIBLE ITEMS 220

ACHIEVEMENTS AND TROPHIES 250

DEVELOPER INTERVIEWS 252

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.

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 to 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*.

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.



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 and a Bone Charm.

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

Sneak 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.

SUBDUE 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?

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.







A C H I E V E M E N T

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.



A C H I E V E M E N T

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.

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 Moray, 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 finde a stash of bullets.

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

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)
	Above the hearth in the meeting room
Outsider Shrine	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)

Samuel takes you over to the Distillery District. There are City Watch in the area, and they have leathal 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.



THE DISTILLERY DISTRICT

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

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

