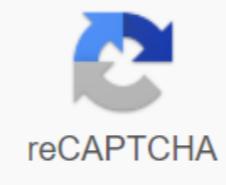




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Dishonored 2 loot locations

Find coins in Shame 2 This Shame 2 Coin Guide will list the locations of all coins (and items that give coins) in Shame 2 please help add to the list if you find any more locations than coins. Note: Credit for the first mission goes to information from the user reddit /u/ Hayman68 of /r/non-shame subreddit contents 1 mission 01 long day in Dunwall 2 Mission Edge 01 World Mission 01 Long Day in Dunwall [edit] cumulative coin item where you find a light tower bag 10 10 upper floor master bedroom, inside the cabinet light bag 10 20 upper bedroom upper bedroom top floor top 15 bathrooms right bathroom 15 bathrooms 35 bathrooms, 35 bathrooms, 35 bathrooms, bathroom Inside the Bath Dresser Salts 15 50 bathrooms upstairs, inside the closet closest to the bathtub 3 coins 3 53 bathrooms upstairs, inside the closet next to the previous one bath salts 15 68 upstairs store, on the shelf Queen 1 69 library upstairs, next to the royal book protector 2 coins 71 upstairs landing, inside the cabinet light bag 10 81 basement, inside the coin cabinet and coin of 2 3 3 floor 84 floors, on the table by the maid by the maid Dead bag on Mortimer Ramsay 20 104 pickpocket or loot off Ramsay 2 coins and a coin of 2 4 108 upstairs safe room, inside the closet on the other side of the sliding gold bookshelf 150 258 in the basement safe room, Inside the chest streets of Custis, Morgan and paint the child this 200 458 initial entrance, on top of the cabinet 2 coins and coin of 2 4 462 the initial entrance, sitting on a small closet opposite the balcony door bag on guard 10 4 72 rooftops, looted out of the drop of the assassination of the assassination of the guard bag on the guard 10 482 main street, first area, pickpocket or loot off the fixed guard on the stairs near the large guard hut of 2 2 484 armory, the table directly across the door of copper wire 10 494 armory, on the shelf to the right of the previous coin 2 coins and a coin of 2 498 apartment Dr. Galvani, on the cabinet arguments of the arguments of lady boyle 208 apartment 208 Dr. Galvani, above the copper wire fireplace 10 708 apartment Dr. Galvani, on a black table near the fireplace 2 silver alloy 150 858 apartment Dr. Galvani, inside the safe light bag 10 868 apartment was stolen, inside the cabinet at the entrance to the entrance to Umberwood Fish statue 50 918 apartment stolen, on the desk next to the fireplace 2 coins of 2 4 922 apartment theft, inside the closet next to the office of Lucky Sphalerite 15 937 apartment theft, on the table in the middle of a coin room and currency of 2 3 94 0 main street, the second area, building with broken doors, on the cabinet just behind the safe bag on guard 10 950 main street, second district, pickpocket or loot out of patrol guard 2 coins and coin of 2 4 954 main street, second district, in Small guard hut near the small garden Ofberwood Whale Statue 50 1004 Dunwall Courier, room off the main entry, on the table by the bag window on guard 10 1014 Donol Currier, upstairs, pickpocket or loot off Reporter's threat guard Star Chart 50 1064 Dunwall Courier, upstairs, standard room, on top of office bag on Guard 10 1074 Boyle Industries, pickpocket or loot off umberwood body inspection guard mortar statue 50 1124 Boyle Industries, inside the display case closest to door 4 coins, 4 coins of 2, 3 coins from 5 27 1151 Boyle Industries, inside multi-level display case in front of window 2 coins and coin from 2 4 1155 Boyle Industries, safe room, on the table In open wood box light bag 10 1165 Boyle Industries, safe room, right wall, bottom left safe Tyvian Ore 20 1185 Boyle Industries, safe room, front wall, right bottom 2 coins from 5 10 1195 Boyle Industries Safe room, front wall 2 Boyle Industries 2 1200 Boyle, taxi area, sit on the first scale (you may have to hit it to grab the second coin) 2 coins and coin from 2 4 1204 Boyle Industries, whistling area, inside left top record 2 coins and coin from 5 7 1211 Boyle Industries, grade area, inside the right top light bag record 10 1221 Boyle Industries, landing upstairs, inside the open cabinet lucky Sphalerite 15 1236 Boyle Industries, Landing Upstairs, inside a small display case on the cabinet 3 coins and coins from 2 5 1241 Boyle Industries, landing on the top floor, sitting on the office of whale oil processing 10 1251 alley behind Boyle Industries, upper area past open gate, on Amid the stalls 2 coins and a coin of 2 4 1255 alley behind Boyle Industries, upper area open gate past, on a small stall and a small coin engine of 5 5 1260 alley behind Boyle Industries, the upper area past the open gate, climbing blue shelves, climbing the red structure, climbing the pipe, breaking an open window on board, on mattress next to an old diary 2 coins and a coin of 2 4 1264 the same building as previously, next to a small bathroom in a small bathroom Cash and coin of 2 5 1269 same building as the previous, in a drawer open by several breakable bottles 2 coins and coin 5 7 1276 main street, second district, small guard hut before the bag gate on guard 10 128 6 Main Street, third area, looting or pickpocket off guard patrols closest to light gate bag 10 1296 main street, third area, inside a small guard hut next to gate 2 coins and a coin of 2 4 1300 black pony tavern, Table opposite from the entrance to the bag on the 10 1310 black pony pub, pickpocket off a woman in Pouch Bar on £10 1320 Black Pony Pub, Pickpocket Off Waiter 2 Coins, Coin of 2, coin of 5 9 1329 Black Pony Pub, inside cash log bag on Hatter 10 1339 dock behind black pony bar, pickpocket or loot off hatter sitting on the steps 2 coins of 2 4 1343 dock behind the black pony bar, sitting on Table next to Hatter on the steps 3 coins 3 1346 dock behind the black pony bar, sitting at a long table across from the previous coins (table with no barstools on top) South Star Chart 50 1396 dock behind black pony bar, Hatter's hideout (area behind Coins), sitting at a table to the right 2 coins and a coin of 2 4 1400 dock behind the black pony bar, Hatter's lair, next to the copper wire chart 10 1410 dock behind the Black Pony Tavern, Hatter's Lair, on the cross table of The Star Drawing Queen of 5 5 1415 Doc, under a large tank on the far left side, in a small alcove 3 coins and a coin of 2 5 1420 main street, the third area, sitting on the third floor, sitting on the third floor, sitting on the Small table near the steps leading to the sidewalks 3 coins 3 main street, third area, procrastinating across from the former coins, next to fish pieces (hard to see, in the back corner) 2 coins and coin from 2 4 1427 main street, third area, inside a large guard hut 3 coins 3 1430 main street, third district, down the street from the guard hut, on the oil of the 10 1440 warehouse address pisces table, on the work table to the right of the bag On guard 10 1450 warehouse area, pickpocket or loot by surprise in the area (may be killed/knocked out in the street if you spotted before now) coin and 2 coins of 2 5 1455 warehouse area, sitting on a metal cage with several meters round, on the left side of area 2 copper wire 20 1475 warehouse area, on the shelf near the steps leading down a coin of 5 1480 Doakes, near the entrance under the sewer pipes right and long, long, Sitting on the rocks (it can be hard to see) copper wire 10 1490 horrible wally, near the front of the boat, next to the stairs, sitting on a metal cage mission 02 Edge of the World [edit] item cumulative coins where to find the horrifying copper wire whale x3 30 inside the prohibited store, access through the slot in the side of the ship (outside) bloody dryer 5 35 inside a tank of fly in the quarters of the upcoming Mission Sokolov 3 get through the special procedures lobby prev procedures Below you will find a full list of secrets in Mission 2, describing the locations they're in. Among the hidden objects, you will find nemoth, bone magic, and sound images. Ron #1, #2 and the tomb of the intruder #1 the first run. The first two can get a run during your visit to the alien world, at the beginning of the mission. Bone magic #1 #2 the magic of two bones. Two bone charms will be placed in your cabin at the beginning of the task. Ron #2 the Ron ii underwater, near the ship. Take it before you leave for Karnaca #1 audiograph in Sokolov's hut. The first sound photography, Sokolov, is also on the ship, in the inventor's cabin. Ron #3 the Ron in The Mouth (Wall) and the third hesiter can be found in the mouth of a whale lying in the pavements. Audiograph #2 the second audiograph on a small boatSecond audio sites on a barge on the left - it is located next to the whale. Painting #1 painting can be found in the apartment on the second floor. The first painting in the apartment displayed on the picture (which contains the only balcony). You can only get there with a flash or a long range. Ron #4 Running to be bought in the shop. The fourth publisher can be purchased at a black market shop in the sidewalks. It costs 400 coins, but you can also steal it, if you manage to find the back door key. You can learn more about shop lifting in the special actions sub-chapter - black market theft. Ron #5 the Ron in the fifth channel (Ron) in the channel shown above in the area protected by the guards in order to reach the crossbar, you first need to shoot at the board that prevents the corridor with a crossbow (silent) or a pistol. #3 #6 and magic bones get rid of the supervisors to get the loot. The 6th Ron and The Magic of the Third Bone can be found near the observers. This is the only way to reach the unseen spoils, thus achieving stealth mode at the end of the mission. The chart #1 the chart can be found on the admin desk. The first scheme - the treatment of fire hardening - on the supervisor's office, in his office on the second floor. Ron #7 in the safe, apart from the rum, you will also find whale bone and some value. The next (Ron) hidden in the safe in the collector's building is random, but the room contains some clues that will help you open it. The first one in the book of lies can be found next to the safe: the other in a note lying on the table, in the next room. The painting #2 the painting in the observer's office. The second panel hangs on the wall in the observer's office. Bone charm #4 interrogation room contains bone charm. The fourth bone charm is in the interrogation room, in the supervisors' building. The magic of the bones #5 turns around and enters the apartment. If you see this view, the magic of the bones is right behind you. Bone charm on the floor. To reach this one, use the heart. It is hidden underground on the first floor of the room where there are two painting observers #3 painting of the third painting Outsider. The in the same room that charmed bone number five. It can be found in the bathroom, near the Shrine of Outsider. The Tomb of the Intruder #2 and Nawas #8 #9 the Tomb of the Intruder on the left. Tomb of the outsider number two, and ran #8 #9 in the same room that #5 painting #3 and bone charm. Magic Bones #6 jump on the canopy and then on the surface to reach the magic of the bones. After leaving the building where you have found the magic of the bones #5, painting, and the shrine of the intruder with the nid, turn right and you will see the view shown above. Use a flash or far to get to get awing, and then on the surface. Bone magic can be found near the body - watch out for a swarm of flies. Painting #4 painting in Dr. Habati's apartment. The last painting is in Dr. Hetaya's apartment, located above the Winslow Safe Shop. The key to the apartment is at the back of that store. #3 audiograph #3. The last sound on the desk, in Dr. Hepatia's apartment. The key to that apartment is at the back of a secure store. Bone magic #7 destroy the nest and the magic of the bones will fall down. Another charm can be found in the nest of flies, at home under quarantine (exact location shown above). The scheme #2 planned in the safe in the apartment on the first floor and the second scheme - the firing of scattered incendiary - can be found in the apartment above the wallin e-wall in the picture above. The chart is locked in the safe in the office of Superintendent A. The first safe in the observer's office can be drawn from this combination by reading two books. One on the closet near the safe, the other in the room on the other side. Safe in winslow store can find a combination in the cash register. The unlocked Safe (Winslow) can also be found in the same building, though - it's in the cash register. Hidden treasure sunken treasures. You can find out this treasure from the map, which can be purchased from a fence in a black market shop. Obviously the cost is high, but it may as well just be theft (check out the black market theft chapter). The treasure is underwater, in the place above (next to the first tower on the right). You will only find a few items there (like some ammo), but nothing more valuable. Next task 3 get through the Prev Lobby Mission 2 Special Actions

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