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**Dishonored 2 safe codes mission 3**

The next installment of the popular Dishonored Bethesda series is now available on PlayStation 4, Xbox One and PC. Dishonored 2 is full of intense storylines and two playable characters - Emily and Corvo. Once again, stealth is at the heart of Dishonored 2 along with lots of hidden secrets, puzzles, challenges and more. Among the various aspects of Dishonored 2, there are safes that players can find and unlock throughout the game. There are safes hidden on most levels/missions and we recommend finding and unlocking them all. They contain valuable items to help you get 100% completion, weapons, artifacts and more. There are two things you need to keep in mind when looking for Dishonored 2 Safe Combinations and Secure Locations. First, any combination you come across in the world of the game or map, for example, behind an image or written on a wall, will always be the same. Meanwhile, combinations that can be found in text form, such as in documents, are random. Dishonored 2 Safe Combinations and Secure Locations Long Day at Dunwell Doctor Galvani's Safe Location: This is the anniversary of the death of Empress Jessamine Kaldwin, murdered 15 years ago. People from afar went to Dunwall Tower for this occasion. After leaving Dunwell Tower, enter the building on the left and head to Dr Galvani's lab. Secure connection: The 451 connection is in the lab for an image of Lady Boyle. Edge of the World Overseer Building Safe Location: Looking for the Crown Assassin, and your hunt took you to the Addermire Institute. There is a safe on the third floor of the Supervisor's building. Safe Combination: A random combination is hidden in the Seven Scriptures. In the next room you will come across two supervisors working on the music box. You must find a note that asks you to remember the three scriptures in particular. Now, send this back from the seven scriptures near the safe. Winslow Safe Company Safe Location: At the end of the mission, head to the street from Addermire Station, at Winslow Safe Company. This safe is a challenge for everyone to unlock it. Secure connection: Random combination can be found on a note near the reception desk. Location in the lobby of the Good Doctor Addermire Institute: You need to reach the place where the power of the Wall of Light by Blink or Far Reach. Reach the abandoned wing, where the murdered body is located near a closed safe. Safe combination: Randomly search for a note in the same room. Dr. Vasco's Office Location: The safe is inside Dr. Vasco's office at the other end of the disease treatment wing. Secure connection: The doctor carries a connection. It can be found in the same room as Dr. Hypatia. Go outside the main operating room to look for it in a small hallway on the lower floor. Talk to your doctor to get a call. The Residence Lower Aventa District Safe Location: At the beginning of the mission look for an apartment building. You need to use a balcony all over the market to get a higher perspective. Far Reach on balconies above the black market. Please note that you need to reach the entrance to the fourth floor to access the closed building on this side of the road. Fold the balcony to reach the infected Bloodfly fourth floor. Go to the basement, where you will find several criminals. You will also find a woman who has a safe. Secure connection: The connection of this safe can be found on the whiteboard outside the room. Royal Conservatory Winslow Safe Location: Look for an abandoned building near the conservatory to find a safe. Safe combination: The combination of this safe is awarded as a reward for good work in a certain quest for a black market merchant. You need to get the Roseburrow Prototype, which will allow you to access his store. In the store there is a note that has a connection. You can also pay the seller 250 for the combination. Crack at Stilton's Mansion Safe Location: This one is a little tricky, so you have to pay attention to how you need to do it. Stilton's residence is not guarded at the time, so you can freely explore as much as you want while collecting in the meantime. Head to Noble's private quarters and go down the floor to reach the music hall. Talk to Stilton and the outsider to get to your watch. You can use your watch to switch between periods. You can visit the residence in your state or go back three years to see how it was before. Of course, when you travel in time, the residence will be guarded, but you can download more collectibles and find a safe. In the residence there is a closed boiler room with a safe inside, but in the past. Safe connection: You need to take the wolfhoe's body to the past and cremate it with the help of an oven. Returning to the safe to the present after cremation is complete and you can see the right combination already applied to the safe. Grand Palace Ravina Boulevard Safe Location: Take your heart and find out what's spreading on this map. Follow the dots until the path splits and from there go left. Walk along the road, and you will come across the guards, do not approach them, and instead far reach over the balconies above the road. Reach a circular platform with a large tree inside. Find the Watchtower, which offers views of the area and the long range. Turn off the whale oil tank and wait for the guards below you to leave before taking it off to the next apartment building. Reach the third floor and use the apartment key to enter (The key can be found near the register of the Winslow Safe Company store). A safe is located in this apartment. Secure connection: 123 There is a photo in the apartment with the safe behind it, the connection can be seen in the photo. If you have any questions about Dishonored 2 Safe Combinations, please take to the comments below. FlagView History You will find many safes with all sorts of loot within each mission. It's a good idea to unlock any safes you come across because you can find extremely valuable items most of the time. When opening safes, keep in mind that many combinations can be found both in writings (like documents), and some written in the world are random. This means that they will be different every time you play through a mission and try to open a safe associated with it. For this reason, we wrote where you can get these combinations instead of the actual static 3-digit number in the article below. Below is a list of known safes in each mission, as well as combinations to open them. Dr. Galvani's Office - After leaving Dunwall Tower, enter the building on the left through an open door and look for a lab with a picture of Lady Boyle as well as a safe. Connection 451 is crawled in the frame of the image, which can be seen after its theft. Includes: Silver Bars, Pistol, Ammo Overseer Building - There is a safe on the third floor that contains the Rune. The combination is random in each game and hidden in the Seven Scriptures. In the adjoining room where two Supervisors are working on a music box, look for a note that says to remember the three scriptures. Refer them to the book of seven scriptures near the safe, and you will have a connection. Includes: Fleece, 3 Silver Bars, Raw Whalebone Winslow Safe Company - Located at the end of the mission down the street from Addermire Station, in Winslow Safe Company. There is a large safe with a challenge for anyone to unlock it. The safe combination is random in each game and can be found at the checkout at the reception in the checkout. Includes: Bonecharm, 2 Silver Bars, 1 Gold Ingot, Pistol, Ammo Addermire Institute Lobby - Once inside the Addermire Institute, Blink or Far Reach all the way to the second floor, where there is power to the Wall of Light, and follow the corridor to the abandoned wing where the murdered body is located near a closed safe. A random combination is written on a note on the right side of the room. Includes: Combat Sleep Dart Blueprint, Silver Ingot, Copper Wire Dr. Vasco's Office - Dr. Vasco has an office at the end of the wing treating the disease, and he leads the connection to the zaska himself. It can be found in the same room as Dr. Hypatia - in a small hallway on the lower floor outside the main operating room. Talking to him, he will tell you the combination and also wear it in a note. Includes: Vasco's Journal. Vasco's Lab Key Alley Office - Find an open building in an ace with a map of Aventa go to the office on the first floor. The safe note reads that the connection is in the usual place, and looking at the nearby board reveals two random numbers, with one number blurry. Return to the safe and rotate the missing number until the safe unlocks. Includes: Book, two silver bars, happy salferite gate code - While technically not secure, the gate that blocks the transit of the Aventa ambulance requires a 3-digit code to reveal a quick carriage ride to the Jindosh Mansion. The code for this combination can be found on the top floor of the Grand Guard Building - located right next to the ambulance stop, on the desk of the sleeping guard. Infected Lecture Hall - The building crawling with Bloodflies and Nest Keeper across from the Royal Conservatory (across the roof from the red building pub) houses a locked safe next to the bone. The code can only be obtained from a note sold by the Black Market Shopkeeper for 250g (unless you hack and steal). Includes: five silver bars, silver dust, pistol and ammunition Jdddy Lock - Although it's not safe, these doors are closed with the toughest code in the game: a puzzle that takes the form of a complicated puzzle. In it you need to match the five women described in the puzzle to their souvenirs using a series of tips and deductions. It can be solved with clever thinking and lots of work - but the code can also be obtained from Durante's office at The Crone's Hand Pub. The key to his office was confiscated by Deputy Chief Executive Byrne and he lives in his office on the third floor of the Overseer Fortress. Black Market Door - Again, this is not a safe, but the doors to the Black Market in the neutral territory of the dust district are blocked by a 3-digit combination. You can get to the shopkeeper's house, looking in the ace behind the building on a wooden board blocking the door and shooting at them. Inside, look for a note next to the wedding name that indicates the month, and look for a calendar in the hall with the date circled this month. The slogan is that the date (4XX) Bake Room - On the first floor of Stilton's Manor, on the left side of the Great Hall and across the dining room vault hides a closed safe. The connection on the safe door is illegible in the present due to the Bloodfly Nest, which means that the only way to change things is to throw the dead dog in the oven and press a button to burn the dog. This means that Bloodflies have never found a nesting place, and now you will find a random code on the damaged safe door in the present, which you can then use in the past. Includes: Black Bonecharm, konos star tables, coins and silver bars. Test door - The test door at Stilton Manor is closed just like most safes - with a combination lock. The only way to get this zamek is to find Aramis in the past and get his notebook. It can be found in the back gardens (climb to the second floor of the main hall in the present and clean the nests bloodfly, and warp to the past). Winslow Safe Company Owner's Safe - At the Winslow Safe Company store on the far main boulevard, you'll find that the owner's apartment was occupied by a security guard for being too close to the Wall of Light. Take the key from your register and go to the opposite boulevard to the building right next to the Wall of Light. Safe in his apartment has a large tip nearby - a photo of him standing next to him reveals the combination in the photo: 1 - 2 - 3. Includes: Gold Ingot, Silver Ingot, Captain Gun Safe - Inside the Grand Palace on the second floor opposite the Dining Room there are barracks and the Office of the First Captain. The safe next to the captain is locked, but a note on the table mentions that the new combination is located in the prince's private office on the third floor. The note can be found on the left side of the main desk, at the top of the smaller desk in the corner. Includes: 1 gold ingot, 2 silver bars, Rune Dr. Galvani's Safe - The same safe you stole from in the first mission can be split for the last time. It is located in the same building as before - the last building on the side next to the main entrance to Dunwall Tower. This time the door is activated to start the incendiary screws on you when opened. The connection is exactly the same and still placed on the portrait canvas on the other side of the room. Includes: A few coins and a very bad note

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