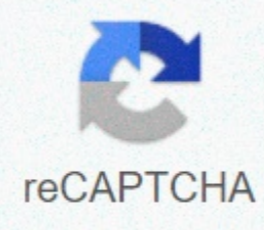




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## Dishonored 2 blueprints mission 7

November 16, 2016 Kevin Thielenhaus / Features / Dishonored 2, Guides, PC, PS4, Xbox One / Next Mission 8 Find the entrance to grand palace prev mission 7 special actions below you will find a complete list of all the secrets available in the seventh mission, as well as their exact location. The list includes dice, runes, images, plans, and audiographs. Fleece #1 Rune is located near the box, inside the room with mining display. The first fleece is located on the first floor, in a room with a safe hidden behind the picture. You can collect only in the unchanging present. It's best to do this before you talk to Stilton. Bonecharm #1 Bonecharm is located in the attic. The first bonecharm is located in the present, in the dining room. To get there, you need to activate two levers in the past, you will find them on the balcony, jump on the third chandelier, return to the present and access the attic from there. Painting #1 blueprint #1 both the image and the plan can be found in the Stilton vault. The painting and plan are located in the Vault of Stilton, next to the dining room on the ground floor. The plan is inside the safe. Bonecharm #2 and Safe #1 Crawl under your desk and use your watch. The bone safe is in a closed room. If you are in the vault, follow the advice below. As soon as you finish searching for the vault, return to the present and slip through a small gap in the wall. After examining the room, go back in time and crawl under the desk shown in the screenshot. Beneath it is a coin (and some darts to sleep inside - you'll need them later!), collect it and return to the present (staying under your desk). This will allow you to find a hidden passage leading to a closed room. While still in the present, destroy the nest of the blood lobe, collect any amber of blood that you can find and return to the past. There will be a safe, closed and demanding code, with a dead hound next to it. A note left by the carcass will inform you that the person responsible for this room is about to get rid of the dead dog. Lift the carcass, put it in the oven on the left and press the red button by changing the timeline. The bloodfly socket blocking access to the destroyed safe will disappear. If you go back to the present, you will find a secure door lying on the floor, and on it a code that can be used to open the safe in the past. Inside you will find a large amount of valuables and bones. Painting #2 The painting is located in the room where you destroyed the balcony. The second image is located on the first floor, in a room accessible by a destroyed balcony. Runa #2 Runa is located in a room with a broken window. The second fleece is located on the first floor, in a room next to the place where the workers found themselves. Get rid of them to change the timeline and use scaffolding to access the room through the window. to find the rune in the container. Fleece #3 Rune is located on a chest in a flooded cellar. The third fleece is located in a flooded cellar. After knocking out enemies, go to the past and pick up the valve laying in the corner. You have to put it into an adjacent room by breaching the wall, you can destroy the bloodfly nest while you're at it. When the valve is in the right room, return to the present and jump through the violation, following the valve. With the right tool at the right time, use the valve on the tube on the left to stop the leakage. Now you can go back to the past and pick up the rune. #3 Bonecharm Lift the bonecharm in the elevator. While in the basement, go to the elevator in the past. Climb on it and return to the present, you will fall through the roof and you will find yourself inside the elevator where you will find bonecharm. Bonecharm #4 bone on the desk of Stilton's new office. The fourth bonecharm can only be collected if you first overpower Stilton in the past and change the timeline. The bonecharm #5 Bonecharm is inside a crate in Lucia Pastor's apartment. Another bonecharm in this mission that can only be collected if you've knocked out Stilton and changed the present. You'll find him in the Dust District, in Lucia Pastor's apartment, right after leaving Stilton's manor. Rune #4 climb the scaffolding to collect the rune. The fourth fleece is located in the western part of the Dust District. Head to the right and climb on the scaffolding shown in the screenshot. The prize on the other side. #6 bonecharm on the roof is located on the roof. The sixth bonecharm is located on the roof of a building in the Dust District. Bonecharm #7 The last cube is located near Sokolow.The final cube can only be obtained if you refrain from talking to your dear buddy Sokolow for 10 seconds and give priority to scraps of immortal power instead of eternal friendship. I'm kidding, just pick it up. Next Mission 8 Find entry to Grand Palace Prev Mission 7 Special Actions FlagView HistoryBlueprints are very important for obtaining the most powerful and useful weapons in the game. Plans can be found in many different locations during the game by mission. You can't use your heart to reveal their location, so sometimes it's hard to see them on the map. However, they will appear in blue when you have them in view. The plans give you access to upgrades for weapons that open up new functionalities and effects in combat and stealth. If you're having trouble with some parts of the game, searching for plans for new improvements can give you the extra advantage you need to keep working. There are no plans for the first mission of the game. There are two plans in this mission. After setting your foot in the Karnaca doves, go up Look up on the right to open the windows on the second floor of the building opposite the gutted whale. In the corner office of this room there is an unlocked safe, which includes a plan for a scattered incendiary release - as well as a monument to the Blood Amber Whale. Note: If you miss this plan, it will reappear in Mission 3. In the Overseer's building there is a fire treatment plan, up to the highest floors in the office of the vice-superintendent. In this mission there are two plans and one potential rebirth. Go to the second floor of the building with Blink/Far Reach from the entrance hallway. Search for a document with a secure combination on the right. Use this combination on a nearby safe to get the Combat Sleep Dart formula. Mercury's providential distillation plan can be found in Hamilton's quarters at the very top of the stairwell. You can see it when you enter the room. Note: If you miss this plan, it will reappear in Mission 4.If you haven't found it in Mission 2, you'll find it next to Dr. Hypatia. In this mission there are four plans and one potential respawn. The Pyro-Sonic casing is located at the ticket office at the transport station. You can get the key to the station from the black market to find the plan. The polarization of the alloy is located in the upper Aventa district on the third floor of the guard building. It is located in a locked room on the left side of the upper part of the stairs. Note: If you miss this plan, you will reappear in mission 5.Slug Splintering Wedges will be found in Jindosha's lab on a desk near the image. Note: If you miss this plan, you will reappear in Mission 5.The Conductive Filaments Blueprint can be found in the desk office near the Assessment Chamber in a room that can be converted with a waiting room with two civilians. Go to the lower floor near the assessment chamber and you'll see it near some of the writings on your desk. If you don't see the room, pull the lever to swap rooms. Make sure you're outside the lobby because the office you want to reach is above it. Note: If you miss this plan, it will reappear in Mission 6.If you haven't found it in Mission 3, you'll find it in the first part of the mission, behind the station. In this mission there are three plans and two potential respawns. In the building near the Royal Conservatory - on the right, where the last known position of the shopkeeper is located. The reverberation plan of the pipe is located on the third floor of the desk. Triggered Housing Blueprint is located on the first floor of the Conservatory. It is located on the right side of the main conservatory room, inside the workshop room with a mini Wall of Light. Completing the side missions entrusted by the owner of the store on the black market will give you a plan for the reward. To do this, find a coworker's house conservatory, track it to the basement of the Conservatory and steal a prototype in the security office on the second floor of the Main Hall. If you haven't found this plan in Mission 3, you'll find it in Breanna Ashworth's office. The plan will be right at your desk as soon as you enter. If you haven't found this plan in Mission 3, you'll find it next to an audiograph in the basement. In this mission there are two plans and one potential rebirth. Spiked Grenade Housing is located in Crone's Hand Pub, on the second floor of the sleeping area - look into the metal chest. The Secondary Coiling Blueprint is located in the basement of Crone's Hand Pub, where the overseer is tortured. You can find the track to see it in front by suing into the alcoa near Paolo and the music players. If you haven't found this plan in Mission 4, you'll find it at the beginning of the mission. Go to the left building near the Wall of Light and climb to the roof. Blueprint is located at the bottom of the workshop. 228px 228pxThe only one plan in this mission. After defeating or avoiding the guards in the dining room, go to the vaulted room and go to the present to go through the vault door. Go back to the past and find the unlocked vault to find the fire chamber rotation plan. Note: If you miss this plan, it will reappear in Mission 8.There are three plans and one potential respawn in this mission. The last apartment building in front of the Wall of Light has a Blueprint located on the third floor. The aptment key can be obtained from the cashier at winslow safe store and get the plan from the desk inside. The plan for galvanic resin folding is located in the palace district. Follow the main stairs to the first floor and enter the pantry. In the pantry, look for a secret button along the shelf under the bottles and press it to open Duke's Hidden Vault. The table in the main room will have a plan. The conversion of the blade is located on the third floor of the palace. It can be found in an office cabinet at Duke's Private Office - opposite his main desk between two bookshelves. If you haven't found this plan in Mission 3, you'll find it in the Palace District, near the Wall of Light. Look to the right at the abandoned stall between the two main streets. The scheme is located behind the stall next to the gun. There are two plans in this mission. This plan is in front of the mission itself, on the Terrible Shaft. Look for it in the workshop near the check-in room - in front of Anton Sokohov's room. A counter-blast inversion plan can be found in Galvani's apartment. Its on the ground floor near the dunwall tower entrance on the right (the door is armed with incendiary arrows). The plan is in the lab. Lab.

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