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All combinations for each individual safe By K1lla Here i show you all codes, feel free to leave a like and share it! :)Have a nice day all of you. You can find a number of safes with various kinds of loot within each mission. Its a good idea to unlock any safes you come across since you can find incredibly valuable items most of the time. When opening safes, keep in mind that many combinations you find in both in writings (like documents) and some written in the world are randomized. This means they will be different each time you play through the mission and try to open the safe associated with it. Safes are only found in the first three missions of the game. For this reason, we have written where to obtain these combinations in place of an actual static 3-digit number in the article below. One Last FightFollow the InkThe Bank JobA Hole in the WorldBelow is a list of known safes in each mission, as well as the combinations to open them. After taking out the first group of guards, look up above the train tracks for a balcony to a residence, and use the pipes up on the left side to enter the home. Inside, you can find a safe against the wall by the door - but no apparent clues for the combination are nearby. Once you are in the Albarca Baths fight club, look for the Bookkeeper by the restricted area and pickpocket him to get a note with a clue about the safe: there are stacks of books that reveal the clue. Now that you have the note about the safe, head to the main desk and look above the Champion Challenge board for stacks of books divided into three piles. The number of books in each pile is the combination to the safe (which, if static, is 451), which holds a ton of goods - a 395 coin value, and a health potion! There are three safes with combinations in Mission 2 There's a safe in the office of the journalist who lives across the plaza from the bank. 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A note in the Office of the Financial Controller, located on the back part of the Inner Atrium first floor, states that Galvani won't shut up about his code being the most important date in his life. As it happens, you can read his memoir in the sleeping area on the other side of the Archives Room, which mentions a date and month. Use the calendar outside the room with the memoir to match the month, and use its place on the chart for the last number in the combination to open the lockbox. The last safe, which is in fact five safes all tied to one giant combination, can be found in the Main Vault. When you first enter the bank, on the third floor stairwell, be sure to check the side door to find a storage room with a chalkboard full of numbers. The note on the board is about the Vault Safe Code, and states that there are a sequence of numbers, and each number is generated by the number before it - but the method they are generated is unknown. Those familiar with math will recognize the drawings as the Fibonacci sequence - the sequence of numbers where the next number in the sequence can be found by adding the current and previous numbers. Once you unlock the Main Vault, you'll find 6 safe boxes - one of which needs two keys, while the rest have 3-digit codes. The numbers on the blackboard are the first half of the sequence, which translates to the first three combinations - but you'll need all of them to open all of the safes at once. Use the guide below to input each code in the correct order - making sure to skip over the numbers that would have been used in vault 4, where the keyholes are. Vault Number Combination Sequence Vault 1 011 Vault 2 235 Vault 3 813 Vault 4 213 (SKIP) Vault 5 455 Vault 6 891Entering every combination will open all vaults - excluding the one that holds the twin-bladed knife, and has a variety of goods to steal. There are no safes or locks that require combination in Mission 4. 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Upon close inspection, the Mark of the Outsider is a combination of three runes: the upper left portion, the middle portion, and the right portion. Find the corresponding runes and numbers, and enter them in left to right on the nearby safe to open it and find a Corrupt Bonecharm - as well as Malchiodi’s Diary. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. You can find a number of safes with various kinds of loot within each mission. 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Upon close inspection, the Mark of the Outsider is a combination of three runes: the upper left portion, the middle portion, and the right portion. Find the corresponding runes and numbers, and enter them in left to right on the nearby safe to open it and find a Corrupt Bonecharm - as well as Malchiodi’s Diary. September 18, 2017 by Dennis PatrickUnlock every Dishonored: Death of the Outsider safe with this helpful guide! Dishonored: Death of the Outsider marks as the third installment to the Dishonored series. Within the video game, players take on the role of a former-assassin Billie Lurk. Meeting with her mentor, Billie Lurk decides to help in the grand quest of finding the Outsider and taking their foe down after it was discovered that the Outsider is a supernatural being who can bestow magical powers. In this particular guide, we’ll showcase where to find all the safes and how to unlock them for their precious loot inside! You’ll find that most of these safes will appear as you progress through the main narrative. However, for the safes that are a bit harder to find we’ll give you the general location as to where you can find them. Dishonored®: Death of the Outsider™_20170916122019 Dishonored®: Death of the Outsider™_20170918143700 Dishonored®: Death of the Outsider™_20170918153912 Dishonored®: Death of the Outsider™_20170918161200 Dishonored®: Death of the Outsider™_20170918205106 Dishonored®: Death of the Outsider™_20170918210603 Safe Combinations Mission One Safe #1 Location Climb up the pipes by the abandoned train cart and enter the building through the open window. Combination Mission Two Safe #1 Location Located within Shan Yun’s house, in the room of the electrified floor. Use a Whale Oil container to disable the traps and then use Semblance on Yu followed by sinign int the microphone to open the safe. Combination Safe #2 Location Located within Ivan Jacobi’s home. Combination Go to Jacobi’s home and find incriminating notes. Give the notes to Christofer Jeorge who will then give you the combination to the safe in Jacobi’s home. Mission Three Safe #1 Location Room with all the safes which you’ll enter as you progress the narrative. Combination The combination is the Fibonacci sequence. 011/235/813/213/455/891/44. Safe #2 Location These will the individual safe combinations from inside the bank. Combination Christofer Jeorge 379 Morgan Yu 315 Luigi Galvani 287 Mission Five Safe #1 Location This will be the optional objective to get side Malchiodi’s safe. Combination Symbols located on the walls will be the combination to the safe. FacebookTwitterLinkedInPinterest You can find a number of safes with various kinds of loot within each mission. Its a good idea to unlock any safes you come across since you can find incredibly valuable items most of the time. When opening safes, keep in mind that many combinations you find in both in writings (like documents) and some written in the world are randomized. This means they will be different each time you play through the mission and try to open the safe associated with it. Safes are only found in the first three missions of the game. For this reason, we have written where to obtain these combinations in place of an actual static 3-digit number in the article below. One Last FightFollow the InkThe Bank JobA Hole in the WorldBelow is a list of known safes in each mission, as well as the combinations to open them. After taking out the first group of guards, look up above the train tracks for a balcony to a residence, and use the pipes up on the left side to enter the home. Inside, you can find a safe against the wall by the door - but no apparent clues for the combination are nearby. 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Move through the room and look up left for a bit of red cloth hanging from a crawlspace. Crawl through to the other side of the factory to another office, where you can find a Supervisor’s Note with the key to the gate outside. The second lock is found on a chest in the room of Malchiodi, the cultist who was researching the Outsider and the ancient language of runes used by him. In order to get inside, find his body in the Void and get his key, then return to his room. Note that the man has drawn the Mark of the Outsider everywhere, especially next to all the smaller runes and tagged them with numbers. Upon close inspection, the Mark of the Outsider is a combination of three runes: the upper left portion, the middle portion, and the right portion. Find the corresponding runes and numbers, and enter them in left to right on the nearby safe to open it and find a Corrupt Bonecharm - as well as Malchiodi’s Diary. What is it with games and safes? In almost any game you can think of, there are a load of locked safes that you need to open with numerical codes, including Dishonored: Death of the Outsider.In this standalone expansion to the Dishonored universe, you’ll find a number of locked safes and doors that require combinations to unlock them. You can find all the clues you need in the game, but we’re here to cut out the middleman.Read on below to discover all of the Dishonored: Death of the Outsider safe codes and combinations you’ll need to unlock everything in the game and earn some cool loot to boot.By entering your details you are agreeing to our terms and conditions and privacy policy. You can unsubscribe at any time.This site is protected by reCAPTCHA and the Google Privacy Policy and Terms of Service apply.While all the clues for the Dishonored: Death of the Outsider safe codes and combinations can be found in-game, it’s easier just to know them all before you play. However, one or two locked items are opened with randomised codes, so you will need to know how to find your specific code.With all of that in mind, the full list of safe codes and combinations in Dishonored: Death of the Outsider is as follows (in story order):Safe in Robbie’s apartment | Mission: One Last Flight | Code: 451Locked door leading to the market shop in Upper Cyria | Mission: Follow the Ink | Code: 398Safe in Cristofer Jeorge’s office | Mission: Follow the Ink | Code: Randomly generated. You can get the code by giving Cristofer Jeorge evidence that links Ivan Jacobi to Eleuterio Cienfuegos’ murder.Morgan Yu safe in the Dolores Michaels Deposit & Loan Bank | Mission: The Bank Job | Code: 315Jeorge’s safe in the Dolores Michaels Deposit & Loan Bank | Mission: The Bank Job | Code: 379Dr Galvani’s safe in the Dolores Michaels Deposit & Loan Bank | Mission: The Bank Job | Code: 287You need to input the next five codes in order to open all five safes at once (Mission: The Bank Job):Jindosh’s safe (Vault one) | Code: 011Safe second from the left (Vault two) in the Dolores Michaels Deposit & Loan Bank main vault | Code: 235Safe third from the left (Vault three) in the Dolores Michaels Deposit & Loan Bank main vault | Code: 813Safe to the right of Jacobi and Shan Yun’s (Vault five) in the Dolores Michaels Deposit & Loan Bank main vault | Code: 455Safe to the far right (Vault six) in the Dolores Michaels Deposit & Loan Bank main vault | Code: 891Locked gate in the main entrance to Shindaerey North Quarry | Mission: A Hole in the World | Code: Randomly generated. You can get your unique code by finding the Supervisor’s Note.The Supervisor’s Note can be found on the top floor of the building to the left of the locked gate. Go up the stairs and look for a piece of red cloth hanging out of a crawlspace. Go through that crawlspace to enter the office and the Supervisor’s Note should be on the desk.Safe in Malchiodi’s room | Mission: A Hole in the World | Code: 962Subscribe to our free Gaming Newsletter for weekly insights, and visit our Gaming hub for all the latest news.Looking for something to watch? Check out our TV Guide or Streaming Guide.Try Radio Times magazine today and get 12 issues for only £1 with delivery to your home — subscribe now. For more from the biggest stars in TV, listen to The Radio Times Podcast. Looking for the Safe Codes in Dishonored Death Of The Outsider? This Dishonored Death Of The Outsider Safe Codes Combination Guide lists all of the safe’s we have discovered so far, the code to open them, what they contain and any other information needed so you can loot your way through Karnaca with ease.As with previous Dishonored games, Dishonored Death Of The Outsider features a number of goodies locked away in a safe. Most of the missions contain at least one. Sometimes there’s a nearby clue or puzzle you have to solve, other times you don’t get the information until later in the level. Below is a list of every safe we have discovered so far and the combination to access it.Mission 1 Safe Combination: 451 Location: When you get the hint about the nearby Bone Charm, it’s in a room above you. Back out of the sewer like area and climb up the pipes to enter through a window. Clue: You find the clue in the bathhouse later. You count the books above the guys desk in his house.Mission 2 Safe Combination: N/A Location: This can be found inside Shan Yun’s house, you have to enter for the story. You can learn the secret knock in the florists shop. Clue: There is a room inside his house with an electrified floor. Disable the traps by using a Whale Oil container that can be found in a nearby room with a breakable door. Once the traps are disabled loot the Release Thy Golden Locks, Gloriana item from one of the glass cases, it’s a musical note that you place in the music devices. Head to the top floor and use it on the Audiograph to open the safe.Mission 3 Vault Safe Combinations: From left to right as you enter – 011, 235, 813, 455, 891 Location: This is at the very end of the bank mission, inside the vault with 6 different safe’s. Clue: Found this one on Reddit.Mission 3 Lockerbox Safe Combinations Christofer Jeorge Safe: – 379 Morgan Yu Safe: 315 (Gem is for a Contract) Luigi Galvani Safe: 287 (The day Dr Galvani met Anton Sokolov on the 28th Day of the Month of High Cold) Location: Inside the bank. After you reach the Atrium and disable the electrified fences, take the elevator down to the Lockbox level. There are 3 safe’s in the room with the security chief. Clue: Dr Galvani’s safe is his birthday. 315 is the amount of coins Morgan Yu had at the bar. 379Mission 5 Malchiodi’s Safe Combination: 962 Location: Marked as an optional objective during the final mission Clue: Symbols on the wall give you the codeIf you know of any we missed in our Dishonored Death Of The Outsider Safe Combination Guide please post a comment and we’ll get to it as soon as possible. Posted Sep 15, 2017 by captaincamper in Dishonored Death Of The Outsider Guides Dishonored Death Of The Outsider – Kill The Outsider Or Release The Outsider Dishonored Death Of The Outsider presents players with a critical choice Kill The Outsider Or Find Another way, Release The Outsider. This guide will tell you what you need to do to complete both steps and what the outcome is at the end. Posted Sep 15, 2017 by captaincamper in Dishonored Death Of The Outsider Guides How To Get Into Black Market Dishonored Death Of The Outsider Mission 4 The Black Market returns in Mission 4 and it says you need a key, or do you? This guide will tell you How To Get Into Black Market Dishonored Death Of The Outsider Mission 4 so you can loot all the goodies for free and even take the key off the corpse if you wish. Posted Sep 15, 2017 by captaincamper in Dishonored Death Of The Outsider Guides Dishonored Death Of The Outsider Black Market Door Code – Mission 2 Black Markets return in Dishonored Death Of The Outsider, complete with free goodies if you know how. This Dishonored Death Of The Outsider Black Market Door Code - Mission 2 guide will tell you how to get into the Black Market on the second mission so you can loot the goodies for free. Posted Sep 15, 2017 by captaincamper in Dishonored Death Of The Outsider Guides Looking for the Safe Codes in Dishonored Death Of The Outsider? This Dishonored Death Of The Outsider Safe Combination Guide lists all of the safe's we have discovered so far, the code to open them, what they contain and any other information needed so you can loot your way through Karnaca with ease. You can find a number of safes with various kinds of loot within each mission. 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Once you have the key from Ivan, enter his office and look for a painting of an owl, and move it aside to find a vial of Cienfuegos blood. Give it to the journalist and he'll give you the combination. While not technically a safe, the door to the Black market is locked with a three digit code. To get the code, look for a hole in a grate behind a sign, and use Foresight to travel through the grate to get into the black market shop. Look at the door from behind to find the code to get in. The final safe is in the home of Shan Yun, in his study on the third floor. However, his safe does not have a combination, but can only be accessed by using his voice singing the correct song. In order to find the correct song, head to the private gallery on the second floor, and steal the gold audiograph and play it on the audiograph player next to the safe. There are four Safes in Mission 3 with combination locks The first of three sealed lockboxes in the Archives area, located in the sub-basement of the Inner Atrium, can be found in a small room with the other lockboxes. This lockbox belongs to Christopher Jeorge, the journalist. You can find the code for this lockbox by searching the office of the Operations Manager back on the third floor of the Lobby, and look for a crumpled note by the desk. The second of three sealed lockboxes in the Archives area, this safe belongs to Morgan Yu. It is part of the Rags to Riches to Rags Contract, and checking the contract, the person states they told everyone how much money they had when they first arrived at Karnaca, which is the code to the lockbox. The third sealed lockbox in the Archive area belongs to Dr. Galvani, the unfortunate soul you've been robbing for the better part of two games now. A note in the Office of the Financial Controller, located on the back part of the Inner Atrium first floor, states that Galvani won't shut up about his code being the most important date in his life. As it happens, you can read his memoir in the sleeping area on the other side of the Archives Room, which mentions a date and month. Use the calendar outside the room with the memoir to match the month, and use its place on the chart for the last number in the combination to open the lockbox. The last safe, which is in fact five safes all tied to one giant combination, can be found in the Main Vault. When you first enter the bank, on the third floor stairwell, be sure to check the side door to find a storage room with a chalkboard full of numbers. The note on the board is about the Vault Safe Code, and states that there are a sequence of numbers, and each number is generated by the number before it - but the method they are generated is unknown. Those familiar with math will recognize the drawings as the Fibonacci sequence - the sequence of numbers where the next number in the sequence can be found by adding the current and previous numbers. Once you unlock the Main Vault, you'll find 6 safe boxes - one of which needs two keys, while the rest have 3-digit codes. The numbers on the blackboard are the first half of the sequence, which translates to the first three combinations - but you'll need all of them to open all of the safes at once. Use the guide below to input each code in the correct order - making sure to skip over the numbers that would have been used in vault 4, where the keyholes are. Vault Number Combination Sequence Vault 1 011 Vault 2 235 Vault 3 813 Vault 4 213 (SKIP) Vault 5 455 Vault 6 891Entering every combination will open all vaults - excluding the one that holds the twin-bladed knife, and has a variety of goods to steal. There are no safes or locks that require combination in Mission 4. There are two locks that require combinations in Mission 5. The first lock you find is attached to a door leading to the Shindaery North Mining Quarry, past two Cultists in the midst of killing a third. To find the combination, head into the building to the side of the gate, and look for stairs going up to the top floor. Move through the room and look up left for a bit of red cloth hanging from a crawlspace. Crawl through to the other side of the factory to another office, where you can find a Supervisor’s Note with the key to the gate outside. The second lock is found on a chest in the room of Malchiodi, the cultist who was researching the Outsider and the ancient language of runes used by him. In order to get inside, find his body in the Void and get his key, then return to his room. Note that the man has drawn the Mark of the Outsider everywhere, especially next to all the smaller runes and tagged them with numbers. Upon close inspection, the Mark of the Outsider is a combination of three runes: the upper left portion, the middle portion, and the right portion. Find the corresponding runes and numbers, and enter them in left to right on the nearby safe to open it and find a Corrupt Bonecharm - as well as Malchiodi’s Diary. As with many other games, Bethesda and Arkane Studios’ Dishonored contains various locked safes and doors that you can open by inputting the correct codes.Most of the safe codes and door codes don’t change on repeat play-throughs of the game, but the Artist’s Residence combo does appear to change sometimes. There does seem to be a list of working codes that work, however.It’s worth keeping this page saved to return back to once you’ve come across a locked safe or door. This list of codes should come in more than handy.Read on below for the complete list of combinations for all Dishonored safe codes and door codes.By entering your details you are agreeing to our terms and conditions and privacy policy. You can unsubscribe at any time.This site is protected by reCAPTCHA and the Google Privacy Policy and Terms of Service apply.There are a load of safe codes and combinations to crack in Dishonored. Each one can be found during particular story missions and the game will give you plenty of clues if you ask the right people or look in the right places.You don’t want to do that, though. We’ve listed the full lot of working Dishonored safe codes and combinations down below for you. Simply input the code into the correct safe or locked door to open them up and claim your spoils.The complete list of Dishonored safe codes and combinations is as follows (listed in story order):Safe in the sewers | Mission: Dishonored | Code: 451Safe in Dr Galvani’s Office | Mission: High Overseer Campbell | Code: 287Locked kennel door beneath the Office of the High Overseer | Mission: Overseer Campbell | Code: 217Safe in the Overseer’s Back Yard | Mission: High Overseer Campbell | Code: 203Safe in the Art Dealer’s Apartment | Mission: House of Pleasure | Multiple known working codes: 138 / 327 / 656 / 679 / 696 / 879. If these don’t work, interrogate Bunting at The Golden Cat after finding the safe to learn the codeSafe in Pratchett’s house nearby Kaldwin’s Bridge | Mission: The Royal Physician | Code: 473Safe behind the painting inside the ruined building outside the Sokolov estate | Mission: The Royal Physician | Code: 294Lord Regent Hiram Burrows’ safe, found in his private quarters within Dunwall Tower | Mission: Return to the Tower | Code: 935Underwater safe near the beginning of Central Rudshore | Mission: The Flooded District | Code: 428Safe in the Old Port District sewers (Jelly’s safe) | Mission: The Flooded District | Code: 528Dunwall City Trials DLCSafe in the second floor room which faces the stairs | Mission: Burglar (Expert) | Code: Randomly generated, find the code on the third floor, around the broken window (first digit on the base of the left window, middle digit is on the brick wall, final digit should be in the centre of the highest frame).The Knife of Dunwall DLCSafe near the wall of light in the guardhouse | Mission: A Captain of Industry | Code: Some codes might work: 385 / 728 / 529 / 928 / 387 / 682 / 753 / 128 / 872 / 573 / 445If these don’t work, you can find the code in a note beneath the cargo boat located to the right of the slaughterhouse. You can also purchase a favour at the start of the mission to find the combination on a wall just outside the slaughterhouse.Safe inside Rothwild’s Office | Mission: A Captain of Industry | Code: 512The Brigmore Witches DLCLocked doors leading to the Engine Room beneath the Textile Mill | Mission: The Dead Eels | Code: Some codes should work: 984 / 165 / 387 / 837 / 774 / 238 / 408 / 873 / 669 / 572Make a deal with the Geezer (you’ll need to guess the final digit) or Nurse Trimble to be given the code if those above don’t work. Or you can collect a key from the Hatter mechanic’s corpse in the sewers to open up the locked cabinet inside the mechanic’s apartment.Subscribe to our free Gaming Newsletter for weekly insights, and visit our Gaming hub for all the latest news.Looking for something to watch? Check out our TV Guide or Streaming Guide.Try Radio Times magazine today and get 12 issues for only £1 with delivery to your home — subscribe now. For more from the biggest stars in TV, listen to The Radio Times Podcast. AllHow creative can you get with your first free checklist?Discovered Safe Combinations for the various safes found in Dishonored. Certain combinations do not seem to change with each playthrough, although the Artist's Residence combo seems to differ with some playthroughs (all versions are listed; you may try them at your leisure, or speak to the Artist as per the Low Chaos objective). Click on the Mission links below if you need video, images or more information on how to crack each safe. Combo Mission Safe Location and Description 4-5-1 Dishonored The safe in the sewers past the spot where Corvo gets his gear back. Combo is found by looking past the empty bottles on the shelf behind the safe. 2-8-7 High Overseer Campbell The safe in Dr. Galvani's residence (Dr. Galvani's map). The clue is in Galvani's building; reading his journals hints that his favorite numbers are the combination. 2-1-7 High Overseer Campbell The locked kennel door in the Overseer's base (Kennel map). The clue is in the kennel cell with the two prisoner corpses. 2-0-3 High Overseer Campbell Barracks safe in the Overseer's base (Backyard map). The combo may be found either by saving a rogue Overseer's sister accused of witchcraft; you find them in the alley past Holger's Square, or you can read the notes in the mess hall (you may want to take out the napping Wolfhound first). (Varies)8-7-91-3-86-5-66-7-96-9-6 3-2-7 House of Pleasure The safe in the artist's residence (Artist's Residence map) uses a different combination each time you play. Input each of the combinations; so far, at least one of them have proven to work each time. 4-7-3 The Royal Physician Practchett's safe in his house. (Drawbridge Way map). The clue is to find the number in each of the paintings in his house: the "crowded place", the shipping yard, and the whaling ship. 2-9-4 The Royal Physician The safe behind the painting in the wrecked building where the prisoner pen is outside the Sokolov estate (North End map). The combo is given to you if you disable the Wall of Light for the prisoners. 9-3-5 Return to the Tower Lord Regent Hiram Burrows' safe in his private quarters. (Dunwall Tower map). The clue is given to you by the Propaganda Officer so you can fulfill the non-lethal objective. The Propaganda officer is found in the broadcast station. 4-2-8 Flooded District The underwater safe at the start of Central Rudshore (map with Daud's base). 5-2-8 Flooded District The Old Port District's sewer safe; it's the one with the bone charm (Old District Sewers map). The clue is next to the safe.