

Nearly All Lara's Inventory Items

INTRO

Eckhardt's Glove – End of Prague
Lara's Amulet

PARIS ZONE ONE

COURTYARD:

Torn bloodstained fax from Carvier - has a symbol on it
Credit Card – Lara's own.
Stones/Cans/Bricks - throw able
Pawn able items – jewellery, rare magazines, rare stamps, Rolex,
Workmen's tools – screwdriver
Medicinal cabinet – health items
Credit Card – Lara's Own
Small pocket torch - limited usage

CARVIER'S:

Von Croy's notebook

PARIS ZONE TWO

STREETS:

Café owner's key
Ex-janitor's key
Gold watch – gym trainer's
Coin
Newspaper from kiosk
Health items from Herbalist

LE SERPENT ROUGE:

Crowbar
Adjustable spanner
Set of keys – policeman's
Some PAWNABLE items
Key to hatchway
The BOX – small trinket box

CAFÉ OWNER:

Paper – with Francine's address

BOUCHARD'S:

Wad of Czech passports

PAWNBROKERS:

Combat gear – tranquilliser gun & darts, explosives etc [no guns]
Maps – modern map of Louvre with sewers system & map of archaeological dig

Medical supplies
GPS's
Torch
Flares
Waller – Rennes'

PARIS ZONE FOUR

BUTTRESS & MODERN LOUVRE:

Security pass – from guard
Taser – from guard
Security radio – from guard
Electrical flex – to escape from holding room
Guard's key
Screwdriver

CARVIER'S OFFICE:

Security pass

PARIS ZONE FIVE

HALL OF SEASONS:

Wooden candle
Identical Obscura Paintings

PARIS ZONE SIX

MODERN LOUVRE AGAIN:

Respirators
Gun(s) – from Cabal soldier
Crystal Shard – a Periapt Shard

PARIS ZONE SEVEN

AT VON CROY'S APARTMENT:

Mobile phone – for Bouchard
The other half of the torn, bloodstained fax from Carvier to Von Croy
Four Obscura Engravings – inside the Jackal headed cane
Faxes from Vasiley to Von Croy
Von Croy's gun & ammo
Assassin's shot gun & automatic/luger
Assassin's car keys

PRAGUE – (for now)

Cash – from the Assassin's 4x4
Silenced pistol with laser sights & ammo

VASILEY'S PREMISES:

Old pickaxe head
5th Obscura Engraving
Keys to cellar (in Bouchard's body's pocket)

THE STRAHOV COMPLEX FIRST AREA:

Guard's pass

SANITORIUM – PLAY KURTIS:

Pass card

BOTANICAL AREA BIO-DOME TWO:

Armoury – harpoon guns (explosive tips)
Key – for circular door
Diving equipment – aqua-lung & mini canisters (6x spares), flippers