

### BULLET POINTS - PRAGUE

**8.1/ PRAGUE** - snowbound. Lara pulls up in the Range Rover and parks off the main thoroughfares. Vasiley's shop is up ahead somewhere in the pedestrian-only town square. Cash, health items, GPS's, laser mines like those used in Von Croy apartment and extra weapons can be taken from the Land Rover. She shoulders her backpack and heads into the drifting snow. NB - once Lara has left the 'Rover she can't re-enter it unless she has spoken to Luddick and needs more money.

**8.2/** The square is empty except for a lone car. The shops are locked. Back alleys don't lead anywhere.

**8.3/** A seedy local reporter, Luddick, is sat in the car staking out the murder crimescene. Lara is able to bribe him for info on Vasiley who he's been investigating as part of a Mafia story. Luddick is convinced it's the Mafia ring leaders who had Vasiley killed and has tattered dossiers on five suspects he's been tracking [the Cabal members].

Luddick says all the police evidence and the body has been taken to the Strahov and hushed up.

He agrees to get Lara an access code into the Strahov, but depending on how the dialogue goes she either **will or will not be offered a Glock 13c machine pistol after leaving Vasiley's premises.**

#### **8.4/ PRAGUE MURDER SCENE – VASILEY'S PREMISES**

- The premises of Mathias Vasiley's are just around the corner. It's cordoned off by police crimescene tapes.
- Lara sees a figure in the blizzard disappear up a quiet alley at the side of the premises. It looked like Bouchard!
- When she gets there he's gone. Lara has to work out her own way to break in through a manhole that the discerning player may have noticed sliding shut when she followed the figure through the snow storm.
- A rusty ladder leads via a sewer to the basement of Vasiley's premises.

**8.7/ OPTIONAL** - Lara may have to deal with a couple of henchmen in the basement. If she takes one out the other whispers, "Hey, what's going on? Are you OK?"

**8.8/** The cellar resembles Von Croy's apartment. It's where Mathias Vasiley was murdered – Monstrum style, blood and symbols daubed everywhere. But no sign of the body. Bouchard is waiting and takes a pot shot at Lara from the top of the stairs then runs for it.

**8.9/** Lara stalks Bouchard around the building and finds a door she can't open with a pool of blood trickling out. The back of the premises is full of covered antiques, crates and curios. She thinks Bouchard must have killed the victim behind the door and has panicked.

**8.11/** Bouchard appears and holds a gun on her. He want to know what she's doing there. She catches him off guard, duffs him up, takes his gun, handcuffs him to a radiator pipe and grills him.

**8.11a/** Bouchard blabs. His blabby behaviour is uncharacteristic of what we know of him

- He says he's got involved with Eckhardt who is a killer, the Monstrum in fact.
- Eckhardt heads a group called the **Cabal**. There are no Mafia involvements.
- This powerful alliance of sinister honchos run things from the **Strahov** here in Prague.
- Bouchard got coerced by Eckhardt who was putting pressure on his operations, threatened his family and was killing his men. He had to deliver the Obscura Painting from the Louvre into Eckhardt's hands or else...

Lara asks what he knows about the Obscura Paintings.

- Eckhardt has four of the Obscura Paintings now.
- Eckhardt knew that Vasiley had located the Obscura **Engravings** here in Prague and sent four of them to Von Croy in Paris.
- The fifth Engraving with its hidden map showing where the last Painting is located is here in Prague. It's still in Vasiley's shop somewhere.
- The last Painting is in a place called The Vault of Trophies somewhere in the Strahov.
- The Vault of Trophies is a lost Lux Veritatis chamber that Eckhardt has been trying to locate.

NB. **Weird alert!** Bouchard has the telltale signs that we realise later in the game are the marks of the ShapeShifter – faint swirls on the skin/hands. If the player was quick enough they'd have spotted these on various characters in Paris, especially when the Louvre painting was being stolen from Kurtis

**8.11b/** Lara leaves him handcuffed and goes to check the premises for herself. The shop area is filled with art treasures, books etc.

**8.12/** Vasiley's premises are pretty extensive.

**8.13/** Lara solves a puzzle set into the floor leading into a subterranean level.

**8.17/** reveals a subterranean display area and hi-tech room full of treasure and all kinds of useful Russian Mafia stuff. She can stock up on ammo, medical stores etc.

Also here are:

- Statues and carvings of Nephilim figures.
- A Lot of Lux Veritatis artefacts and historical documents.
- A document showing 3 glowing Shards and a Latin inscription – *'The three Periapts united burn with righteous light to confine evil.'*
- Useful info and clues on Vasiley's computer – fax communications between Von Croy and Vasiley about the Obscura Paintings.
- More Nephilim background from Vasiley's files – if we need it.
- The helmet from Eckhardt's Lux Veritatis confinement suit from Castle Kriegler.

- The Obscura Engraving with the encoded map of how to get to the Vault of Trophies. It's hidden in a Nephilim statue. Next stop the Strahov.

NB. Lara begins to wonder what Vasiley's links with the Lux Veritatis might have been – [possibly a rogue Lux Veritatis or a traitor to the Lux Veritatis?].

**8.18/** Lara heads back to where she left Bouchard but he's gone! The handcuffs are still hanging there on the pipe. She decides it's time to go, after checking who or what was behind the locked door.

**8.21/** After upgrading her strength she can now open the door with the blood leaking from under it. Out falls Bouchard stone dead. What the...! She finds the keys to the back door on his bod and lets herself out.

**8.23/** A shadowy figure flits behind her but gets lost in the snow storm. Luddick's car is gone. Luddick steps out of the shadows. Lara tells him there was someone in the alley and Luddick says "Yes, Bouchard".

Lara, "But I just saw his corpse back there!" They go back to Luddick's car.

**8.23a/** Luddick has got hold of a pass code for 'Mafia' centre of operations at the Strahov. It will get her into the loaders' bay.

Luddick is too afraid to use it himself. Lara can have it if she promises him exclusive rights on anything she uncovers in there. OK. Depending on the outcome of the first exchange between him and Lara he may offer her the Gloch 13c machine pistol for sale.

### **THE STRAHOV– MASSIVE COMPLEX RUN BY THE CABAL. THE LOADING BAY AREA.**

**9.1/** Luddick drives her to the Strahov. The pass code gets Lara into the first part of the Strahov where lorries are being unloaded.

**9.2/** There are crates and equipment everywhere, some stamped with the word Turkiye (Turkey). She has to stealth her way along gantries and overhead cranes until she can take pass from a guard for another level.

**9.9/** Further into the first part of the complex she comes across a large store room which has an empty stone casket that held something massive. Carvings on the side are in the Nephilim alphabets she has come across in Von Croy's notes and elsewhere.

From here she forces her way into vents which lead to a security control room.

**9.12/** Whilst in the ducts Lara sees Luddick being dragged into a room by the heavy who led the attacks in the Louvre – Gunderson. He hands the stunned newspaper man over to a figure she's seen before but doesn't know who he is yet – Eckhardt.

- Luddick stares at Eckhardt and says, "I know who you are! And about your Mafia operations. "
- Eckhardt introduces himself, "Mafia? Oh, you couldn't be more wrong. The name is Eckhardt." Then to Gunderson, "Close the door on your way out."

- Eckhardt performs a messy dissection on the poor sod right there. He uses a weird glove gadget whilst daubing on the floor and walls. Ugh! He swallows something ripped from the poor Luddick (possibly).
- Lara can do nothing for Luddick and doesn't interfere. But she guesses that the weird Glove must have some alchemic power.

**9.14/15 SECURITY CONTROL ROOM.** Lara has to distract the guards and get into the room.

**9.15a/** Lara accesses the computer and finds:

- a layout-**schematic** of the Strahov complex.
- There is also a BIO-HAZARD HIGH SECURITY HOLDING ZONE but no clue what's in it – (it's where the PROTO-NEPHILIM is secured).

Lara clears herself a route to the Vault of Trophies by shutting off power to certain areas. A warning klaxon sounds. [Without knowing it she also unlocks the Bio-Hazard hi-sec zone containing the PROTO-NEPHILIM. This is a vicious and powerful experiment of the Cabal's that went wrong. We see chaos erupt beneath the Strahov as the thing gets out. It's been kept locked away by Boaz – and now it's free in the tunnels!]

**9.16/** Lara makes a dash for it whilst her path is cleared. "I must move quickly. The grid is down." She exits through a massive set of pressurised doors.

### **10.1/ THE BOTANICAL AREA, BIO-DOME.**

Lara route lies through the Botanical section and she enters the area through massive pressurised doors – into a decontamination chamber using a manual wheel lock. From here she steps into the BIO-DOME, a huge glass structure, very run down and neglected. It's hot, jungle like. Lara reverts to combat shorts and huggy top.

- The place is full of tropical plants, thick vegetation, hydroponic tanks and water areas.
- Lara encounters the first hostile organisms – vines, spike traps.
- There are layers of walkways and rocky outcrops.
- Lara shoots her way clear and heads up into the walkways.

### **10.8/ ECKHARDT AND THE CABAL.**

- High up at the top of the dome Lara sees Eckhardt and members of the Cabal gathered on a raised observation platform. There's a flap going on.
- Eckhardt wants to know why the alarms are going off everywhere.
- Boaz is terrified and explains that the power shut down has released the Proto-Nephilim into the Strahov.
- Gunderson is sent off to deal with the rampaging creature.
- Eckhardt kills Boaz who has ignored his orders to destroy the Proto-Neph ages ago. It's like a Monstrum killing again using the weird looking GLOVE. Crystalline and metal eruptions break out all over her body, but before she's dead he pushes her into the grip of an ugly pod thing that drags her into the water below the platform.

**10.9/** Lara uses the confusion to head off for the Vault of Trophies, fast.

- Her route leads across a collapsed walkway section over water.
- The water is seething with aqua mutants.
- She tussles land mutants and throws them into the water to distract the aqua-muties.

**10.10a/** She encounters Muller who is responsible for the Botanical area. She grills him. He blabs then panics and sets a swarm of mad killer insects on her to escape.

**10.11/** Lara plots her route using the Strahov map and the Obscura Engraving. The Strahov has been built directly over the Vault, which lies under the BIO-DOME. She fights her way clear through other bio-muties and gets to a de-con chamber leading out of the Bio-Dome. There are manual controls so she can enter OK.

**10.14/** Inside the de-con the door slams behind her. She's trapped. Through the bullet proof glass port she see a figure she recognises from Paris – **Kurtis**.

- This is the guy who stole her painting in the Louvre. She flashes the crystal Shard she picked up outside the Louvre. It looks like a stand off.
- Kurtis says she has caused him a lot of trouble by cutting off the power and he will deal with her when he returns from turning it back on again. He'll collect his Shard then. Lara watches him leave.

### **11.1/ SANITORIUM - PLAY KURTIS #1.**

Kurtis stands in front of the massive locked down doors. He closes his eyes and mutters beneath his breath before stretching out with both hands and forcing the jammed doors open. He runs inside before the doors slam shut behind him and he's into the lift shaft into the sub-levels.

**11.2 – 11.10/** Kurtis negotiates the central shafts to get into the lowest levels. He uses his natural skills and his psychic abilities. Down there guards and technicians are frantically trying to get the power back on. The place is like floors of really grim hospital wards. Inmates wander about. Some are dangerous, results of hideous experiments.

- We see Kurtis using some low key occult powers to combat or evade Cabal guards who are being hunted by the PROTO-NEPHILIM.
- Kurtis has special Lux Veritatis abilities and a Bladed discus weapon, which he can control telekinetically. Cool!
- Kurtis can 'farsee' ahead of his physical body. This will enable him to view codes to security doors and anticipate attacks.
- Kurtis uses his remaining Shard to briefly boost his occult psychic blasting powers but it drains him.

**11.19-11.40/** Kurtis works his way through passages, mazes and labs coming across evidence of vivisections wards and genetic tanks with preserved stages of Proto-Neph development.

- He works his way down massive air shafts and has run ins with Strahov guards and the Proto-Nephilim which he sees dismantling various technicians and armed guards.
- He finds the Proto-Neph containment cell, a suspended steel shell that can deliver high voltage jolts to keep it under control. It's empty.

- Uses guards as decoys to distract the Proto.
- Gets through armoured doors and huge air fans.
- Finds the generator where he can turn the power back on but the Proto finds him. He must deal with it before he can attend to the switch.

**11.41/** Defeats the Proto-Neph by combining fire power, his Blade and the Periapt Shard, the only thing its really susceptible to.

- Switches the power back on.
- Then he heads back to the pressurised chamber and Lara who has his other Shard.

**11.42a/** We see the De-Con chamber where Lara is locked in. The lights click on as power returns. She can override the manual switch.

## **12.1/ – THE BOTANICAL AREA – BEYOND BIO-DOME.**

Kurtis returns to the DE-CON chamber to find it empty.

- Lara drops down from behind Kurtis and hold him at gun point.
- The door into area beyond the Bio Dome is now open.
- Lara half cocks the gun, smiles and shoots - at a mutant that's entered the door behind Kurtis. Now he owes her one.

We cut to a fuzzy camera view watching Lara and Kurtis. Their conversation is being watched by Karel and Eckhardt.

- Lara asks Kurtis for the painting that he stole. Kurtis tells her it was stolen from him too.
- He explains that they need to do two things to stop Eckhardt a) destroy the last Painting which is here in the Strahov somewhere b) kill Eckhardt with the three Periapt Shards.
- Kurtis wants revenge on Eckhardt for killing his Lux Veritatis father.
- Two of the crystal Shards, the *Periapt Shards*, were sent to him when his father was murdered.
- To kill Eckhardt he needs the last of three Periapt Shards.
- The last Shard is here in the Strahov in Eckhardt's old Alchemy lab. Eckhardt is almost immortal and without the three Shards can't be defeated.
- He also knows what Eckhardt wants the Obscura Paintings for. It's to awaken the last remaining member of the ancient Nephilim race - The Sleeper [Cubiculum Nephili]. He plans to somehow breed the Nephilim back into existence and rule them.
- Lara and Kurtis agree to an uneasy truce. They can be more effective if they pool resources.
- Lara returns the Shard from the Louvre to Kurtis.
- She uses the Engraving to work out the location of the final Painting. The entrance to the Vault is here underwater beneath the Botanical area.
- Kurtis knows where the third Shard is – [the Alchemist lab].
- They split up. Lara goes for the Painting to destroy it. Kurtis heads for the Shard.

The camera pulls back from Lara and we see her stop in freeze frame. The image is on a security monitor. The camera continues to pull back to show Eckhardt and Karel watching Lara. "It looks like our work is going to be done for us."

**12.2-12.3/** Lara enters the second Bio-Hazard Area of the Bio-Dome. This is on the other side of the Decon Chamber and totally separate from it. There is a huge water area full of mutant bio-creatures. She overlays the map of the Strahov security room with the Engraving map to work out where the Vault is located.

**12.4-12.8/** There is drilling and other equipment scattered around. Some serious underwater excavation work has been going on here.

- Sub aqua gear is stored near a sealed circular door.
- She raids the diving equipment and armoury for harpoons and spare air tanks then opens the circular door.
- The drilling work has been concentrated around a deep pool in the centre of a circular room.

**12.9/** She dives in and gets attacked by aqua mutants and by Cabal divers placed to guard the entrance to the Vault.

- The tunnel leading to the Vault is ornate and very old. It opens into a vast underwater chamber decorated with stone carvings and 8 identical statues of knights.
- Lara's air is running out. She must move fast.
- A Latin inscription helps Lara solve how to get into the Vault, which the Cabal had found but couldn't open.
- By manipulating 2 of 8 statues the entrance finally opens. Lara swims up into the rocky chamber and looks around.

### **13.1/ THE VAULT OF TROPHIES.**

Lara negotiates traps and deadly dangers - from spiked walls, to huge iron balls, crumbling floors and ledges, huge chasms that have to be swung over on chains etc. Finally Lara reaches the Vault door. Once inside there are no more traps.

**13.3/** The Vault houses the greatest of the Lux Veritatis trophies:

- Hundreds of LV artefacts
- Vast bookcases full of tomes.
- Nephilim skeletons hung high on the walls.
- Shields and armour of fallen Knights.

A long dead Lux Veritatis guardian knight sits slumped over a massive crumbling volume. In it is the early history of the Lux Veritatis struggle with Eckhardt to combat his evil. It tells that:

- The Obscura Paintings are just a disguise for five metal Symbols forged out of purified Nephilim ores.
- The Symbols are hidden inside the Paintings and can be united to create something called the Sanglyph.
- The Sanglyph is a thing of great Alchemic power (drawings show a discus shaped artefact with finger holes).

- Due to his black arts Eckhardt can already transmute any substance into any other substance on the Tree of Matter (the periodic table) but he needs the Sanglyph for something else.
- With the power of the Sanglyph he will be able to penetrate the protective shielding of The Sleeper (the Cubiculum Nephili) and revive what could be the last remaining member of the Nephilim race.
- The Cubiculum Nephili is buried deep in the underground cities of Cappadocia in Turkey (at the time of writing).
- A diagram shows three glowing Shards and a Latin inscription – *‘The three Periapts united burn with righteous light to confine evil.’*

**13.4/** A huge tapestry in the hall shows Castel Kriegler and details of Eckhardt’s CONTAINMENT SUIT. It depicts how the three Periapt Shards were inserted to keep him prisoner.

**13.5/** The Obscura Painting is behind the tapestry. Lara grabs it.

- The place begins to shake and flood. Doors slam, ceilings collapse, the tunnels are filling up.
- Lara escapes and reaches the surface only to find an unwelcoming reception party waiting.

**13.9/** Eckhardt is waiting for Lara with the four remaining members of the Cabal and lots of Cabal guards. Kurtis is his prisoner. He never made it to the Alchemist’s lab.

- A service platform rises up out of the water carrying Lara with it. But she is still well below the walkway level that Eckhardt and buddies are on.
- Eckhardt demands the Painting in exchange for Kurtis but then treacherously pushes Kurtis into the pit when Lara throws it to him.
- Gunderson opens a tiny portal window in a set of huge doors at the pit level. They can see what looks like Boaz’s face.
- Eckhardt tells the Cabal to leave then suddenly grabs Muller – “Not you, you useless piece of dross! You failed me. Your reward is to share Boaz with our new friends.” He throws Muller into the pit too. The botanist gets dragged into the shadows screaming.
- Then the door opens!
- Boaz has been engulfed by a hideous bug thing. She lumbers out to kill them.
- Kurtis helps Lara up onto the walkway but he can’t get out.
- He throws her his two Shards and tells her to go after Eckhardt. She dives under the closing door after Eck.

#### **14/ PLAY KURTIS #2. KURTIS FIGHTS THE BOAZ MONSTER.**

He uses his Blade weapon and special Lux Veritatis abilities.

- The Boaz thing spits venom, sprays sticky ooze and stabs with vicious spikes but Kurtis kills it anyhow.
- A smaller Boaz Fly form ruptures out of the carcass and attacks Kurtis. This smaller version is fast and light. Kurtis kills that one too.
- Kurtis checks it out but when he turns to go the thing rears up and manages to stab him in the back with a venomous claw.
- Kurtis spasms, finishes the thing off with his Blade and collapses poisoned. Dead?



**LARA ANCIENT ALCHEMIST LAB (THE FINAL LAB)**

**15.1-15.4/** Lara chases Eckhardt who is using the Glove to create deadly traps from otherwise harmless objects. She fights her way over precipices and lava moats. Eckhardt disappears into the Alchemist's lab thinking he has shaken her off. This area is Eckhardt's original 14<sup>th</sup> Century laboratory and is the place Kurtis was hoping to find. Lara follows having breached all Eckhardt's defences.

- The huge lab area is full of prototypes equipment, sketches and plans of his glove and lots more. Drawings of the symbols in the Obscura Paintings, drawings of a weird discus looking contraption [the Sanglyph] and equipment linked to dried out Nephilim limbs and torsos.
- Records of alchemic elements Eckhardt needs for his personal preservation are in his crumbling notes that can barely be handled before they fall apart.
- Info on Eckhardt's original pact with the Nephilim. He was made near immortal so he could carry out some tasks for them. He tried to cheat them and lost.
- Info on The Sleeper – the Cubiculum Nephili, how he plans to revive this last Nephilim and complete his plan to rebreed the extinct race. He will fulfil an ancient prophecy and be the new race's god-like ruler.

NB – Lara may be able to identify the limbs and torsos as Nephilim if we have already seen Nephilim images in the Louvre archaeological sections and in Von Croy's apartment or notes.

**15.6** Lara finds the 3<sup>rd</sup> and last Periapt Shard where Eckhardt has been guarding it to prevent the three being reunited. When all three are in close proximity they glow. *"That glow means the third Shard is nearby"*. Using all three together Eckhardt can be defeated. She dives into the underwater place protected by aqua mutants and retrieves it.

**15.10a LARA WITH THE 3 SHARDS - THE SLEEPER**

Emerging back into the chamber with all three Shards Lara is close to the Sleeper.

- The form of the Cubiculum Nephili, the Sleeper hangs dominating the chamber.
- It is wired up to more advanced versions of the 'extraction' equipment and circuitry Lara saw in the prototype part of the Alchemist's Lab.
- This is what Eckhardt is trying to revive so he can use its living essence to restart his new race of Nephilim followers.
- Eckhardt has all five Obscura Paintings and is burning away the outer wooden parts to reveal the metallic Sanglyph symbols.
- They click together to form the Sanglyph, a discus-like shape which slots onto his Glove. The two forms fuse into one metapowerful alchemic device – the Glove-Sanglyph.
- Lara puts a shot past Eckhardt's head
- Eckhardt reacts by dashing over to the Sleeper and jacking the combined Glove-Sanglyph into the machinery supporting the Sleeper. Wires flash and

tubes go incandescent as energy is channelled into the hanging Nephilim form.

- Everything powers up. The Sleeper starts to change.

**15.11** Huge battle. Eckhardt uses the Glove-Sanglyph to smash and transmute everything around Lara into sharp pointy dangerous things. Lara uses her wits, natural skills and the Shards to combat his Alchemy. She has to weaken him before striking him with the Shards as Kurtis said.

**15.14** Lara successfully stabs Eckhardt with two of the Shards, abdomen and chest, but is taken by surprise by Karel who suddenly appears and snatches the last one from her.

- Eckhardt screams ‘Go on. Kill her!’
- Karel swings the Shard but twists and plunges it into Eckhardt’s third eye.
- Eckhardt shrieks and starts to erupt in ugly metal-crystalline growths. He dies.
- Karel reveals himself as a NEPHILIM. His aim has always been to stop Eckhardt completing his mad plan. But only when the last Nephilim was revived, as it is about to be.
- Karel has been entrusted with the task of ensuring that the benevolent Nephilim race is brought safely back into existence to work in harmony with humans.
- The new race of Nephilim will arise from the results of Eckhardt’s work. The 14th century Pact will have been completed at last.
- The Sleeper is the last source of pure Nephilim species power and must be protected.
- The revival machinery is still glugging away busily in the background.

Karel tells Lara she has nothing to fear from him or his kind. The new order, the new race of beings will be benign. The Nephilim have only ever been fighting for their survival. He offers her a place in the coming glories.

- To convince her he goes through a Shape Shifting FACE GALLERY of forms he has used to help her out. Faces she recognises from the streets of Paris, Bouchard at Vasiley’s premises etc.
- As he talks he takes off his black leather gloves. Lara sees swirls on his hands.
- These types of swirls have been seen on statues of Nephilim and in manuscripts.
- On Karel’s palms they make a distinct SYMBOL.
- The SYMBOL triggers a final full flashback to events at Von Croy’s apartment.

**15.14a** FINAL FLASHBACK TO VON CROY’S APARTMENT – INSERTED.

Lara sees all the events we have seen before but in more detail – arguing with Von Croy, having the torn fax with Carvier’s address on it thrust at her and Von Croy waving a gun around. She also relives being stunned just prior to Eckhardt’s entrance. This time she recalls how Eckhardt kills Von Croy. But then a difference – after dicing Von Croy Eckhardt morphs into Karel! And the symbol is clear to see on his palms. Karel is Von Croy’s killer after all!

**15.14 (continued)** Lara makes her decision – no deal with Karel. If he's after the same thing as Eckhardt he must be at least as evil. And how can she trust anything as unknown and alien as a Nephilim.

- Karel changes from Mr Nice Guy to Mr Ugly Bastard and his true Nephilim nature starts to surface in his features. Ugh!
- Energy arcs from the Sleeper to Karel and his body shifts into a pure energy state like a heat haze.

**15.15** Realising that Karel is probably invulnerable in this state Lara grabs Eckhardt's Glove-Sanglyph and heads for the Sleeper to destroy it before the awakening is finished. [The Glove-Sanglyph goes into the Inventory.]

- Karel cannot attack her directly but has to reveal himself first.
- Lara has to climb the catwalks and gantries to reach the Sleeper.
- Karel is throwing everything at her, lightning, fire, plasma, ice.

**15.19** Lara reaches level with the Sleeper, jumps the gap and grabs onto the Nephilim.

- She makes contact with the Glove-Sanglyph inverting the awakening process and shattering the umbilical supports to fragments.
- The Sleeper erupts with energy ripping the surrounding machinery apart. It crashes to the ground with Lara managing to swing clear on one of the severed umbilicals.
- Uncontrolled alchemic forces are tearing the whole place apart.

Karel disappears in the mayhem, swallowed up by the disrupted energy discharges.

Lara goes looking for Kurtis. She finds the pit levels and wreckage from his battle with the Boaz thing. No sign of him anywhere, just blood and the abandoned Lux Veritatis Blade. Slowly she picks it up.

END