

THE NOTEBOOK IS ARRANGED IN TWO PARTS:

1/ FIELD NOTES

2/ MISSION POINTS PARIS & PRAGUE

ARTWORK TO GO INTO THE NOTEBOOK IS IN **RED**.
FOR LOCATION OF ARTWORK SEE LIST AT THE END.

FIELD NOTES

THESE FIELD NOTES ARE ALREADY IN THE NOTEBOOK WHEN LARA GETS IT FROM CARVIER:

“Eckhardt – client. Be wary!” **NB050**

“Louis Bouchard. Useful contact – purchased handgun. Discretion assured.” **NB051**

“Terrified to go out. Monstrum terrorising the streets.” **NB052**

“Tried contacting Lara again in London. No response. Still not forgiven me for Egypt.”
NB053

“Obscura Paintings: five 15th century works of black alchemic magic. All lost, hidden by the Lux Veritatis.” **NB054**

#1 [THIS IS WITH A HAND SKETCHED CHART SHOWING THE RELATIONSHIP OF THE FIVE ENGRAVINGS TO THE FIVE PAINTINGS.]

“Five Obscura Engravings – drawn copies of the Paintings. Contain encrypted maps of each Painting’s location?” **NB055**

“Mathias Vasiley in Prague. Has sent me four Obscura Engravings. He kept the fifth Engraving back. Wants more money.” **NB056**

#2 [THIS IS ACCOMPANIED BY ROUGH THUMBNAIL SKETCHES OF FOUR ENGRAVINGS]

“Deciphered the encrypted map in Vasiley’s Engravings. One of the Paintings is beneath the Louvre. Where the latest archaeological digs are.” **NB057**

#3 [THIS IS ACCOMPANIED BY AN EXAMPLE OF ANCIENT WRITING]

“Carvier says she has a security pass for the digs in her office.” **NB058**

“A metallic symbol is hidden beneath surface of each Painting. Check with Carvier about X-Ray facilities in Louvre?” **NB059**

“Lux Veritatis - ‘*Light of Truth*’. A secret 12th century Order of warrior monks who hid the Obscura Paintings in the 1400’s.” **NB060**

#4 [THIS IS ACCOMPANIED BY A HAND DRAWN LUX VERITATIS SYMBOL]

“Said to possess the three Periapt Shards – artefacts of power, crystalline shards shaped like spearheads – ‘*weapons of light*.’ !!!?” **NB061**

#5 [THIS IS ACCOMPANIED BY HAND DRAWN SKETCH OF A MANUSCRIPT PAGE SHOWING 3 SHARDS CONTAINING EVIL]

“Lux Veritatis try to suppress the Cabal of the Black Alchemist from the 1300’s onwards.” **NB062**

“Lux Veritatis - links to Nephilim???” **NB063**

“Nephilim – from ENOCHIAN gospels. Cursed hybrid offspring of angels and humans. Exterminated in biblical times.” **NB064**

#6 [THIS IS ACCOMPANIED BY SKETCHES OF NEPHILIM FIGURES OR ALPHABETS]

“Related prophecy: ‘*Through the Golden Lion the Nephilim will enslave the sons of man and inherit the Earth.*’ **NB065**

“The Sleeper or Cubiculum Nephili – literally ‘*sleeping cask*’ or ‘*chamber*’. Thought to be the last intact specimen of the Nephilim race. Supposedly buried in Anatolia, TURKEY.” **NB066**

“The Sanglyph – some artefact of alchemic power? Linked to the Black Alchemist in 1400’s. Details scarce.” **NB067**

“The two missing symbols are hidden close by the buttress.” **NB068**

#7 [THIS ACCOMPANIES A HAND DRAWN DIAGRAM OF THE BUTTRERSS LOCK AND ITS FOUR KEY SYMBOLS - two symbols are shown, two are missing]

FIELD NOTES ADDED TO NOTEBOOK FROM VASILEY’S PC IN PRAGUE Gp 8.17

“The Lux Veritatis Order was said to possess ‘*weapons of light*’, the three Periapt Shards. These were looted from ancient underground cities in ancient Turkey.” **NB069**

“The Lux Veritatis were said to have destroyed the last of the Nephilim Sleepers or Cubiculum Nephili.” **NB070**

FIELD NOTES ADDED TO NOTEBOOK FROM THE VAULT OF TROPHIES Gp 13.3

Cover of the book on the dead knight's desk:

"HISTORY OF THE SUPPRESSION OF THE BLACK ALCHEMIST AND HIS WORKS BY THE BROTHERHOOD OF THE LUX VERITATIS – YEAR OF SALVATION 1461." **NB071**

Text:

"The Black Alchemist, Eckhardt, was to use his devilish arts to awaken the SLEEPER and breed a new race of Nephilim. For this he created the Sanglyph forged of five metallic symbols." **NB072**

"Eckhard was brought low when he tried to betray his unholy Nephilim masters. Good Lux Veritatis brothers now guard the accursed alchemist in the Pit. Only the power of the three Periapt Shards restrains him." **NB073**

#8 [THIS ACCOMPANIES A HAND DRAWN DIAGRAM OF ECKHARDT AND THE CONFINEMENT SUIT]

FIELD NOTES ADDED TO NOTEBOOK FROM ECKHARDT'S OLD ALCHEMY LAB Gp 15.6

"Autumn 1345 Prague. I have 100 summers to prepare for the revivifying of the Nephilim bloodline. And the reward for my labours will be immortality."

NB074

"1425. By the means of human sacrifice the Sanglyph is complete! I have today cast the Nephilim metals into five symbols of power." **NB075**

"The Glove, attuned in like fashion is almost complete. With it I shall harvest those essences necessary for the Sleeper's awakening. By the Glove and Sanglyph combined shall I bestir the Sleeper to my bidding." **NB076**

#9 [THIS ACCOMPANIES A HAND DRAWN SKETCH OF THE EARLY GLOVE]

"My every attempt to extract Nephilim essences have come to nought. I need the true cask of the Sleeper. It must be found!" **NB077**

"The thrice cursed Shard of the Lux Veritatis maggots I have placed beyond reach. With it hidden none will stand against me." **NB078**

#10 [THIS IS ACCOMPANIED BY A SKETCH OF ECK'S GLOVE AND CHEST FITTING]

**2/ MISSION POINTS IN PARIS AND PRAGUE – THESE ARE ADDED
PROGRESSIVELY THROUGHOUT THE GAME**
PARIS

AFTER READING INITIAL ENTRIES ALREADY IN THE NOTEBOOK.
IN THE ABANDONED RAILWAY CARRIAGE (Gp2.1)

Find Bouchard. **NB001**

Check out Eckhardt. **NB002**

Get to the Louvre and find Werner's Painting. **NB003**

ON THE STREET (Gp2.5)

Find items to pawn for cash. **NB004**

Buy health items. **NB005**

AFTER TALKING TO:

TRAMP (Gp2.4)

DEALER (Gp2.6)

JANICE (Gp2.7)***

Find Café Metro in Place d'Arcade. **NB006**

AFTER TALKING TO DEALER: (Gp2.6)***

Find Bouchard's club Le Serpent Rouge. **NB007**

AFTER TALKING TO JANICE: (Gp2.7)***

Find Bouchard's new premises (Le Serpent Rouge closed down). **NB008**

Find Bernard, ex-Janitor at the club. **NB009**

Contact café owner, Pierre, ex-barman at the club. **NB010**

AFTER TALKING TO CAFÉ OWNER: (Gp2.17)***

Retrieve the 'Box' at Serpent Rouge. In broken lighting rig. **NB011**

Check out the stranger asking for Bouchard. [Kurtis] (Gp2.29) **NB012**

Contact Francine. 17 Rue Dominique. Code 15328 **NB013**

AFTER TALKING TO JANITOR: (Gp2.18)***

Retrieve the 'Box' from Serpent Rouge. In broken lighting rig. **NB014**

Find Bouchard's Doorman. **NB015**

AFTER TALKING TO KIOSK OWNER: (Gp2.14) - REMOVED

Find the Doorman. **NB016**

AFTER TALKING TO HERBALIST: (Gp2.15)***

Find Bouchard's Doorman. **NB017**

AFTER TALKING TO BOUCHARD: (Gp2.43)***

Deliver passports to Daniel Rennes, pawnbroker - Rue St. Mark and Cours la Seine.

NB018

Get into the Louvre. **NB019**

AT THE LOUVRE: (Gp4.1)***

Locate Carvier's office. Need security pass to reach the archaeological dig. **NB020**

Get access to the archaeological dig at the second buttress. **NB021**

IN THE GREAT ENGINE ROOM OR WHEN FINDING ONE OF THE CRYSTALS

(Gp 5.9)

Get the Great Engine working. **NB079**

RETURNING FROM THE DIG WITH THE PAINTING AND FINDING THE X-RAY ROOM: (Gp6.7)***

X-ray the Obscura Painting. **NB022**

AFTER CHECKING OUT CARVIER'S LOUVRE OFFICE: (Gp4.27)***

Check out Von Croy's apartment for four missing Obscura Engravings. **NB023**

Check on Mathias Vasiley in Prague. **NB024**

THE LOUVRE DIG – OUTSIDE THE FOUR ELEMENTS ROOM AND BEFORE THE OBSCURA CHAMBER – INSCRIPTION ON ARCHWAY. (Gp5.8)

The wrathful sentinels guard the hall within. **NB025**

ULTRICES ATRIUM CUSTODIUNT. NB026

THE LOUVRE - INSIDE THE OBSCURA CHAMBER - INSCRIPTION (Gp5.16)

Through the spirit of the keeper behold the truth. **NB027**

ULTRA VIGILIS UMBRAM, ECCE VERITAS. NB028

AFTER CHECKING VON CROY'S APARTMENT: (Gp7.3)

Go to Prague. **NB029**

MISSION POINTS

PRAGUE

ARRIVING IN PRAGUE: (Gp8.1)

Look for 5th Obscura Engraving at Mathias Vasiley's premises. **NB050**

AFTER MEETING LUDDICK: (Gp8.3)

Get into the Strahov. **NB031**

Get Strahov entry code from Luddick. **NB032**

AFTER TALKING TO 'BOUCHARD' IN VASILEY'S PREMISES: (Gp8.11a)

Locate the Vault of Trophies in the oldest part of the Strahov. Last Painting there.

NB033

IN VASILEY'S DISPLAY ROOM: (Gp8.12)

Check the premises for a hidden area. **NB034**

IN VASILEY'S HIDDEN ROOM. A MANUSCRIPT ON DISPLAY (Gp 8.17)

The three Periapt's joined together burn (or glow) with righteous light to confine evil.

NB035

TRES PERIAPTI CONIUNCTI CUM IUSTITIAE IGNE MALA CINGUNT.

NB036

ON ENTERING THE STRAHOV: (Gp9.1)

Find the security control room. **NB037**

IN SECURITY CONTROL ROOM: (Gp9.14)

Gain access to the Biodome. **NB038**

Shut down power to clear a route through the Biodome to the Vault of Trophies. **NB039**

AFTER KURTIS SAYING ECKHARDT HAS THE THIRD PERIAPT SHARD AND ONLY THEY CAN DEFEAT HIM: (Gp12.1)

Find Eckhardt's old lab. We need that third Periapt Shard. **NB040**

GETTING NEAR TO THE VAULT OF TROPHIES: (Gp12.4)

Find aqua gear. **NB041**

ENTRANCE TO THE VAULT GUARDED BY STATUES OF KNIGHTS: (Gp12.10)

Rearrange the statues – they are the key. **NB042**

LATIN TEXT FOR VAULT ENTRANCE GUARDED BY STATUES: (Gp12.10)

FRATRIBUS COLLATIS IANUAE PATENT. **NB043**

The Brothers reunited see the gates thrown open. **NB044**

STRAHOV - THE DEAD KNIGHT'S BOOK IN VAULT OF TROPHIES. (Gp13.3)

The three Periapt's joined together burn (or glow) with righteous light to confine evil.

NB045

TRES PERIAPTI CONIUNCTI CUM IUSTITIAE IGNE MALA CINGUNT.

NB046

AFTER KURTIS HAS THROWN HIS TWO SHARDS TO LARA FROM THE BOAZ PIT: (Gp13.9)

Find Eckhardt's old lab and the third Shard. **NB047**

CHASING ECKHARDT: (Gp15.1)

Use all three Shards to destroy Eckhardt. **NB048**

FIGHTING KAREL: (Gp15.11)

Use the Glove to destroy the Sleeper. **NB049**

ARTWORK LOCATED IN:

#1 [THIS IS WITH A HAND SKETCHED CHART SHOWING CLEARLY THE RELATIONSHIP OF THE FIVE ENGRAVINGS TO THE FIVE PAINTINGS.]

nextgen/graphics/FINE_ART/ Obscura_Engravings/notebook engraving page

#2 [THIS IS ACCOMPANIED BY ROUGH THUMBNAIL SKETCHES OF FOUR ENGRAVINGS]

nextgen/graphics/FINE_ART/ Obscura Engravings/4 Engravings view

#3 [THIS IS ACCOMPANIED BY AN EXAMPLE OF ANCIENT WRITING]

nextgen/graphics/FINE_ART/Obscura Engravings/ancient text

#4 [THIS IS ACCOMPANIED BY A HAND DRAWN LUX VERITATIS SYMBOL]

nextgen/graphics/FINE_ART/ Obscura Engravings/Lux Veritatis final

#5 [THIS IS ACCOMPANIED BY HAND DRAWN SKETCH OF A MANUSCRIPT PAGE SHOWING 3 SHARDS CONTAINING EVIL]

nextgen/graphics/FINE_ART/ Obscura Engravings/Lux Veritatis symbol resized

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nextgen/graphics/FINE_ART/ Obscura Engravings/Nephelim

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nextgen/graphics/FINE_ART/ Obscura Engravings/von croy clock puzzle brown

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nextgen/graphics/FINE_ART/ Obscura Engravings/containment suit

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nextgen/graphics/FINE_ART/Obscura Engravings/glove studys

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nextgen/graphics/FINE_ART/ Obscura Engravings/Eckhardt