

Von Croy's Diary

Here's the text IDs for the diary - to enable a piece of diary text, send NM_DIARY_ENTRY to global_zonemanager, the parameter is the ID.

The first number is the one you stick into the trigger flags. Ignore the second number, which is a reference.

1 - 1461 - "Find Bouchard."

2 - 1462 - "Check out Eckhardt."

3 - 1463 - "Get to the Louvre and find Werner's Painting."

4 - 1464 - "Find items to pawn for cash."

5 - 1465 - "Buy health items." - **REMOVED**

AFTER TALKING TO JANICE:

6 - 1466 - "Find Café Metro in Place d'Arcade"

AFTER TALKING TO DEALER:

7 - 1467 - "Find Bouchard's club Le Serpent Rouge."

AFTER TALKING TO JANICE:

8 - 1468 - "Find Bouchard's new premises (Le Serpent Rouge closed down)."

AFTER TALKING TO JANICE:

9 - 1469 - "Find Bernard, ex-Janitor at the club."

AFTER TALKING TO JANICE:

10 - 1470 - "Contact café owner, Pierre, ex-barman at the club."

AFTER TALKING TO CAFÉ OWNER:

11 - 1471 - "Retrieve the 'Box' at Serpent Rouge. In broken lighting rig."

12 - 1472 - "Check out the stranger asking for Bouchard." - **REMOVED**

AFTER TALKING TO CAFÉ OWNER (AFTER HE HAS THE BOX):

13 - 1473 - "Contact Francine. 17 Rue Dominique. Code 0536"

AFTER TALKING TO THE JANITOR:

14 - 1474 - "Retrieve the 'Box' from Serpent Rouge. In broken lighting rig."

AFTER TALKING TO THE HERBALIST:

15 - 1475 - "Find Bouchard's Doorman."

AFTER TALKING TO JANITOR (AFTER HE HAS THE BOX):

16 - 1476 - "Find the Doorman."

AFTER TALKING TO BOUCHARD:

18 - 1478 - "Deliver passports to Daniel Rennes, pawnbroker - Rue St. Mark and Cours la Seine."

WHEN STARTING PARIS 3 (SEWERS):

19 - 1479 - "Get into the Louvre."

WHEN STARTING PARIS 4 (LOUVRE GALLERIES):

20 - 1480 - "Locate Carvier's office. Need security pass to reach the archaeological dig."

WHEN LARA REACHES THE DIG SITE DOOR:

21 - 1481 - "Get access to the archaeological dig at the second buttress."

WHEN LARA FINDS THE PASS IN CARVIERS OFFICE:

21 - 1481 - "Get access to the archaeological dig at the second buttress."

AT THE START OF PARIS 5_1:

25 - 90 - "The wrathful sentinels guard the hall within."

26 - 89 - "ULTRICES ATRIUM CUSTODIUNT."

AFTER THE CUTSCENE WITH BROTHER OBSCURA:

27 - 88 - "Through the spirit of the keeper behold the truth. "

28 - 87 - "ULTRA VIGILIS UMBRAM, ECCE VERITAS."

AFTER LARA RETURNS WITH THE PAINTING:

22 - 1482 - "X-ray the Obscura Painting."

AT THE START OF VON CROYS APARTMENT:

23 - 1483 - "Check out Von Croy's apartment for four missing Obscura Engravings."

WHEN LARA REACHES PRAGUE:

24 - 1484 - "Check on Mathias Vasiley in Prague."

29 - 1489 - "Go to Prague." - **REMOVED**

AFTER LARA HAS SPOKEN TO LUDDICK (1st CONVERSATION)

30 - 1490 - "Look for 5th Obscura Engraving at Mathias Vasiley's premises."

AFTER LARA HAS SPOKEN TO LUDDICK (2nd CONVERSATION)

31 - 1491 - "Get into the Strahov."

AFTER LARA RETURNS FROM VASILEYS SHOP:

32 - 1492 - "Get Strahov entry code from Luddick."

AFTER HANDCUFFING BOUCHARD AT VASILEYS:

33 - 1493 - "Locate the Vault of Trophies in the oldest part of the Strahov. Last Painting there."

AFTER HANDCUFFING BOUCHARD AT VASILEYS:

34 - 1494 - "Check the premises for a hidden area."

WHEN LARA FINDS THE MANUSCRIPT IN VASILEYS HIDDEN ROOM:

35 - 1495 - "The three Periapts joined together burn (or glow) with righteous light to confine evil."

36 - 1496 - "TRES PERIAPTI CONIUNCTI CUM IUSTITIAE IGNE MALA CINGUNT."

AT THE START OF PRAGUE 2 (THE STRAHOV HANGAR)

37 - 1497 - "Find the security control room"

IF LARA LOOKS AT THE BIO DOME ENTRANCE DOOR:

38 - 1498 - "Gain access to the Biodome."

AFTER THE PUSH BLOCK PUZZLE IN PRAGUE 2:

39 - 1499 - "Shut down power to clear a route through the Biodome to the Vault of Trophies."

AT THE START OF PRAGUE 5:

40 - 1500 - "Find Eckhardt's old lab. We need that third Periapt Shard."

WHEN THE CAGE HAS BEEN LOWERED IN THE POOL (FULL):

41 - 1501 - "Find aqua gear."

WHEN LARA DISCOVERS THE CHAMBER OF THE EIGHTH KNIGHTS:

42 - 1502 - "Rearrange the statues - they are the key."

43 - 91 - "FRATRIBUS COLLATES IANUAE PATENT."

IF LARA SWIMS CLOSE TO THE LARGE STONE TABLET:

44 - 92 - "The brothers reunited see the gates thrown open."

IF LARA EXAMINES THE BOOK IN THE VAULT OF TROPHIES:

45 - 1495 - "The three Periapts joined together burn (or glow) with righteous light to confine evil."

46 - 1496 - "TRES PERIAPTI CONIUNCTI CUM IUSTITIAE IGNE MALA CINGUNT."

REMOVED

47 - 1500 - "Find Eckhardt's old lab. We need that third Periapt Shard." - **REMOVED**

WHEN LARA FINALLY GETS TO FIGHT ECKHARDT:

48 - 1508 - "Use all three Shards to destroy Eckhardt."

WHEN LARA HAS DESTROYED ECKHARDT AND HAS THE GLOVE:

49 - 1509 - "Use the Glove to destroy the Sleeper."

ALL IN FROM THE START -THE LAST FIELD NOTES OF WERNER VON CROY:

50 - 2663 - "Eckhardt - client. Be wary!"

51 - 2664 - "Louis Bouchard. Useful contact - purchased handgun. Discretion assured."

52 - 2665 - "Terrified to go out. Monstrum terrorising the streets."

- 53 - 2666 - "Tried contacting Lara again in London. No response. Still not forgiven me for Egypt."
- 54 - 2667 - "Obscura Paintings: five 15th century works of black alchemic magic. All lost, hidden by the Lux Veritatis."
- 55 - 2668 - "Five Obscura Engravings - drawn copies of the Paintings. Contain encrypted maps of each Painting's location?"
- 56 - 2669 - "Mathias Vasiley in Prague. Has sent me four Obscura Engravings. He kept the fifth Engraving back. Wants more money."
- 57 - 2670 - "Deciphered the encrypted map in Vasiley's Engravings. One of the Paintings is beneath the Louvre. Where the latest archaeological digs are."
- 58 - 2671 - "Carvier says she has a security pass for the digs in her office."
- 59 - 2672 - "A metallic symbol is hidden beneath surface of each Painting. Check with Carvier about X-Ray facilities in Louvre?"
- 60 - 2673 - "Lux Veritatis - 'Light of Truth'. A secret 12th century Order of warrior monks who hid the Obscura Paintings in the 1400's."
- 61 - 2674 - "Said to possess the three Periapt Shards - artefacts of power, crystalline shards shaped like spearheads - 'weapons of light.' !!??"
- 62 - 2675 - "Lux Veritatis try to suppress the Cabal of the Black Alchemist from the 1300's onwards."
- 63 - 2676 - "Lux Veritatis - links to Nephilim???"
- 64 - 2677 - "Nephilim - from ENOCHIAN gospels. Cursed hybrid offspring of angels and humans. Exterminated in biblical times."
- 65 - 2678 - "Related prophecy: 'Through the Golden Lion the Nephilim will enslave the sons of man and inherit the Earth.'"
- 66 - 2679 - "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."
- 67 - 2680 - "The Sanglyph - some artefact of alchemic power? Linked to the Black Alchemist in 1400's. Details scarce."
- 68 - 2681 - "The two missing symbols are hidden close by the buttress."
- 69 - 2682 - "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."
- 70 - 2683 - "The Lux Veritatis were said to have destroyed the last of the Nephilim Sleepers or Cubiculum Nephili. "

71 - 2684 - "HISTORY OF THE SUPPRESSION OF THE BLACK ALCHEMIST AND HIS WORKS BY THE BROTHERHOOD OF THE LUX VERITATIS - YEAR OF SALVATION 1461."

72 - 2685 - "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."

73 - 2686 - "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."

74 - 2687 - "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."

75 - 2688 - "1425. By the means of human sacrifice the Sanglyph is complete! I have today cast the Nephilim metals into five symbols of power."

76 - 2689 - "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."

77 - 2690 - "My every attempt to extract Nephilim essences have come to nought. I need the true cask of the Sleeper. It must be found!"

78 - 2691 - "The thrice cursed Shard of the Lux Veritatis maggots I have placed beyond reach. With it hidden none will stand against me."

79 - 2741 - "Get the Great Engine working."