

OBJECTS TO BE DESIGNED.

INTRO

Jackel head walking stick
Eckhardt's Glove
Broken picture
Lara's Amulet
Mirror

PARIS ZONE ONE

COURTYARD:

Torn bloodstained fax from Carvier - has a symbol on it
Lara's old backpack
Yard objects – crates, sticks, ladder, bins, etc
Bedsit furniture – bed, locked cupboard, loose brick in wall, large lockable box.
Pawnable items – jewelry, rare magazines, rare stamps, Rolex,
Workmen's tools – screwdriver
Medicinal cabinet – health items

STREET:

Parked cars
Garbage trolley
Builder's stuff – rope, crates, iron bars,
Police van
Police car
Helicopter
Collapsing drainpipe
Bins and trash bags

CARVIER'S:

Furniture – lockable cupboard, chairs
Von Croy's notebook

RAILWAY SIDING:

Derelict railway carriage

PARIS ZONE TWO

RAILWAY SIDING:

Tramp's breakfast

STREETS:

Pawnable items –
Café items – tables, chairs, cups etc.
Park bench
Radio and bag of bird seed for ex-janitor
Café owner's key
Ex-janitor's key
Gold watch – gym trainer's
Coin
Kurtis' Harley
Newspaper from kiosk
Health items from Herbalist

LE SERPENT ROUGE:

Locker

Tool chest
Desk
Crowbar
Old beer crates, kegs
Shelves and boxes
Fuse box
Adjustable spanner
Walkie talkie and set of keys – policeman's
Flashlights – police
DJ booth and speakers with plug
Some PAWNABLE items
Boxes full of lights and other equipment
Old tables and chairs
Handle to door – it falls off
Key to hatchway
Lighting rigs
The BOX – small trinket box
Large garbage bin

CAFÉ OWNER:

Paper – with Francine's address
Mobile phone

CHURCHYARD:

Statue
Mausoleum lid

BOUCHARD'S:

Wad of Czech passports
Automatic – for Bouchard to shoot Lara

PAWNBROKERS:

Combat gear – tranquiliser gun & darts, explosives etc [no guns]
New backpack
Maps – modern map of Louvre with sewers system & map of archaeological dig
Medical supplies
GPS's
Torch
Flares
Waller – Rennes'
Computer

RIVER:

Barge

ECKHARDT & CABAL MEETING:

Slide projector

PARIS ZONE THREE**PARIS SEWERS:**

Water valve
Loose pipe

PARIS ZONE FOUR**BUTTRESS & MODERN LOUVRE:**

Security cameras
 Security pass – from guard
 Taser – from guard
 Security radio – from guard
 Walkie talkies – guards'
 Water dispenser
 Warning sign of man slipping on water puddle
 Cupboard(s) – for hiding unconscious guards
 Electrical flex – to escape from holding room
 Guard's key
 Cupboards, drawers, boxes, screwdriver, plastic folder

CARVIER'S OFFICE:

Computer terminal
 Security pass

PARIS ZONE FIVE

ARCHAEOLOGICAL DIG:

Geo-thermal machine
 archaeological gear – shovels, lamps etc
 small portable office – control for site lights
 scaffolding, catwalks, ladders
 brass lock contraption

HALL OF SEASONS:

Mediaeval engine
 Huge iron pots of oil
 Olympic torch
 Flint mechanism
 Wooden candle
 Coal
 Identical Obscura Paintings

PARIS ZONE SIX

MODERN LOUVRE AGAIN:

Laptop – for Gunderson
 X-Ray machine
 Bog standard non-relevant painting
 Respirators
 Gun(s) – from Cabal soldier
 Gun – for Kurtis
 Heaps of antiquities – shrouded statues, crates, plinths etc
 Security override gadget – for Kurtis
 Glaive - Kurtis again
 Crystal Shard – a Periapt Shard

PARIS ZONE SEVEN

AT VON CROY'S APARTMENT:

Mobile phone – for Bouchard
 Uprturned furniture
 Nephilim statues and engravings
 Other statues and antiques – Egyptian stuff
 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
Desk with hidden drawer – for ammo
Huge bronze statue on top of a granite displayer
Assassin's laser bombs
Pressure mines
Assassin's shot gun & automatic/luger
Control device for laser bomb
Mobile – for Assassin
Health items – in bathroom
Fire extinguisher
Assassin's car keys
Land Rover – with radio & Sat-Nav system
Full Assassin's week end killer kit.

PRAGUE – (for now)

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

LUDDICK:

Car
Camera with telephoto lens
Coffee flask
General car clutter
Luddick's photos of the Cabal and Eckhardt

VASILEY'S PREMISES:

Old pickaxe head
Manhole cover
Ladder
Storage crates
Shelves
Antiques & storage crates
Handcuffs
Radiator pipe
Artifacts in glass cases, paintings, books
Circular stained glass window
Grandfather clock
Library ladder on rails
Nephilim style statue in a cabinet
Eckhardt's confinement suit from Castle Kriegler
5th Obscura Engraving
Keys to cellar (in Bouchard's body's pocket)

THE STRAHOV COMPLEX FIRST AREA:

Trucks & wagons
Crates
Guard's pass
Heavy digging equipment
Huge hollowed out piece of stone
Stone blocks with bizarre text chiseled in.
Drilling equipment – large circular saw
Control console – for the saw
Metallised organ – from Luddick

Playing cards – for Strahov guards
Computer console – with Strahov schematic/map of security
Large fuse box with switch

BOTANICAL AREA BIO-DOME ONE:

Trousers' leg - Lara
Vines & hostile vegetation

SANITORIUM – PLAY KURTIS:

Service ladder
Intercom speaker
Chair leg
Keypad next to door
Map of levels
Tanks with floating figures
Sandwich – for scientist
Pass card
Boiler & generators
Guard's radio
Proto-Nephilim's holding cell
Mains switch

BOTANICAL AREA BIO-DOME TWO:

Drilling equipment
Sheds & offices
Armoury – harpoon guns (explosive tips)
Locker
Key – for circular door
Diving equipment – aqua lung & mini canisters (6x spares), flippers
Statues of medieval knights - Lux Veritatis Order
Chain
Lux Veritatis artifacts, books, really great 'old' stuff
Ancient journal – of dead Lux Veritatis guardian
Nephilim skeletons
LV Shields and armour
Huge tapestry – showing Castle Kriegler
Obscura Painting

BOAZ MONSTER – PLAY KURTIS:

TO COME: (and to be added to)

ALCHEMIST'S LAB:

Petrified Nephilim remains wired up to archaic gear.
Loads of Alchemy equipment, mad circuits, weird extraction callipers and pipes etc.
Old documents - designs for the glove, the Metal Symbols, quasi-science behind the Obscura Paintings etc.

THE SLEEPER CHAMBER:

Huge chrysalis-crystal form of the Sleeper – wired up.
Metal symbols that lock together to make The Sangliph (disc weapon that attaches to the glove).