

# Rise of the Tomb Raider 100% Completion Checklist

For help locating collectibles, completing missions and challenges, or beating any section of the game, check out my walkthrough at [tombraiders.net](http://tombraiders.net). It includes annotated level maps showing the locations of all collectibles and challenge items, plus a [Quick Collectibles Guide](#) and [Guide to 100% completion](#).

## REQUIREMENTS FOR 100% COMPLETION

- BEAT THE GAME** (i.e., finish the Lost City level and complete the story)
- LOCATE ALL MAJOR COLLECTIBLES** (See breakdown below.)

### RELICS (59 TOTAL)

- Prophet's Tomb (2)\*
- Siberian Wilderness (3)
- Glacial Cavern (3)
- Soviet Installation (18)
- Abandoned Mines (1)
- Geothermal Valley (13)
- The Acropolis (3)
- Flooded Archives (2)
- Research Base (3)
- Path of the Deathless (1)
- The Lost City (10)

### DOCUMENTS (109 TOTAL)

- Prophet's Tomb (4)\*
- Siberian Wilderness (6)
- Glacial Cavern (4)
- Soviet Installation (26)
- Abandoned Mines (5)
- Geothermal Valley (33)
- The Acropolis (10)
- Flooded Archives (5)
- Research Base (4)
- Path of the Deathless (4)
- The Lost City (8)

### MURALS (31 TOTAL)

- Prophet's Tomb (5)\*
- Soviet Installation (12)
- Abandoned Mines (1)
- Geothermal Valley (4)
- The Acropolis (1)
- Flooded Archives (3)
- Research Base (1)
- The Orrery (1)
- The Lost City (3)

### COIN CACHES (36 TOTAL)

- Prophet's Tomb (3)\*
- Siberian Wilderness (3)
- Soviet Installation (9)
- Abandoned Mines (3)
- Geothermal Valley (9)
- The Acropolis (3)
- Flooded Archives (3)
- The Lost City (3)

### SURVIVAL CACHES (65 TOTAL)

- Siberian Wilderness (3)
- Soviet Installation (21)
- Abandoned Mines (3)
- Geothermal Valley (20)
- The Acropolis (3)
- Flooded Archives (3)
- Research Base (3)
- The Orrery (3)
- The Lost City (6)

### STRONGBOXES (31 TOTAL)

- Siberian Wilderness (1)
- Soviet Installation (14)
- Abandoned Mines (2)
- Geothermal Valley (8)
- The Acropolis (3)
- Flooded Archives (1)
- Research Base (2)

## MAJOR COLLECTIBLES (continued)

### CODICES (10 TOTAL)

Glacial Caverns:

- Ice Ship Challenge Tomb

Soviet Installation:

- Ancient Cistern Challenge Tomb
- Voice of God Challenge Tomb
- Red Mine Challenge Tomb

Geothermal Valley:

- House of the Afflicted Challenge Tomb
- Catacomb of Sacred Waters Challenge Tomb
- Pit of Judgment Challenge Tomb
- Baths of Kitezh Challenge Tomb

The Orrery:

- (This is the only codex found outside a challenge tomb.)

The Lost City:

- Chamber of Exorcism Challenge Tomb

### CRYPT TREASURES (5 TOTAL)

Soviet Installation:

- Astronomer's Crypt
- Forge's Crypt

Geothermal Valley:

- Architect's Crypt
- Physician's Crypt

The Lost City:

- Timekeeper's Crypt

### COMPLETE ALL 18 CHALLENGES

Prophet's Tomb:

- Hang 'em High\*

Siberian Wilderness:

- Grab and Go

Soviet Installation:

- Into Darkness
- Data Corruption
- Difference of Opinion
- Capture the Flag

Geothermal Valley:

- Bull's-Eye
- Fowl Play
- Hung Out to Dry
- High Dive
- Tossing Gourds

The Acropolis:

- Cut Short

Research Base:

- Scorched Earth

Path of the Deathless:

- Enemy of My Enemy

Lost City:

- Banner Wars
- For Whom the Bell Tolls
- Vandal
- Burn Baby Burn

### COMPLETE ALL 9 MISSIONS

Soviet Installation:

- Communications Breakdown
- The Unlucky Ones
- Dangerous Territory
- Misguided Intelligence
- Gulag Recon

Geothermal Valley:

- Defensive Strategy
- Surveillance Disruption
- A Hearty Meal
- Ancient Secrets

**NOTES:** Unlike the last game, TOMB RAIDER (2013), **you do not need to complete all skill and weapon upgrades to get 100%.**

\*Once you've finished the story, you will be able to return to the **Prophet's Tomb in Syria**, which will then have 3 fast travel camps.

Again, refer to the **[Quick Collectibles Guide](#)** and **[Guide to 100% completion](#)** for details.

Copyright ©2018 Stellanlune. Questions and comments welcome at **[tombriders.net](http://tombriders.net)**.