Tomb Raider

The Lost Dominion

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Storyboard

# Opening FMV:

The outside of the Strahov is seen in a news broadcast. A news reporter’s voice covers recent events over the last few weeks, the recent Monstrum killing in Prague and the goings-on at the Strahov. A mutilated corpse, having gone through the same killing process, is found and reported. The camera lowers on the Strahov library where a violent explosion destroys a significant portion of the building. Alarms are ringing and police are giving orders in the background. Lara is escaping through the gap in the wall, the fire seen from her front shapes itself to look like angel wings for dramatic/symbolic effect. She takes to the floor, head looking downward, then she runs - we are not able to see her face. The camera cuts low to show her legs running with police running after her.

Several images are refreshing the screen with other TV reports again (voice from the original FMV) with the Monstrum crimes. More crimes are revealed to have been committed all across Europe: Barcelona, Paris, Prague, Berlin… The entire continent is put on a high state of emergency, researching several people linked to the slew of atrocities, with Lara being the prime suspect.

Cut back at Lara who is still running through the streets of Prague. Police are on her tail. Flashes of cutscenes from AoD are shown to give a summary of the events leading up to the present moment.

Back to Lara hiding in some dark street corner; police are passing by her without noticing the shadow looking at them. She comes out of her hideout like a creature of the dark, we still don’t see her face. She takes a cloth from some old boxes, and makes a hood to conceal her face.

We finally see Lara’s face with the hood lowing down, convinced to prove her innocence and defeating the remnants of the Nephilim, while she walks slowly down the dark, wintry alleyways of Prague.

# New Game and Levels:

## Prague

### Level 1: Prague - Strahov Library

Lara is still in the Strahov fortress looking for Kurtis seriously injured. She stands in a tech-corridor with the Chirugai that seems to lead her somewhere. Up to the lift where should have gone Kurtis to escape the Strahov. But while she stops in front of the lift access, she notices the whole infrastructure collapsed and there’s no more any lift. Shortly after she had a glance into the darkness of the lift pit, way more part of the infrastructure are collapsing, forcing Lara to go back track and find another way - abandoning Kurtis to an uncertain fate.

A hidden passage opens in the Strahov Library, a bookcase is moving and closing on Lara that looks worried and exhausting. A camera sequence shows the library and corridor up to Lara from the inside. Player is able to control Lara.

As Lara is holding the Chirugai, it seems to vibrate in some places. She is still searching for Kurtis, there may be some hope he is still alive. It will help the player to activate some books and unlock the entrance to Luther’s office. At some point the player doesn’t know it’s Luther’s office and Lara won’t be able to find Kurtis after the upcoming event.

Shortly after reaching the Cabal’s secret administrator’s office, a cutscene plays where Lara, slightly disappointed having not found Kurtis, decides to rummage through Luther’s secret files. She discovers one of the five Obscura Paintings never seen in AoD. The painting depicts a masked man bound in chains and suspended in front of a what appears to be a castle. Many notes lay strewn about on Eckhardt being captured by the Lux Veritatis and held in Castle Kriegler, a derelict medieval fortress on the German-Czech border. This also happened to be a Lux Veritatis stronghold and Eckhardt’s prison from 1445 until 1945. Hidden deep beneath its ruins is an expansive network of catacombs and tunnels containing a pit where Eckhardt was refuted to have been contained, protected by an occult seal on a great vault door. Inside may also be vital information on where the Lux Veritatis hid the remaining two Nephilim Sleepers (it turns out there were three Sleepers instead of just one, much to Lara’s surprise), on an item called the Sleeper Scrolls.

A silhouetted figure is sneaking up behind Lara. It’s Luther willing to attack from behind. Lara reflexively draws a Periapt Shard and holds it right in front of him and begins to interrogate at knifepoint. She also notices the mark on his hand is identical to the Nephilim sign on Karel’s. Luther knows of Eckhardt’s death and briefly tells Lara **“You may have won the battle, but the war is far from over”**, or something along those lines, before dropping an explosive device and forcing her to jump out of the blast radius. Lara is unharmed, but Luther escapes through the partially demolished library wall. Sirens wail in the backdrop as she looks at the sketched painting in her hand. **“It’s time I visited Germany”**, she muses over her new lead and destination.

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| *Nota Bene:*  *Cutscene from the beginning can be re-introduced here again, with the name of our working group appearing at the end on a black screen. Quite like how Tomb Raider Underworld did for the prologue titles.* |

## Egypt

### Transition cutscene:

A flashback level to Egypt, 1999. Lara is walking in the desert with the nomad clothes, that reminds the hood she made from cloths in Street Prague. Von Croy is calling to her along with the voice of a woman, Putai while escaping the Great Pyramid.

Putai’s voice is calling Lara, talking about the amulet. Here we introduce the deleted FMV with Putai talking to Lara in a sort of dream.

### Level 2: Egypt - Flashback

Lara lies collapsed among sandy ruins and rubble. The camera focuses on her hand, sliding backward to reveal her full figure. The player presses any key to waken Lara among ancient Egyptian-Sumerian ruins.

In this short level, Lara is half-human and half-shadow. She needs to defeat an ancient entity that is keeping her trapped in a coma. In this quest Lara is guided by a bodiless voice of a woman. She will be Lara's guide during the journey. *(Putai related voice?)* Some soul-reaping entities are also hunting Lara in this level. The level begins in a dream-like cave complex with Egyptian ruins and a big serpent visible in the background. However, the further she gets, the more twisted the level becomes. At one point egyptian ruins are replaced by something much older and archaic architecture, similar to Sumerian. It feels intrusive to Lara, like a foreign body or virus polluting the environment. Lara's guiding voice tells her she needs to **“reunite the scarab”** behind a closed door that **“Seth and Horus once guarded together”**, but she will also need to convince the serpent that seems to be Apophis - or maybe something more ancient and half forgotten. There are lots of engravings on the walls depicting it but not revealing its name - the player will also be able to see some Yiddish and Sumerian relations.

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| *Nota Bene:*  *At this point the engraving on the walls depicts complex stories related to Azazel, Lilith/Nahash and Adam and Eve’s original sin. There is lots of inspiration in the Artwork folder. But this is information the player won’t access for now, only guessing. That’s why the engraving should be drawn and textured by someone to be original or not too revealing. More to be discussed during the conception of the level. It’s all linked with Nephilim mythologies that takes root in the Yiddish and Biblical mythologies btw.* |

The Egyptian underground level also depicts some ancient, shadowy figures dealing with a fight between two orders: one that was corrupted and led by the “Darkness”, the other being loyal led by “Light” itself. One fresco shows this terrible Darkness but it’s not meant to be seen as a storyline part, more as hinting for the player to be willing to wander further into the level.

In a huge circular room surrounded by a serpent sculpture rolling all along the walls (that seems to be more alive than your typical ancient architecture). On one side stand two giant statue of Horus and Seth holding a separated parts of a giant scarab. Lara face a giant dark pit where come from many voices and an autel where lies some dead animal (bones). On the top of the room there is a small shard of light. Out of the many faint voices, one of them stands out and speaks directly to Lara. This time it’s a man telling her : **“This room is one of many entrance to the Underworld as you mortals may call it. A rift in reality which flows into another. Here, you are stuck between two realities. Lara… I’m willing to help you, but at a cost… one cost you will someday repay to me.”** At the moment she thinks to saw one person lurking in the dark, the shadow disappears and the Giant serpent around the wall is moving to open two passages.

**“Follow the paths, and…”**, the woman voice is talking again **“reunite the scarab”**. One path is protected by Horus, and the other by Seth. Here is the imagination to the developers to create puzzle and traps that protect a mechanism triggering the Unification of the Scarab.

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| *Nota Bene:*  *The whole mechanism is the arms of Seth and Horus moving the half part of a scarab in the circular room. But Lara needs to access the mechanism. It can be through a corridor or even directly inside. We can imagine that one of the path is somewhat broken and Lara need to manually trigger the arms by jumping on it and shattering obstacles (e.g.).*  *There is one main plots between the voice of the woman and the voice of the man. The woman is Putai warning Lara to* ***“NOT reunite the scarab”*** *while the other voice is from Azazel’s soul trapped between the two worlds. He uses Lara to exit this place.*  *Lara actually died under the pyramid but Azazel used her to escape his long forgotten prison.* |

Once Lara reunites the Scarab, the shard of Light reflects on the scarab and enlighten the dark pit. On the autel appear a scarab a mulet she takes and wears as a necklace. At the same moment the giant serpent wakes up and open the only way out of the dream – that means climbing on the Serpent to the shard light. While the man voice raises again: **“Nahash my friends stops her”**. Lara has been fooled but she knew that. A dark shadow raises upward the light and escape the caves while he is smiling. The cave complex starts to crumble and Lara is forced to sprint-run into the blinding light. As a result the Serpent tries to take her soul. Lara doesn't have guns in the level, making her defenseless in direct combat. She runs on the back of the Serpent avoiding its attack. Instead, she throws the scarab amulet into the serpent's mouth. It chokes and disintegrate while screaming unearthly. The level finishes.

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| *Nota Bene:*  *Lara is walking in the desert, she is exhausted and is about to faint. The sun is high in the sky. Quite like in Uncharted 3 when Nathan Drake walk in the desert. She finally faints while a voice keeps telling her :* ***“Lara do not reunite the scarab.”****.* |

Cut to Lara unconscious in a North-African tribal village being healed by a woman: Putai the Shaman. She holds a scarab amulet in her hand (not that obvious). Putai tells her: **“One battle is not the whole war Lara. There are dangers, as yet unseen, that are aligned against you. A new world order is poised to emerge from the shadows. You must make your stand. The future needs you, now more than ever.”**

## Germany

### Cutscene: Germany Frontier - In a Train

After a black fadeout, we see a scrolling landscape, focusing on a train (or the camera could view the landscape from the train window’s perspective, then pan out slowly to reveal so). The camera zooms to Lara examining her reflection in the window. She looks mindful and a bit exhausted. She just wakes up from an experience of the Egypt flashback. She is holding the scarab amulet she then hides. It’s something that isn’t so obvious - again, only a clue. She says something along the lines of 'I will learn, Putai.'

At the same time, the train arrived at a station in a German city. We then see Lara on the platform telling herself she needs to find an old friend of hers to drive her to Castle Kriegler up in the mountains. It may be written in her diary.

### Level 3a: Germany – Train Station

This level consists of some stealth elements and avoiding the police searching for Lara. She is still being researched for forensics by international agencies. In this short city level taking place at night, she will sneak her way to her friend’s house: Charles Kane (Lara’s history teacher seen in *TR: Chronicles*) who conveniently owns a holiday home in this particular city and spends some times here during winter. Lara will mostly sneak through dark alleyways and streets, similar to the early Paris levels in AOD. Police will occasionally block her path, forcing her to detour through houses, apartments or factories.

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| *Nota Bene:*  *Maybe using the apartment block/warehouse multiple path concept like in the AOD beta diary on TRF for basis.* |

When Lara arrives, Charles Kanes is incredibly happy and relieved to see her alive after what happened back in Egypt but is also worried about Von Croy’s murder and the fact Lara is a fugitive on the run. Lara trusts him for sure and explains the whole story. She found some information in the Strahov library about Castle Kriegler that may link to Eckhardt, and some interesting items for her quest. Lara needs to find the Sleeper Scroll, so she will be able to destroy the two last remaining Sleepers, she further citates.

He accepts to drive her to the castle, while at the same time the police are knocking at his front door. They escape through a window and drive away in an old convertible, into the serene, starry night. Lara is seen gazing in wonder up at them as Charles drives on. While thinking about everything Lara remembers a details she saw in the apartment of Charles: a photo of him and Von Croy in front of an old temple with the depiction of a goddess holding a serpent in one hand and holding a knife in the other hand. She falls asleep with the same word from Putai echoing in his head : ***“Lara do not reunite the scarab.”****.*

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| *Nota Bene:*  *The photo is actually an allusion to Lilith.* |

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### Level 3b: Germany – Castle Kriegler

In the early morning of a late winter, we can see ruins of a castle destroyed during the Second World War in a mountain scenery; there is still snow but with some green flowers that are growing after a crude winter. The castle is hanging on the top of a cliff in a misty, mountainous background.

Lara will go deep into the ruins to find the pit where Eckhardt was contained past a series of Lux Veritatis traps. Enemies consist of bats and spiders but the traps are very dangerous. Moreover the Pit of Eckhardt and the room where the Sleeper Scroll might be hidden, behind a massive door locked by an occult seal that Lara will need to unlock.

(Right now thinking about a circular door on the floor, closing the top of the pit - several locks stop Lara’s entrance into the pit.)

When Lara finally arrives at the pit, she descends into its depths, with several game mechanics at play. Here - she discovers notes about the Sanglyph being made by a Nephilim and given to Eckhardt, as a pact to help them enslave humanity/harvest them for their suffering, in exchange for granting him immortality. From some Lux Veritatis reports, she finds evidence that the Nazis were linked with the age-old Nephilim conspiracy (Pangermanism has something to do with super-humans ruling lower men) and that they helped Eckhardt to escape his prison… But there is absolutely no Sleeper Scroll, it seems it was stolen. Castle Kriegler was not a Lux Veritatis headquarters. Frustrated at the lack of any more useful information that she doesn’t already know, Lara finds that the castle was only a prison for Eckhardt with no secrets aside from reports from an upcoming attack that didn’t end well.

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| *Nota Bene:*  *The player could also find evidence of five Black Alchemists and their experiments on Humanity to create a new generation of Nephilim, like in Murti’s document. Nothing really important for the storyline but extra piece of information that could appreciate some AOD fans (and spiritualistic conspiracy theorists ;) ).*  *The careful player can find a story related to Uriel’s fight against the Serpent, such as a shield displayed on a wall along with written text like a ditty or biblical verse. Uriel is one of the other main key concept of the game that is contrasting with Azazel. At the end will be a fight between a depiction of Azazel: Kariel and Uriel: Kurtis!* |

From a big hole in the lowest part of the pit that shows how Echkardt escaped his prison and led to the cliffside - we can see a sea of mist with mountains on the horizon - Lara reaches the surface after several hours of exploration underground and meets her friend again. He is being held at gunpoint by a mysterious man trying to intimidate him. A Mexican standoff occurs with Lara, the friend and the gunman aiming their guns at each other! They clear the situation, it's one of Kurtis’ relatives - not a Lux Veritatis member but a good friend of Kurtis’ mother. He is trying to understand what happened to Kurtis and was on his tracks when Kurtis for the last time was seen with Lara. Lara tells him Kurtis may have died during the fight with Boaz... at least, she thinks so, since he lost a lot of blood and she never found the body. She shows him the Chirugai she kept in her backpack. And the Strahov finally exploded...

The man, Karl, affected by the sad news, explains the castle was destroyed during World War II and the Nazis conspired to free Eckhardt. The Lux Veritatis were since assaulted by the Monstrum and they could never hope to counter-balance the overgrowing power of the Cabal.

More bad news surfaces about a crime in Prague, announcing that the Monstrum has hunted down the only other living descendant of a Lux Veritatis initiate and tortured her into translating the unbreakable Lux Veritatis code of the Sleeper Scrolls - a secret scroll long time guarded by the Lux Veritatis members now in possession of the Cabal. The name rings a bell, Morgau Vasiley. It emerges that Mathias Vasiley, the murdered dealer in Prague, was a rogue Lux Veritatis initiate expelled from the Order in the 1950s for degenerate behaviour. He should have been terminated by the Order but disappeared and re-emerged decades later with a new identity and a daughter tutored in basic Lux Veritatis skills.

It also means the Monstrum is back and that Karel may not be dead - or might it be someone else? Regarding to the unfortunate Morgau, she never had the true training that made Kurtis unique and when she came to the Monstrum’s attention she suffered a horrific fate. Now the Cabal have the Sleeper Scrolls translated knowing where the last two Sleepers are hidden, and Lara doesn’t have a single clue where they are.

However Karl tells her that during WWII, the Waffen SS’s paranormal/classified branch were trying to harness the energies from a supposed Nephilim tomb in Poland. It might be the place of one the remaining Sleepers and where the Monstrum might be. It become more and more obvious that Karel had somehow survived.

Charles Kanes approaches Lara and tells her to: **“stop you hunting against thoses ghosts, it’s too dangerous. You already lost your mentor: Von Croy… and what about Kurtis? You will die Lara”** … she answered **“Maybe I already died back in Egypt”** while he keeps talking, she walks into the forest like she wasn’t listening to him anymore. But she thinks about Kurtis… the word Kurtis echoes in her head… the screen fades black.

## Prague

### Level 4: Prague – The Strahov just after AOD ending

The screen stays black for a few seconds. We then see Kurtis on the Strahov floor, fatally injured. The screen fades again like eyes closing. Kurtis is barely alive. We see him in a corridor stumbling and finally falling against a wall. Scene is stopped until player hits a key and the level starts.

Kurtis needs to escape the Strahov urgently, using his psychic powers but while he seems to succeed, nearly at the end he is hit by falling debris and collapses to the floor.

Kurtis wakes up on a healer machine aided by someone - in a hideout room. We see from his eyes but the scene is blurry. He blinks (black fading) and a human figure appears before him: it’s Gunderson, his old boss from the time when he was working at the Agency. Gunderson tries to persuade Kurtis to join his side and work for him again. Kurtis is still weak, but remembers his father's death and rejects proposition. This makes Gunderson furious. Kurtis receives a definite blow and falls unconscious.

Later he wakes up in a courtyard of an old apartment house somewhere in the Strahov district. He is still in pain and a lot of his abilities are weakened, so he decides to visit old Lux Veritatis Headquarter hidden in the Taurus Mountains in Turkey.

A shadow at a corner street is following him.

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| *Nota bene:*  *Obviously it’s Gunderson.* |

## Germany

### Level 5a: Germany - Nephilim's Tomb

Lara is now exploring a hidden Nephilim tomb in the same mountains near Castle Kriegler. An excavation has been made by the Paranormal SS section at the time of World War II – especially for that purpose. The Nazis knew that the Nephilim tomb will help them win the war. While exploring the excavation, Lara starts to realise that it wasn’t a tomb after all, but an ancient inter-dimensional portal and ritual site used by the Nazis to bring one of the Nephilim from the Otherworld, awakening him and using his powers for the glory of the Third Reich.

After passing through some mines and an old dig site, the excavation leads to the entrance of the Nephilim ritual chamber. Lara reaches it at the same time as a troop of soldiers from the Cabal private army, who were secretly following her. But they are not alone, as Lara awakens untold forces from ancient times. The Ancients and Cabal soldiers are now fighting against each other, with Lara caught in the crossfire. The player can avoid the fight or try to kill them all, but the Ancients are mighty creatures and very difficult to kill. Best avoid a fight with two of them.

Luther, meanwhile, is trying to catch Lara, and they meet. A fight between Lara and Luther is about to occur. Luther is widely known as “the Illusionist”, uses his perception filtering ability to transform himself into a humanoid creature and tries to kill Lara.

After a boss battle - depending on Luther’s health, the environment may change and also his form and abilities. Lara succeeds to defeat him by throwing him into a pit with her. While they fall, he is impaled on a stalactite, while she survives by the skin of her teeth. A cruel end for a cruel enemy.

Lara finds his journal - keeper of the Library, he was obsessed about writing down on everything he saw. He was one of the remaining Black Alchemists, still alive from . He has understood that Eckhardt was just a pawn for Karel and his mission. The notebook also confirms that Karel is still alive.

Before opening the door to the sacrificial altar, Lara needs to climb back up to the main ruins - as she fell quite a way with Luther. There is an extra small playable place where Lara can find evidence of the “Darkness” force that the player may have noticed in the Egypt level. This part explains how the Nephilim were born - or genetically modified, rather - from angels and human women. A kind of fresco shows a single huge angel, very dark and barely visible, with many women worshipping him. Several eggs under the fresco are drawn to show how the Nephilim were born (not literally eggs but rather a symbolic representation - an allusion to the film *Prometheus* and especially the fresco in this movie - as there is a whole religion behind the Nephilim culture, primitive humans were sometimes mistaking or symbolising the reality).

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| *Nota Bene:*  *More stuff related to Nephilims stories between Karel, Lilith and Azazel should be introduced here. There is a link between Nahash being a part of the soul of Lilith that was imprisoned when she fools Adam and Eve, leading them to commit the first Sin. And Azazel that is co-working with Karel to bring back the supremacy of Nephilim race… but they don’t have the same goals even if they both need one and other.* |

### Level 5b: Germany - The Sacrificial Chamber

Once Luther is killed and Lara has triggered some old mechanism, the door of the sacrificial room is opened; the room where the remaining Nephilim should be. The chamber is a huge circular room upon an endless pit. The walls are composed of thousands of open tombs, from each the bodies’ sacrificial blood has flown. At the top of the spherical ceiling is a crack from which the only light is entering – as if something broke through the ceiling to escape. In the middle of the room lies an huge, emptied cask, which confirms that it wasn't a tomb, but a prison for a living Nephilim. The columns and architecture around the room tell the story of this place. The chamber was used by a priesthood from the ancient times to celebrate the glory of the Nephilim. This room was used to partake in human sacrifices for the Nephilim to feast upon their flesh and blood. Lots of it.

Lara needs to open the tomb by triggering a mechanism. The tomb is protected by some kind of crystallised blood that needs to be destroyed… But once opened the tomb is empty - only remains a crystal key made in the same material as the crystal protecting the tomb. When she takes it, a flash of memory overwhelms Lara.

The scene is blurry and has grey/green/blue monochromatic colours. In fact the Nazis tried to freed the Nephilim they brought back from another site, using the power of this room and a technology of their own to control him. But the experiment failed. They weren't able to control him and the creature escaped, killing everyone. The events were pictured so quickly that, Lara wasn’t able to see what it was.

Lara wakes up and while she looks at the tomb, the crystal is regenerating itself, closing the tomb as she finds it - it also creates a new way and leads to more hidden rooms. The ceiling is also collapsing at the same time, so Lara shouldn’t stick around for too long.

Through the new rooms, she discovers different frescoes about a lost city of the “Ancient Times” that is buried somewhere in Cappadocia, Turkey. It describes that the city had an incredible power being able to control angels and use their powers - or something of that nature.

A jewel like the one she finds in the tomb is the only key to open the gate from the Lost City of Cennet. It seems there were only few on Earth and Lara may be holding the last one.

Lara escapes the Tomb, avoiding the remaining few Cabal mercenaries that weren't killed by the Ancients. She knows what this empty tomb means: she suspects Karel was the trapped Nephilim and from what she learned from Rouzic, he might still be alive. The tomb was empty, just like the one at Castle Kriegler, but she is on the trail of someone that already visited these places. But she has what seems to be the key of an Ancient City where the three Sleepers were originally contained. She needs to hurry and go to Turkey to stop that mysterious figure she is tracking… might it be Karel? How could he have survived? He should not be allowed to activate this source of power, lest the Judgement Day be unleashed unto the world. Lara sets out for Turkey.

## Turkey

### Level 6a: Turkey – Cennet Monastery Ruins

In the next sequence we see Kurtis travelling to the monastery ruins in the Taurus Mountains in Turkey. In these ruins there should be an old base of operations for the Lux Veritatis.

A playable cut-scene is showing the wild, mountainous landscape of Mersin Province. Kurtis is sliding down into a big sinkhole, where he sees a monastery ruins in the distance.

Finding a way into the ruins by motorcycle, he enters the main HQ. It's just how it was in his childhood memories: an old monastery cave transformed into a Cold War bunker. He used to train himself with his father, for only a few months, before he finally decided to run away from this ongoing war he never wanted to be part of. He immediately feels guilt; that his father died because he was a coward and had abandoned him to certain death.

This place was also a research center with a large library gathering all the information about the Nephilim and the Lux Veritatis. Where was his father’s office? **“Damn, no light here! I’m tracking by ghosts,”** he thinks to himself.

### Level 6b: Turkey – Lux Veritatis Headquarter

In this level Kurtis also has the chance to explore hidden rooms and search for a new weapon. It’s one of the ancient blades that belonged to the first member of the council. It’s an optional part that can be avoided but may be useful for upcoming fights. See more about Kurtis’ LV weapons.

Entering his father’s office, he discovers a video waiting for him... from his father **“Kurtis, time has passed and I might not have been the father I wanted to be. The Cabal will stop at nothing to hunt me down. I’m exhausted, it’s been several years. I’m going into hiding and I fear I won’t be able to fight alone for this long.”** His father told him he had to continue his mission and retrieve the Book of Enoch to go to Cappadocia. There remains an old artifact of the ancient times that was used by the Nephilim and that which he absolutely needs to destroy. If they succeed to use it, the Cataclysm will repeat and reality itself will tear apart. As the video ends, some Cabal soldiers enter the complex.

Marten Gunderson is searching for Kurtis, they meet and he remarks to Kurtis that he is not like his father. He has once worked for Gunderson and he is as selfish as him. They both love their liberty and love to have a control over people. He tries to convince Kurtis one more time. But Kurtis is not the same anymore, he never was like Gunderson.

While Kurtis is fighting cabal soldiers, the chase leads him into an secret extended part of the base: the council room of the Lux Veritatis.

### Level 6c: Turkey – The Bloodline Room (Lux Veritatis Council)

This council was a mighty influencing group in the British Royal Monarchy. They inform the Crown about the danger of the Nephilim and prevent the established power from being overthrown by the Cabal and their link with the Nephilim. The Lux Veritatis council is based on the Legacy of the Bloodline of the first members of the Order. There may be depictions of the first members like statues in semi-circle looking at a roman theater council. At their feet are the chairs for the leaders of the Council.

The Book of Enoch is hidden in this medieval extended part of the headquarter behind an old protective mechanism. The mechanism implies the use of Kurtis’ blood being an inheritor of the Lux Veritatis “throne”. More levers and other stuff with the statues to find the book. The book emerges from the floor at the center of the room but Kurtis isn’t able to read it for now because it has been written in a Ancient language, that the Lux Veritatis members don't speak anymore... and that an Ancient Civilization was speaking.

From hidden place Kurtis may found the evidence of the Legacy of the Lux Veritatis members. It seems the initial members were all linked by a seal offered by Uriel in person: the Bloodline Legacy that makes Lux Veritatis members so special and being able to use their psychic powers. An old biblical verse is also written next to the picture of the Archangel Uriel defeating a serpent: **“Because you have done this, cursed are you above all livestock and above all beasts of the field; on your belly you shall go, and dust you shall eat all the days of your life. I will put enmity between you and the woman, and between your offspring and her offspring; he shall bruise your head, and you shall bruise his heel”** *(Genesis 3:14,15)* Enigmatic one Kurtis is thinking?!

As Kurtis gets the Enochian Book, Marten Gunderson forces the entrance of the Council Rooms. Kurtis and Marten will fight. Gunderson can't resist to say the Cabal are going to eliminate Miss Croft. Their fate are lost and Kurtis should join the Cabal. After some times Kurtis finally knock him down (punch in his face, left him unconscious on the floor - after all Kurtis used to work for the Agency and Gunderson, he may have hesitated to kill him). He ransacks Gunderson and finds a GPS / Satellite Phone with the location of the team paid to kill Lara Croft. While Kurtis escaped from a secret passage that opened with the given Book. Gunderson throw a grenade at Kurtis direction. Kurtis runs away while the explosion is tracking his back and the excavation is falling apart.

When out, Kurtis is facing a Lux Veritatis heliport - time to fly a bit. He takes the helicopter to go find Lara - plus she still has his Chirugai weapon.

### Level 7: Turkey – A Train Attack

Lara sits in a train running in the desert of Turkey. She stills hides herself with her hoody. But she notices strange people looking at her. Damn cabal soldiers again! She stands up and walks slowly to the exit of the wagon ; they followed her. She hides just before a merchandise wagon near the exit of an empty wagon. When they come near her she targets her guns to both of them backside. But more come… Lara is trapped!

At the same time Kurtis arrived on his helicopter and rescues Lara by starting to fire on the several men. At the end of the action moment – killing everyone – Kurtis jumps from his helicopter on fire, after having been attacked by a bazooka. Lara killed the last man and they both meet.

A strange moment and some hesitations before they hugged each other. They talked about what they discovered and conclude they definitely need to go to Cappadocia.

## Cappadocia

### Level 8a: Cappadocia - Landscape

After a cutscene showing Lara and Kurtis travelling in the Turkish landscape from the sunrise to the sunset and the night. They finally arrive at day in Cappadocia. The level begins in some remote place (Cappadocia is a touristic place we can’t make Lara and Kurtis being a touristic couple in vacation - might be a funny dialogue line from Lara). Kurtis might wonder around (as a guide PNJ) while Lara search for an entrance to the old city of Cappadocia. There might be a gameplay where the player cannot continue without the help of Kurtis.

The whole level is between an outside environment all along a single canyon and inside caverns. Lara and Kurtis evolves between both of them, once inside to go out in another place. They need to reach the entrance of the Underground city somewhere upper that cliff.

At the middle of the level Gunderson arrives and some Cabal soldiers are trying to stop Lara and Kurtis. When the entrance is reached Gunderson arrived the first with his soldier - the fact is they have less standard than Miss Croft and used explosion to access the entrance.

The double-door is in an old cavern. The entrance has a Sumerian style, guarded by two giant Lion statues (gold ones covered by dust). Since it’s Tomb Raider and we love puzzle for sure there is a puzzle to trigger the door. Lara will seek for the mechanism while Kurtis will attack the Cabal and keeps distance from them and Lara.

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| *Nota Bene:*  *A new key element should be added here, related to Putai. Considering Murti’s documents Putai had a more important role in the storyline and Caesum notices that her tribes should play a more important role in the fight against the Nephilims.* |

At the same moment, many african looking people appears on each Cabal soldiers sides willing to help Lara and Kurtis. A known voice raises and tells our protagonist: **“We merely waited for you, my friends”**. Putai reveals her face. **“We will fight for you!”**.

Lara will need to open the door thanks to the key she found in the Nephilim tombs. Once Lara has triggered the mechanism, Kurtis battles Gunderson (for some obvious technical reasons we will need to create a special mini level to play Kurtis and create this battle fight). Kurtis can use his power and the blade he earned to defeat Gunderson - while Gunderson can ask his soldier to fight for him. He is also a very dangerous fighter, if Kurtis is too near from him, Gunderson can seriously injured him. But considering Kurtis abilities, when his health is low, he triggered a special mode that can kill any enemy in a short range and increase a bit his health if the attack was a success. It might be a trick to seriously injures Gunderson.

We can notice in the background Putai and her tribe fighting the Cabal and sometimes helping Kurtis or Lara to go their way.

When Gunderson is defeated by Kurtis - in a splendid cutscene… Lara and Kurtis are able to enter the Underground City. Lara astonished, asks Putai how she knew to come here… why is she here. Putai explains that her tribe had predicted this day a long time ago. That the stars already told their venue here. **“You will need to fight a great Evil Lara, I’m willing to help you but I can’t go any further.”** Pauses. **“Lara someone else is lurking in the dark, something you released back in Egypt. All is linked. Be careful there”** The cutscene ends, the flyby shows the whole door at a certain distance from Lara and Kurtis while they enter through it: a black hole were vanished both of our two protagonists.

### Level 8b: Cappadocia – Ancient Underground City

Lara and Kurtis enter a vast underground city, composed of many building denoting a very advanced civilization (might not be hi-tech, I’m not keen on something that may looks like the city of the Ancient in Assassin Creed - but more like a mix between the Roman and Mesopotamian Civilizations with references to the Enochian Gospels and Nephilim culture).

The civilization of the Ancients used an other kind of technology that were draining power from the Nephilim stone. As Nephilim had Angel blood, this half blood is a concentrate of pure energy that the Ancients knew how to canalize. A single bloodstone could power thousand of inhabitants for a hundred of years. More powerful than an atomic pile. But the Nephilims would only gave a bloodstone to the human if humans were accepting their domination and did some human sacrifices. In returns they would also teach human how to war and create luxury. It even seems this culture has its own roots in the teaching of the Fallens: the Angels that disobey God according to the book of Enoch (and other religious books).

Nephilims that were sons of human women and Angels just continues the work of the Fallen Angels. That’s why Karel wants to controls humankind - to fulfill the Legacy of their father but he wants to go further and fulfill the Golden Lion prophecy. In the original book of Enoch it deals with “**A golden lion will rule the sons and daughters of angels and breed a new nation throughout the earth, and all that is on the earth shall be theirs.**”

These pieces of information can be learned by Lara as she explores the city with Kurtis. For now they don’t really understand the Book of Enoch as it was written in an Ancient Language. The only last people able to read was one of the last Lux Veritatis member Margau Vasiley that the Monstrum/Eckhardt killed. However the city is full of codex, engraving and fresco Lara can uses to learn this language. The storyline is made for the player to only described the main page by finding one main Fresco (triggering a cutscene where Lara will decrypted the main content of the book with the help of the storyline). But the player can search around and keep decrypted the book for more additional content that may give more abilities to Lara (like in the Rise of Tomb Raider) or give to the player more piece of information about the Nephilim culture.

This cutscene is just triggered not long ago after they entered the Underground City, Lara and Kurtis discover the Gold Lion prophecy written on a huge fresco on the wall of the cavern at the front of a beautiful abandoned garden with water and overgrowing vegetation - used to be a water theater. A whole gameplay can be done around this fresco to access another part of the Underground City leading to the final. So Lara learn the Golden Prophecy and that here (meaning behind the fresco) remains the last Sleepers protected by Uriel. Only the Mother Disc will show the way and lead the golden lion to fulfill his destiny.

The Mother Disc?! Lara discovers evidence of a disc in the Enochian Gospel. Thanks to a monolithic codex at the center of the place she hardly decrypted the page. In fact the origins of the Periapts shard was the disc of power: a complex stone carving has a single large indentation surrounded by five smaller ones set inside a series of carved patterns. Kurtis remember that a similar disc was stolen by the Crusaders in the 1200’s and taken back to Europe but he never knew there was three Periapts and not five. The drawing on the book shows. Lara has already come across mention of the larger Mother disc in texts and clues at Von Croy’s and the alchemist’s lab. The books tells that the Mother Disc was sealed into the depth of Cennet, the lost dominion of the Ancient: an underground vast city… exactly like this one.

Kurtis and Lara then know if Karel is still alive he will searched for the two last Periapt Shards. They have to find it before him. By the way, where is Karel, Gunderson was here, it means he might not be so far away. Lara and Kurtis now face two opposite directions, they need to go in separate ways if they want to succeed. As the player choose which way Lara goes, Kurtis goes the opposite way. In fact this level is thought as the center level of a small HUB where Lara and Kurtis will go on their own side to complete the storyline.

When Lara and Kurtis have left the area, a shadow arrives in front of the Golden Lion entrance (where Gunderson was defeated). It’s Karel! While Karel sees the dead body of Gunderson tells **“Lara Croft, once again you found your way. I will let you bring me the Mother Disc.”** Taking a different voice being louder like if someone else was talking with him **“This time, you won’t be able to defeat both of us”**

### Level 8c: Cappadocia – Kurtis’ or Lara’s way:

The two parts can be played by Lara or Kurtis but it means a slight different gameplay. To be done we will need to copy-cat the level and just modify the outfit (and sounds plus some dialogue lines) with the one of Kurtis or Lara. According to the choice the player does with Lara it will either launch the level with Lara in this area or the second area with Lara, once Lara finishes her level, its ending triggered the other parts with Kurtis. Of course Lara and Kurtis evolve simultaneously.

Not sure how to do it here: but one way leading upside is linked with Uriel Vault and the other way leading downside is linked with Nephilims tombs that strew Cennet: the Underground city of Cappadocia.

As you may understand it the hub level is separated between Uriel’s Earth resting place and Azazel’s prison. Lara and Kurtis will find evidence of the Lux Veritatis Shadow War but also the war against Uriel and Azazel.

One possible extra translation - well hidden for sure - that Lara can find either one way or the other way is when Enoch portrays Azazel as responsible for teaching people to make weapons and cosmetics, for which he was cast out of heaven. **“And Azazel taught men to make swords and knives and shields and breastplates; and made known to them the metals [of the earth] and the art of working them; and bracelets and ornaments; and the use of antimony and the beautifying of the eyelids; and all kinds of costly stones and all colouring tinctures. And there arose much godlessness, and they committed fornication, and they were led astray and became corrupt in all their ways.”** *(1 Enoch 8:1–3a)*

Plus extra pieces of information about God sending on Earth, his most loyal Angel to defeat the Fallen. Also more regarding the Wrath of God and the Flood he sent to the humans, Nephilims and Fallen Angels were corrupting with wars and luxury. (see the Nephilim mythologies). The different translations can only be made by Lara meaning that if the player want to know everything about this game will need to play it a second time and choose the other way. While on his side Kurtis with his Chirugai and his telepathic power can access new place.

Uriel Vault is a place where the gameplay has to be done between “air” and “water”. The player will discover the Periapt Shard protected by the Uriel statue hanging upon the white emptiness. Player will have to move the wings of Uriel so he can access the Shard. I originally saw this part for Lara. Lara could also access the Uriel Vault.

Azazel Prison is a place where the gameplay is made of “fire” and “earth”. The player will discovered a vast dark cave where the Periapt Shard is hidden behind a massive crystallized stone that looks like the one in the Poland tombs. Player will have to melt that crystallized stone to access the Shard. I originally saw this part for Kurtis. Kurtis may realized the crystallized stone was a prison but it’s empty!

Some evidence about a great serpent called: Nahash, that Uriel defeated can be found. More link to the Enochian Gospel and the betrayal of the Serpent, God punishing him. It also explains that Serpent is the source of the Power of Nephilim on Earth and is linked to the embodiment of God power of Earth, just like the Staff of Moses. Nahash is able to be used by the Nephilim to provide a great power: the source of Nephilim’s power is called the Zenoath.

### Level 8d: Cappadocia – Karel Returns

Once Lara and Kurtis come back at the central level with the two last Periapt Shard to merge the all five into the Mother Disc, Karel now appears and will kindly asks for Lara to give her the Mother Disc - he will end their suffering fastly. He explains that they did a very good job but now everything is over Kurtis without even asking anything jumps on Karel with one of the Periapt Shard but at this moment Karel transforms into something they never saw. The explosion of energy that hits Kurtis throw him away and makes him unconscious… dead?!

**“Poor creature, so weak”** said Karel in his weird voice looking at Kurtis **“Lara! I never was able to thank you after that battle back at Prague. You succeeded where this idiot of Eckhardt failed. So many years where he tried to create a new generation of Nephilim. Becoming one he was dreaming. And never he understood the solution was right under his eyes ‘Dissolve et coagulae’, the Alchemy maxim Destroy & Reform.”** He tells to Lara with evil eyes. “I can feel the Sleeper power growing in me.”

Lara, a bit shocked by what happened to Kurtis, can still joke at Karel and remembers to his mind she defeated stronger enemies. If he died once, he may died a second time. **“ ‘Destroy and Annihilate’ that’s the Croft maxim.”**

Then starts a strong battle for Lara and Karel. During the explosion half of the environment was destroyed (flipmap) and Lara can uses it to evolves in this level. As Karel/Sleeper can not be harmed by simple weapon or only with a single Periapt Shard, she needs to take the one Kurtis still has in his hand unconscious. But Karel/Sleeper is too close from him, she needs to find a way to move him away and access Kurtis in time.

Karel/Sleeper can awaken some Creatures from the Ancient times and even reanimate the Nephilim corps.

Once Lara defeats him with the help of the Mother Disc she reunified… Karel is sent away but still alive. Lara is about to kill him throwing the Mother Disc into him, but the ambiance comes darker and a voice raised among the darkness.

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| **The next part needs to be reworked considering these few points:**   * Azazel as a wiser ally of Karel: Karel and Azazel are working together to fulfill the Golden Lion prophecy. Azazel is wiser being one of the Fallen Archangel. Karel because of its blood (nephilim) is more unstable. Azazel wants to fulfill a wiser goal than Karel but both complete. Karel just wants the Nephilim to survive. Azazel should not be involved into a physical fight. * Last boss battle will be with Karel in the Occult Room: instead of two boss battles. We won’t use the voice-thingy to talk to Lara and tell her what to do. Too much Hollywood drama behind this trick. |

*\*Clap clap clap\** **“Congratulation Miss Croft, you overcome all my expectations.”** She recognizes that voice, Kurtis awakes at the same time, Lara helps him to stand up. Karel is now floating in the air and we can read the fear in his eyes… he starts to disintegrate and disappear. Forever returning to dust. **“Karel and Eckhardt were worrying me since a long time.”** Green eyes appears from the darkness… flashback… that voice it’s the same as when Lara was in Egypt under the great pyramids and those eyes were the same as the Serpent! Lara tries to say something but she can’t, either she can’t move, the same for Kurtis. In front of their eyes appears one of the Fallen: Azazel. He explains the curse Uriel has thrown on each Fallens and the fact they weren’t anymore able to interfere in human life. Only being a shadow in their stupid life, the shadow of the Great Evil. But when he found Lara’s spirit in the Kingdom of the Dead, he rarely meet such incredible human like her. He knew thanks to her he will fulfill his will. **“You will fulfil my will”**. As he keeps talking he changes of appearance like Karel was able to do: Putai the Shaman, Kurtis’ father, Karl from Castle Kriegler and even Von Croy. He keeps that one: **“Von Croy was in fact a member of the Cabal, that pathetic organization controlled by a puppet. He never really understood the whole meaning of this group. But back in Egypt he discovered something bigger than the Cabal. ME! Few humans knew my true identity and were sharing my secret like your mentor. I was able to control him thanks to Seth’s power and I thought he will help me to fulfill my will. But you Lara! You were there and I saw all of your potential… You are not like any mortal Lara** [an extra meaning hides here she is not a simple human but it’s up to the player to understand it, it’s even my personal interpretation regarding to the Golden Lion prophecy] **When you defeated Seth a god from the old times that I used to control, I couldn’t let you go.”**

*\*Flashback when the Pyramids is collapsing and Lara is falling. Some AOD flashbacks. The stolen Sleeper Scrolls and Karl talking about the Nephilim’s Tomb. When Lara finds the key in the tomb in Poland. That empty tombs that looks like the empty one here in the Azazel cave!\**

At the same times, the Mother Disc is levitating and Azazel back at his original aspect while his power using the Mother Disc to open the door to the Occult Room where remains the hidden power of the God on Earth: the Zenoath. Azazel keeps saying that Karel and Eckhardt wanted to fulfil the God Lion prophecy and if they had succeeded he would have been cursed for ever. His power would have kept decreasing. But when he meet Lara he found a incredible potential in her. A way to increase his power and goes beyond the Uriel curse. The scarab medallion Lara was hiding comes out its hidden place and returns to dust. Lara seems to feel weaker. **“Be glad my friends, a new era is about to begin and you will be my witnesses. I may give you a place of choice in my kingdom… or not!”** \*freaking laughing\* Azazel enters the Occult Room, Lara and Kurtis following him like their body wasn’t anymore under their controlled.

# The Game Ending:

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| **Tikkoun Olam**: Concept of social justice in Judaism and Creation of World (linked to Cabal) |

### Level 9: Cappadocia – The Occult Room

The room is a huge circular one and looks like a giant Astrolabe with its details on the ceiling. The lighting isn’t normal between a light-blue and sometime some green-apple tone. Like if it was the Lost Dominion itself. On the floor is a giant symbol of AOD and at the center is a place for the Mother Disc.

Lara was injured by something but she seems to be okay. Kurtis is speechless and worried but determined to eradicate this new enemy for the sake of the Lux Veritatis Order. Azazel is starting a ritual in a forgotten language, the room start to moves itself. Standing next to the three Sleepers tombs he is moving them to drains their power. There aren’t anymore the threat Lara and Kurtis were fighting against but only tools behind an Evil plan.

Kurtis looks to Lara: **“We can’t let that happen.” “Until death do us part.”** she answers with a smile. They still cannot move and Azazel is now triggering the whole mechanism. The floor collapses at some part and reveals a misty underground with unnatural colors, a giant serpent is coming from the depth and start to hits his tails… then moving in a fast circle

*\*Earthquake\* \*Lightning\**

At the same time Kurtis starts to yell and his body is glowing. An unknown voice is telling: **“Because you have done this, cursed are you above all livestock and above all beasts of the field; on your belly you shall go, and dust you shall eat all the days of your life. I will put enmity between you and the woman, and between your offspring and her offspring; he shall bruise your head, and you shall bruise his heel.”**

Kurtis is yelling louder and louder, putting his hands on his head, his body glows more and more. A white lighting appears (soft and in silence). Then appears in front of Lara, a Kurtis metamorphosed into a winged guardian. **“Uriel!!”** shouts Azazel, as he jumps on Kurtis/Uriel, an epic fight from the light is beginning against the darkness. Azazel is way bigger than Kurtis/Uriel, but this last one as also become a little bit bigger and way stronger.

Lara is now able to move, a feminine voice in the head of Lara [will stay unknown - it’s linked with the fact Lara is not a common human] **“Lara, Uriel has joined the fight thanks to an old Bloodline Legacy that linked the Lux Veritatis members with him. Your friend Kurtis will keep busy Azazel, in the meantime you will need to destroy the link between the Lost Dominion and Earth. Send back Azazel in Dudael as he was first cursed. But take care young woman about the power of the Zenoath, the flux coming out the door, any human can touch it. ANY!”**

The Lost Dominion door is opened: a huge portal from where we can hear a frightening voice (something like Gandalf talking in the black speech of Mordor - might be very scary!). While Kurtis transformed as Uriel is fighting Azazel, Lara needs to destroyed the portals that is opened. The door to Lost Dominion cannot stay opened that long. Azazel will drain all the power of the Zenoath and there will never be able to defeat him after that. Otherwise Azazel will fulfill the Golden Lion prophecy and controlled the Human-kind and the Nephilims.

The whole gameplay is about to avoid the attacks from Azazel and Kurtis/Uriel fighting together, also the energy that is coming out the Zenoath. Lara will need to destroyed different crystals that keeps opened the Zenoath, but Nahash the serpent is also defending the crystal and Lara will need to defeat him each time she want to access the crystal (it’s not really a hard fight). Nahash is using the Nephilim body but as Azazel drains their power they are weaker.

In a final effort, Lara succeed to close the Zenoath and Kurtis/Uriel to keep Azazel in the middle of the portal. A heavy ray of power submerged the “Occult Room”. The portal of the Lost Dominion door is destroyed at the same time while a blinding light submerged the screen. Lara tries to protect herself while Kurtis/Uriel and Azazel disappears in the white halo, Lara then disappears too.

### Final FMV:

White screen lasts few seconds.

Fade out, outside landscape of Cappadocia. Lara is looking at the sunset, her golden hair flying in the wind (no ponytail) makes her looking like a Golden Lion. Kurtis comes to stand next to her and they both look to the sun set. Flyby goes away slowly and the credit-text starts to scroll on the screen while we can listen to this music and admire the sunset and the landscape: https://youtu.be/2kxjtXG12Cc

**Putai and Lara:**

So we have 4 new abilities that unlocked all along the game

- extra sense to spot some key items (hidden information)

- extra perception that can help Lara to avoid an attack and ripost against an ennemy

- new move, jump from an edge

- and scarab amulet being used as a protection against magic attack (Karel or Azazel power attack)

They unlock at 4 different moment:

- when Lara fall down from the pit of Eickardt in castle Kriegler

- when Lara is overwhelmed by the attack of Rouzic in the ruins of ancient Tomb (after the castle), she can now stop some enemies attack

- when Lara is hanging uppon the Cauldron of Azazel in Cappadocia town, she is about to fall and jump on the other side of the cliff, she can evolve more naturally then

- when Azazel attack at the end she is knocked down by a magic attack and Putai told her to Show more...