Author note: This level is a sequel to “The Dream-Quest of Unkown Kadath”. This level isn’t challenging, in fact the full levelset won’t have a difficulty that is close to my previous levels. It’s meant to be enjoyed by a bigger amount of players and not only by experts.

Background:

Ex Oblivione is a poem written by Howard Phillips Lovecraft between 1920 and 1921 and published in The United Amateur magazine.

Story:

A few years earlier...

With the help of Von Croy, Lara travelled to the Eastern Desert and entered the Nameless City were she found a copy of the Al-Azif. This book contained a few tales aside from the uncoutable esoteric invocations of spirits, some of these intrigued lara, especially where it talked about the city of the gods in the lands of dream, "Kadath" and a story about that somewhere far beyond the gardens of Yin there is a door, a bronze door that will make you travel to the paradise.

Three times lara dreamed about the magnific city of Kadath, and three times, she was snatched away while she was still entering through the gates of its palace. She prayed long to the hidden Gods of dream that brought anger above the clouds on unknown Kadath but nothing seemed to happen. Lara decided to take hands into action and start her trip to the forsaken city. With the help of the Silver key she obtained on the ruins of Lemuria, Lara was able to start her Dream-quest and after unavoidable amounts of suffering, she made her way to the city.

But this wasn’t enough for Lara as she seeked for more and eventually, she remembered about the other tale that was written in the Al-Azif, the tale of the bronze door. So, right after finishing her first quest, she started her travel to this unknown place.

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Music excerpt from: Btb2020 Package, Ramleh, Kikiyama, Indiana Jones and the emperor’s tomb, Assassin’s creed, V/Vm.

Assets used: Haley - Indiana Jones and the emperor’s tomb, cathottage textures, Btb 2020, 2014, 2013, 2008 packages, Outfit by PoYu, croftyboy’s peru anniversary edition textures.

All other assets / music are made by me using : Tomb Editor, Lmms, metasequoia, gimp, tbuilder24.