**A Witch Shall be Dead** by Josep

AWSBD is the sequel to AWSBB. Started at the end of 2005, frozen since the beginning of 2006, to be resumed in September 2022 and completed in November 2024.

**Genesis of AWSBD**

In 2005, it was never my intention to leave Lara in the diabolic status of “A Witch Shall be Born”. My intention was to start with of the second part of the adventure after some rest. So, after a few months I started with the level to finalize the history. But after some time working on it, I decided to stop for a while. Several were the reasons: technical issues that at that point in time I was not able to solve (triggers limitation, and undesired conflicts because the “architecture” of the heart of the level (the Nexus) and lack of time to work on it. At that time, I heard about NGLE announcements, so I decided to wait and see if it could help to fix my problems… A couple of times since 2006 I thought that I had a pending compromise with Lara, but I was not prepared to afford the enormous effort that I foresee in front of me. Finally in September 2022 I was prepared to restart the second part of the game.

**The Manuals**

At the appropriate moment, the game manuals will be updated with additional pages. Popups will advise of the updates. It is important to read them because valuable information about the objects and additional new Lara movements is provided.

**Story line**

The adventure starts moments after the final scene of "A Witch Shall Be Born". Lara now imbued with the barely mastered spirit of Morgana, which with the passage of time threatens to take over her, continues in her effort to find what she seeks beyond the portal that opens the door that gives access to the strange dimensions where Morgana hid many of the magical objects that, protected by spells, in her mortal existence she accumulated.

Will she conclude her quest and be able to get rid of Morgana's spirit before he overpowers her and comes back to life in the body of our favorite tomb raider?

**Level structure**

The level is divided into 5 zones united by the Nexus:

* The Morgana’s Castle (white spinners). This is the starting point, unexplored “A Witch Shall Be Born” castle areas. There is a small section (the Lava Pit Run) that is optional for the gameplay. And two corridors only accessible from the Nexus. There are 4 secrets hidden within it.
* The Nexus, a peculiar inter-dimensional connector composed of twin nexus identified by a small colored central spinner (yellow, green, orange or blue) and exterior spinners colored with the destination colors (pink, magenta & aqua).
* The Seth’s Lair with pink spinners and 5 secrets, the Mordred’s Tower with magenta spinners and 6 secrets) and the Bastet’s Pyramid with aqua spinners and 3 secrets, are the 3 dimensions accessible from the Nexus that connects them. The order in which they are explored is indifferent. No objects from other dimensions are required to complete these 3 dimensions. However, it will be necessary to find the required items in them to access the final zone.
* The Morgana’s Castle Underground (red spinner), is the final area where the level ends. There is a single secret (which can only be collected before an important event takes place…).

#### ****Recognitions & Thanks****

* Tools
  + Big thanks to **Paolone** and the **NGLE Team** for the tool and the documentation.
  + **Michiel’s** **WadMerger** (even with their annoying bugs), a very important tool.
  + **TurboPascal’s Strpix3**, indispensable and effective.
  + **Metasequoia** by **O. Mizno**, great modeling tool.
  + My own old **TR Wad Reorganizer v1.1a**.
* Borrowed animations:
  + Monkey Swing 180º turn by **Geckokid**.
  + Hang cable monkey swing start, from **Back to Basics 2013**.
  + Hang cable monkey swing, from **Back to Basics 2013**.
  + Hang cable monkey swing stop with right hand, from **Back to Basics 2013**.
  + Monkey to overhanging ladder, phases 1 & 2, from **Krystian**.
  + Climbing to Monkey up, phases 1 & 2, from **Ssj6wolf**.
* Borrowed WAD objects:
  + Zipline with sound by **Leroy Perkins**, used as base for custom Zipline.
  + Knight from **Uranos1** (meshes and textures used as base for Mordred and Mordred’s Knights custom enemies).
* Borrowed Textures:
  + 2 textures from **Haley**.
* Testers: excellent work identifying bugs and providing suggestions, with the result of 84 fixes or improvements after Beta v1 release.
  + **.snake.** aka **Sethian**.
  + **LoreRaider**.
  + **DJ Full**.
  + **Leeloo**.
  + **Thierry**.
  + **Bojrker** aka **Bojrkraider**.
  + **Josep.**
* I hope I haven't missed anyone on this list, but given the long development period, I might have forgotten someone who wasn't included in my notes from the past two years.

**Technical details**

Game triggers: 511 of 512.

Movables: 1020 of 1024.

Statics: 1205.

Items: 4511 of 6000.

Textures: 432 of 1024.

TextInfos: 841 of 1024.

Effects: 471 of 768.

Overlaps: 15220 of 16384.

Boxes: 1266 of 2040.

Custom Enemies: 7

Custom Movables: 140

Custom Statics: 148

Lara Animations (512):

* 17 TR4 animations with behavior modified in some way.
* 7 TR4 animations replaced by new custom animations.
* 47 new Josep’s custom animations added.

------- Statistic about amount of multiple commands in current level section -------

[762/999] TriggerGroup=

[195/499] Organizer=

[162/499] GlobalTrigger=

[144/Unlimited] Parameters=

[74/99] ItemGroup=

[73/256] Animation=

[52/255] MultEnvCondition=

[25/99] TestPosition=

[13/400] AssignSlot=

[7/199] ColorRGB=

[6/100] Enemy=

[5/Unlimited] Customize=

[4/99] AddEffect=

[4/99] WindowsFont=

[2/100] Equipment=

[2/99] Diary=

[1/199] Image=

---------------- End Statistics --------------------

Level TriggerGroup Triggers: 7614 (together with the previous components combination, reaching the maximum NGLE Level Memory).

**Technical achievements:**

There are things that seems easy but there is some technical complexity behind that is not visible. In almost all of the cases, were things insoluble in 2006 before NGLE.

* Multidimensional level. The Nexus are gates to additional level dimensions that shares the same X, Y & Z dimensions adding a 4th, 5th, 6th & 7th dimension (2005).
* Removal of “Ghosts apparitions” from another dimension.
* Hephaestus Armor Spell & Lava Pit Run
* The Mjölnir Hammer Spell & room.
* Triton’s Trident Spell & room.
* Seth’s Lair environment transformation.
* On game memory animations modification. Some Lara WAD animations include several animations in one, to overcome the 512 animations limit. These animations memory is modified as necessary by Script Organizers and TriggerGroups.
* The Hang Bar with Lara animations.
* The Death Slide with its return for reuse.
* The movable Glass Platforms puzzle.
* The Seth Temple and the Snake Walk.
* Additional High Bar Lara animations including High Bar to Tight Rope jump.
* The Flying Platform Puzzle.
* The use of the Seth Crown.
* The Jump Spheres.
* Seth’s Lair external cercle Elevator.
* Seth’s Lair external cercle after pickup Failing.
* Ceiling Walkers (as Ahmet).
* The Guide Sphere.
* Pyramid Elevators.
* Pyramid Elevator Platform.
* Hibernation room.
* Reset of switches.
* Laser and Magic Barriers.
* Anubis Warriors (as SAS)
* Giant Anubis Warriors (operational but not used)
* Anubis Demigods (as Demigod3)
* Bastet (as Horseman).
* Bastet’s Elevator crossing the Nexus to the Pyramid top with its return to Bastet chamber if Lara misses it or return to the Pyramid.
* Central Mordred’s Tower climbing limited to the Ladders.
* Workaround for Monkey ceiling and Monkey cable movements compatibility in the same level.
* Workaround for additional Climb to Monkey and Monkey to Climb options.
* Workaround for Monkey to overhanging ladder on sectors with more than 1 climbable side.
* Functional Tower of more than 128 clicks on its interior and 244 clicks on the exterior.
* Mjölnir pickup and uses.
* Mordred’s Knights with skulls and eyes below the helmet (as Skeleton).
* Work around for potential Knights fall to the Pit for its return to the Knights Room.
* Work around for potential Knights death hindering the Jewels of Gwahlur puzzle holes.
* Mordred with skull and eyes below the helmet (as Skeleton\_MIP - AssignSlot=Skeleton).
* Abductor Spheres activation sequence and use.
* Collapsible Platforms Puzzle.
* Pole’s Room.
* Failing Mordred’s Castel.
* Drawbridge.
* Portcullis.
* Cogs.
* Mordred’s Knights (as Knights\_Templar - AssignSlot=Skeleton).
* Looped Room.
* Big Cave and Puzzle.
* Ali Baba’s Cave, Lamp and Genius.
* Waterfall final room and Fly.