

Turok 4: Lineage

The main story plot point is based on the comic "Adon's Curse". Check it out if you haven't. The story is a sequel and a direct continuation from Turok 3.

This is a first draft and a lot more work would have been done especially on all the other characters in the story. So this focuses more on the 2 main characters than anyone else.

Prelude

The story begins 20 years ago with Adon's mother, Navaht, who is the current Speaker of Forever Light for the Council of Voices.

During her time as Speaker she was sent on a mission from the Council where she was injured and discovers a race of spiritual shamans in an unknown part of the Lost Land. She is nursed back to health by their spirit powers. She spends time with the people there and begins to develop feelings for them. She also becomes quite adept with the Spirit world. She no longer wishes to serve the Council and instead remain here. Navaht's daughter, Adon, hasn't been activated (born) yet and remains within Forever Light where the Council rules. Navaht goes back to Forever Light and tells the Council she no longer wishes to be the Speaker and that she is taking her daughter with her. Never before has a Speaker had these feelings and the Council stops her and disassembles her as part of the interactive history program known as the Grand Design.

Afterwards the council activates Adon as their new Speaker. Adon's body and consciousness was activated from a bio cellular/bio electric matrix for almost 500 years. The Council lies to her about how her mother voluntarily disassembled herself so her memories could remain in the Grand Design. However, in some small way a piece of Navaht's consciousness remains inside the program in order to one day help

Adon to see a life that she had hoped for her and possibly one day meet her for the first time within the Spirit world.

Recap Turok 3 Ending

20 years later, in the present, where we start off with a re-telling of the ending of Turok 3, but done better, as a quick recap to the player.

Oblivion is defeated, Joshua tells Danielle that her unborn child will be special and an added scene where Joshua and Adon have a moment before he dies. Adon sheds a single tear, with more of her emotions starting to show, but she knows this isn't the end, that he can be saved... somehow.

Adon puts Joshua into a temporary stasis field using her wrist gauntlets. They all travel to Forever Light via a portal that Adon can instantly make appear. They put Joshua into a stasis tube until they can figure out how to save him. It's decided that Joseph should be sent back to Earth to wait for Danielle until she returns. The Council summons Adon and the re-telling of the after credits scene is played out where Adon tells the Council off and goes to find a way to save Joshua. Yvree, a shadowy figure, is revealed as the council's new right hand and is ordered to stop Adon or their plans may be interfered with if Joshua is revived.

Turok 4 Begins

Adon and Danielle are searching for answers to reviving Joshua through a computer console where Joshua is in a stasis tube. While searching through the Grand Design in frustration, the history program shows up with an image of Adon's mother, Navaht, responding with automated answers to any inquiries given. Through non direct answers the small part that was Navaht realizes she has strong emotions for Joshua and as the history program starts detailing the hidden lands and "The

Keepers“ of the Spirit World that reside there. Adon then realizes that the keepers she was to seek that she heard from the spirit in the grotto (From Turok 3) were not intended to seek the Council but these keepers instead. The history program gives more details, indirectly, about how Adon can escape with Joshua to reach the keepers of the spirit world. Adon knows a part of her mother is in the computer and thanks her as she had never come to understand why she would allow herself to be disassembled and never want to meet her own daughter. Now Adon knows there was something more to her.

The Council's cybernetic forces, and Lazarus Guard (keepers of the peace in Forever Light, controlled by the Council) break into the room to stop them. Adon and Danielle make short work of them. An alarm throughout the complex goes off with red lights flashing. They both know the Council has some ulterior motives and are trying to stop them from reviving Joshua. Adon releases Joshua from the stasis tube and uses her wrist gauntlets to form a temporary stasis field around him so she can carry him as they make a fast getaway. Adon and Danielle quickly make their way to a hanger bay to commandeer fighter ships while being pursued by Yvree and the Council's cybernetic forces.

After making a daring escape through the skies, they fly as fast as they can towards the “The Keepers“ in the hidden lands. They are being pursued by attackers and Danielle decides they won't make it unless she can stop them. Danielle turns her ship around and takes out a few of the attacking ships before her ship is too damaged and forced to make a crash landing somewhere in the lost land. Adon promises she'll be back to find her and reaches the location, which is located in a Jungle area.

Tutorial Level

After landing the ship, they travel deeper into the jungle. Adon is able to lift Joshua and have him floating behind her in a stasis field as she jumps and glides down through the air. After travelling a little ways, Adon

finds the spirit shamans village. As Adon seeks answers the Shamans recognize her as she is somewhat similar to how her mother looked. They tell her about her mother and how she has a chance to save Joshua in the Spirit World at great risk to herself. And that Joshua is not gone but trapped in the Spirit World and with their help, together, have a chance to bring him back. Adon enters the Spirit World to save Joshua.

Spirit World Introduction

Adon searches and fights fiercely in the Spirit world to save Joshua. When it begins to look like things are lost her mother appears to fight alongside her. Afterwards she guides Adon towards Joshua with no words, and as quickly as she appeared, she disappears. While Adon is surprised to see her mother here of all places she knows she has to hurry to save Joshua and continue onwards. Adon and Joshua find each other as the world seems to be collapsing behind them. They both rush to each other and in the air grab on to each other and return to the world of the living. Joshua can't believe Adon did all of that for him and finally they're together again.

Adon and Joshua decide they need help if they're going to stop the Council and find out what their true plans are. They need to find out what happened to Danielle and they need help from The Valiant One, Tal'Set, and possibly others. The spirit elder explains to them how to enter other Spirit Portals throughout the Lost Land (save/fast travel points). And also explains how Adon can commune with her mother when in the Spirit world. The spirit elder (Revealed to be Danielle's future child, later on.) also helps unlock their spirit powers. Afterwards Adon and Joshua remember that the Cleyan tribe possess crystals that are capable of finding anyone in the Lost Land.

Level 1 / Partner Gameplay Introduction / End of Opening Story

They set out toward the Cleyan tribe by going through the Jungles together.

Though the warrior women of the Cleyan tribe are beautiful they are not trusting of a Turok and they need to prove themselves. Afterwards the Cleyan tribe give them the crystals and they reveal the locations of Danielle, Tal'Set, and Mayanna on the players world map where the game now opens up more letting the player choose where they want to go and in what order.

Levels 2-4 / Getting Help

As they begin to travel, the next Spirit Portal they encounter takes Adon into the Spirit world where she meets and talks with her mother for the first time. Though each time they talk, time is limited, Navaht can give guidance to Adon. The Spirit world is a major part of game play as well which acts as a world on top of the lost land.

Players then travel to different locations, find new races, fight bosses, acquire new spirit powers and abilities as they find Danielle with a baby raptor that she befriended, Tal'Set, and Mayanna.

Levels 5-8+ / Councils Plans and stopping the Vortices

Adon meets her mother in the Spirit World again and she informs them about the prophecy of the Vortices sucking up everything from the Lost Lands and putting them into other worlds. Caused by the destruction of Oblivion which weakened the fabric of space. And how the Council intends to reverse the Vortices flow so that the Lost Land will remain and the other worlds will be sucked into the Lost Land as those worlds will be destroyed instead. Adon still has a sense of duty to the Lost Lands, but knows the Council is now the real threat to the Lost Land and every

other world. The Council is erecting machines all over Galyanna to reverse the flow of the Vortices so Galyanna is saved but all the other worlds will be destroyed. Navaht tells you how to stop them by collecting animal spirit energies (1 for each Machine/Vortex). Using each of the character's abilities they can unlock paths to each of the Vortices/Machines, and Spirit Wells.

You encounter Yvree along the way and through a fierce battle, Adon and Yvree are pulled into a Spirit Portal. It's then revealed by Navaht that she is Adon's sister. She was kept secret from both Adon and Navaht by the Council. Only now in the Spirit world did Navaht uncover the truth about her. Yvree becomes conflicted with her programming and vanishes out of the Spirit World. After which the player has the option to find Yvree in the lost land to fight alongside each other against the council.

Side events (Brief):

- **Danielle's child:** Bringing Danielle to the Shaman village elder will trigger an event with both of them where it's revealed he is her son from the future. (Remember, time has no meaning in the lost land.)
- **The Flesh Eater Mother:** With Oblivion destroyed the remaining flesh eaters have gone on a rampage and are destroying everything they can in the Lost Land. Their mother is still alive (see Turok 2). It's time to finish her off.
- **Tal'Sets unfinished business:** Tyrannus and his Sleg army return. (see Turok Evolution)
- **Syra (From Rage Wars):** Has accepted a contract from the council to take you out. She's a Sniper... kind of like a Wolf...
- **Campaigner's Arena:** This is a place where the Campaigner runs an arena and people fight for trophies. The player can participate in these arenas and battle for prizes. Greater tiers will unlock as you progress through the story and the player can come back for more prizes and possibly encounter characters from the story that decided to come here, like Syra. The final battle should be in an arena with Tal'Set vs. Campaigner.

Last Level / Endgame

When all of the Vortices that have appeared so far are sealed. The last one appears in Forever Light. They need to find a way into Forever Light since the Council has prevented them from getting in once the Vortex appeared. Before the final boss fight if Yvree isn't found she will appear here to help you take down the council together. Everyone makes their way into Forever Light to seal the last Vortex, stop the Council, and save all the worlds and the Lost Land (While fighting a huge mech robot made up of the council heads).

Epilogue

With the mantle already being passed on to his sister Danielle, Joshua decides to stay with Adon. A new council is formed with Adon and Joshua having a voice on it as well. Even though it's not really Joshua's thing, he tries his best for Adon while maybe trying to teach everyone a thing or two about baseball while he's at it. Together they become the new guardians of the Lost Land.