

Legacy (The Project)



level 1

Abandoned Mine

Show

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[Gold Nugget](#)

1

Bring it to Hroghar the Greedy of Decrantes
(I'm not sure if this was the exact location of the nugget.)

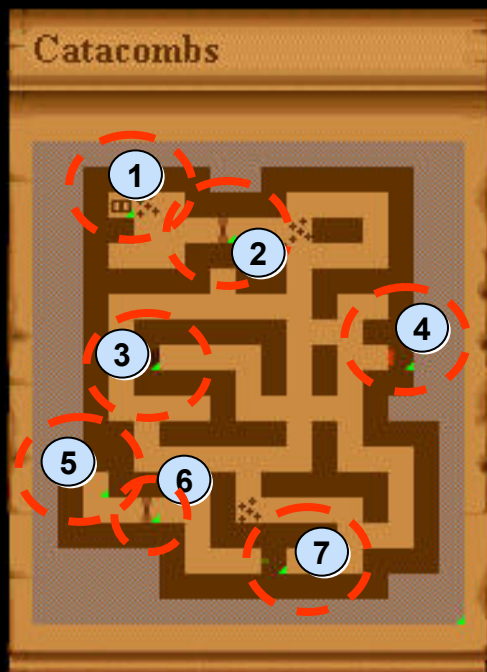
[Ladder](#)

2

Back to the West Forest

[Map and engine made by Markus Birth](#)

[<mbirth@webwriters.de>](mailto:mbirth@webwriters.de)



Altar ①

Locked Door ②

You need the Catacombs Key to open this door.

Ladder ③

Entrance

Shelf ④

some items

Catacombs Key ⑤

plus one item

Door ⑥

use the nearby switch to open it

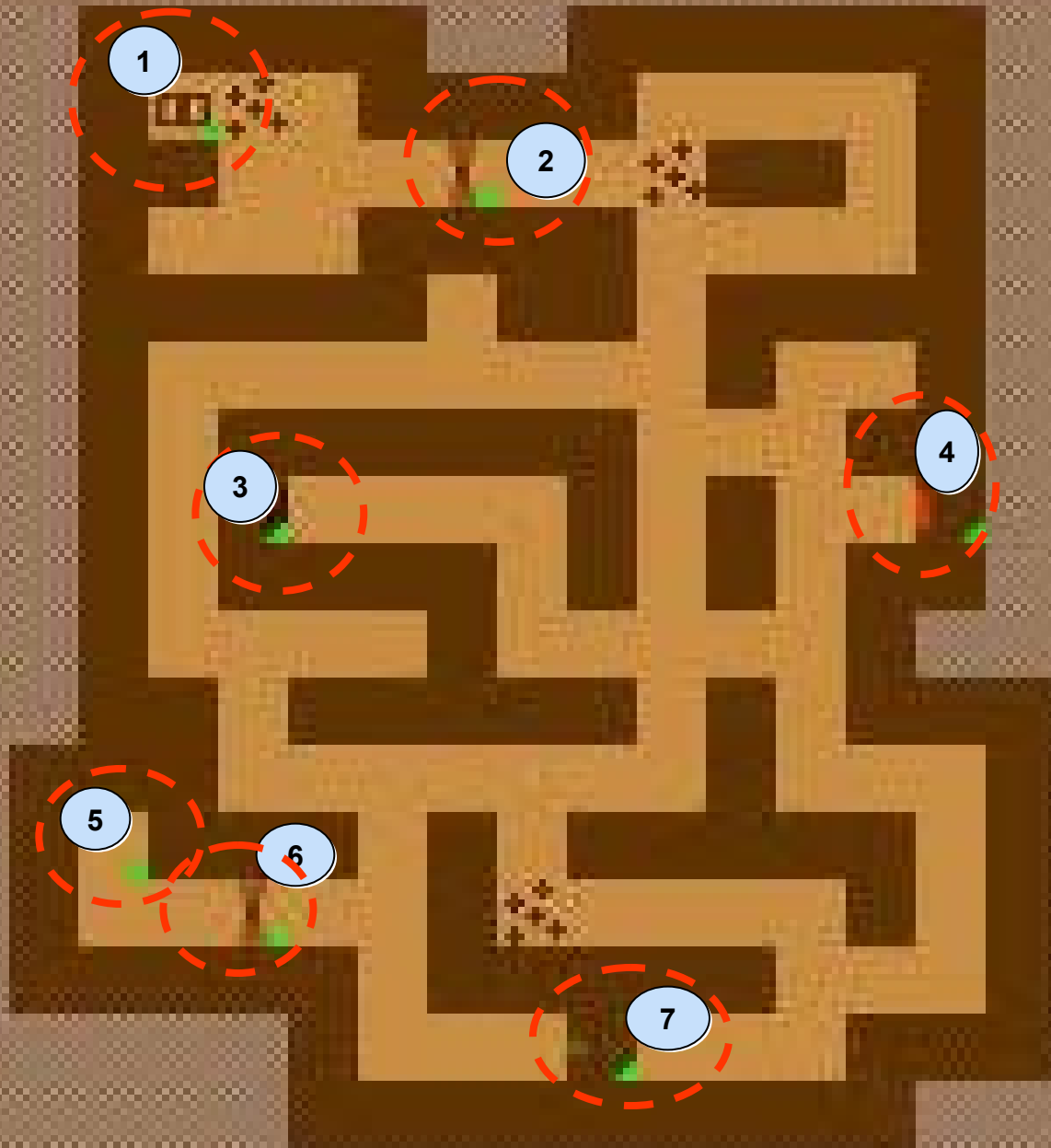
Switch ⑦

opens the nearby door

Map and engine made by Markus Birth

[<mbirth@webwriters.de>](mailto:mbirth@webwriters.de)

Catacombs



Caves of N'Gora



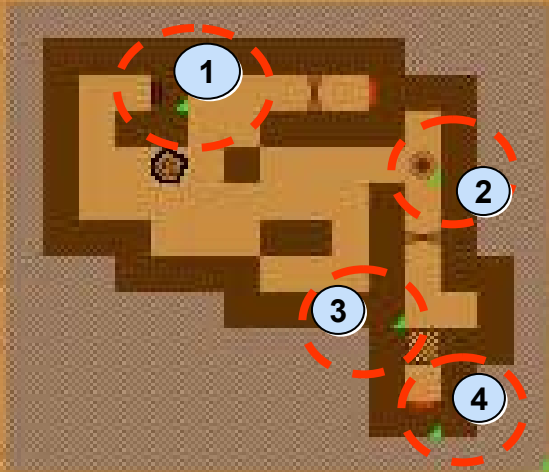
Hole in wall ①
(You arrive here)

Item on ground ②
Pants AC:1 (may vary)

Shelf ③

Ladder ④
Leads to the Dungeon of N'Gora

Cellar of Hranemus



Ladder ①

Entrance

Switch ②

Use a heavy object (rock) on this switch to keep the gate open

Secret switch ③

To open the secret door

Shelf ④

Contains Father Hranemus' crucifix

Domain of N'Gora



Altar ①

Altar ②

Shelf ③

Teleporter ④

Teleports you to the City of Beraquel

Teleporter ⑤

(You arrive here)

Dungeon of N'Gora



Ladder 1

Ladder to the Caves of N'Gora

Sign 2

"N'Gora's domain"

Switch 3

Fires a fireball-cannon, move quickly or drop a heavy object on it.

Shelf 4

some items

Shelf 5

some items

Shelf 6

N'Gora's door key

Door 7

Attack the door before opening

Locked Door 8

Use N'Gora's door key to open it.

Item on ground 9

Switch 10

Switches the hole in front of the other switch

Item on ground 10b

Item on ground 11

Ashela 12

"...Ahh... Please, please... Help me to end this life of torture... Kill me... I don't want to suffer anymore..."

Switch 13

Switches the first hole in the passage

Hole 14

Use the northern switch to close this hole

Sign 15

"Holes and switches - be clever or be dead."

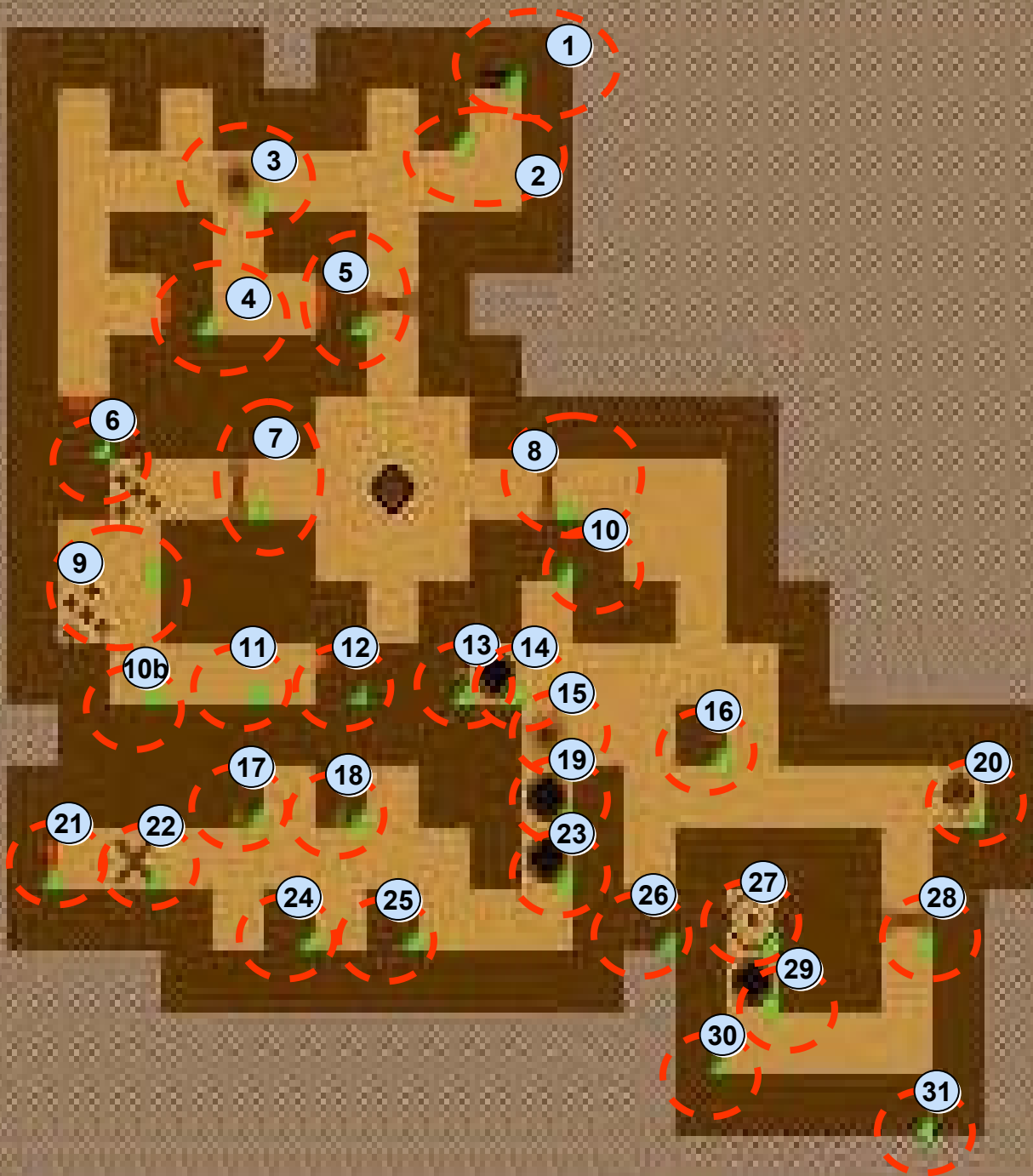
Switch 16

Drop a heavy object here to close the second hole in the passage

Switch 17

The lever has to face down

Dungeon of N'Gora



Switch 18

The lever has to face down

Hole 19

Use the western switch to close this hole

Mana Sphere 20

Shelf 21

N'Gora's entrance key

Magic Wall 22

Disappears if the switches are switched like described

Hole 23

Drop a heavy object on the ground switch to close this hole

Switch 24

The lever has to face up

Switch 25

The lever has to face up

Well 26

Teleporter 27

Teleports you to the Domain of N'Gora

Locked Door 28

Use N'Gora's entrance key to open it.

Magic hole 29

Disappears and reappears - time your move!

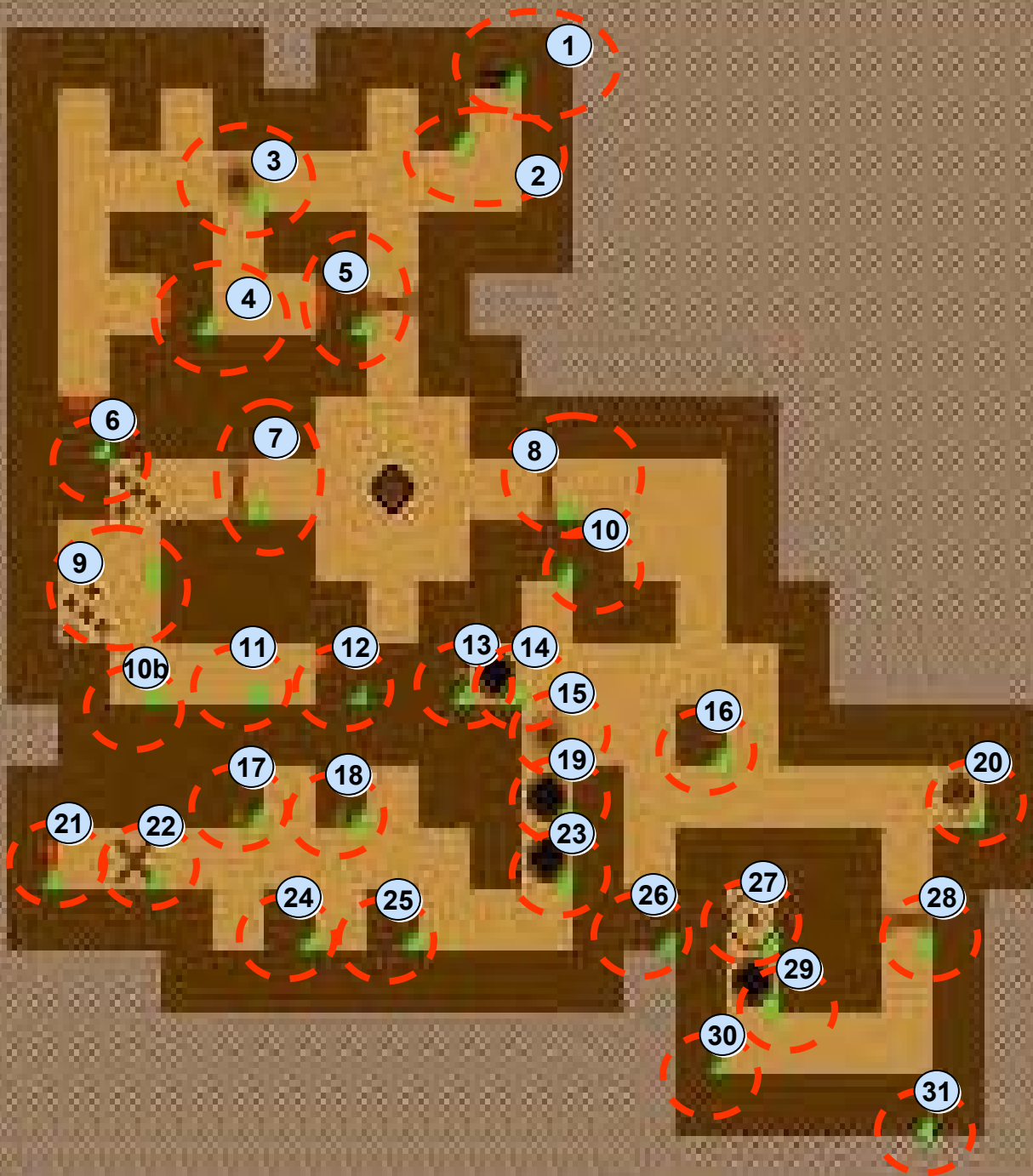
Sign 30

"How dare you enter my domain?! I said: leave or die!"

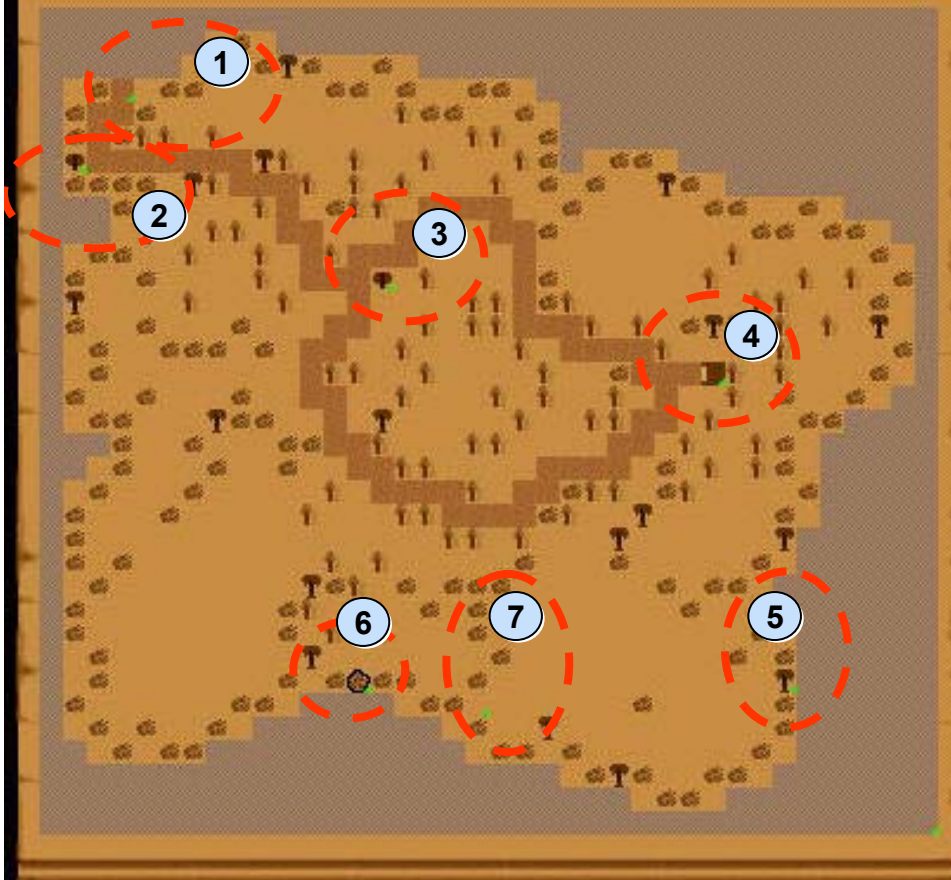
Sign 31

"Turn back, poor human! Do you think that your miserable power will be enough to defeat the Master?!"

Dungeon of N'Gora



East Forest



Path to the town of Decrantes ①

Sign ②

"To the town of Decrantes"

Sign ③

"To the east: Brother Mordar's house
To the south: nature itself"

Brother Mordar ④

Hole in tree ⑤

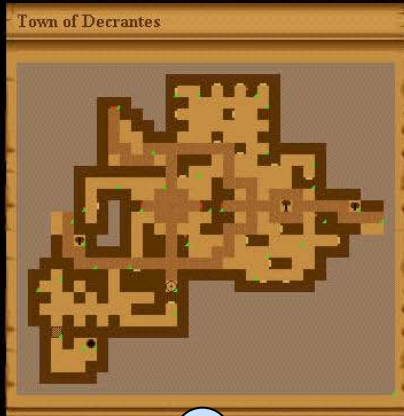
Leads to the Caves of N'Gora

Golden Stone ⑥

Level up for one character, chosen at random

Violet flower ⑦

(bring some of them to Brother Mordar)



1

Father Hranemus' house
Return the crucifix from the cellar to Father Hranemus

2

Vase
contents vary

3

Father Hranemus
"Oh, dear friend... My home's cellar was taken by evil gnomes some days ago. What a terrible blow! Take my key - the house is in the northwest corner of this beautiful town. Please, kill those hellish monsters, and bring me back my crucifix! Without it, I cannot sleep. Upon its return, I shall honor you in plenty. But keep open your eyes: The treasure is concealed from outsiders!"

4

Magic shop
(closed at night)

5

Barrel
contents vary

6

Vase
contents vary

7

Barrel
contents vary

8

Barrel
contents vary

9

Barrel
contents vary

10

Barrel
contents vary

11

Barrel
contents vary

10b

Door
200 coins

12

The Mysterious Man
"Let's talk about business, poor stranger. I've not much time for you. But should you steal the gem from Ashela, that pitiful fugitive bitch, you will be rewarded. It has no worth to you, so think not about doing something else with it. Just bring it to me. Now."

"I said, do it: bring me that gem from Ashela, before I get angry! Move!"

13

Inn
4 people waiting, card game bid is 50, the Bartender has a job for you

"Ah, another adventurer in this beautiful town... Welcome, my young friend. I have a little work for you. The spiders - Those damned spiders in the Catacombs of Decranes are damaging my stores all of the time! Please clear them out from their lair down below! You will be rewarded. The passage is in the southeast quarter of Decranes. The residents closed the way to the catacombs with a wall years ago, but last week someone tried to crush the barrier. You'll find it."

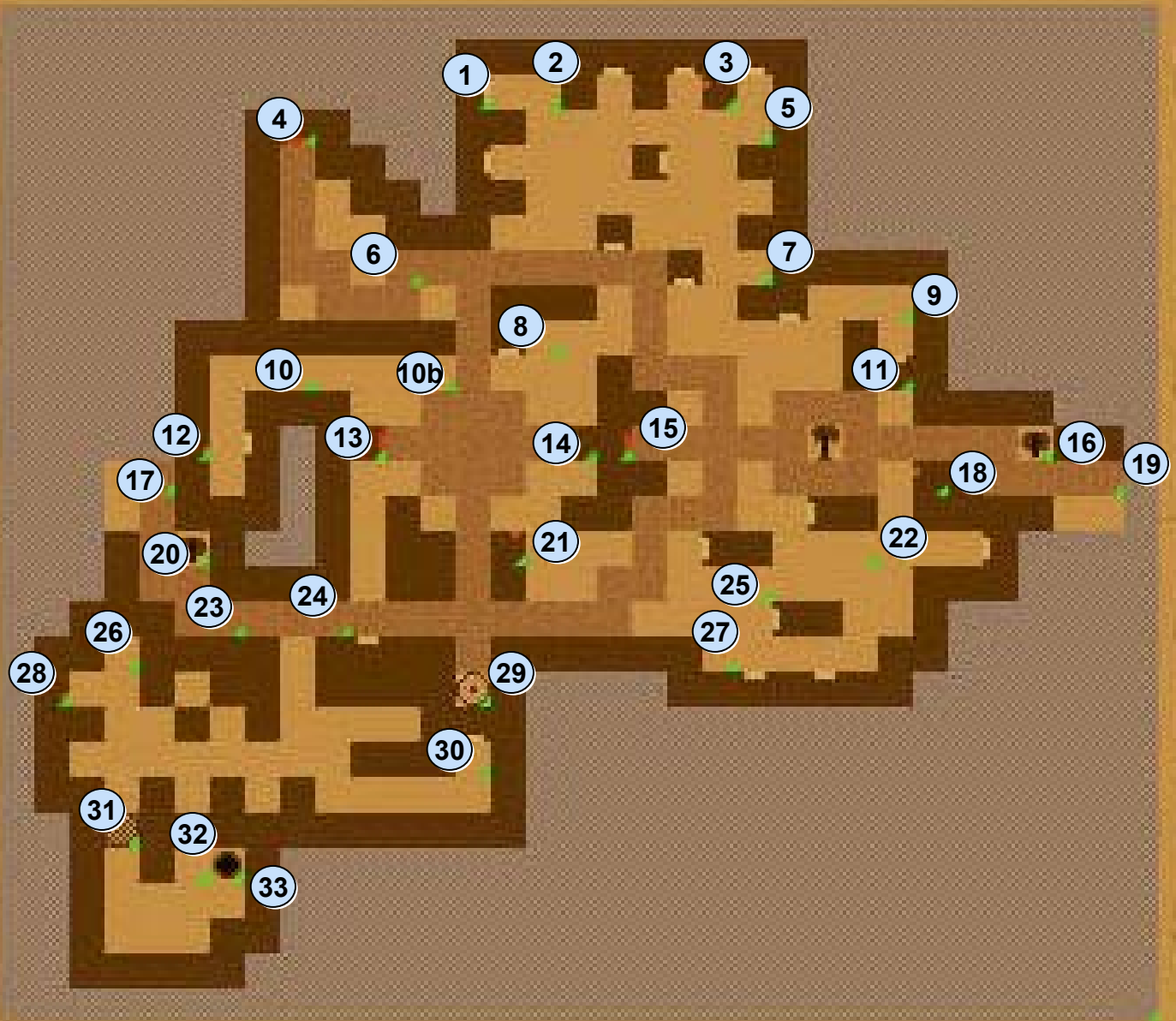
14

Smith
(closed at night)

15

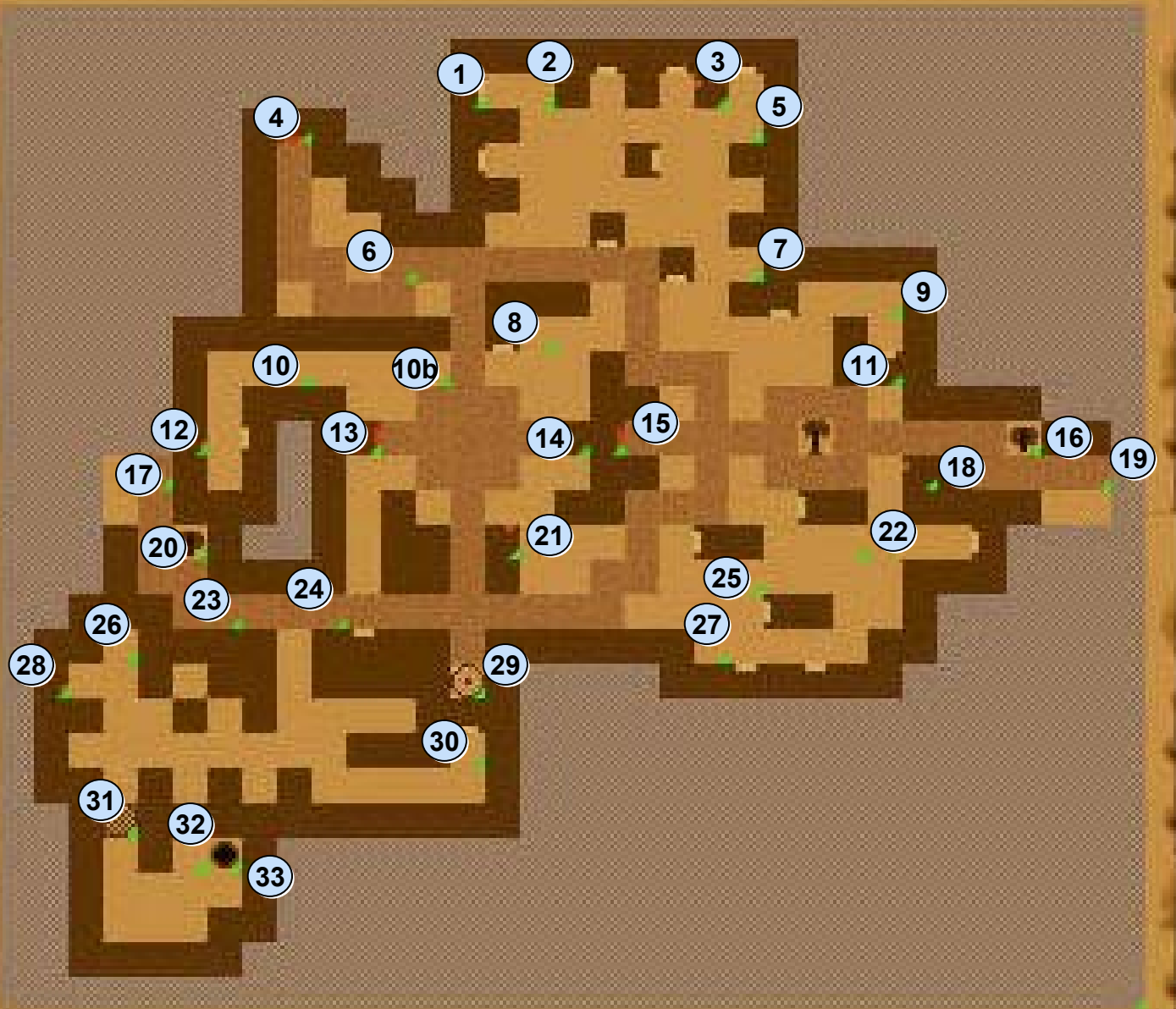
Armor and Jewelry shop
(closed at night)

Town of Decrantes

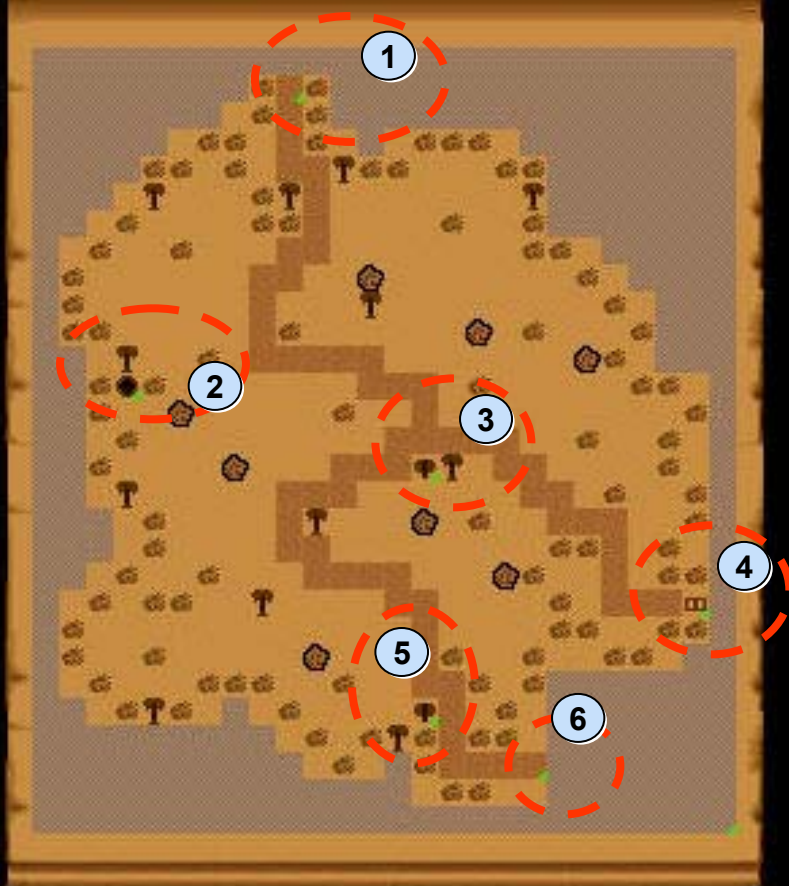


- 16 Sign
"To the eastern forest"
- 17 Western forest
(You started the game in that forest)
- 18 Young Elwynn
"Please, take me with you, stranger! I yearn to be a champion, like you! And I'm almost fifteen years old! I'm strong, I'm skilful, and I'm beautiful! Please, believe me! We'll spend many wonderful nights beside campfires, my charms may surprise you...
Nooo? You care naught for my beauty and experience? Then get the hell out of here! I don't want to see you anymore!"
- 19 Eastern forest
(There lives the peaceful man)
- 20 Sign
"Welcome to the town of Decraentes!"
- 21 Hreda
"Welcome, stranger. Yes, I know something about N'Gora, the servant of Solh. He escaped from his master, to found his own religion and dominion. He lives under the eastern forest, in a secret cave, methinks. Tell no one that you heard it from me, please! And be cautioned! He has surrounded himself with many horrific beasts! You ought to employ some magic users to defeat his sorcery..."
- 22 Barrel
contents vary
- 23 Barrel
contents vary
- 24 Barrel
contents vary
- 25 Barrel
contents vary
- 26 Helm AC:1
(lies on ground)
- 27 Barrel
contents vary
- 28 Hrobear the Gre
"Gold! I want gold, and more gold, and then... much more, much bigger, more valuable gold!! I want to be the king of the world! And I will be!"
- 29 Teleporter
Teleports to Morah's Plan and other already played cities
- 30 Bronze Hand Axe
Damage: 3-10
(lies on ground)
- 31 Broken Wall
Attack it to get through
It's the passage to the spider catacombs
- 32 Gold
some coins
- 33 Hole to spider catacombs
Clear all spiders for the Bartender of Decraentes

Town of Decrantes



West Forest



Starting point of the game 1

Hole 2

Leads to the Abandoned Mine (Lizard cave)
Contains the gold nugget for Hrohgar the Greedy of South Decrantes

Sign 3

"To the west: Town of Decrantes
To the east: a reward"

Altar 4

50 coins, Mana potion, Cure poison potion, Healing potion

Sign 5

"This path leads to the town of Decrantes"

Path to the town of Decrantes 6