

Legrave's Legrave (The Brine Temple)

Setting:

A damp underground temple consisting of a few rooms. The temple is decorated with cave paintings of some ancient history and religion. The bones of Legrave's former crew are scattered throughout the temple.

The temple is small and only consists of a few rooms: the entryway, the main altar room (where Legrave's spirit is), two storage closets, and finally an office/bedroom of sorts for the main priest.

Fighting Legrave:

Defeating Legrave is not as simple as swinging a sword or shooting a crossbow; he is an angry spirit, and defeating him will require some steps. His spirit is animated by the magic of the brine-people stored in magical seastars that runs through the chains. The final fight will take place in the main chamber of the temple.

Mechanics:

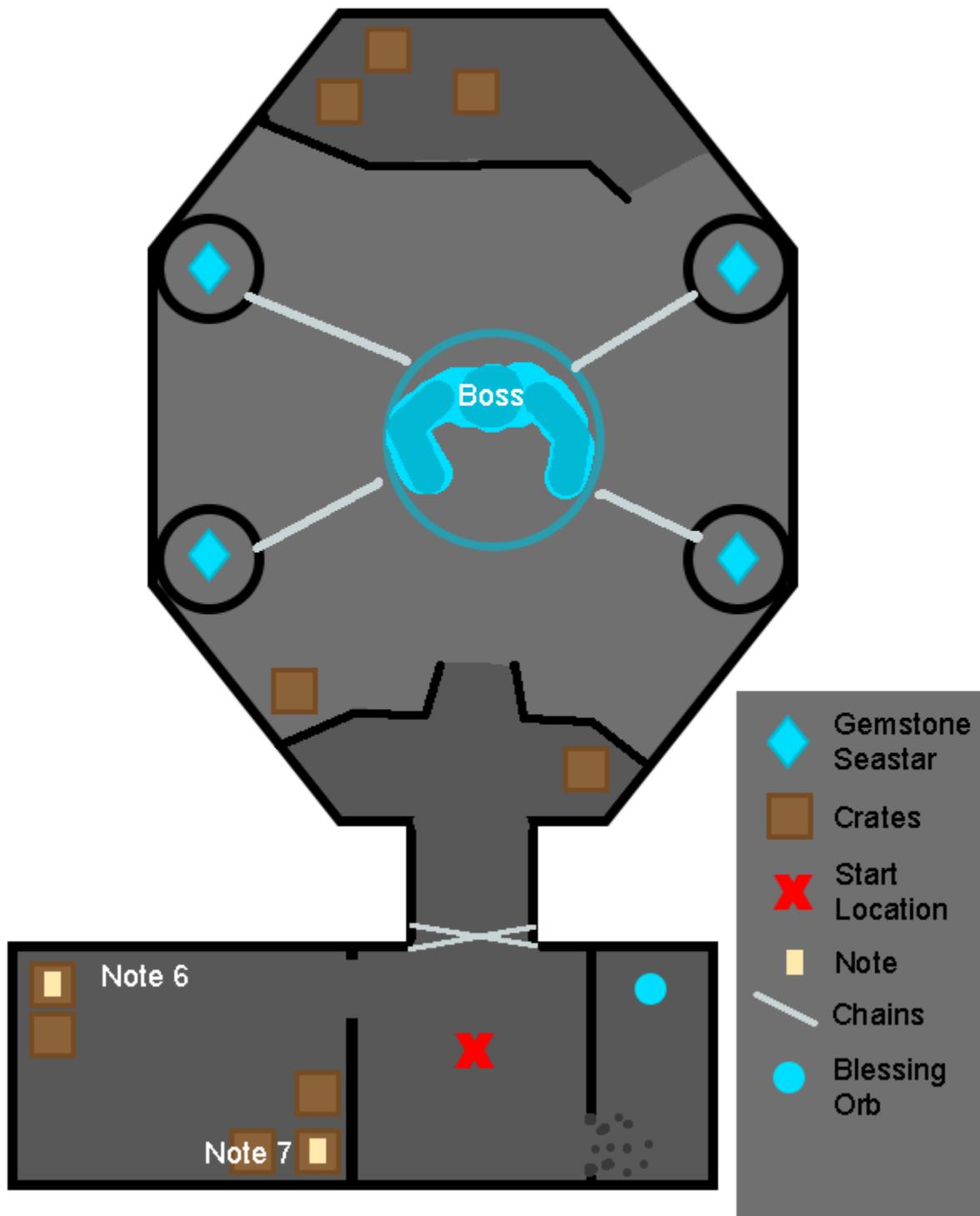
Enemy Actions:

- Legrave Swinging at the player (Cool down of **4 seconds**)
 - Legrave raises one of his limbs and swings them at the player. This is a melee attack which does a lot of damage. (Perhaps **40% of the player's health**)
- Spirit Water Shrike (Cool down of **6 seconds**)
 - Legrave shoots a dangerous orb of magic out from his chest. This orb flies at the player and when it hits it deals a medium amount of damage. (Probably **20% of the player's health**)

Player Actions:

- Breaking the magic chains with sword or crossbow
 - Stops Legrave's slow healing ability.
- Player hitting Legrave with their weapons.
- Eating bananas to regain some HP.

Level Layout



Preboss Room

The player will land on the red **X** after jumping to the entrance to the temple. Immediately before them they will see **two chains** blocking their path down the main hall. The next obvious direction to go is an open door way to their left. Upon heading through the doorway there is a room filled with **crates** and **two notes**. These are the final notes the player will find in the game.

If the player heads back out into the entry room they will see a destroyed wall in the corner of the room. Through that doorway the player will need to **climb** down a short ledge. The only thing in this room is a floating blue orb. The player **must touch** the orb in order to cut the chains in the previous room. After doing so they will receive visual feedback informing them that they can cut the chains now.

Once the player **climbs** out of the room they'll be able to proceed to the boss room

Preboss Room Objects & Interactions

- Two Chains in the main doorway
 - They can't break them till touching the magic orb
- Multiple crates in the first room.
- Two notes.
 - Note 6
 - Note 7
- Floating Magic Orb
 - Touching the Orb gives the player the ability to cut chains

Boss Room

After breaking the **chains** blocking their path the player will be able to enter the final room of the temple. There the player will find Legrave, the boss of the game. Legrave glows with a blue aura and has **four chains** connected to a ring at his feet in the center of the room. These chains stretch up from Legrave's feet to the top of pillars near the edges of the room. At the top of each pillar is a floating glowing **gemstone seastar**. Each pillar is a **climbable** surface.

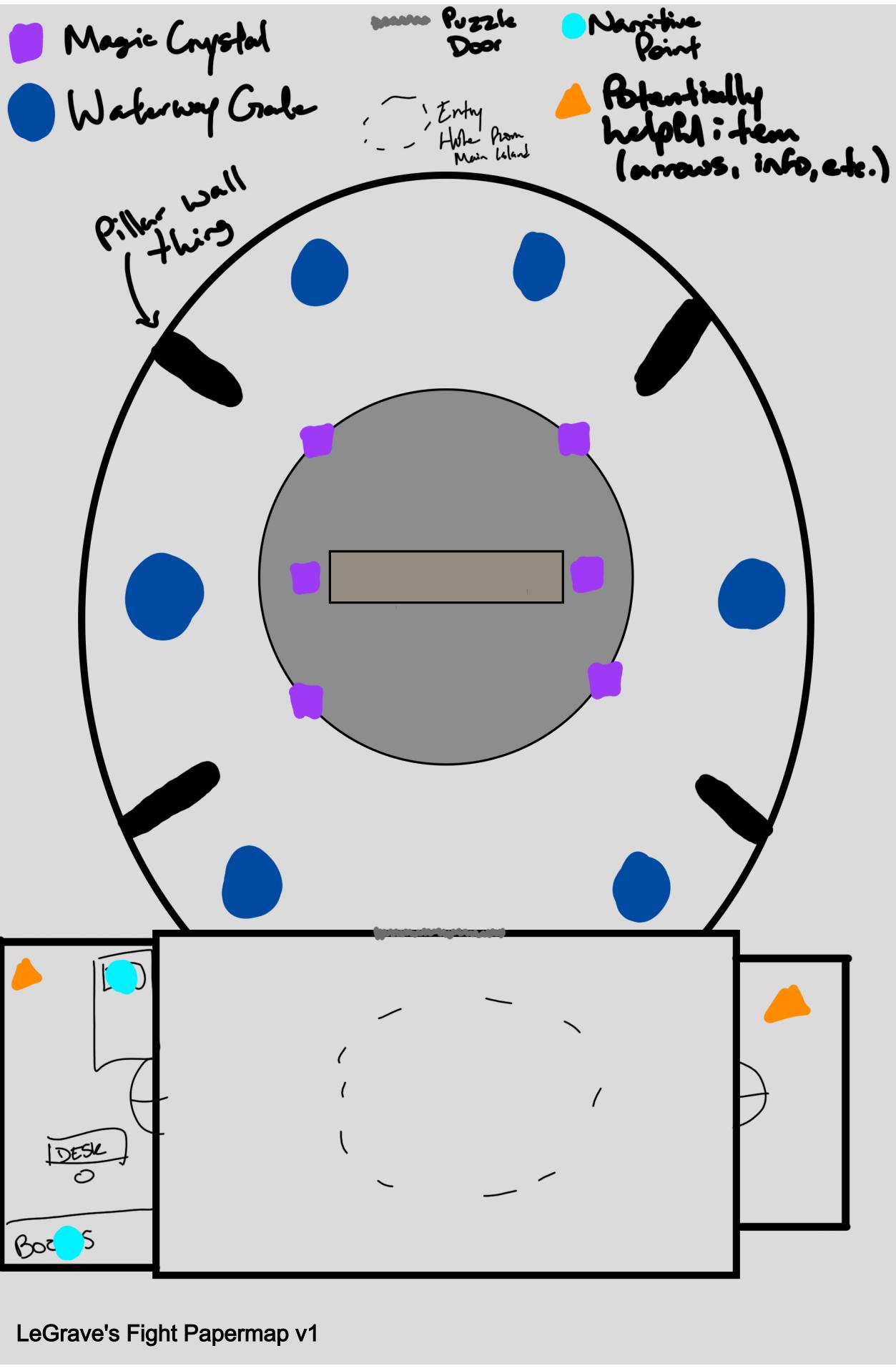
The Player will quickly be forced to fight Legrave as stepping into the room **blocks** the path behind them. Legrave continuously heals from the damage the player deals to him.

Occasionally, he will **spawn** enemies at his feet depending on the number of **gemstone seastars** left. The player can **cut the chains** to stop this healing process. Additionally, the player can **climb** to the top of the pillars and destroy the **seastars**. This stops the smaller enemies from spawning. Alternatively the player can just try to deal enough damage to Legrave to get past Legrave's healing and ignore the additional enemies entirely.

Boss Room Objects & Interactions

- Crates throughout the room
- Legrave in the center

- Legrave can't move from the center of the room.
- Four chains connecting at Legrave's feet to a glowing ring
 - These chains go from the ground to the top of the pillars.
- Four climbable pillars
- Four Blue glowing seastars at the top of each pillar.
 - Until the player destroys all of them, enemy grunts will spawn at the feet of Legrave.
- Enemy Spawning
 - A wave of four enemies spawn at the feet of Legrave every **12** seconds. The player must destroy the crystal seastars at the top of each pillar to stop the spawning.



LeGrave's Fight Papermap v1