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## About This Game

Descend the dungeon and slay the evil!

**Legion's Crawl** is a combination of classic roguelike principle and modern 3D environment with intuitive GUI. Choose your hero and difficulty, keep moving forward until you meet the last boss. But, with randomly generated dungeons and your choices of player build, there are infinite ways to win ...and lose. Test your planning skill and adaptability to the limit, or just choose the easiest difficulty and enjoy the walk. You decide how you enjoy this game.

### Key Features:

- Classic roguelike experience. A turn-based dungeon crawler, inventory management, character building, eating, resting, and so on.
- Comprehensible 3D environment and graphical user interface. You are not going to see teleporting static sprites. No more "shift+alt+T than Ctrl+0-9 to throw".
- Vast character build possibility with 21 skillpaths and over 100 skills. Combat, magic, craft, cooking, stealth... and more!
- 6 heroes with the unique game rule for each.
- 5 difficulty levels. Do you just want to win? Need to test something? Looking for a challenge? You decide how you enjoy!

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- Nothing is locked behind the time wall. No upgrades to purchase, no better heroes to unlock. 100% experience from a first run, fair chance and fair balance. The game becomes easier only when you learn.
  - No forced prologue. A tutorial is optional. Get to the action immediately!
  - 27 Achievements!

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Title: Legion's Crawl  
Genre: Indie, RPG  
Developer:  
Turnspender  
Publisher:  
Turnspender  
Release Date: 31 Jul, 2018

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English

Pick your Skillpath



Endurance

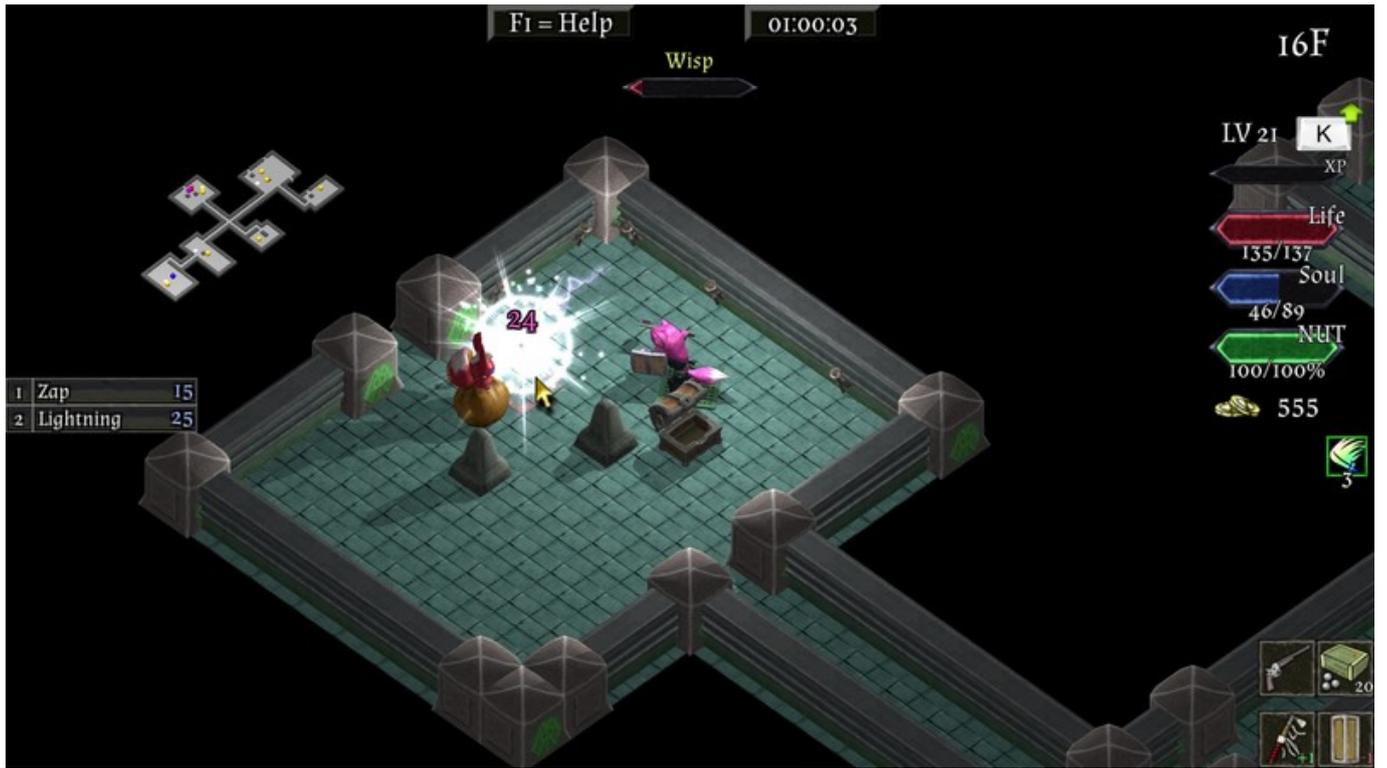
Eventually, it comes down to if you are alive or not. Stay alive!

Chosen  
Skillpaths:



Done

V1.0.0





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A great turn based roguelite dungeon crawler.. I have yet to finish the game but I got the point: It's good.. For the price tag, can't complain too much. Kind of boring, and the controls are a bit awkward. I didn't have a lot of fun playing it.

Also this game features anthropomorphic animals as the main characters. Be advised. The main character is a human sized pink cat.

. Good price and solo dungeon crawl. Graphics are so-so. Different branching skills when leveling up. Tons of replay value, which is why I got this. Game is non-offensive and programmed well.. This game is a nice little program to pass some time in. It has some short comings but for the price it's still a good buy. The basic dungeons are small. The in game crafting doesn't allow the ability to upgrade your weapons but gives you a few more things that you can make. Characters are set, but skill can be chosen at the start of each dungeons start. The first time I played the game I beat the dungeon way to fast, but I did have it on the easiest setting to take a look at the game.. This is a pretty fun little roguelike. I am not generally a fan of cute games, but I look past it because the game is so enjoyable. There is plenty of replayability with the different characters and the six skills you can start out with. Mixing and matching has been pretty fun so far.

The game is fairly short; I beat it in two hours, but on easy. Playing on higher difficulty levels, it is deceptively hard. I have died many, many times in my 3.5 hours of play. I highly recommend using the pistol and mixing magic in. This makes you pretty darn strong.

It reminds me a bit of I Am Overburdened, in that there is not much story, but lots of fun and silly gameplay. it is nice to turn my brain off and just enjoy myself. At 5 bucks, you can't really go wrong if you like roguelikes. Some people may not like the fact that you cannot move with the keyboard, but I much prefer mouse movement, so I am happy.

Highly recommended game.

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During the last few days, I have been having lots of fun playing this Rogue-like Dungeon crawler. I would love to recommend it because of the following reasons.

Simplicity is the best attraction of this game for me. The interface is simple, and there is not much of a learning curve. It has a procedurally generated dungeon of about 16 levels and you can select 1 of 6 heroes. Each hero has a slightly different dungeon rule (for example, no merchant but crafting station on every level, etc) so choosing a different hero is like playing a "different" type of dungeon.

This game is fun because of the large number of specializations. For each hero, you can also select 6 out of about 30 skill specialization trees, which will add a lot of replay value. Then there are the interesting Steam achievements. Although some of the achievements are easy, there are some really hard ones too, which will take many days to complete. The hardest one is basically to beat the game with all 6 hero types at the highest level of difficulty (legendary). This last achievement is not easy at all, and I am not certain at this point if I can even do it. However having a difficult challenge is part of the fun of this game.

This game is relaxing as there is not much complex thinking involved. Like most games in the roguelike genre, this is also an automatic "single-save" game where you keep playing until you either die, or beat the dungeon. If there are any interruptions in real life, you can just quit the game and you will continue from the auto save. Actually the simplicity of this game is very relaxing for me, as I am used to being a perfectionist with lots of save files in other old school RPG games.

Although the game says "Early Access", it is functionally complete at this point. After 36 hours of game play, I have not encountered any game-breaking bugs yet. This is a single-developer game, and the developer will let it remain in EA for another 1-2 months to fix bugs and add multiple language support.

The price of \$4.99 is very reasonable, considering the large replay value that this game has. I would recommend this game and I bought it at full price with no discount.

. Great in-depth roguelike similar to Dungeon's of Dredmore. Has a nice crafting and upgrade system, unique graphics, and a modern UI. Overall a great little game.

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