1. Forest, Tall trees, Above the ground.
2. Forest -> elves -> stealth -> organic creatures
3. When I think forest, I am thinking of a moving shadow from a cloud cover.
4. Forest -> beautiful but dangerous -> hidden traps or carnivorous plants
5. Stealth would be fun. You can hide behind a tree until an enemy passes by, then pounce on them.
6. Maybe ambush could be a theme.
7. I'm also thinking of glowing little pixie fairies.
8. Rolan has to recognize "ambush spots". Maybe bald areas or grass that indicate there are treetop ambushers
9. When he passes by that spot, treetop lion-people will come down on him
10. A miniboss fight could be centered around this.
11. The boss is following Rolan, but Rolan finds a hiding spot in some bushes.
12. The boss gets confused and starts wandering around searching for Rolan.
13. He passes by, and Rolan smacks him in the back!
14. He then turns around and charges Rolan, to which Rolan must run.
15. He is like a bull.
16. We can have a different boss that has horns in his head and attacks by charging Rolan, but if Rolan doges he gets his horns stuck in the wall.
17. That could be another theme - the hunters being the hunted. So rolan must out-hunt these hunters.
18. When he is stuck in the wall he is vulnerable.
19. Or maybe he can be in the forsest, and Rolan dodges by getting him stuck in a tree.
20. The tree shakes, and an apple falls on his head.
21. Leaving him unconscious for a few seconds.

1. Like that bull, when theres an opportunity that its horn stucks at something, im thinking if Rolan could create something that can make it the bull stuck, and becomes vulnerable.

1. He creates a wall from a rock or something.
2. Were stuck at that bull idea though, when in fact were thinking of dungeon ideas lol.

Kevin: Forest is a bit too wide a theme

Brian: It can be shortened to haunted forest.

Kevin: How about something that's so out there, like the movie gremlins. I dunno, just passed in my brain. like the dungeon will be infested with really weak but annoying enemies that multiply when you attack them.

Ephraim Mangohig: ahh that's annoying

Kevin Tan: or the game street fighter

Brian Karcher: Gremlins? I haven't seen that in 20 years. I have little recollection of what you are talking about. I just remember a huge ball that ate people and turned them into skeletons.

Kevin Tan: where inside the dungeon, every corner you turn, there will be a martial artist that will challenge you to an honorable duel

Kevin Tan: until you get to the end where there's a master

Kevin Tan: yup gremlins is the critters that multply when turned wet :)

Brian Karcher: Those are good ideas Kevin.

Kevin Tan: i guess what I'm trying to imply is to get inspiration from totally random sources

Brian Karcher: The splitting idea is kind of like the water bubbles in Secret of Mana.

Brian Karcher: Really annoying enemies.

Ephraim Mangohig: just smash them using a Special attack that deals AoE effect will do fine if they got multiplied.

Kevin Tan: yup sounds good!

Kevin Tan: there will also be one friendly gremlin

Kevin Tan: and he will help you determine their weakness.

Kevin Tan: so the dungeon could be structured like a colony - narrow passageways but big rooms so the enemies have enough room to multiply

Kevin Tan: it will also play into strategy, you could probably handle a small room much better because once it fills up, they can't multiply again

Kevin Tan: then it's the time to do the AOE attack and clear them in one go

Ephraim Mangohig: what if that gremlin is not friendly, but a traitor to other gremlins.

Ephraim Mangohig: of it is friendly and a traitor to other gremlins

Ephraim Mangohig: or\*

Brian Karcher: He can assist you in the level.

Kevin Tan: lol good thought, maybe he's a criminal and is trying to squirm out of execution by helping Rolan exterminate the colony

Brian Karcher: If you reach the boss, he can drop things on the bosses head from the ceiling.

Kevin Tan: the gremlins could be really cute but talk like sailors - contrast could be funny

Kevin Tan: good idea brian

Kevin Tan: like a distrator so the boss could be open for attacks

Brian Karcher: You just have to lead the boss into a drop, which will be signaled by a shadow.

Brian Karcher: But if you get hit, the boss attacks you.

Ephraim Mangohig: it's funny, that;s a good one.

Brian Karcher: He attacks you because you got stunned.

Brian Karcher: and the gemlin yells "Oops!"

Brian Karcher: Or if it is a total miss, he can say "Maybe a little to the left..."

Brian Karcher: or "What are you doing Rolan?"

Brian Karcher: He can also help solve puzzles.

Kevin Tan: Good ideas!

Brian Karcher: By throwing Rolan across a pit.

Kevin Tan: Check this out - I think this is a good way to think about dungeons <http://dinosaurpirate.com/2013/03/09/top-10-mighty-max-sets/>

Brian Karcher: or activating a catapult.

Brian Karcher: to get Rolan over a wall.

Brian Karcher: That's a good link Kevin!

Kevin Tan: Yup, loved those toys

Kevin Tan: Each toy is literally a dungeon

Kevin Tan: with a specific theme

Kevin Tan: it's it's clear as hell from the get-go

Brian Karcher: Toys were a lot more creative back then.

Kevin Tan: I was thinking the same thing. The 90's were full of ridiculous stuff. Toxic Crusaders, Street Sharks, Biker Mice from Mars lol

Brian Karcher: Transformers.

Kevin Tan: but yeah, getting back to the point, I just thought these toys were a great example of specific and creative dungeons

Kevin Tan: lol for sure

Brian Karcher: Smurfs.

Kevin Tan: beetlejuice

Brian Karcher: I've noted the link on Dropbox.

Brian Karcher: Now that's a source for inspiration.

Brian Karcher: You've got creepy house, the desert, afterlife.

Brian Karcher: But a strange and very business-like afterlife.