**Dungeon ideas**

MOD quest Dungeon 1(Obo): Thieves Hideout

Premise: Obo’s precious figurines have been stolen by thieves, Zheal is requested madgely to retrieve these.

Enemies in dungeon: thieves/bandits, their wolf/other similar companions.

Boss: Thief King, who rides a bigger, more monkaS version of the wolves.

Once beaten, figurines are retrieved from the thieves and returned to Obo. New skills/class etc. unlocked.

Dungeon 2(Kuma): Cursed Forest area

Premise: Kuma’s cat Misty has gone missing and needs to be found.

Enemies in dungeon: Cursed, giant spiders, snakes, foresty baddies.

Boss: A huge cat, which can imply that Misty has turned into a beast because of bad curse in forest. Feels bad, but it needs to be defeated. Once defeated, Zheal is sadge, but then Misty turns up, safe and sound.

Misty is returned to Kuma, new skills/class/etc. unlocked.

Dungeon 3(Jalis): Moonshine Cavern

Premise: A hungover Jalis has forgotten everything from last night, and he is trying to figure out why \*REDACTED\* has happened. You are asked to investigate the cavern, which is the only connection to this mystery:

Enemies in dungeon: Zombies/drunk mobs.

Boss: Drunk Jalis, he needs sense beaten into him.

Mystery solved; Jalis needs to stay off the sauce for a while. New skills/class/etc unlocked. Maybe almdudler bottle upgrade?