## Bavarian Boss:

**Quest:** The defeating of the boss will be part of the Deafy Griefy Route. The Bavarian Boss, which is called “Kunibert”, has stolen the favourite lederhosen of Deafy Griefy and uses them as a thimble because they have the magical property to be indestructible.

**Appearance:** A giant plump blonde Bavarian with a typical Bavarian look who is sitting on a stone playing the accordion.

**Attack/Movement:** When they approach the boss, the player hear a typical Bavarian instrumental music which he is playing on the accordion. When the player moves too close to him he either blows the player away with his instrument or he strikes on the ground with the accordion and the player is stunned for a short period. To hurt the player, he plays music notes which can be dodged.

**Items to obtain:** When the player defeats the boss he of course drops some gold and the lederhosen of Deafy Griefy. When the player wants to return them to Deafy Griefy he tells the player that he can keep the lederhosen because he found some that are way trendier. The lederhosen have the ability to protect the player from a specific witch spell.

## Mike Maxon:

**Quest:** One can buy a microphone from a merchant (only buyable if one helped Dully Cully becoming the king), which unlocks the entrance to a cave (the player has to speak a code word in the microphone in front of the cave, which is told to the player by one of the people in the town (may be changed)). The cave is a little dungeon. Throughout the cave the player sometimes hears a “He-He” or “Ouh” (like Michael Jackson). When this occurs for the first time the Adventurer says “Oh my god! What was that?” After the player has reached the end of the dungeon, he finds a stage with a microphone stand. One now has the option to insert the microphone into the microphone stand. If he does so another “He-He” sound happens and a zombie Mike appears. After Mike is defeated, Dully Cully appears with some workers and says: „We’ll take that” and they take the stage with them to Dully Cully’s Castle.

**Apperance:** (Mike Maxon reminds the adventurer of someone, but he cannot recall who exactly) Mike Maxon looks like a zombie version of Michael Jackson with a grey suit and fedora.

**Attack/Movement:** One way Mike Maxon is attacking, is by throwing his hat like a boomerang to the player. He can also flip his fedora on the head of the player which then deals damage as long as it is on the player. He moves around on the stage in a dancing way (Moonwalk, spinning, jumping and so on). He also attacks the player by spinning like a whirlwind or kicking with his feet. Maxon can summon some co-dancers which also attack with kicks and dance to the player to attack him.

**Items to obtain:** The item which is obtained is mainly the stage for Dully Cully’s castle and the player gets some gold from Dully Cully because he has defeated Mike Maxon. Upon that the Adventurer also gets the fedora of Mike Maxon or the jacket (can be summoned again in the same dungeon by the microphone, but the microphone stand has to be crafted first). The fedora can be used as a weapon or as clothing. When the adventurer has acquired the full set (hat and jacket) he gets a set bonus.

## Golly the planet boxer (Golly the man who punches worlds)

**Quest:** The Quest is triggered because the janitor of the king’s castle dropped a fork in the airshaft where Golly lives. Golly is sealed in the air vents so fresh air cannot reach him, since his powers grow stronger when he breathes the fresh air in. With the fork, which he uses as a lock pick, Golly can escape. The Adventurer tries to seal him again, but the goofy janitor has lost the keys to the air vent, so Golly cannot be sealed again and escapes. After the janitor has told the adventurer the backstory of Golly the player has to track down the boxer and defeat him. On the search for Golly the adventurer meets the “Ooklydargy” which are anthropomorphic mantis-like creatures from the continent of “DholVis”. They dress like Mayan priests. Golly has stolen the cursed punching gloves from a grave in “DholVis”. The “Ooklydargy” want to secure the boxing gloves from Golly, because he is already corrupted by the curse of those gloves. They give the Adventurer a magic artefact (old bellows), which blows bad air since it is the only way to defeat Golly. After defeating Golly the “Ooklydargy” thank the Adventurer and sail back to their continent.

**Backstory:** (is told by the janitor) Golly was a boxer who has never won a boxing tournament. One day he discovers an ancient legend about two boxing gloves which are so strong that the user can punch worlds. But they are cursed, the user will get corrupted by its evil power so one has to take actions to avoid the curse. However, Golly was too lazy to take these actions. The only reason why he never won a boxing tournament was because he was too lazy to train.

**Appearance:** Golly is a pale thin creature with only one or two hairs on his head. He always moves around crouched. Golly wears a torn loincloth and two boxing gloves.

**Attack/Movement:** Golly has hidden himself away in an empty cave where he has built a training area and a boxing ring. When the player encounters Golly he trains with a punching bag which he will, when he sees the player, throw at him. The adventurer has to avoid it and the fight starts. Golly attacks the player by throwing weights at him and punching him with the boxing gloves. When golly stamps on the ground the adventurer gets thrown in the air. To defeat Golly the Adventurer has to use his bellows to blow bad air to Golly which will make him vulnerable.

**Items to obtain:** Besides gold the player also obtains the left or right boxing glove if Golly is defeated. (Golly can be summoned and defeated again.) The left boxing glove is stronger but has a bigger cooldown on its special attack and the right one is not so strong but has a smaller cooldown. Before the adventurer can use the gloves he has to make a ritual to clean the gloves from the curse. If one has acquired both of them he can combine them and get a glove set which has the best of both of them.

## Frestellini-Jinni

**Quest:** The Quest is obtained, after going into the perky gherkins (zu Deutsch: Das flotte Gürkchen). When one talks to the inn keeper he tells him that lately people were going missing. The job of the Adventurer is now to solve that mystery. After the Adventurer has talked to the locals and searched some houses he finds out that a jinn is the one who has done all the damage. He also finds out where the grave of the jinn is located. So the adventurer sets off to find it. When the Adventurer has arrived in the treasure chamber where the jinn is located he finds an ancient piggy bank. When the Adventurer gets closer to the ancient relict, Frestellini-Jinni gets out of the piggy bank. He first appears with a party hat on his head. After the adventurer notices it Frestellini throws the hat away. He then tells the adventurer he has three free wishes. The Adventurer says:” Three free wishes, oh my god, I only wish I knew what to wish for!” “OK, that was your first wish.”, says Frestellini-Jinni. “Oh no! I wish I didn’t say that”, says the Adventurer. “Second wish done! You know, you’re making this really easy for me, luckily you don’t know that you will disappear after the third wish. Whoopsy looks like I have spoiled my evil master plan! Well then I can tell you my plan anyway.” The evil plan of Frestellini-Jinni is: Everyone who has awoken him and had their 3 wishes will be banished with him in his piggy bank to party with him because he is so lonely.

**Appearance:** The appearance of the piggy bank looks really old with ornaments. Frestellini-Jinni himself is a purple muscular Jinn, with a turban. He also has a large lightning beard. He looks friendly despite anything he does.

**Attack/Movement:** Frestellini-Jinni attacks mainly with spells and his fists. One of his attacks is that he lets a giant hand appear above the player which the Djinn controls. With this hand he wants to smash the player. Another one of his spells is a fire breath which will be fired to where the player stands. Another attack of the Djinn is that he hits the ground with his hands and let’s columns of fire appear which move towards the player (who has to jump over them). The djinn can be attacked when he has casted some spells because he has to regenerate mana. However, Frestellini-Jinni still defends himself with his fists while he is regenerating Mana.

**Items to obtain:** When Frestellini-Jinni is defeated, the adventurer rescues the people who are trapped in the piggy bank. Among some gold and experience, the adventurer also receives a magic book which grants him new spells.