Dosh

NPC, foe who yields · In game since 0.1.154

Dosh *(working name, Unconfirmed)* is the boss of the thugs in Meneferu's dyers' court, who took Manfred's gear and sold it, and who gives up when the fight turns against him.



From the design documents

TYPE	NPC, foe who yields
LOCATION	The dyers' court, Meneferu
ROLE	Boss of the dyers' court thugs
NAME	Dosh, a working name (*Unconfirmed*)
VOICE	Harry (ElevenLabs)
3D MODEL	`chr_tf_thug_dosh_v0`, a re-colour of the dockhand body
STATUS	In game since 0.1.154; in the full Meneferu playthrough (0.1.164) and the latest build 0.1.171

Appearance

- A broad dockside street thug: a sleeveless patched tunic, loose trousers, a knotted red head rag, a rope belt and bare forearms. He carries a cudgel across his back out of a fight.

Role and story

- In Help Manfred finish the car, Dosh and three thugs fight the party in the dyers' court; two more come out of the dye-house door.
- At a quarter of his health he yields and kneels, out of the fight: "Enough! Enough. Your gear's inside, on the dye vat. Take it." Stalvan: "Say please." Dosh: "...Please."
- The gear on the vat is a painted wooden copy. Dosh admits the dyers paint copies for the bazaar and that the brass one was sold to Hesuk for two silver: "It was a slow morning." Then he runs off down the alley.
- Backstory: *Unconfirmed — awaiting the director.*

In the game

- 990 health (his thugs 415); yields at 25 %. He drops no loot; the town thugs drop coins only.
- His yield is a general rule any foe can use: a foe can yield (stop, kneel, talk) or flee at a set share of its health.

Sources: docs/plan/meneferu/manfred_story_plan.md (D2, D6, D14, D15, §4.4; MS-W: the name not final); docs/plan/meneferu/npcs.md (U2 street thug); data/npcs/meneferu_named.json; data/demo/meneferu_story.json; queue.md (MS-BODIES, MS-ARMS, MS-2, MS-V).

Last updated: 2026-11-08 (AVATARS-1: talk portrait)