

Caverns & Kobolds

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So, What Is It?

Cavern's & Kobolds is a text-based RPG made in C++. However, when I say RPG, think less Kingdom Come: Deliverance and more Dark Souls with turn-based combat and bad text art.

The game is heavily inspired by Dungeons & Dragons (right down to the name), Skyrim, Darkest Dungeon, and Dark Souls, which you'll see in gameplay, items, etc.

Story (or lack thereof)

You are a prisoner of war, and wake up in a prison cell of a warlord. The lord offers you a choice: go on an epic adventure to slay ancient beasts harassing the lands, or get bored to death in the cell.

The epic adventure involves you going to two regions, ridding them of their corruption, and finally slaying a mighty beast at the end of each.

How to Play

So, during development, I got a bit carried away and added way too many mechanics into the game. You're going to need most of them, so I suggest reading this well before you start a new game. You can try a playthrough without doing so, but it probably won't be fun and you definitely will die.

The Player:

That's you! You get to start a new character in every playthrough, and can choose the race and class of the character (which affect your stats and your starting gear). You can also level up your stats whenever you have the requisite XP, and also change your gear as you acquire more items.

The Stats:

Your character will have six stats: Strength, Vitality, Dexterity, Stamina, Intelligence, and Faith.

Strength: Controls the damage you can dish, and you also need a minimum amount to wield a weapon of specific weight.

Vitality: Controls your max health points as well as max stress points, and you also need a minimum amount to wear an armor of specific weight.

Dexterity: Controls your ability to wield weapons (aka weapon accuracy). Having high dexterity also increases your ability to disarm traps.

Stamina: Controls your ability to sneak up on enemies, dodge, and also avoid traps.

Intelligence: Controls your abilities in destruction magic, as well as your max mana points. Also, the higher your intelligence, the more spells you have access to.

Faith: Controls your abilities in restoration magic.

Health:

Whenever you get hit, your health decreases. You lose all of your health, you die. Simple enough. You can increase your health by drinking healing potions or

with restoration spells. You can also increase your max health by leveling up Vitality.

Mana:

Whenever you use magic, you lose some mana. However, rest at a spot and your mana will fill up completely. Some high level restoration spells also increase mana. You can increase your max mana by leveling up Intelligence.

Stress:

This is the main mechanic I "borrowed" from Darkest Dungeon. Basically, like about any other situation, the more stress you have, the worse. High levels of stress make you take more damage, decrease the damage you do, and also decrease your chances of dodging attacks. Also, if your stress hits the limit (your stress meter fills up) you die of a panic attack. You can decrease stress by drinking ales and using restoration spells such as Cleanse Aura.

Races:

There are various races in the game, namely Human, Orc, Half-Elf, Half-Orc, Half-Lizard and Elf. Each race gets certain boosts in some stats, as well as some disadvantages in others. Races also get certain abilities. Some more info on them:

Human: The basic race. They get small boosts to all non-magic stats. They don't have a racial ability.

Orc: Orcs are incredibly strong, but not very agile. They get boosts in Strength and Vitality, and small disadvantages in Dexterity and Stamina. Their racial ability increases Strength and Vitality during battle.

Half-Elf: A mix between a human and an elf, Half-Elves make the best Paladins in the realm. They have boosts in Intelligence and Faith, and a small disadvantage in Strength. Their racial ability drastically increases Faith during battle.

Half-Orc: A mix between a human and an orc, Half-Orcs are amazing Knights. They get boosts in Vitality and Dexterity, and a small disadvantage in Intelligence. Their racial ability increases Strength during battle.

Half-Lizard: A mix between a human and argonians, Half-Lizards are the best at sneaking around. They get boosts in Dexterity and Stamina. Their racial ability drastically increases Stamina during battle.

Elf: The highborn of the realm, they have incredible magical abilities. They get boosts in Intelligence and Faith, and slight disadvantages in Strength and Vitality. Their racial ability increases Intelligence during battle.

Classes:

There are quite a few classes in this game, namely Berserker, Battlemage, Herald, Knight, Mercenary, Rogue, Assassin, Spell-Sword, Pyromancer, and Adventurer. Do note that while each race and class encourage a certain playstyle, they're merely shells you can fill in any way you want. Combat depends a lot more on gear than on stats.

Berserker: Big brutes proficient in heavy armors and weapons, can deal and take a lot of damage, but are terrible at magic or athletics.

Battlemage: A cross between a Berserker and a Pyromancer, they are very good at taking damage as well as using destruction magic.

Herald: Very good at restoration magic as well as taking damage. They are also not terrible at athletic feats.

Knight: Fairly proficient in dealing damage as well as handling weapons. They can also take a serious beating.

Mercenary: The best class for dealing damage and weapon handling, and they are ok at athletic feats.

Rogue: The best athletes of all, they practically dodge every attack, and can also sneak well. However, they can't deal too much damage.

Assassin: A good balance between a Mercenary and a Rogue, they can dodge attacks well, sneak, as well as deal high amounts of damage.

Spell-Sword: A cross between a Rogue and a Pyromancer, they are good at dodging and sneaking, as well as with destruction magic.

Pyromancer: The best destruction mages of the land, they can destroy foes with powerful fire magic. However, they are bad with pretty much everything non-magic.

Adventurer: The most balanced class of them all, perfect if you don't want to specialize in anything.

Items:

There are several items in the game, namely weapons, armors, shields, health potions, and ales. There's also money and torches, but those are pretty simple.

Weapons, armors, and shields determine your playstyle the most, as their stats determine certain of your combat skills. They also have certain stat boosts tied to them, making them even more useful to your playstyle.

Weapons: Weapons determine the strength of your physical attacks, and their weight hampers your wielding abilities. So, the best weapons have high damage and low weights. They come in one-handed and two-handed variants. Weapons also have certain abilities, depending on their type.

Armors: Armors determine your ability to absorb damage, depending on their defense ability. They also decrease your ability to dodge based on their weights.

Shields: Shields are items which occupy your off-hand slot. They can block a certain percentage of damage from an oncoming attack. Also, there are special shields called Talismans that do nothing but boosting magic abilities.

Combat:

Combat plays a major role in the game, from killing wolves at the stronghold to slaying bosses at the end of dungeons.

Attacking:

You can use a physical attack based on your weapon. There are four types of attacks with each weapon, each having some advantages and disadvantages.

Your attacks do damage according to your weapon, your Strength stat, and also your levels of stress. You will miss attacks based on your ability to wield your weapon, which is based on the weapon's weight and your Dexterity Stat.

Other than that, your attacks can also cause status effects (stuns, burning, poisoning). Your attacks will also crit, depending on your Dexterity stat.

Defending:

Whenever an enemy attacks you, the attack will either land or it won't (obviously). It's chance of landing depends on your Stamina and your armor's weight.

If an attack does land, you will not take all the damage of it. Your armor will absorb some, and if you have a shield, it will deflect a percentage of the attack.

Using Magic:

You can use any spells you have unlocked at the cost of mana. Spells can either be destruction (damage the enemy) or restoration (heal you). Destruction spells can also cause an enemy status effects (stuns, burning, poisoning).

Using Abilities:

You have racial as well as weapon abilities. Racial abilities raise your stats for an entire battle, and your weapon abilities are incredibly powerful attacks. Weapon abilities can also cause an enemy status effects (stuns, burning, poisoning).

Each time you use these, you lose an ability point. You get five ability points per dungeon.

Fleeing:

If all else fails, you can always just flee the battle. Do note that you can't flee boss battles.

Adventuring:

The majority of the game is you exploring two linear dungeons (the Northern Caverns and the Cove), ridding

them of corruption, eventually slaying a Colossus (thanks Shadow of the Colossus) at the end of them. Throughout your adventure, you will also have several random encounters inside the dungeons; interact with them as you please (no insta-deaths unless you're really unlucky, or at really low health).

You'll find tons of loot (potions or weapons) inside the dungeons, on the floor or inside pots and such.

The Colossi:

Each dungeon holds a colossus at the end of it. Your basic job is to kill these. Here's some tips for each:

The Titan: Basically a giant who has a massive health pool, far higher than anything you'll come across in the Cavern. If you have heavy armors and weapons, stock up on healing potions, save your ability points for this fight, and pray RNG is in your favor. If you're more about the sneaks and the dodges, climb up the Titan to get damage boosts, and hope he doesn't fling you off.

The Hydra: A large sea snake that has a fairly big health pool, strong attacks, and a poisoning ability. You get affected by the poison every turn. Just stock up on health and try to kill it fast. However, you can temporarily stun the Hydra by using torches (just make sure you don't use them in the middle to save ie. making bonfires).