

Blood of the Dragon (v0.2.0)

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Walkthrough Guide

1 - Introduction

1.1 - Attributes

Blood of the Dragon implements RPG mechanics to harmonize with battle mechanics. To this end, I'll briefly discuss what the attributes are, what they correlate to, and how the values are calculated for battle scenes. I'll also use a color key for the attributes in the choice sections below following the format here.

Strength: Strength affects the total damage you deal in battle with physical attacks. The total damage value you deal is calculated as follows:

$$\text{Attack Damage} = \text{Strength} * 2$$

Constitution: Constitution governs your overall health in battle. Your total health is calculated as follows:

$$\text{Health} = \text{Constitution} * 10$$

Will: Will seems to affect the total magic reserves you will have, although it's unclear what the cost of magic attacks will be. Your magic reserve is calculated as follows:

$$\text{MaxMana} = \text{Will} * 10$$

Potency: Potency fills a few roles in that it governs both magical potency, mana recharge, and pregnancy related content. ~~There doesn't seem to be any calculations done to determine the strength of magical attacks as of the current build.~~ It affects how quickly you gain your ultimate and mana, alongside the overall damage of spells. Mana recharge and ultimate gain rate are calculated as follows:

$$\text{ManaRecharge} = \text{CurrentMana} + \text{MagicPotency}$$

$$\text{UltimateGainRate} = \text{CurrentUltimateValue} + \text{BaseGain} * \left(\frac{\text{MagicPotency}}{10}\right) * \left(\frac{\text{CurrentHP} * 2}{\text{MaxHP}}\right)$$

Note: I'll update this section when new information becomes available.

1.2 - Battle Mechanics

1.2.1 - Introduction

The game explains in depth the basics of the battle mechanics which we won't repeat here, but there is a bit more magic that occurs under the hood. If you don't care about the nitty gritty technical stuff, you can safely skip this section.

The main notable aspect of the battle mechanics is that your opponents operate via a rudimentary AI. Each action has a weight associated with it that you can view in the list below:

- Attack = 9
- Defend = 3
- Rest = 1
- Parry = 2
- Ultimate = 1000
- Ignas (Magic) = 3
- Kinas (Magic) = 3
- Shieldas (Magic) = 1
- Alluras (Magic) = 2
- Constas (Magic) = 3

Additionally, there is an additional variable which modifies the base weights further called "AI Smartness". This is a static adjustment which modifies the likelihood an enemy will choose one of the above actions.

Ex) The "Mace Raider" enemy has access to *rest*, *attack*, and *defend*. If you choose to defend then the enemy will be less likely to choose to attack you based on the value of the AI Smartness.

To put it simply, the chance for an enemy to choose a specific action is based on the following set of logic:

$$\text{Base Chance} = \text{Base Weight} * \text{Priority Factor}$$

$$\text{RNG Factor} = \text{RNG} - \text{Base Chance}$$

If the base chance is greater than the RNG Factor, then the enemy will use the selected move.

1.2.2 - Magic

Magic damage seems to have been added in chapter 2, and each of the spells damage - alongside how quickly you gain your ultimate - are affected by your total potency. The following is a list of spells alongside what they do:

- **Ignas**: Deals fire damage and inflicts the burn status.
- **Kinas**: Magical strike dealing a flat damage amount
- **Shieldas**: Negates physical and magical immunity for 2 turns
- **Alluras**: Causes your opponent to skip their turn once
- **Constas**: You execute 2 physical attacks per a turn for 2 turns

Each spell's damage is calculated as follows:

$$\begin{aligned} \text{Ignas} &= \text{MagicPotency} / 2 * \text{DamageModifier} \\ \text{BurnDamage} &= \text{Ignas} * 1.5 * \text{DamageModifier} \\ \text{Kinas} &= \text{MagicPotency} * 3.5 * \text{DamageModifier} \end{aligned}$$

1.2.3 - Status Effects

Status effects are how the game tracks which action any given character has taken. For example, if you choose to defend then that will apply a "PhysDefend" status effect to your character.

Below is a list of the existing status effects:

- **Damage Multiplier**: Increases damage dealt by a given factor
- **Burn**: Causes damage at the start of a turn unless character is immune to magic
- **Physical Immunity**: Prevents physical attacks from dealing damage for some amount of time
- **Physical Defend**: Same as physical immunity
- **Magic Immunity**: Prevents magical attacks from dealing damage for some amount of time
- **Strike Back**: Results in a counter-attack if the incoming attack is parriable
- **Attack Twice**: Causes an attack to be performed twice in a single turn
- **Confused**: Causes you to skip your turn

1.3 - Harem Members

The following characters are potential LIs:

- **Lila**: Tavern wench and MC's roommate (in the literal sense)
- **Mary Beth**: Tavern owner and adoptive mother of MC and Lila
- **Astrid**: Blonde hair elf that saves you after your village is pillaged
- **Cora**: Sorceress that you meet insider her tower

2 - Chapter 1 (v0.1.0)

First combat scene with Sir Thomas always results in you losing, just keep attacking until he wins

Second combat scene - Thomas has average AI factor and 100 health, you can safely attack until you win

(+X *Strength*, +X *Constitution*, +X *Will*, +X *Potency*; where X is random from 1 - 3)

Almira: "So, interested? Since this would be our first time together, I'll even throw in a discount."

- Absolutely (+2 *Strength*, +2 *Constitution*, +2 *Will*, +2 *Potency*)
 - Cum on her (+1 *Strength*, +1 *Constitution*, +1 *Will*, +1 *Potency*)
 - Cum in her (+1 *Strength*, +1 *Constitution*, +1 *Will*, +1 *Potency*)(Almira Pregnancy Points += *Potency*)
- No thank

Mary Beth: "No need to be coy, handsome. Seeing you two young lovebirds fills this old heart with warmth."

- Flirt with Mary Beth (*MaryBethFlirt = True*)
- Reassure her that she'll find love

Lila: "I feel like I've been pretty direct with my signs showing I'm interested. Just like now, we're almost naked and holding onto each other. What more do I need to say?"

- Kiss her dammit! (*LilaHarem = True*)
- Turn Lila down (*Lila can no longer be added to your harem*)

The village combat scenes are a sequence of three fights in which you'll face an Axe Raider (Average AI, 150 Health, 20 Attack Damage), a Mace Raider (Average AI, 150 Health, 20 Attack Damage), and a Minotaur (Average AI, 250 Health, 25 Attack Damage).

3x (+X *Strength*, +X *Constitution*, +X *Will*, +X *Potency*; where X is random from 1 - 3)

3 - Chapter 2 (v0.2.0)

Narrator: "But another request comes to your mind. One that reminds you of when you were a child."

- Ask Mary Beth to sing for you. (*Music scene with Lila & Mary Beth*)
- Lay still and let your exhaustion take hold.

*The scene with Cora figuring out who you are plays out differently depending on if **MaryBethFlirt = True**, and/or **LilaHarem = True***

Astrid: "But all of this discussion is for naught if he doesn't agree."

MC: "Uh..."

- Embrace destiny (*becomethedrakvir = Embrace*)
- Take time to consider it (*becomethedrakvir = TakeTime*)

If you want to pursue Cora, then you should ask all of the questions

*Mary Beth: "And there will be of that coming in the future. A-as long as you want it..." (If **MaryBethFlirt = True**)*

- Pursue a relationship with Mary Beth (*MaryBethHarem = True*) (*Additional dialogue if **LilaHarem = True***)
- Reject her

*If **MaryBethHarem = True** and **LilaHarem = True**, then enjoy the threesome ;)*