

Caudos

The Bone Scavenger

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Brief Overview:

Visual Notes:

Caudos is a large, battle-scarred, reptilian predator, whose tail has been severed. Using his innate telekinetic magic, he has taken to using the fragments of bone from his prey to give himself a new 'tail' of sorts. He has the ability to shape the fragments into anything he wants, which gives him a very versatile weapon when on the hunt.

Caudos has no man-made weapon, just his claws, his teeth, and his 'tail'. When not casting spells, his fragments default to the shape of a crocodile tail, which he uses for his basic attacks. His critical strike animation is an outward rip with his claws.

Gameplay overview:

Caudos is a melee bruiser, who specializes in disruption, teamfighting and versatility. His ability to choose which spell to empower keeps enemies on their toes when fighting Caudos, while also giving them a clear window to attack after he is out of **Bone Fragments**.

Strengths:

- AoE Crowd Control
- Strong Mobility
- Strong AoE Damage
- Versatility

Weaknesses:

- Long Cooldowns
- Low dueling potential
- Relies on skillshots for damage
- Telegraphed Abilities

Strategies:

Jungling: Caudos can clear the jungle relatively quickly through use of **Exoskeleton** and **Skewer**. Saving your **Bone Fragments** while clearing the jungle will give you an attack damage buff that will make clear times a bit faster, while you keep the stacks ready for a gank. Clever uses of **Pounce** will also help you get around the camps faster, or maybe allow you to invade the enemy jungle safely.

When it comes time to gank, Caudos has plenty of tools both with, and without his ultimate available. In the early stages of the game, an empowered **Pounce** to close the gap sets you up perfectly for a **Skewer** stun, while your teammates provide the rest of the damage to clean up the kill.

Once you unlock **Rupture** your ganks become much more threatening. Pouncing into range for a quick empowered **Exoskeleton**, **Rupture** combo both puts out a lot of damage, it also is relatively safe to do with the damage reduction from empowered **Exoskeleton**.

Laning: Caudos in lane is a bully. You'll want to use the extra attack damage from **Bone Scavenger** to trade with your opponent until you reach maximum stacks. Then you have an opportunity to use the **Pounce - Empowered Skewer** combo for a quick burst of damage. If a trade is going poorly for you, an empowered **Exoskeleton** can mitigate some damage while you retreat.

Late Game: Big teamfights is where Caudos' real strength shines through. When fighting over objectives, Caudos has a lot of tools to zone people off or punish an advancing team.

Rupture is Caudos' most versatile ability while fighting over objectives. He can use it slightly off of the point to pull the enemies away from it, while also dealing serious damage to them. He can also clump them all up directly on the objective for his team to combo down very quickly.

Combos:

Empowered **Exoskeleton** -> **Pounce** -> **Skewer**
->**Rupture**

This is Caudos' most common teamfight combo. The empowered **Exoskeleton** gives a damage reduction buff, but using it early ensures you will get the explosion damage off after **Rupture**. The **Pounce** gets you closer to the center of their team while the **Skewer** stuns the enemies in place for a guaranteed **Rupture**.

Empowered **Pounce** -> **Pounce** -> **Rupture** ->
Empowered **Skewer**

Because **Rupture** grants Bone Fragments when you hit enemy Vessels, if you hit 3 or more you can get 2 empowered abilities off in one combo. The **Rupture** sets the enemies up perfectly for an empowered **Skewer** stun on whoever you choose.

Empowered **Skewer** -> Basic Attack -> **Exoskeleton** ->
Basic Attack -> **Pounce**

Basic combo for trading in lane. If your empowered Skewer lands, you can get a free Basic Attack off on your opponent. You then use Exoskeleton to make their counter attack less effective. If they are low enough for the kill a Pounce can finish them off.

Abilities:

Passive: Bone Scavenger

Enemy minions and monsters that are killed by Caudos drop a **Bone Fragments**, and enemy Vessels drop 5. Caudos can hold up to 12 **Bone Fragments**, which are consumed upon use of his basic abilities, empowering them. This only occurs with 12 **Bone Fragments**.

Caudos' Attack Damage is increased by 2% per stack of **Bone Fragments**.

Q: Skewer

Short ranged ground-targeted AoE

Cooldown: 14/13/12/11/10

Damage: 50/70/90/110/130 (+ 120% Total Attack Damage)

Caudos shapes his fragments into a scorpion tail, stabbing in a small area after a short delay. Enemies caught in the center are stunned, taking significant damage. Enemies caught in the outer ring are slowed and take half damage.

If cast with Max stacks of **Bone Fragments** all enemies hit by Skewer are stunned and take 50% extra damage.

W: Pounce

Medium ranged ground-targeted jump

Cooldown: 24/21/18/15/12

Damage: 30/60/90/120/150 (+ 50% Total Attack Damage) (+6% Maximum Health)

Caudos shapes his fragments into a flat, beaver-like tail. He then jumps to target area, landing tail first, dealing a moderate amount of damage to enemies in the area.

If cast with Max stacks of **Bone Fragments**, Pounce can be cast again within 3 seconds
The **Bone Fragments** will only be consumed if you choose to use the spell again.

E: Exoskeleton

Self targeted buff

Cooldown: 20/17/14/11/8

Explosion Damage: 60/90/120/150/180 (+ 80 % Total Attack Damage)

Caudos surrounds himself with shards of bone for 5 seconds. During this time he gains 30% damage reduction. When Caudos attacks a target while under the effects of Exoskeleton, they bleed for 30% of his total attack damage as physical damage.

If cast with Max stacks of **Bone Fragments** Exoskeleton grants Caudos 50% damage reduction instead, and the Exoskeleton explodes at the end of the duration dealing moderate damage.

R: Rupture

Self-centered AoE

Cooldown: 110/90/70

Damage: 150/225/300 (+ 150% Total Attack Damage)

Caudos shapes his fragments into a large spike-ball shaped tail. After a 1 second channel Caudos creates a powerful telekinetic field, attempting to rip the bones from his enemies. All nearby enemy vessels are pulled towards Caudos' tail, taking significant damage and being slowed by 75% for 1 second.

Caudos gains 4 **Bone Fragments** for each enemy vessel hit by **Rupture**.

Visual Design Reasonings:

When I saw a tail-centric fighter I immediately wanted to bring that idea to life. There are very few characters in MOBAs that use their tails for combat, and I don't know of a single one that is focused entirely on the tail.

The first thing I wanted to do was incorporate the bone magic in a way that does more than just add bones to the tail. So I went one step further and removed the organic tail completely, and decided to try and replace it entirely with bone. To push the idea of an attack damage focused bruiser, I made the tail purely out of jagged shards of bone held together through telekinesis.

I didn't want to do away with the magic element, but I wanted Caudos to be a physical damage dealer. So instead of Caudos casting to attack his enemies, he shapes his tail into different forms and attacks enemies with it. He still is casting these spells, but on himself instead of his enemies.

Gameplay Design Reasonings:

Caudos is supposed to be a clever predator, so I wanted to pick some interesting tails from the animal kingdom and use them for combat in unique ways.

One very important trait that good predators have in common is versatility. This was the reason for **Bone Scavenger**. Bruisers can sometimes fall into the routine of using the same combo in every situation. I wanted Caudos to have to prepare and have a plan before every encounter, just like a predator would in the wild. After a fight, Caudos must hunt for **Bone Fragments** again, or he will be without an empowered ability making him much less of a threat.

Skewer is Caudos' main combat spell. It provides both waveclear and is a powerful set-up tool for the rest of his kit and his team. The empowered version's main purpose is to give Caudos the option to have a larger AoE stun, and access to more damage if he needs it.

Pounce is Caudos' only gap closing tool. It does a small amount of damage, but it can be used to add damage to his burst combo. The empowered version is there to give Caudos players the option to get into a fight faster, while giving up the damage or defense that his other empowered abilities would give him.

Exoskeleton gives Caudos breathing room once he's jumped into an enemy team. It allows him to play more recklessly when it is up, and allows him to build more offensive items without sacrificing survivability. The empowered **Exoskeleton** gives Caudos increased survivability when he jumps into a fight, and allows him a chance to get his full combo off safely if the opposing team deals a lot of damage

Rupture is Caudos' teamfight winner and makes his combos much more versatile later in the game. Enemies are pulled into his tail, which means Caudos gets to decide which side of him they will land on. Instead of becoming empowered by **Bone Scavenger**, **Rupture** grants Caudos a way to quickly gather **Bone Fragments** in a fight. This allows him to empower two abilities during one combo, which gives the kit a lot more depth.

Scrapped Abilities:

A few abilities that I really liked the idea of, but that I don't think fit the theme I was going for.

Q: Grapple

Caudos shapes his fragments into a monkey-like tail, and whips it a medium distance forward. If the tail connects with any enemies they are stunned, and Caudos pulls himself to them.

R: Impale

Caudos causes Bone Spikes to raise from the ground in a large circle around him. Any enemies hit by a spike are impaled, being lifted into the air and stunned for 2 seconds.

E: Bone Storm

Caudos creates a field of bone fragments that surround him, causing him to take 30% reduced damage. Enemies caught in the field take x damage per second and are slowed by 20%.