



Cave of the Kobolds

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Cooper, Julian, and Ravenus investigate a cave. Cooper gets kicked in the nuts so hard that he shits himself at one point. That's worth a dollar all by itself.

Cave of the Kobolds Details

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From Reader Review Cave of the Kobolds for online ebook

Underground Book Reviews says

Bevins writes some seriously funny stuff, if you understand the role playing sub-culture. If not, you'll probably scratch your head wonder what's going on. I knew exactly what was going on and loved it. My only issue was the excessive (way excessive) use of the F-bomb, only because I cannot in good conscious recommend it to younger audiences.

Read the rest of this review at Underground Book Reviews.

<http://www.undergroundbookreviews.com...>

Olethros says

-Más partidas de rol desquiciadas.-

Género. Relato.

Lo que nos cuenta. El medio orco Cooper y el elfo Julian, acompañado de su familiar volador Ravenus (al que Cooper no soporta), entran sin sus compañeros habituales en una oscura cueva que resulta estar poblada por kobolds, "el monstruo más débil y genérico del juego". Parte de la serie Caverns and Creatures.

¿Quiere saber más de este libro, sin spoilers? Visite:

<http://librosdeolethros.blogspot.com/...>

Muffie says

Funny story

If you like silly funny cute and gross humor and D&D this sorry is for you! Well worth the read.

Ian says

I found this short story after reading some of the author's tweets. Cave of the Kobolds is a funny short with plenty of (cave)man humour and dick jokes, just like those tweets promised. This does what it says on the tin, it made me laugh. Short, silly and fun, job done!

Madison Keller says

First off, that is the worst blurb I've ever read. I actually hesitated to buy this because of that blurb, although in the end I was glad I still picked it up. Like the novel, there is some toilet humor but overall I still really enjoyed it.

There really isn't much plot - basically Julian, the elf wizard, and Cooper, the Half-orc barbarian, explore a cave that is home to a clan of kobolds.

You don't have to have read the novels to enjoy this story, but most of the humor will probably go over the heads of people not familiar with Dungeons and Dragons.

There are several laugh out loud moments, and the ending actually gives us some character development about Cooper and Julian's relationship.

Steven Fowler says

Hilarious short (very) story about a couple of RPGers who somehow get pulled into the middle of their RPG (Caves and Creatures). This is a not-so-subtle nod to Dungeons & Dragons and it does help to understand at least the concept of Role-Playing Games if not exactly Dungeons & Dragons itself. I have not read the novel (Critical Failure) from which the characters of this short story are taken but it was still hilarious and indeed I will now have to purchase Critical Failure...well played Robert Bevan, well played... :-)

Colby says

Not as long or zany as some of the other shorts in the series, this was still a fairly enjoyable little read. Finished it over the lunch hour, so it doesn't take long at all

Pauline Ross says

For fans of the characters in the full length novel 'Critical Failures', this is a novelette set in the same world. To fully understand the setting, it's better to read the novel first, but it probably works fine on its own. The idea is that a group of friends have become trapped in a real version of the roleplaying game 'Caverns and Creatures'. This story features three of my favourite characters from the book, Cooper the orc barbarian, Julian the elf sorcerer and Ravenus the... erm... raven. The plot is fairly flimsy, but it's the same fun and games ensuing, and the humour is as good as ever, although perhaps not quite as outrageously funny as the book. A good introduction to the author's work, and recommended for anyone a bit jaded by too much grimdark. Not recommended for anyone offended by frequent swearing and jokes about bodily functions. Three stars.

Grampy says

"Cave of the Kobolds" by Robert Bevan is a short fantasy featuring Cooper and Julian, of unknown species, but we know Cooper has claws and is half Orc. Julian also carries with him his familiar, a raven known as Ravenus. Ravenus speaks elven, which Cooper does not understand. Not explained was a comment by Cooper that they are stuck in a "game called caverns and creatures".

They are planning to enter a network of tunnels that Cooper suspects could be home to some sort of creatures who have a hidden treasure, so they can steal the treasure to make a quick buck.

Seems the creatures have other ideas. Awaiting our heroes, the Kobolds manage to encircle them and demand they lay down their weapons and all their belongings, then leave the tunnel. But Cooper isn't the brightest bulb in the closet, and he's not about to just give up all the treasure he's so certain is somewhere in the tunnels.

A fight ensues. Creatures die. Other creatures don't die. Eventually the fight ends.

You'll have to get the book to find out the missing details. But if you can get past Cooper's gross and impolite personal hygiene habits, you may actually enjoy the story. I know I did. This is not some grand epic you'll talk about around the water cooler at work next week. You might even deny reading it, if someone asks you about it! But it is a fun story, with some interesting gimmicks, so I don't have a problem recommending it to you.

Peter Juzyk says

The story was way too short.

Rob Kristoffersen says

I've had a few of Bevan's releases on my kindle for a while, and looking for something short, I turned to "Cave of the Kobolds" to satisfy me. As a former D&D player (Believe me, I'd still be playing if there were still people around.), I found the experience reading this all too familiar. Bevan's writing style is a fantastic integration of real world dialogue with game play descriptions and actions. It's a breath of fresh air, a break from the usual fantasy epics. "Cave of the Kobolds" is funny, though the humor can be a bit male oriented. Of course, that caters to the usual D&D crowd as well. Regardless, this is a short worth checking out, especially if you've seen the film *Gamers: Dorkness Rising*, this will be right up your alley.

Sharon Stevenson says

'Cave of the Kobolds' is a short story featuring a couple of the characters from Bevan's novel about a group of geeks who get stuck in a role playing game 'Critical Failures'.

This has the same awesome immature sense of humour as the novel and other short stories, so naturally I

loved it! Cooper and Julian are off into a cave with Ravenus, looking to steal treasure from some strange creatures. What follows is an amusing mini-adventure with a nice bit of bromance on the side!

I highly recommend all of Bevan's books. 'Critical Failures' is brilliant and the short stories have kept me going. I can't wait for the next novel now!

Stohelit says

Funny little story about two spelunking friends - Julian, the jewish Elf and Cooper the uncharismatic Half-Oger. Some swearing and groin-kicking involved. Will they take the treasure or will the Kobolds take them? Oh, and btw: as an old gaming nerd the references to leveling up and investing points in charisma made me snicker even more.

A.L. Butcher says

I liked this humorous short story. I used to play RPG fantasy games and so this struck a chord as I have "gone adventuring" with that very group or at least similar. This is a short story which probably appeals mostly to those who play or have played fantasy roleplay games such as "Dungeons and Dragons" or "Warhammer." Some of the references may not make that much sense otherwise however for someone who has experience of such games I found it funny; "He couldn't have been any louder if the floor had been made out of cats." What a great line:)

This is. I believe a short story which relates to the author's longer novel "Critical Failures" which I haven't yet read but hopefully will do so. I read it in about 30 minutes and after a difficult day it cheered me up.

There are one or two small punctuation errors but nothing major and certainly not enough to detract from my enjoyment of the book.

Bonnie Dale Keck says

Kindle Unlimited, the writer definitely isn't 'right' but he is on ku, a few binge readings were in my future.

d6 (Caverns and Creatures collection 1)

Cave of the Kobolds - ZOMBIE ATTACK!!! - Orcs, Bears, and Assholes - Shipfaced - Dungeon Crawl - The Creep on the Borderlands

2d6 (Caverns and Creatures collection 2)

Nymph-O-Maniacs- Buzzkill - Cooper's Christmas Carol - Sticky White Mess - Clerical Error - Cornholed
3d6 (Caverns and Creatures collection 3)

House of Madness - Naga Please - Elf Inflicted - The Land Before Tim - A Fistful of Gold Pieces - The Minotard

4d6 (Caverns and Creatures collection 4)

Djinngle Bells - Genital Harpies - The Unwashed Asses - B.Oar Guests - Wight Trash - Probing the Annis

Caverns and Creatures: Volume I (Books 1 - 4)

Critical Failures (Caverns and Creatures Book 1) Critical Failures II (Caverns and Creatures Book 2) Critical Failures III (Caverns and Creatures Book 3) Critical Failures IV (Caverns and Creatures Book 4)

Space Puppies

Flying Toasters - The DeadPixel Tales {one of collection of writers, seems to be permafree}

Not sure what current 4 pack price is, would need to check with amazon site, was 99 but been aw while. The 4 books listed above titled separately under the set, that are after the smaller collections, of which this one is 1st of the first set as 6, but did list them in order AND with the individual stories in each one of those since covering the mini collections here. I read the 4 pack, then the collections, in order, not totally sure it would matter with this genre, but just in case did matter with the character development. Writer does list and say if you have the d6 (Caverns and Creatures collection 1) as collection would not need to reread this as it is the same Cave of the Kobolds and not a have to but in set is followed by ZOMBIE ATTACK!!! then Orcs, Bears, and Assholes then Shipfaced on to Dungeon Crawl with the last of the set being The Creep on the Borderlands
