

KINGDOM OF DECEPTION

0.5.0 "InDepth" Walkthrough

by JohnDupont

Kingdom of Deception is NOT a linear game. Every choice you make will affect the game, some more than others.

In this game, you'll have to make a few [Major choices](#) and also

Choices I recommend

Choices I don't recommend

I'll try to give as much *information* and *Choice-related information* as possible.

In order to reflect the impact of your choices, the game uses multiple variables (or stats).

My goal is to trigger as many ***SCENES*** as possible. With this in mind, I'll try to:

- Maximize Character **Affection**, Faction **Loyalty** and **Combat Stats**
- Have more **Domination** than **Submission**
- Focus more on **Freedom** than on **Slavery**
- Get every **Item**

It's impossible to trigger every ***SCENE*** in a single playthrough. I'd suggest you save at the start or end of every event and before every [Major choices](#).

Despite being in depth, this walkthrough can't cover every single combination of [Major choices](#).

If you don't want to watch orcs abuse Sabia, you can avoid it. Or if you want her to be a BADASS, she will be. Or if it is what you desire, she will betray, torture and enslave.

If you want to try something different, you should follow Ndsferrari's [Sabia's Route walkthrough](#). He's also the coder who made the awesome in-game shop.

Also, Reddit user [/u/s3382306](#) made a more [story-based guide](#) if you prefer.

One thing to keep in mind, when talking to most NPCs I won't exhaust all the dialogue options in this walkthrough (same thing in Ndsferrari's); I'll merely point out the options that give you some stats. You can explore all the dialogue options to know more about the lore and the characters.

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World Map

It would have been nicer with the Lora font :(



Lower Camp



Upper Camp



This scene isn't available anymore, but I'll keep the picture anyway.

Domination

"Reason with them"

"Surrender to the orcs" → +1 **Submission**

"Attack an orc" → +1 **Orcs Loyalty**

"One last hit" → +1 **Domination** ; -1 **Submission**

"Say nothing"

"Listen to them talk"

"Ask about them"

"Suggest a duel" - "DEFEAT" → +1 **Orcs Loyalty** ; +2 **Lutvrog Affection** ; +2 **XP**

"Surrender" → +1 **Submission** ; -1 **Domination**

Submission

"Reason with them"

"Surrender to the orcs" → +1 **Submission**

"Plead with them" → +1 **Submission** ; -1 **Orcs Loyalty**

"Attack an orc" → +1 **Orcs Loyalty**

"One last hit" → +1 **Domination** ; -1 **Submission**

"Say nothing"

"Jump for your sword" → +2 **XP**

"Surrender" → +1 **Submission** ; -1 **Domination**

Domination

2 **Orcs Loyalty**

1 **Domination**

2 **Lutvrog Affection**

Submission

1 **Domination**

1 **Submission**



Membership Ritual

To complete this event, you need to make an alliance with Tekrok and/or Rokgrid and/or run an errand for Dajrab.

- Making an alliance with Tekrok grants you **Orc Slave Armor** and access to two ***SCENES***.
- Making an alliance with Rokgrid grants you 20 Lundils and access to hunting. Hunting grants ingredients for potions and **XP**, it also give you access to the Hunting training (+10 **MaxStamina**) after doing it 6 times.
- Running the errand for Dajrab grants you **Orc Ring** and access to a ***SCENE***

This walkthrough only covers 3 routes:

- Alliance with Tekrok + Errand for Dajrab
- Alliance with Rokgrid + Errand for Dajrab
- Alliance with Rokgrid + Alliance with Tekrok + Errand for Dajrab

[Your choice will have a big impact on the game.](#)

When waking up on the 19th day, this text will appear: "When Sabia woke up, she discovered a large number of orcs were arguing about whether or not a specific orc would be executed for treason that day. Apparently the trial was about to move forward again - if she wanted to get involved, she needed to act as soon as possible.". In order to save Kulgan, you'll need to finish the event on this day.

I'll indicate when you need to rest because time and stamina are an issue during this event.

Go to **Central Camp**

"If everyone dislikes it, why doesn't it stay clean?" → +1 **Orcs Loyalty**

Go to the **Trading Lodge**

"Sign up for cleaning duty"

Go to **Central Camp**

"Pick up trash (30 stamina)"

Go to the **Trading Lodge**

"Purchase general goods" - "**Broom** (1 Lundil)"

Go to **Central Camp**

"Clean using broom (15 stamina)"

Go to **Sabia's Tent**

"Rest"

Go to **Central Camp**

"Clean using broom (15 stamina)" x3 times → **Fire Moss**

Go to **Sabia's Tent**

"Rest"

Go to **Relief Tents**

"Work in the relief tents"

"Get it over with quickly" → +1 **Domination**

→ ***SCENE***

"Just let him have his way" → +1 **Submission**

Go to **Sabia's Tent**

"Rest"

Go to **Relief Tents**

"Work in the relief tents" → ***SCENE*** variation

Go to **Sabia's Tent**

"Rest"

Go to **Relief Tents**

"Work in the relief tents" → ***SCENE*** variation

Go to **Sabia's Tent**

"Rest" → *It should be the end of the 5th day* → Introduction of the captains

Go to the **Trading Lodge**

"Purchase equipment" - "**Knife** (3 Lundils)"

Go to the **Trading Lodge**

"Purchase clothing" - "**Barmaid Clothes** (15 Lundils)"

Go to **Silvertusk**

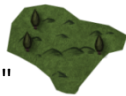
"Talk to Jadc" - "So... you own a bar?" → +1 **Jadc Affection**

"Talk to Jadc" - "I'm surprised non-orcs can walk freely in camp" → +1 **Jadc Affection**

"Talk to Jadc" - "What do you think about the Captains?" → +1 **Jadc Affection** *This dialogue is available after the introduction of the captains.*

Go to **Camp Outskirts**

"Harvest venomnettle (10 Stamina)"



"Talk to Neve" - "Did you fight in the war?" → +1 **Neve Affection**

"Talk to Neve" - "Where are you from?" → +1 **Neve Affection**

"Talk to Neve" - "How can I get more money at the relief tents?" → +1 **Neve Affection**

"Talk to Neve" - "What do you know about Jadc" → +1 **Neve Affection** ; +1 **Jadc Affection**

Go to **Silvertusk**

"Deliver venomnettle" → +1 **Jadc Affection**

"Talk to Jadc" - "Why the name Silvertusk?" → +1 **Jadc Affection**

"Work at the bar (50 stamina) *you need Barmaid Clothes equipped* → **Silver Blade** (+1 **Attack**)

Errand for Dajrab

Go to **Dajrab's Tent**

"Yes"

Go to the **Trading Lodge**

"Receive Letter"

Go to the **Orc Tents** → ***SCENE***

Go to the **Trading Lodge**

"Purchase general goods" - "Purchase **Shovel** (5 Lundils)"

Go to the **Camp Outskirts**

"Talk to Neve" - "Are orcs really that good at sex?"

→ +3 **Neve Affection**

Go to the **Mountains**
"Bury the package"
"Just bury the package"

Go to **Dajrab's Tent** → +1 **Dajrab Affection** ; **Orc Ring** (+1 **Attack**)

Equip **Orc Ring**

Go to **Sabia's Tent**
"Rest"

Alliance with Rokgrid

Go to **Rokgrid's Tent**
"Form alliance" → 20 Lundils and access to hunting

For hunting:
Go to **Camp Outskirts**
"Go hunting"

Go to the **Trading Lodge**
"Purchase clothing" - "**Leather Armor** (10 Lundils)"

Equip **Leather Armor**

Equip **Silver Blade**

Alliance with Tekrok

Go to **Tekrok's Tent**
"Form alliance" → **Orc Slave Armor** (+1 **Armor**, +1 **Magic Armor**)

Equip **Orc Slave Armor**

FYI, this is how leveling work in this game:

*You get **XP** by fighting, training, hunting and a few event..*

*When you rest at Sabia's Tent, if you have enough **XP** you gain a level (+5 **MaxHP** ; +10 **Stamina**).*

*The **XP** you need for the next level doubles everytime you level up. You need 5 **XP** for level 2, 10 for level 3, 20 for level 4...*

A few things you need to know about combats:

Guard also reduces damage taken by 50% for 1 turn.

Your equipped weapon give you a special skill. Different skills are affected by the enemy defense in different ways.

Don't always use the same one.

Go to **Training Grounds**
"Spar with orcs (50 stamina)" - "VICTORY" → 1 **Orcs Loyalty**
"Spar with orcs (50 stamina)" - "VICTORY" → 1 **Orcs Loyalty**

Go to **Sabia's Tent**
"Rest"

Go to **Training Grounds**
"Spar with orcs (50 stamina)" - "VICTORY" → 1 **Orcs Loyalty**

Go to **Relief Tents**
"Work in the relief tents" → ***SCENE*** variation

Go to **Sabia's Tent**
"Rest" → *You should be level 2 now.*

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Go to **Training Grounds**

"Spar with orcs (50 stamina)" - "VICTORY" → +1 **Vigor Reeds**

Go to **Sabia's Tent**

"Rest"

Go to **Relief Tents**

"Work in the relief tents"

Go to **Sabia's Tent**

"Rest"

Go to **Relief Tents**

"Work in the relief tents" → ***SCENE*** variation

Go to **Sabia's Tent**

"Rest"

Go to **Relief Tents**

"Work in the relief tents"

Go to **Sabia's Tent**

"Rest"

Alliance with Tekrok

Go to **Tekrok's Tent**

"Impress zealous orcs" *you need **Orc Slave Armor** equipped*

"Impress drunk orcs" *you need **Barmaid Clothes** equipped*

Go to **Relief Tents**

"Work in the relief tents" - "Tekrok's Crew: Drunk Orcs" *you need 200 Stamina* → ***SCENE***

Go to **Sabia's Tent**

"Rest"

"Rest"

Go to **Relief Tents**

"Work in the relief tents" - "Tekrok's Crew: Zealous Orcs" *you need 200 Stamina* → ***SCENE***

Go to **Sabia's Tent**

"Rest"

Go to **Relief Tents**

"Work in the relief tents" - Blowjob

Go to **Sabia's Tent**

"Rest"

Go to **Relief Tents**

"Work in the relief tents"

"Work in the relief tents"

Go to **Sabia's Tent**

"Rest"

Go to **Relief Tents**

"Work in the relief tents"

Go to **Sabia's Tent**

"Rest"

Go to **Silvertusk**

"Work at the bar (50 stamina) x2 times *you need **Barmaid Clothes** equipped*

Go to **Sabia's Tent**

"Rest"

Go to **Silvertusk**

"Work at the bar (50 stamina) x2 times *you need **Barmaid Clothes** equipped*

Go to **Silvertusk**

"Work at the bar (50 stamina) *you need **Barmaid Clothes** equipped*

"Work at the bar (50 stamina) *you need **Barmaid Clothes** equipped*

Go to **Sabia's Tent**

"Rest"

Equip **Orc Slave Armor** or **Leather Armor**

Go to **Training Grounds**

"Purchase defensive training (50 Lundils, 50 stamina)" → +1 **Defense** (Max 1 time)

"Talk to Lutvrog" - "Ask about his fighting style" → +1 **Lutvrog Affection**

"Talk to Lutvrog" - "Ask to spar" → +5 **XP**

"Fight Lutvrog with handicap" - "VICTORY" → +3 **Orcs Loyalty** ; +3 **Lutvrog Affection** ; +5 **XP**

"Contemplate the idea" → ***SCENE***

Go to **Sabia's Tent**

"Rest" → *It should be the end of the 18th day.*

Ritual - [Alliance with Tekrok](#) + [Errand for Dajrab](#)

Go to **Rokgrid's Tent**

"Refuse"

Go to **Training Grounds**

"Attempt the Membership Ritual"

"Yes"

"VICTORY" → +6 **Orcs Loyalty**

"Say he was absent" → Kulgan is alive (*he will help you during the catgirls raid event, give you a free training and you can interact with him later*); +1 **Dajrab Affection** ; +1 **Orcs Loyalty**

"Hunting for bandits"

"Show Tekrok's fake evidence"

"The battle began too quickly for me to tell. All I can say is that I fought until I was alone." → +1 **Orcs Loyalty**

If you chose the
[Submission Introduction:](#)

"I held them off until I was knocked unconscious by your band of orcs"

→ +1 **Lutvrog Affection**

"I'm not sure."

If you chose the
[Domination Introduction:](#)

"I lost a duel to your band of orcs"

→ +1 **Lutvrog Affection**

"You're just angry because you couldn't do the ritual right"

"Submission: So, am I in good standing?"

→ ***SCENE*** +1 **Lutvrog Affection** ; +4 **Groknak Affection** ; +3 **Orcs Loyalty** ; you impressed Groknak (*doesn't have an effect on game as of 0.4.0*) ; +6 **Tekrok Affection**

Go to **Central Camp**

"Mock him publicly" → +1 **Orcs Loyalty**

"Talk to idle orc" x7 times → :)

You can trigger a bad end.

"DEFEAT" - "Trust him" → ***SCENE*** and GAME OVER

You can trigger a bad end.

"Describe them as a pathetic vermin"

"Yes, it was small"

"The band of orcs you sent defeated me"

"All orc filth looks the same to me."

→ ***SCENE*** and GAME OVER

Ritual - [Alliance with Rokgrid](#) + [Errand for Dajrab](#)

Go to **Tekrok's Tent**

"Refuse"

Go to **Training Grounds**

"Attempt the Membership Ritual"

"Yes"

"VICTORY" → +6 **Orcs Loyalty**

"Say he was absent" → Kulgan is alive (he will help you for the catgirl raid event, give you a free training and you can interact with him later); +1 **Dajrab Affection** ; +1 **Orcs Loyalty**

"Hunting for bandits"

"Describe them as sneaky"

"The battle began too quickly for me to tell. All I can say is that I fought until I was alone." → +1 **Orcs Loyalty**

*If you chose the
[Submission Introduction](#):*

"I held them off until I was knocked unconscious by your band of orcs"

→ +1 **Lutvrog Affection**

"The orcs were trying to steal supplies, including helmets"

"You're just angry because you couldn't do the ritual right"

"Submission: So, am I in good standing?"

→ ***SCENE*** +1 **Lutvrog Affection** ; +4 **Groknak Affection** ; +3 **Orcs Loyalty** ; you impressed Groknak (doesn't affect the game yet) ; +6 **Rokgrid Affection**

Go to **Central Camp**

"Mock him publicly" → +1 **Orcs Loyalty**

"Talk to idle orc" x7 times → :)

You can trigger a bad end.

"DEFEAT" - "Trust him" → ***SCENE*** and GAME OVER

You can trigger a bad end .

"Describe them as a pathetic vermin"

"Yes, it was small"

"The band of orcs you sent defeated me"

"All orc filth looks the same to me."

→ ***SCENE*** and GAME OVER

*If you chose the
[Domination Introduction](#):*

"I lost a duel to your band of orcs"

→ +1 **Lutvrog Affection**

"Domination: Bring a stronger poison next time!"

Ritual - [Alliance with Rokgrid](#) + [Alliance with Tekrok](#) + [Errand for Dajrab](#)

Go to **Training Grounds**

"Attempt the Membership Ritual"

"Yes"

"VICTORY" → +6 **Orcs Loyalty**

"Say he was absent" → Kulgan is alive (he will help you for the catgirl raid event, give you a free training and you can interact with him later); +1 **Dajrab Affection** ; +1 **Orcs Loyalty**

"Hunting for bandits"

If you want **Tekrok to win the trial**:

"Show Tekrok's fake evidence"

If you want **Rokgrid to win the trial**:

"Describe them as sneaky"

"The battle began too quickly for me to tell. All I can say is that I fought until I was alone." → +1 **Orcs Loyalty**

If you chose the

Submission Introduction:

"I held them off until I was knocked unconscious by your band of orcs"

→ +1 **Lutvrog Affection**

If you want **Tekrok to win the trial**:

"I'm not sure."

If you chose the

Domination Introduction:

"I lost a duel to your band of orcs"

→ +1 **Lutvrog Affection**

If you want **Rokgrid to win the trial**:

"The orcs were trying to steal supplies, including helmets"

You can trigger a bad end .

"Describe them as a pathetic vermin"

"Yes, it was small"

"The band of orcs you sent defeated me"

"All orc filth looks the same to me."
→ ***SCENE*** and GAME OVER

"You're just angry because you couldn't do the ritual right"

"Submission: So, am I in good standing?"

→ ***SCENE*** +1 **Lutvrog Affection** ; +4 **Groknak Affection** ; +3 **Orcs Loyalty** ; you impressed Groknak (doesn't affect the game yet)

If **Tekrok won the trial**:

→ +4 **Tekrok Affection** ; -1 **Rokgrid Affection**

"Domination: Bring a stronger poison next time!"

If **Rokgrid won the trial**:

→ +4 **Rokgrid Affection** ; -2 **Tekrok Affection**

Go to **Central Camp**

"Mock him publicly" → +1 **Orcs Loyalty**

"Talk to idle orc" x7 times → :)

[Alliance with
Tekrok](#)

+

[Errand for Dajrab](#)

Orc Slave Armor
+19 **Orcs Loyalty**
+1 **Domination**
+2 **Dajrab Affection**
+6 **Jadk Affection**
+7 **Neve Affection**
+6 **Lutvrog Affection**
+4 **Groknak Affection**

+6 **Tekrok Affection**

[Alliance with
Rokgrid](#)

+

[Errand for Dajrab](#)

+19 **Orcs Loyalty**
+1 **Domination**
+2 **Dajrab Affection**
+6 **Jadk Affection**
+7 **Neve Affection**
+6 **Lutvrog Affection**
+4 **Groknak Affection**

+6 **Rokgrid Affection**

[Alliance with Rokgrid](#)
+ [Alliance with Tekrok](#)
+ [Errand for Dajrab](#)

Orc Slave Armor
+19 **Orcs Loyalty**
+1 **Domination**
+2 **Dajrab Affection**
+6 **Jadk Affection**
+7 **Neve Affection**
+6 **Lutvrog Affection**
+4 **Groknak Affection**

If **Tekrok won the trial**:

-1 **Rokgrid Affection**
+4 **Tekrok Affection**

If **Rokgrid won the trial**:

+4 **Rokgrid Affection**
-2 **Tekrok Affection**

You need to complete the Membership Ritual beforehand.



Depending on the number of days you needed to complete the event, you'll receive Lundils and a **Catgirl Ring** (+2 **Attack**, -1 **Magic Armor**). If you take too long, the penalty is -3 **Orcs Loyalty** and -2 **Groknaak Affection**.

Time and stamina won't be an issue anymore.

Investigation

Go to **Trading Lodge**

"Eavesdrop on random orcs"

Go to **Camp Outskirts**

"Talk to Neve" - "What do you know about the catgirl theft?"

"Talk to Neve" - "What's your opinion on catgirls?" → +1 **Neve Affection**

Go to **Abandoned Mine**

"Investigate the site of the catgirl theft (200 stamina)"



*If **Tekrok** won the trial*

Go to **Tekrok's Tent**

"Talk to Tekrok" - "Any advice about the catgirl incident?"

*If **Rokgrid** won the trial*

Go to **Rokgrid's Tent**

"Talk to Rokgrid" - "Any advice about the catgirl incident?"

Go to **Dajrab's Tent**

"Talk to Dajrab" - "Any advice about the catgirl incident?"

Go to **Training Grounds**

"Talk to Kulgan" - "What do you know about the catgirl raid?"

Go to **Silvertusk**

"Talk to Jadc" - "What do you know about the catgirl raid?" → +1 **Jadc Affection**

Go to **Main Hall**

Go to  **Observe the catgirl raid party**

"Shadow the orc raid (200 stamina)"

"Play it soft" → +1 **Maply Affection**

Go to **Sabia's Tent**

"Interrogate catgirl" - "Talk to Maply" → +1 **Maply Affection**

"Stay silent" → +1 **Maply Affection**

"Because my family betrayed me" → +1 **Maply Affection**

"Because the war was Lundar versus everyone else." → +1 **Maply Affection**

"Interrogate catgirl" - "Strip Maply" → -1 **Maply Affection** ; Maply appears naked

You don't actually need to do it.

"Interrogate catgirl" - "Use sexual manipulation"

"Interrogate catgirl" - "Interrogate Maply" → +2 **Maply Affection** ; +2 **Catgirl Loyalty** ; +1 **Freedom** ; Maply is now your friend

Go to **Camp Outskirts**

"Talk to Neve" - "Would you help me interrogate a catgirl?" → ***SCENE*** +1 **Maply Affection**

Go to **Central Camp**

"Recruit an orc to fuck Maply" → ***SCENE*** Maply appears naked

"Be merciful" → ***SCENE*** | "Be cruel" → ***SCENE***

Raid

Make sure you worked at the bar at least 3 times.

Go to **Main Hall**

"Talk to Warchief Groknak" - "Can I lead a raid to recover the stolen metal?"

"Start the plan"

"Give Warchief Groknak credit" → +1 **Groknak Affection**

"Take all the credit" → +1 **Domination**; +1 **Orcs Loyalty**

"Set up a fake raiding party and a fake caravan"

"Send a real shipment" +1 **Domination**

"Send a fake shipment" → +1 **Submission**; +1 **Groknak Affection**

"Follow Kulgan's advice"

"Have them prepare for opportunistic attacks" → +2 **Orcs Loyalty**

This choice will have a major impact on the game.

<u>Recruited Catgirls</u>	<u>Working Catgirls</u>	<u>Enslaved Catgirls</u>	<u>Free Catgirls</u>
"Tekrok's Plan: Recruit the catgirls"	"Rokgrid's Plan: Make them work off their debt"	"Sabia's Plan: Enslave them all":	Sabia's Plan: Let them go free
→ +3 Tekrok Affection ; +1 Catgirl Loyalty	→ +3 Rokgrid Affection ; +1 Catgirl Loyalty	→ -1 Tekrok Affection ; -1 Rokgrid Affection ; -3 Catgirl Loyalty ; +3 Orcs Loyalty ; +5 Slavery	→ -1 Tekrok Affection ; -1 Rokgrid Affection ; +5 Catgirl Loyalty ; -2 Orcs Loyalty ; +5 Freedom
<i>There will be some minor differences in term of stats between the 2 paths.</i>			

You can trigger a scene now. This scene have multiple variations depending on your **choice** and your success during the raid.

Go to **Relief Tents**

"Suggest enslaving more women" → +1 **Slavery**

"Suggest hiring better women" → +1 **Freedom**

If you chose Recruited Catgirls:

"Check on prisoners"

"Watch" → ***SCENE***

If you chose Working Catgirls:

"Check on women"

"Watch" → ***SCENE***

If you chose Enslaved Catgirls:

"Check on prisoners"

"Watch" → ***SCENE***

Go to the **Main Hall**

"Talk to Warchief Groknak" - "Do you need any help around here?"

"Assist administrators (50 stamina)" x5 times → +1 **Orcs Loyalty**

Now is a good time to train with Kulgan before you forget.

Go to **Training Grounds**

"Purchase training" - "Kulgan's training (free, 100 stamina)" → +5 **MaxHP** ; +10 **MaxStamina** ; +1 **Attack** ; +3 **XP**

"Purchase training" - "Self-training (50 stamina)" → 1 **XP** (Max 10 times) . You also gain +10 **MaxStamina** after completing the training 6 times.

If you have enough money:

Go to **Training Grounds**

"Purchase training" - "Purchase stamina training (20 Lundils, 50 stamina)" → +10 **MaxStamina** ; +5 **MaxHP** (Max 1 time)

"Purchase training" - "Purchase offensive training (50 Lundils, 50 stamina)" → +1 **Attack** (Max 1 time)

The hunting training is only available after you made an [Alliance with Rokgrid](#) and went hunting at least 6 times. The trainer won't charge you for it.

"Purchase training" - "Purchase hunting training (30 Lundils, 50 stamina)" → +10 **MaxStamina** ; hunting costs less stamina

Recruited Catgirls

+3 **Orcs Loyalty**
+3 **Catgirl Loyalty**
+1 **Domination**
+1 **Submission**
+1 **Neve Affection**
+1 **Jadk Affection**
+8 **Maply Affection**
+1 **Groknak Affection**

+3 **Tekrok Affection**
+1 **Freedom**

Working Catgirls

+3 **Orcs Loyalty**
+3 **Catgirl Loyalty**
+1 **Domination**
+1 **Submission**
+1 **Neve Affection**
+1 **Jadk Affection**
+8 **Maply Affection**
+1 **Groknak Affection**
+3 **Rokgrid Affection**

+1 **Freedom**

Enslaved Catgirls

+6 **Orcs Loyalty**
-1 **Catgirl Loyalty**
+1 **Domination**
+1 **Submission**
+1 **Neve Affection**
+1 **Jadk Affection**
+8 **Maply Affection**
+1 **Groknak Affection**
-1 **Rokgrid Affection**
-1 **Tekrok Affection**
+1 **Freedom**
+5 **Slavery**

Free Catgirls

+1 **Orcs Loyalty**
+7 **Catgirl Loyalty**
+1 **Domination**
+1 **Submission**
+1 **Neve Affection**
+1 **Jadk Affection**
+8 **Maply Affection**
+1 **Groknak Affection**
-1 **Rokgrid Affection**
-1 **Tekrok Affection**
+6 **Freedom**

You need to complete the Membership Ritual beforehand.



There is no way to know yet if **Human Loyalty** is beneficial or not. I assume it will be, but I might be wrong.

Go to **Main Halls**
"Investigate back rooms"
"Interrogate Barrin Sceyuer"
You need to make a choice here.

Barrin Dom Route		Barrin Sub Route	
"Use threats" → +1 Domination ; -1 Submission	"Use promises" → +1 Submission ; -1 Domination		
"Tell the truth about orc raids" → -2 Orcs Loyalty ; +3 Human Loyalty	"Mix truth and lies"	"Lie about the orc raids" → +3 Orcs Loyalty ; -2 Human Loyalty	

You need to wait a day.
Go to **Sabia's Tent**
"Rest"

Go to **Main Halls**
"Interrogate Barrin Sceyuer"
"Just interrogate him."

	"Use sexual torture." → *SCENE*		"Use sexual manipulation." → *SCENE*	
	If you chose Barrin Dom Route :		If you chose Barrin Sub Route :	
	Let him come → +1 Human Loyalty	Leave him that way → -1 Human Loyalty	Let him come → +1 Human Loyalty	Leave him that way → -1 Human Loyalty

If you chose either sexual torture or sexual manipulation.
Go to **Forest Ruin**
"Investigate the site of Barrin's dead drop." you need 100 **Stamina**



You need to complete the Catgirls Raid beforehand.



Go to **Silvertusk**

"Work at the bar (50 Stamina)" you need **Barmaid Clothes** equipped

"Serve them drinks"

"Let it happen" → ***SCENE***

"Work at the bar (50 Stamina)" you need **Barmaid Clothes** equipped

"Serve them drinks"

"Don't make a big deal of it" → ***SCENE***

"Work at the bar (50 Stamina)" you need **Barmaid Clothes** equipped

"Serve them drinks" → ***SCENE*** +1 **Submission**

"Work at the bar (50 Stamina)" you need **Barmaid Clothes** equipped

"Serve them drinks" → ***SCENE*** +2 **Orcs Loyalty** ; +1 **Domination** ; **Orc Axe**

Go to **Sabia's Tent**

"Rest"

"Thank him"

You can trigger a bad end now.

Go to **Central Camp**

"Speak to investigator" - "I've gathered all my evidence." → ***SCENE*** and GAME OVER

Go to **Forest**

"Clean up the site of the murders."



Go to **Silvertusk**

"Talk to orc allies"

"Talk to Jatk" - "Can we talk about the murder investigation?" → +1 **Jatk Affection**

If you chose **Enslaved Catgirls** and you met Elmy:

"Talk to orc witness"

"Use a catgirl slave" → ***SCENE*** ; +1 **Slavery**

Go to **Central Camp**

"Talk to shaman" - "Have you heard any rumors about problems with the Silvertusk Bar?"

The shaman's name is Ornshakar, but you don't know it yet. Yes, shamans have names.

Go to **Orc Tents**

Go to **Central Camp**

"Speak to investigator" - "I've gathered all my evidence" → +1 **Orcs Loyalty** ; +1 **Groknak Affection**

"Just let him go"

→ +1 **Groknak Affection**

"Undercut him harshly"

→ +1 **Domination**

"Undercut him softly"

→ +1 **Submission**

You need to complete the Catgirls Raid beforehand.



In order to complete the Orc Festival Event, you need to:

- Choose a route
- Complete the Bar Groping Event
- Hunt for the white hind
- Meet Vehlis

This walkthrough doesn't treat [Sabia's Feast](#).

I haven't found a way to have every feast available in a single playthrough.

Choose a Feast

Go to **Silvertusk**

"Ask about the commotion"

This choice will have a major impact on the game.

[Tekrok's Feast](#)

If you have at least 2

Tekrok Affection:

"Assist Tekrok's feast"

Go to **Tekrok's Tent**

[Rokgrid's Feast](#)

If you have at least 2

Rokgrid Affection:

"Assist Rokgrid's feast"

Go to **Rokgrid's Tent**

[Dajrab's Feast](#)

If you have at least 1

Dajrab Affection:

"Assist Dajrab's feast"

Go to **Dajrab's Tent**

[Sabia's Feast](#)

If you have at least 2

Domination:

"Domination: Make your own feast"

→ +1 **Domination**

[It won't work if you choose the one who lost the trial](#)

Hunt for the white hind

Go to **Main Hall**

"Investigate human merchants"

Go to **Silvertusk** → +1 **Catgirls Loyalty** ; you meet Elmy. You can buy ingredients and recipe from her and make potions in your tent.

"Talk to Elmy" - "What can I purchase from you?"

"Purchase **Orc Health Potion recipe** (35 Lundils)"

Go to 🦋 **Hunt for the White Hind** You will fail you unless you have enough stamina. The stamina cost depends on the number of time you went hunting.

Go to 🦋 **Hunt for the White Hind** → +1 **Antlers** They are only useful for [Sabia's Feast](#)

Go to **Sabia's tent**

"Craft items" - "**Orc Health Potion** (Vigor Reed + Fire Moss)" *You should have the ingredients. If not, buy them from Elmy.*

Go to  **Hunt for the White Hind** → +1 **Orcs Loyalty** ; +1 **Heart Tree Syrup**; +1 **Antlers**

Go to **Silvertusk**

"Talk to Elmy" - "What can I purchase from you?"

"Purchase **Energy Potion recipe** (55 Lundils)"

"Purchase **Obsidian Bark** (25 Lundils)"

Go to **Sabia's tent**

"Craft items" - "**Energy Potion** (Heart Tree Syrup + Obsidian Bark)"

Go to  **Hunt for the White Hind**

Go to  **Hunt for the White Hind**

Meet Vehlis

Make sure you completed the Barrin event. I can't guarantee the outcome if you didn't choose either sexual torture or sexual manipulation.

*If you don't have the leather armor, buy it at the **Trading Lodge**.*

Equip **Leather Armor** and **Catgirl Ring**

Go to  **Travel to meet up with Vehlis**

"Fight him" - "VICTORY" → +1 **Domination** ; -2 **Orcs Loyalty**

Go to  **Travel to meet up with Vehlis**

"VICTORY"

"Kill him" → +1 **Orcs Loyalty** ; -1 **Human Loyalty**

"Leave him unconscious" → -1 **Orcs Loyalty** ; +1 **Human Loyalty**

SCENE

Depending on what you're wearing:

Rags	Leather Armor	Orc Slave Armor	Barmaid Clothes
	→ +2 Vehlis Affection	→ +1 Vehlis Affection	
"Explain some of the truth" → +3 Vehlis Affection			
"Bring up the catgirls"	"Bring up Governor Andian"	"Reiterate your arguments"	
<i>If you chose Recruited Catgirls:</i>	<i>If you investigated the site of Barrin's dead drop during the Barrin Event:</i>	<i>If you have at least 5 Domination:</i>	
→ +2 Vehlis Affection	→ +2 Vehlis Affection	→ +1 Vehlis Affection	
<i>If you chose Free Catgirls or Working Catgirls:</i>			
→ +1 Vehlis Affection			
<i>If you chose Enslaved Catgirls:</i>			
→ -1 Vehlis Affection			

*You now have access to Alioch at the **Trading Lodge** and Vehlis at the **Main Hall**.*

Preparation

Go to Trading Lodge

"Talk to Alioch"

"Do nothing"

"Interrupt" → +1 **Orcs Loyalty** ; +2 **Vehlis Affection**

"Talk to Alioch" - "I'm here to make purchases"

If you chose [Tekrok's Feast](#):

"Good food (150 Lundils)"

If you chose [Rokgrid's Feast](#) or [Dajrab's Feast](#):

"Expensive food (300 Lundils)"

"Cheap food (100 Lundils)"

"Furnishings for Horned God's Night (110 Lundils)"

If you chose [Tekrok's Feast](#):

"Beer for Horned God's Night (50 Lundils)"

*If you have at least 7 **Tekrok Affection** and you chose [Tekrok's Feast](#):
Tekrok will give it to you.
→ +1 **Tekrok Affection***

*If you have at least 7 **Rokgrid Affection** and you chose [Rokgrid's Feast](#):
Rokgrid will give it to you.*

*If you have at least 3 **Dajrab Affection** and you chose [Dajrab's Feast](#):
Dajrab will give it to you.*

*If you chose [Rokgrid's Feast](#):
Kulgan will give you the wine you need. Saving him was worth it after all.*

*If you chose [Dajrab's Feast](#):
"Mead for Horned God's Night (50 Lundils)"*

Go to Main Halls

"Talk to Vehlis" - "Will you attend my feast?" → *Vehlis refuses but you can buy an extra tent now.*

"Talk to Vehlis" - "Do you have any special goods?" - "Purchase (175 Lundils)"

If you chose [Tekrok's Feast](#):

*If you chose [Rokgrid's Feast](#):
→ +1 **Rokgrid Affection***

*If you chose [Dajrab's Feast](#):
→ +1 **Dajrab Affection***

Go to Silvertusk

"Talk to Elmy" - "Have you ever heard of a potion called Royal Gold?"

"Talk to Elmy" - "What can I purchase from you?" -

Purchase "**Royal Gold recipe** (95 Lundils)"

Purchase "**Heart Tree Syrup** (35 Lundils)"

Purchase "**Fire Moss** (35 Lundils)"

Go to Camp Outskirts

"Talk to Maply" - "Would you attend my feast?" → +1 **Maply Affection**

If you chose [Tekrok's Feast](#):

Don't bother. She will refuse.

If you chose [Rokgrid's Feast](#) or [Dajrab's Feast](#):

"Talk to Neve" - "Would you attend my feast?"

"Harvest venomnettle (10 Stamina)"

"Harvest venomnettle (10 Stamina)"

Go to Sabia's Tent

"Craft items" - "**Royal Gold** (Fire Moss + Heart Tree Syrup + Venomnettle x2)"

Go to Training Grounds

"Talk to Kulgan" - "Would you attend my feast?"

"Talk to Lutvrog" - "Would you attend my feast?"

At this point, Sabia should be level 4 and fully trained.

Make sure you rest before continuing. It will give you a boost for the next event.

Horned God's Night - [Rokgrid's Feast](#)

Go to Rokgrid's Tent

"Are we ready for the Horned God's Night?" - "Yes"

"Wine"

-1 **Royal Gold** → +1 **Rokgrid Affection**

SCENE

"Domination: Mock him" → +1 **Domination**

"Submission: Try to make peace" → +1 **Submission**

+5 **Orcs Loyalty** ; +3 **Rokgrid Affection** ; +10 **XP** ; +1 **Domination** ; +1 **Submission**

Horned God's Night - [Tekrok's Feast](#)

Go to Tekrok's Tent

"Talk to Tekrok"- "Are we ready for the Horned God's Night?" - "Yes"

"Beer" → +1 **Tekrok Affection**

-1 **Royal Gold**

"Take a drink" → +1 **Orcs Loyalty**

"Refuse" → -1 **Orcs Loyalty**

"Domination: Mock him" → +1 **Domination**

"Submission: Try to make peace" → +1 **Submission**

"Agree enthusiastically"

"Agree submissively"

"Agree reluctantly"

→ +1 **Tekrok Affection** ; +1

→ +1 **Tekrok Affection** ; +2

→ +1 **Submission**

Submission ; -1 **Domination**

Submission ; -2 **Domination**

SCENE

+5 **Orcs Loyalty** ; +3 **Tekrok Affection** ; +10 **XP** ; +1 **Domination** ; +1 **Submission**

Horned God's Night - [Dajrab's Feast](#)

Go to Dajrab's Tent

"Are we ready for the Horned God's Night?" - "Yes"

"Mead"

-1 **Royal Gold** → +1 **Dajrab Affection**

"Domination: Mock him" → +1 **Domination**

"Submission: Try to make peace" → +1 **Submission**

"Refuse"

"Agree" → +2 **Orcs Loyalty** ; +1 **Dajrab Affection**

"Stop him"

"Keep dancing"

*If you have at least 5 **Domination**:*

→ ***SCENE***

→ ***SCENE***

"Domination: Push him away and invite better orcs"

+1 **Domination**

+1 **Submission**

→ ***SCENE*** +1 **Domination**

"Agree"

"Refuse"

→ ***SCENE*** +1 **Neve Affection**

→ +1 **Domination** ; -1 **Neve Affection** ; -1 **Vehlis Affection**

+5 **Orcs Loyalty** ; +3 **Dajrab Affection** ; +10 **XP** ; +1 **Domination** ; +1 **Submission**

Rokgrid's Feast

+1 Catgirls Loyalty
+1 Human Loyalty
+5 Orcs Loyalty
+2 Domination
+1 Submission
+9 Vehlís Affection
+1 Maply Affection
+5 Rokgrid Affection

Tekrok's Feast

+1 Catgirls Loyalty
+1 Human Loyalty
+4 Orcs Loyalty
+3 Domination
+2 Submission
+9 Vehlís Affection
+1 Maply Affection

+5 Tekrok Affection

Dajrab's Feast

+1 Catgirls Loyalty
+1 Human Loyalty
+6 Orcs Loyalty
+4 Domination
+1 Submission
+9 Vehlís Affection
+1 Maply Affection

+6 Dajrab Affection
+1 Neve Affection

This event starts automatically after completing the Horned God's Night.



Day 1

You can now train for the arena at the **Training Grounds**:

"Spar with orcs (50 stamina)" → **XP**.

"Stamina training (75 stamina)" x5 → +20 **MaxStamina**.

"Offense training (75 stamina)" x5 → +1 **Attack**.

"Defense training (75 stamina)" x5 → +1 **Defense**.

"Dodging training (150 stamina)" → *Helps you during the Makhor event but you don't need it for this walkthrough.*

"Skill training: Centering (250 stamina)" → *Removes Guard Break debuff.*

"Skill training: Interrupting Blow (250 stamina)" → *Reduces enemy Energy and interrupts some opponents.*

"Skill training: Defense Breaker (125 stamina)" → *Reduces enemy Defense by 2 for the next 3 turns.*

Go to Training Grounds

"Visit the Red God's Arena" - "Preparation: Armor Upgrades" - "Upgrade (25 Lundils)" → **Heavy Leather Armor**

"Visit the Red God's Arena" - "Special training with someone (100 stamina)" - "Training with Lutvrog" → +1 **Lutvrog Affection** ; +5 **XP** ; +20% Offense training ; +10% Stamina training

Day 2

"Visit the Red God's Arena" - "Special training with someone (100 stamina)" - "Training with Neve" → +1 **Neve Affection** ; +5 **XP** ; +20% Defense training ; +10% Stamina training

Day 3 - Meet Ylva

If **Slavery** >= **Freedom** and **Submission** > **Domination**:
→ +1 **Ylva Affection**

"Just wanted to help welcome you" → +3 **Ylva Affection**

"Change the subject":

If you chose **Sabia's Feast**:
"Mention the feast" → +1 **Ylva Affection**

If **Freedom** > **Slavery** and **Domination** >= **Submission**:
→ +1 **Ylva Affection**

If you have at least 10 **Domination**:

"I've never met a female orc before":

"Domination: I'm not stupid enough to believe our own propaganda" → +4 **Ylva Affection**

If you have at least 1 **Submission**:
"Submission: Apologize" → +2 **Ylva Affection** ; +1 **Submission**

Go to Training Grounds

"Ylva and Lutvrog" → +1 **Ylva Affection**

"Visit the Red God's Arena" - "Special training with someone (100 stamina)" - "Training with Neve and Lutvrog"

→ +5 **XP** ; +20% Stamina training

If you have less than 10 **Domination**:

→ "Follow Neve's lead" → +1 **Submission**
→ ***SCENE***

If you have at least 10 **Domination**:

"Take charge" → +1 **Domination**
→ ***SCENE*** variation

If you followed the walkthrough, the only way you can access this variation is if you chose Dajrab's Feast. Not true in 0.5.0

Go to Camp Outskirts

"Ylva and Neve" → +1 **Ylva Affection**

"Ylva and Maply"

If you chose **Enslaved Catgirls**:
→ -2 **Ylva Affection**

If you chose **Free Catgirls**:
→ +2 **Ylva Affection**

If you chose **Recruited Catgirls**:
→ +1 **Ylva Affection**

Go to Central Camp

"Talk to Ylva"

"Why didn't you need to come for the Horned God's Night?"

If you chose **Tekrok's Feast**:
→ +3 **Ylva Affection**

If you chose **Rokgrid's Feast**:
→ +2 **Ylva Affection**

If you chose **Dajrab's Feast**:
→ +3 **Ylva Affection**

If you chose **Sabia's Feast**:
→ +4 **Ylva Affection**

"What exactly does the symbol on your staff mean?" → +1 **Ylva Affection**

"What does it take to become a shaman?" → +1 **Ylva Affection**

"Why do orcs speak in third person?" → +1 **Ylva Affection**

"Tell me more about orc religion" → +2 **Ylva Affection**

Day 4

No choice to make.

Day 5 - Qualifying matches

You receive a free **Orc Health Potion**. You can get another one by doing the following:

"Investigate area" - "Approach now"

It will cost you 10 **Lundils**.

"Pay for potion"

If you have at least 5 **Submission**:
"Submission: Flirt for potion"

If you have at least 10 **Domination**:
"Domination: Investigate distribution"
→ +2 **Orcs Loyalty**

If you followed the walkthrough, the only way you can access this choice is if you chose Dajrab's Feast. Not true in 0.5.0

Save first. The 3rd defeat can have a negative impact on the outcome of the event. The first two should be okay.

"Sign up for a fight (0 won)" - "DEFEAT"

"Bargain for another chance" - "Flirt with him" → *SCENE* +2 Submission ;
-2 Orcs Loyalty

"Sign up for a fight (0 won)" - "DEFEAT"

"Bargain for another chance" - "Flirt with him" → *SCENE* variation
+2 Submission ; -2 Orcs Loyalty

"Sign up for a fight (0 won)" - "DEFEAT"

"Bargain for another chance" - "Flirt with him" → *SCENE* variation
+2 Submission ; -2 Orcs Loyalty

"Sign up for a fight (0 won)" - "VICTORY"

"Sign up for a fight (1 won)" - "VICTORY"

"Sign up for a fight (2 won)" - "VICTORY"

"Finish the qualification round"

Day 6

Save some **Stamina** for the melee the next day. At level 5, you'll need over 135 after resting. At level 4, over 145.

Go to Training Grounds

"Visit the Red God's Arena" - "Check in on the arena" → +1 Orcs Loyalty

"Visit the Red God's Arena" - "Investigate arena between matches"

"Visit the Red God's Arena" - "Investigate strange cluster of orcs"

"Condemn them harshly"

→ +1 Ylva Affection ; +1 Domination ; +1 Orcs Loyalty

"Join them" - "Submission: Pretend to lose gracefully"

→ +1 Submission ; +2 Orcs Loyalty ; +15 Lundils

Go to Central Camp

"Talk to Ylva"

"Have you noticed Ornshakar doing anything suspicious?" → -1 Ylva Affection You'll gain 3 on day 16 thanks to this.

Day 7 - General melee

"Participate" → +3 XP

"All out assault"

Day 8 - Duel

No choice to make.

Day 9 - Hellhound event introduction

"Find a way to drug the hellhound":
→ +1 **Domination** ;
+1 **Submission**

Go to **Sabia's Tent**
"Rest"

<p><i>If you have at least 2 Submission:</i></p> <p>"Submission: Find a way to pacify the hellhound" → +1 Submission</p>	
<p><i>If you have less than 5 Submission:</i></p> <p>Go to Sabia's Tent "Rest" "Submission: Give the hellhound some relief" → *SCENE* +1 Submission</p>	<p><i>If you have at least 5 Submission:</i></p> <p>Go to Sabia's Tent "Rest" → *SCENE*</p>

*If you have at least 10 **Domination**:*

"Domination: Intimidate the hellhound"
→ +2 **Domination**

Go to **Sabia's Tent**
"Rest"

Day 10 - Hellhound taming

If Sabia is level 4:
→ +2 **Orcs Loyalty** ; +2 **XP**

If Sabia is level 5:
→ +3 **Orcs Loyalty** ; +3 **XP**

Day 11

"See where things go" → +1 **Vehlis Affection**
*If you have at least 10 **Domination**:*
→ ***SCENE*** +2 **Vehlis Affection**

If you chose [Rokgrid's Feast](#):
→ 50 Lundils

*If you have less than 10 **Domination**:*
→ +1 **Vehlis Affection**

Day 12 - Duel

Save some **Stamina** for the melee the next day. You'll need 150 after resting.

No choice to make.

Day 13 - Captains melee

If you chose [Tekrok's Feast](#) or [Rokgrid's Feast](#):

"Use their strength against each other" → +2 **XP**

<p><i>If you chose Tekrok's Feast:</i></p> <p>"Take down as many orcs as possible" → +3 Tekrok Affection ; +2 XP</p>	<p><i>If you chose Rokgrid's Feast:</i></p> <p>"Take down the orc wielding two axes" → +3 Rokgrid Affection ; +3 XP</p>
--	---

If you chose [Dajrab's Feast](#):

"Participate" → +3 **XP**

If you chose [Dajrab's Feast](#):

"Assist allied orcs" → +3 **Dajrab Affection** ; +1 **XP**

If you chose [Sabia's Feast](#):

"Participate"

If you chose [Sabia's Feast](#):

"Take on foreign orcs" " → +1 **Domination** ; +1 **Orcs Loyalty** ; +2 **XP**

Go to **Training Grounds**

"Visit the Red God's Arena" - "Check in on the arena" → +1 **Lutvrog Affection**

Day 14 - Makhor event introduction

You'll need at least 2 Defense, 280 Max Stamina and level 5 for the fight against the Makhor the next day.
If you don't reach one of those thresholds, save some **Stamina**. You'll need 200 after resting.

"Orcs will be a problem unless I start viewing them as allies"

→ +1 **Domination** ; +1 Freedom

"Orcs will be a problem unless I figure out how to manipulate them"

→ +1 **Domination** ; +1 Slavery

"I need a softer touch if I'm going to have orcs as allies"

→ +1 **Submission** ; +1 Freedom

"I need a softer touch to effectively manipulate orcs"

→ +1 **Submission** ; +1 Slavery

Go to **Training Grounds**

"Visit the Red God's Arena" - "Investigate Makhor preparations" → +2 **Ylva Affection**

"Visit the Red God's Arena" - "Preparation: Makhor Poison (20 Lundils)" → +1 **Domination**

Equip **Silver Blade** or **Orc Axe** and **Heavy Leather Armor**

Day 15 - Makhor event

"Participate" → +2 **XP**

"Don't use it"

Makhor Fight Peace

"Try not to hurt the Makhor" → +3 **Kia Affection**

"Attack as much as necessary" → +3 **Kia Affection** ; +1 **Domination**

Day 16 - Shaman event

→ +3 **Ylva Affection**

Day 17 - Final day of combat

You can't use **Orc Health Potions** during those fights.

*** SPOILERS: Don't read the following if you want to win the fight by yourself ***

Against the first opponent, equip **Heavy Leather Armor**, **Silver Blade** and **Catgirl Ring**. Silver Slash him to death.

Against the second opponent, equip **Orc Axe** and use Critical Hit. Centering is useless.

Get help from Jadc and Maply.

Against the third opponent, use Critical Hit. Interrupting Blow is useless.

Against the fourth opponent, equip **Orc Slave Armor** and **Orc Ring** and use Critical Hit. Using Silver Slash instead might work better.

If you have at least 5 **Submission**:

"Enter"

→ +2 **Groknak Affection** ; +2 **Tekrok Affection** ; +2 **Rokgrid Affection** ; +2 **Dajrab Affection** ; +2 **Ylva Affection** ; +2 **Lutvrog Affection** ; +8 **Orcs Loyalty** ; +1 **Domination** ; +1 **Submission**

Day 18

→ ***SCENE***

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This event starts automatically after completing the Red God's Arena.



→ **Add Sabia's Squad to your army**

If you chose [Recruited Catgirls](#) or [Working Catgirls](#):

→ **Add Catgirl Recruits to your army**

If you chose [Enslaved Catgirls](#):

→ **Add Catgirl Slaves to your army**

If you chose [Free Catgirls](#):

→ **Add Catgirl Allies to your army**

Go to **Training Grounds**

"Talk to Kulgan" - "Can you join my raiding group?"

→ **Add Kulgan's Orcs to your army**

"Talk to Lutvrog" - "Ask to join forces"

"Train offense" → **Sabia's Squad: +1 Combat**

"Train defense" → Sabia's Squad: +1 Defense

Go to **Silvertusk**

"Talk to Jakk" - "Can you offer any help for my troops?" → Sabia's Squad: +1 Combat

If you chose [Sabia's Feast](#):

→ **Kulgan's Orcs: +1 Combat**

"Talk to Elmy" - "Can you offer any help for my troops?"

"Increase catgirl speed and stealth"

→ **Catgirl Recruits: +1 Raid**

→ **Catgirl Allies: +1 Raid**

"Increase catgirl strength and stamina":

→ **Catgirl Recruits: +1 Defense**

→ **Catgirl Allies: +1 Defense**

Slaves don't get the bonus.

Go to **Relief Tents**

"Alter the relief tents to improve troop morale"

"Keep everything the same"

"Give recruited orcs special privileges"

→ **Sabia's Squad: +1 Combat**

→ **Catgirl Slaves: -1 Combat**

If you chose [Enslaved Catgirls](#):

→ +1 **Slavery**

"Give the catgirls more freedom"

→ **Sabia's Squad: +1 Combat**

→ **Catgirl Slaves: -1 Combat**

If you chose [Working Catgirls](#):

→ +1 **Freedom**

It's possible a mistake was made here : Working Catgirls should be Recruits, not Slave.

Go to **Central Camp**

"Talk to Ylva" - "Can you offer any help for my troops?"

→ **Sabia's Squad: +1 Magic**

→ **Kulgan's Orcs: +1 Magic**

Go to **Camp Outskirts**

"Manage troops" - "Organize Sabia's squad"

"Promote the warrior"

→ **Sabia's Squad: +1 Combat**

"Promote the smith"

→ **Sabia's Squad: +1 Defense**

"Promote the raider"

→ **Sabia's Squad: +1 Raid**

Raid Quest

Go to **Training Grounds**

"Train Sabia's Squad"

Go to **Silvertusk**

"Meet the orc blocking the training grounds"

"Get more information"

*If you have at least 15 **Domination**:*

"Dom: Make an example of him" → +2 **Domination**

This choice skips the next scene.

Go to **Orc Tents**

"Meet the orcs blocking the training grounds"

"Don't bring troops"

*If you have at least 20 **Submission**:*

"Sub: Use body to persuade them"

→ +1 **Submission** ; -5 **Orcs Loyalty**

"Make a compromise"

→ +1 **Submission** ; +1 **Domination**

This choice skips the next scene.

*If you have at least 10 **Domination**:*

"Have troops follow at a distance"

"Use hidden troops to persuade them" → +1 **Domination**

Go to **Sabia's Tent**

"Spend the night with the orcs blocking the training grounds"

→ +3 **Submission** ; -5 **Orcs Loyalty** → ***SCENE***

Skip to here.

Go to **Training Grounds**

"Train Sabia's Squad"

→ **Sabia's squad: +1 Combat ; +1 Defense ; +1 Raid ; +1 Diplomacy ; +1 Siege**

If you chose [Tekrok's Feast](#):
Tekrok's Quest - Part #1

Go to **Tekrok's Tent**

→ **Add Tekrok's Orcs to your army**

Go to **Sabia's Tent**

"Rest"

Equip **Orc Slave Armor**

Go to **Tekrok's Tent**

*If you have at least 5 **Domination**:*

"Provoke Tekrok sexually"

→ ***SCENE*** +1 **Submission**

→ **Tekrok's Orcs: +2 Combat ; +2 Raid ; +1 Siege**

*If you have at least 5 **Submission**:*

"Sub: Submit obediently to Tekrok"

→ ***SCENE*** +3 **Submission** ; -1 **Domination**

"Nothing"

If you chose [Rokgrid's Feast](#):
Rokgrid's Quest - Part #1

Go to **Rokgrid's Tent**

→ **Add Rokgrid's Orcs to your army**

If you chose [Dajrab's Feast](#):
Dajrab's Quest - Part #1

Go to **Dajrab's Tent**

→ **Add Dajrab's Orcs to your army**

Raid Tutorial

Go to **Rogue Orc Camp**



To maximize the outcome of this raid :

- Raiders : Total Raid is at least 4 | Siegers : Total Siege is at least 4 | Diplomats : Total Diplomacy is at least 4
- Main Force : Total Combat is at least 10
- Return Guard : Total Defense is at least 2

→ +2 **Orcs Loyalty** ; +1 **Groknak Affection**

If you chose [Tekrok's Feast](#):

→ **Tekrok's Orcs: +1 Combat**

If you chose [Rokgrid's Feast](#):

→ **Rokgrid's Orcs: +1 Combat**

If you chose [Dajrab's Feast](#):

→ **Dajrab's Orcs: +1 Combat**

If you chose [Sabia's Feast](#):

→ **Kulgan's Orcs: +1 Combat**



You need to sleep between each event.

Go to **Camp Outskirts**

"Follow Ylva out of camp" → +1 **Kia Affection**

Go to **Forest**

"Go to meet Kia" → +1 **Kia Affection**



"Use the Makhor as a tool" → +1 **Slavery**

| "Turn Kia into an ally" → +1 **Freedom**

Go to **Silvertusk**

"Talk to Elmy" - (Ask about Kia)

"Talk to Elmy" - "Pay Elmy to collect the ingredients" - "Pay 110 Lundils"

Go to  **Escort Elmy**

"Trust Elmy with the secret"

→ +1 **Submission** ; +1 **Freedom**

| "Stick with the plan"

| "Eliminate Elmy when possible"

→ +1 **Domination** ; +1 **Slavery**

Go to **Forest**

"Go to meet Kia"

"Stay" → +1 **Kia Affection**

"Ylva" → +1 **Kia Affection**

Go to **Forest**

"Go to meet Kia"

If you chose [Makhor Fight Peace](#):

"Teach Kia about catgirls"

"Teach Kia about humans"

"Take a break to sit" → +1 **Ylva Affection**

"Teach Kia about elves"

"Take a break to eat"

"View strange band of orcs"

"Finish" → +1 **Kia Affection** ; +1 **Ylva Affection**

"Teach Kia about catgirls"

"Take a break to sit"

"Teach Kia about humans"

"Finish" → +1 **Kia Affection** ;

+1 **Ylva Affection**

Go to  **Shaman's Camp Raid**

"Steal things and burn it down" | "Take the Makhor bone and leave it alone"

This choice might be important later on. Right now, the only difference is :

Burning the camp earns you more Lundils.

Go to **Forest**

"Go to meet Kia"

You can now buy a bone for Kia. But you don't need to.

Go to **Trading Lodge**

"Talk to Alioch" - "Do you have anything unusual for sale?" - "Purchase (100 Lundils)"

Go to **Forest**

"Go to meet Kia"

If you chose [Makhor Fight Peace](#):

| *If you chose [Makhor Fight Peace](#):*

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"Stand back and watch"

→ +1 **Submission**

→ +1 **Lutvrog Affection**

"Try to stop Kia"

→ +1 **Lutvrog Affection**

"Try to stop Lutvrog"

→ +1 **Kia Affection**

Go to **Forest**

"Go to meet Kia"

Go to **Forest**

"Go to meet Kia"

Go to **Forest**

"Go to meet Kia"

"Accept"

"Let it happen"

If you chose [Makhor Fight Peace](#):

→ ***SCENE***

→ ***SCENE***

"Persuade Kia to try something else"

If you chose [Makhor Fight Peace](#):

→ ***SCENE***

→ ***SCENE***

Go to **Forest**

"Go to meet Kia"

Go to **Forest**

"Go to meet Kia"

Raiding - Part #2

Tekrok's Quest - Part #2

Go to  **Tekrok's Quest**
"Raid"

To maximize the outcome of this raid :

- Total Raid is at least 10
- Raiders include the catgirls

"Be generous" → +1 **Orcs Loyalty**

"Balanced split"

"Be greedy" → -1 **Orcs Loyalty**


Go to **Tekrok's Tent**

Rokgrid's Quest - Part #2

Go to **Camp Outskirts**

"Investigate attack sites for Rokgrid" → +1 **Kia Affection**

"Let it go" → +1 **Kia Affection**

Go to  **Rokgrid's Quest**
"Eliminate them"

To maximize the outcome of this raid :

- Sweepers Total Raid at least 4
 - Attackers Total Raid at least 5
- +2 **Rokgrid Affection** ; +1 **Orcs Loyalty**

Equip **Barmaid Clothes**

Go to **Rokgrid's Tent**

→ **Tekrok's Orcs**: +1 **Combat** ; +1 **Defense**; +2 **Diplomacy** ; +1 **Siege**

"Make the best of it" → +3 **Rokgrid Affection**

→ ***SCENE***

"Affection" → +1 **Rokgrid Affection** ; +1 **Freedom**

"Nothing"

"Disgust" → +1 **Slavery**

Dajrab's Quest - Part #2


Go to  **Dajrab's Quest**
"Raid"

"Tell Neve about the trade plans" → +3 **Neve Affection**

To maximize the outcome of this raid :

- Archers : Total Defense at least 5
 - Caravan Defense : Total Combat at least 5 & total Defense at least 5
- +2 **Dajrab Affection** ; +1 **Orcs Loyalty**

Bandit Camp Raid

Go to  **Bandit Camp Raid**
"Eliminate them"

To maximize the outcome of this raid :

- Southern Hill Assault : Raid at least 5 and Defense at least 5
- Eastern Valley Assault : Combat at least 4
- Total Combat at least 12

If you chose [Sabia's Feast](#): don't deploy 6 Combat. You'll need it after the first assault.

If you chose [Alliance with Rokgrid](#):

"Initiate sex"

→ ***SCENE***

"Let Rokgrid lead"

→ ***SCENE***

Go to the **Trading Lodge**

"Purchase human food" - "Purchase (75 Lundils)"

Go to **Rokgrid's Tent**

"Spend some personal time with Rokgrid" → +2 **Rokgrid Affection**

You need to complete the Red God's Arena beforehand.



This won't work if you chose to torture Maply.

Go to **Silvertusk**

"Talk to Elmy" - "Do you know why Maply doesn't stay in camp?"

Go to **Trading Lodge**

"Talk to Alioch" - "What's going on with Maply?"

Go to **Camp Outskirts**

"Talk to Maply" - "(Ask about Neve)"

"Talk to Neve"

"Neve and Maply" → ***SCENE***

END OF 0.5.0