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

<table>
<thead>
<tr>
<th>Choices I recommend</th>
<th>Choices I don't recommend</th>
</tr>
</thead>
<tbody>
<tr>
<td>I'll try to give as much information and Choice-related information as possible.</td>
<td></td>
</tr>
</tbody>
</table>

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.
- Balance Domination and Submission, I'll focus on first to trigger 2 Domination scenes.
- Focus on Freedom over 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 characters and lore.
Index

World Map
Camp Map

Prologue
Membership Ritual
Catgirls Raid
Barrin
Bar Groping
Horned God's Night
Red God's Arena
Raiding - Part #1
Kia's Lessons
Raiding - Part #2
Neve & Maply
World Map

It would have been nicer with the Lora font :(

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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

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<table>
<thead>
<tr>
<th></th>
<th>Domination</th>
<th>Submission</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;Reason with them&quot;</td>
<td></td>
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<td>+1 Domination; -1 Submission</td>
<td>&quot;Surrender&quot;</td>
</tr>
<tr>
<td>&quot;Say nothing&quot;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>&quot;Jump for your sword&quot;</td>
<td>→ +2 XP</td>
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</tbody>
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You start at 5 Orcs Loyalty.

**Domination**

<p>| |</p>
<table>
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<tbody>
<tr>
<td>+2 Orcs Loyalty</td>
</tr>
<tr>
<td>+1 Domination</td>
</tr>
<tr>
<td>+2 Lutvrog Affection</td>
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</tbody>
</table>

**Submission**

<p>| |</p>
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<tbody>
<tr>
<td>+1 Domination</td>
</tr>
<tr>
<td>+1 Submission</td>
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</tbody>
</table>
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* | "Just let him have his way" → +1 *Submission* → scene
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 Jadk" - "So... you own a bar?" → +1 Jadk Affection
"Talk to Jadk" - "I'm surprised non-orcs can walk freely in camp" → +1 Jadk Affection
"Talk to Jadk" - "What do you think about the Captains?" → +1 Jadk 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 Jadk" → +1 Neve Affection ; +1 Jadk Affection

Go to Silvertusk
"Deliver venomnettle" → +1 Jadk Affection
"Talk to Jadk" - "Why the name Silvertusk?" → +1 Jadk 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

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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"

<table>
<thead>
<tr>
<th>Alliance with Rokgrid</th>
</tr>
</thead>
<tbody>
<tr>
<td>Go to Rokgrid’s Tent</td>
</tr>
<tr>
<td>&quot;Form alliance&quot; → 20 Lundils and access to hunting</td>
</tr>
<tr>
<td>For hunting:</td>
</tr>
<tr>
<td>Go to Camp Outskirts</td>
</tr>
<tr>
<td>&quot;Go hunting&quot;</td>
</tr>
</tbody>
</table>

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

Equip Leather Armor
Equip Silver Blade

<table>
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<tr>
<th>Alliance with Tekrok</th>
</tr>
</thead>
<tbody>
<tr>
<td>Go to Tekrok’s Tent</td>
</tr>
<tr>
<td>&quot;Form alliance&quot; → Orc Slave Armor (+1 Armor, +1 Magic Armor)</td>
</tr>
<tr>
<td>Equip Orc Slave Armor</td>
</tr>
</tbody>
</table>

Information about the Leveling & Combat systems.

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.
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"

Go to Relief Tents
"Work in the relief tents"

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Go to 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 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"

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

Go to Sabia's Tent
"Rest"

Go to Relief Tents
"Work at the bar (50 stamina) x2 times you need Barmaid Clothes equipped

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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 quite a lot in the future)*; +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**

<table>
<thead>
<tr>
<th>If you chose the Submission Prologue:</th>
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<tr>
<td>&quot;I held them off until I was knocked unconscious by your band of orcs&quot;</td>
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<tr>
<td>→ +1 <strong>Lutvrog Affection</strong></td>
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<th>If you chose the Domination Prologue:</th>
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<tr>
<td>→ +1 <strong>Lutvrog Affection</strong></td>
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</table>

"I'm not sure."

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

"Submission: So, am I in good standing?" → **SCENE**; +1 **Domination**; +1 **Submission**; +1 **Lutvrog Affection**; +5 **Groknak Affection**; +3 **Orcs Loyalty**; you impressed Groknak *(doesn't have an effect on game as of 0.4.0)*; +7 **Tekrok Affection**; +1 **Rokgrid Affection**; +1 **Dajrab Affection**

Go to **Central Camp**

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

"Talk to idle orc" x7 times → :)

---

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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 quite a lot in the future); +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

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<tr>
<td>→ +1 Lutvrog Affection</td>
</tr>
</tbody>
</table>

"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?" → +1 Domination ; +1 Submission ; +1 Lutvrog Affection ; +5 Groknak Affection ; +3 Orcs Loyalty ; you impressed Groknak (doesn't affect the game yet) ; +1 Tekrok Affection ; +7 Rokgrid Affection ; +1 Dajrab Affection

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

Go to Central Camp
"Mock him publicly" → +1 Orcs Loyalty
"Talk to idle orc" x7 times → :)

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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 quite a lot in the future)*; +1 **Dajrab Affection**; +1 **Orcs Loyalty**
"Hunting for bandits"

<table>
<thead>
<tr>
<th>If you want Tekrok to win the trial:</th>
<th>If you want Rokgrid to win the trial:</th>
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<tbody>
<tr>
<td>&quot;Show Tekrok's fake evidence&quot;</td>
<td>&quot;Describe them as sneaky&quot;</td>
</tr>
</tbody>
</table>

"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 Prologue**:
"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 Prologue**:
"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're just angry because you couldn't do the ritual right"
"Submission: So, am I in good standing?" → "Domination: Bring a stronger poison next time!"

→ **SCENE** +1 **Domination** ; +1 **Submission** ; +1 **Lutvrog Affection** ; +5 **Groknak Affection** ; +3 **Orcs Loyalty** ; you impressed Groknak *(doesn't affect the game yet)*; +1 **Dajrab Affection**

→ +5 **Tekrok Affection**

If Tekrok won the trial:

→ +5 **Tekrok Affection**

If Rokgrid won the trial:

→ +5 **Rokgrid Affection**; -1 **Tekrok Affection**

Go to **Central Camp**
"Mock him publicly" → +1 **Orcs Loyalty**
"Talk to idle orc" x7 times → :)
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 Groknak 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 Jadk" - "What do you know about the catgirl raid?" → +1 Jadk Affection

Go to Main Hall

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
"Interrogate catgirl" - "Use sexual manipulation"

You don't actually need to do it.

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"Interrogate catgirl" - "Interrogate Maply" → +2 **Maply Affection**; +1 **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" → +1 **Domination**
"Send a real shipment" → +1 **Submission**; +1 **Groknak Affection**

"Follow Kulgan's advice" - "Have them prepare for opportunistic attacks" → +2 **Orcs Loyalty** → +3 **Groknak Affection**

**This choice will have a major impact on the game.**

<table>
<thead>
<tr>
<th>Recruited Catgirls</th>
<th>Working Catgirls</th>
<th>Enslaved Catgirls</th>
<th>Free Catgirls</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;Tekrok's Plan: Recruit the catgirls&quot;</td>
<td>&quot;Rokgrid's Plan: Make them work off their debt&quot;</td>
<td>&quot;Sabia's Plan: Enslave them all&quot;:</td>
<td>Sabia's Plan: Let them go free</td>
</tr>
<tr>
<td>→ +3 <strong>Tekrok Affection</strong>; +1 <strong>Catgirl Loyalty</strong></td>
<td>→ +3 <strong>Rokgrid Affection</strong>; +1 <strong>Catgirl Loyalty</strong></td>
<td>→ -1 <strong>Tekrok Affection</strong>; -1 <strong>Rokgrid Affection</strong>; -3 <strong>Catgirl Loyalty</strong>; +3 <strong>Orcs Loyalty</strong>; +5 <strong>Slavery</strong></td>
<td>→ -1 <strong>Tekrok Affection</strong>; -1 <strong>Rokgrid Affection</strong>; +5 <strong>Catgirl Loyalty</strong>; -2 <strong>Orcs Loyalty</strong>; +5 <strong>Freedom</strong></td>
</tr>
</tbody>
</table>

There will be some minor differences in term of stats between the 2 paths.

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: | If you chose Working Catgirls: | If you chose Enslaved Catgirls: |
| "Check on prisoners" | "Check on women" | "Check on prisoners" |
| "Watch" → **SCENE** | "Watch" → **SCENE** | "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.

Once 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**

+4 Orcs Loyalty  
+2 Catgirl Loyalty  
+3 Tekrok Affection  
+2 Freedom

**Working Catgirls**

+4 Orcs Loyalty  
+2 Catgirl Loyalty  
+4 Tekrok Affection  
+2 Freedom

**Enslaved Catgirls**

+7 Orcs Loyalty  
-1 Catgirl Loyalty  
-1 Tekrok Affection  
+2 Freedom  
+5 Slavery

**Free Catgirls**

+2 Orcs Loyalty  
+7 Catgirl Loyalty  
-1 Tekrok Affection  
+7 Freedom

---

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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**
"Use threats" → +1 Domination ; -1 Submission
"Tell the truth about orc raids"
→ -2 Orcs Loyalty ; +3 Human Loyalty

**Barrin Sub Route**
"Use promises" → +1 Submission ; -1 Domination
"Lie about the orc raids"
→ +3 Orcs Loyalty ; -2 Human Loyalty

"Mix truth and lies"
If you chose **Barrin Dom Route**:
Let him come → +1 Human Loyalty
Leave him that way → -1 Human Loyalty

If you chose **Barrin Sub Route**:
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 start at 25 Human Loyalty.

| +4 Human Loyalty |
| -2 Orcs Loyalty |

---

**Barrin Dom Route**

- +1 Domination
- -1 Submission

**Barrin Sub Route**

- -1 Domination
- +1 Submission

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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 Jadk" - "Can we talk about the murder investigation?" →+1 Jadk 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." → +2 Orcs Loyalty ; +1 Groknak Affection
"Just let him go" → +1 Groknak Affection
"Undercut him harshly" → +1 Domination
"Undercut him softly" → +1 Submission
<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td><strong>+4 Orcs Loyalty</strong></td>
<td></td>
</tr>
<tr>
<td><strong>+2 Domination+1</strong></td>
<td></td>
</tr>
<tr>
<td><strong>+1 Submission</strong></td>
<td></td>
</tr>
<tr>
<td><strong>+1 Groknak Affection</strong></td>
<td></td>
</tr>
<tr>
<td><strong>+1 Jadk Affection</strong></td>
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</tr>
</tbody>
</table>
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. If you want to follow this path, there is a link to another walkthrough in the introduction.

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
  - It won't work if you choose the one who lost the trial

- **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**

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 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:*

<table>
<thead>
<tr>
<th>Leather Armor</th>
<th>Orc Slave Armor</th>
<th>Barmaid Clothes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rags</strong></td>
<td><strong>+2 Vehlis Affection</strong></td>
<td><strong>+1 Vehlis Affection</strong></td>
</tr>
<tr>
<td><strong>Leather Armor</strong></td>
<td><strong>+2 Vehlis Affection</strong></td>
<td><strong>+1 Vehlis Affection</strong></td>
</tr>
<tr>
<td><strong>Orc Slave Armor</strong></td>
<td><strong>+1 Vehlis Affection</strong></td>
<td><strong>+1 Vehlis Affection</strong></td>
</tr>
<tr>
<td><strong>Barmaid Clothes</strong></td>
<td><strong>+1 Vehlis Affection</strong></td>
<td><strong>+1 Vehlis Affection</strong></td>
</tr>
</tbody>
</table>

"Bring up the catgirls"  
If you chose **Recruited Catgirls**:
  → +2 **Vehlis Affection**
If you chose **Free Catgirls** or **Working Catgirls**:
  → +1 **Vehlis Affection**
If you chose **Enslaved Catgirls**:
  → -1 **Vehlis Affection**

"Bring up Governor Andian"

"Reiterate your arguments"
If you investigated the site of Barrin's dead drop during the Barrin Event:
  → +2 **Vehlis Affection**
If you have at least 5 **Domination**:
  → +1 **Vehlis Affection**

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

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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)"
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.
"Furnishings for Horned God's Night (110 Lundils)"
"Beer 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: → +1 Tekrok Affection
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 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.
"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.

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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

<table>
<thead>
<tr>
<th>Submission: Try to make peace</th>
<th>→ +1 Submission</th>
</tr>
</thead>
</table>

+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

<table>
<thead>
<tr>
<th>&quot;Refuse&quot;</th>
<th>-1 Orcs Loyalty</th>
</tr>
</thead>
</table>

"Domination: Mock him" → +1 Domination

<table>
<thead>
<tr>
<th>Submission: Try to make peace</th>
<th>→ +1 Submission</th>
</tr>
</thead>
</table>

"Agree enthusiastically" → +1 Tekrok Affection ; +1 Domination

<table>
<thead>
<tr>
<th>Submission</th>
<th>-1 Domination</th>
</tr>
</thead>
</table>

"Agree submissively" → +1 Tekrok Affection ; +2 Submission

"Agree reluctantly" → +1 Submission

+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

<table>
<thead>
<tr>
<th>&quot;Refuse&quot;</th>
<th>&quot;Agree&quot;</th>
<th>+2 Orcs Loyalty ; +1 Dajrab Affection</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Submission: Try to make peace</th>
<th>→ +1 Submission</th>
</tr>
</thead>
</table>

"Agree" → +1 Domination

<table>
<thead>
<tr>
<th>&quot;Stop him&quot;</th>
<th>&quot;Keep dancing&quot;</th>
<th>&quot;Domination: Push him away and invite better orcs&quot;</th>
</tr>
</thead>
</table>

|SCENE| SCENE| SCENE |

If you have at least 5 Domination:

"Agree" → +1 Neve Affection

<table>
<thead>
<tr>
<th>&quot;Refuse&quot;</th>
<th>&quot;Agree&quot;</th>
<th>+1 Neve Affection ; -1 Neve Affection ; -1 Vehlis Affection</th>
</tr>
</thead>
</table>

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

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+1 Human Loyalty
+1 Catgirls Loyalty
+9 Vehlis Affection
+1 Maply Affection

Rokgrid's Feast
+2 Orcs Loyalty
+2 Domination
+1 Submission
+5 Rokgrid Affection

Tekrok's Feast
+3 Orcs Loyalty
+3 Domination
+2 Submission
+5 Tekrok Affection

Dajrab's Feast
+4 Orcs Loyalty
+4 Domination
+1 Submission
+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.
- "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.
- "Dodging training (150 stamina)" → Is necessary if you want to go for *Makhor Fight Peace*.

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**

<table>
<thead>
<tr>
<th>If Slavery &gt;= Freedom and Submission &gt; Domination:</th>
<th>If Freedom &gt; Slavery and Domination &gt;= Submission:</th>
</tr>
</thead>
<tbody>
<tr>
<td>→ +1 Ylva Affection</td>
<td>If you have at least 10 Domination:</td>
</tr>
<tr>
<td>&quot;Just wanted to help welcome you&quot; → +3 Ylva Affection</td>
<td>&quot;I've never met a female orc before&quot;:</td>
</tr>
<tr>
<td>&quot;Change the subject&quot;:</td>
<td>&quot;Submission: Apologize&quot; → +2 Ylva Affection</td>
</tr>
<tr>
<td></td>
<td>+1 Submission</td>
</tr>
</tbody>
</table>

If you chose *Sabia's Feast*:
- "Mention the feast" → +1 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
If you have at least 10 Domination: "Take charge" → +1 Domination

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
If you have at least 10 Domination: "Take charge" → +1 Domination

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 or Rokgrid's Feast or Dajrab's Feast: → +2 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 also heal to full life by doing this:
"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
The defeats will have a negative impact on the outcome of Day 17.

"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" - "Domination: Take them for all they're worth"
→ +1 Domination ; +1 Orcs Loyalty ; +40 Lundils

"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"

If you have at least 2 Submission:
"Submission: Find a way to pacify the hellhound"
→ +1 Submission

If you have at least 10 Domination:
"Domination: Intimidate the hellhound"
→ +2 Domination

If you have less than 5 Submission:
Go to Sabia’s Tent
"Rest" "Submission: Give the hellhound some relief” → +1 Submission

→ SCENE

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

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

If you chose Tekrok’s Feast:
"Take down as many orcs as possible" → +3 Tekrok Affection ; +2 XP

If you chose Rokgrid’s Feast:
"Take down the orc wielding two axes" → +3 Rokgrid Affection ; +3 XP

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:
"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

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Day 14 - Makhor event introduction

For Makhor Fight Peace, you'll need at least 2 Defense, 280 Max Stamina, level 5, 200 Stamina after resting and completing the Dodge Training for the fight against the Makhor the next day.

"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

Makhor Fight Bone  
"Attack as much as necessary" → -1 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 *

For the first opponent, equip Heavy Leather Armor, Silver Blade and Catgirl Ring. Silver Slash him to death.
For the second opponent, equip Orc Axe and use Wild Slash and Critical Hit. Centering isn't necessary.
For the third opponent, use Wild Slash and Interrupting Blow. Interrupting Blow isn't necessary.
For the fourth opponent, get help from Jadk and Maply, equip Orc Slave Armor, Silver Blade and Orc Ring and use Silver Slash.

If you have at least 5 Submission:

"Enter"

→ +3 Groknak Affection ; +4 Tekrof Affection ; +4 Rokgrid Affection; +2 Dajrab Affection; +2 Ylva Affection; +3 Lutvrog Affection ; +8 Orcs Loyalty ; +2 Domination ; +2 Submission

Day 18

→ "SCENE"
<table>
<thead>
<tr>
<th>Affection</th>
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</thead>
<tbody>
<tr>
<td>+15 Orcs Loyalty</td>
</tr>
<tr>
<td>+4 Domination</td>
</tr>
<tr>
<td>+6 Submission</td>
</tr>
<tr>
<td>+3 Groknak Affection</td>
</tr>
<tr>
<td>+4 Rokgrid Affection</td>
</tr>
<tr>
<td>+4 Tekrok Affection</td>
</tr>
<tr>
<td>+2 Dajrab Affection</td>
</tr>
<tr>
<td>+1 Neve Affection</td>
</tr>
<tr>
<td>+3 Vehlis Affection</td>
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<tr>
<td>+23 Ylva Affection</td>
</tr>
<tr>
<td>+5 Lutvrog Affection</td>
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<table>
<thead>
<tr>
<th>Feast</th>
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<tbody>
<tr>
<td>Rokgrid's Feast</td>
</tr>
<tr>
<td>+3 Tekrok Affection</td>
</tr>
<tr>
<td>Tekrok's Feast</td>
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<td>+3 Rokgrid Affection</td>
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<tr>
<td>Dajrab's Feast</td>
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<table>
<thead>
<tr>
<th>Fight</th>
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</thead>
<tbody>
<tr>
<td>Makhor Fight Peace</td>
</tr>
<tr>
<td>+3 Kia Affection</td>
</tr>
<tr>
<td>Makhor Fight Bone</td>
</tr>
<tr>
<td>+1 Domination</td>
</tr>
<tr>
<td>-1 Kia Affection</td>
</tr>
</tbody>
</table>
This event starts automatically after completing the Red God's Arena.

**Information about the Raiding system.**

→ 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 Jadk" - "Can you offer any help for my troops?" → **Sabia's Squad**: +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"
→ **Sabia's Squad**: +1 Combat
→ **Catgirl Slaves**: -1 Combat

"Give recruited orcs special privileges"
→ **Sabia's Squad**: -1 Combat
→ **Catgirl Slaves**: +1 Combat

   "Give the catgirls more freedom"
   → **Sabia's Squad**: -1 Combat
   → **Catgirl Slaves**: +1 Combat

   **If you chose** Enslaved Catgirls:
   → +1 Slavery

   **If you chose** Working Catgirls:
   → +1 Freedom

It’s possible Hreinn Games made a mistake here: If you chose Working Catgirls this choice impacts the Slaves when it should impact either the Recruits or noone at all.

It wasn’t changed in 0.5.1 nor in 0.5.2. I have no idea if it was intended or not.

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

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"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"

If you have at least 15 Domination:
"Dom: Make an example of him" → +2 Domination

This choice skips the scene.

Go to Orc Tents
"Meet the orcs blocking the training grounds"

If you have at least 10 Domination:
"Have troops follow at a distance"

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

Go to Sabia’s Tent
"Spend the night with the orcs blocking the training grounds"
→ +3 Submission; -5 Orcs Loyalty

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

Sadly, these choices skip the scene.

In order to trigger it, you need to start a new game and try to maximize Submission. Which means, you won’t be able to trigger 2 scenes during the Red God’s Arena.

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: Raid is at least 4 | Siegers: Siege is at least 4 | Diplomats: Diplomacy is at least 4.
- Main Force: Combat is at least 10.

You need to keep a unit back for the return.
- Return Guard: 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

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

You need to sleep between each event with Kia.

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"
"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"

If you chose Makhor Fight Peace:
"Let Ylva teach"
"Finish" → +1 Kia Affection ; +2 Ylva Affection

If you chose Makhor Fight Bone:
"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 may be important later on. Right now, the only difference is: Burning the camp earns you more Lundils.

Go to Forest
"Go to meet Kia"

If you chose Makhor Fight Peace:

If you chose Makhor Fight Bone:
→ +1 Kia Affection

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)"

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Go to Forest
"Go to meet Kia"
"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
"Kia's Valley"

Go to Forest
"Kia's Valley"
"Accept"
"Let it happen"

If you chose
Makhor Fight Peace:
→ *SCENE*
If you chose
Makhor Fight Bone:
→ *SCENE*

"Persuade Kia to try something else"

If you chose
Makhor Fight Peace:
→ *SCENE*
If you chose
Makhor Fight Bone:
→ *SCENE*

Go to Forest
"Kia's Valley"

Go to Forest
"Kia's Valley" → +2 Kia Affection
You need to complete Raiding - Part #1 & Kia's Lessons beforehand.

## 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: **Raid** at least 4.
- Attackers: **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: **Defense** at least 5.
- Caravan Defense: **Combat** at least 5 & **Defense** at least 5.

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

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Bandit Camp Raid

Go to Bandit Camp Raid
"Eliminate them"

To maximize the outcome of this raid:
- Southern Hill Assault: Raid at least 5 & 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 Rokgrid's Feast:
"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

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

This won't work if you chose to torture Maply during the Catgirls Raid.

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* +1 Maply Affection ; +1 Neve Affection
END OF 0.5.2
Leveling System

You get XP by fighting, training, hunting and some events.
When you rest in 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 every time you level up. You need 5 XP for level 2, 10 for level 3, 20 for level 4...

Combat System

The combat system uses 2 resources:
- EP starts at 0. It is generated by some skills and can be spent to use more powerful ones.
- Momentum starts at 5. Like EP, it is gained when using some skills and lost when using others. Your opponent’s attacks also have an effect on the momentum of the fight.
Having high momentum (>=8) increases your damage by 20% while low momentum (<=2) reduces it by 20%, same thing for your opponent.

Weapons and rings can give you a special skill.

<table>
<thead>
<tr>
<th>Skill</th>
<th>EP</th>
<th>Momentum</th>
<th>Damage</th>
<th>Additional Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack</td>
<td>2</td>
<td>1</td>
<td>Attack - Defense + 1-3</td>
<td></td>
</tr>
<tr>
<td>Quick Attack</td>
<td>-4</td>
<td>3</td>
<td>(Attack - Defense + 1-3) / 3</td>
<td></td>
</tr>
<tr>
<td>Critical Hit</td>
<td>-7</td>
<td>-3</td>
<td>(Attack - (Defense / 2) + 1-3) * 3</td>
<td></td>
</tr>
<tr>
<td>Rusty Edge</td>
<td>3</td>
<td>0</td>
<td>Attack - Defense + 0-4</td>
<td></td>
</tr>
<tr>
<td>Silver Slash</td>
<td>-1</td>
<td>1</td>
<td>Attack * 2 - Magic Defense * 2 + 1-4</td>
<td></td>
</tr>
<tr>
<td>Savage Attack</td>
<td>-3</td>
<td>-2</td>
<td>(Attack - (Defense / 2) + 1-3) * 1.5</td>
<td></td>
</tr>
<tr>
<td>Wild Slash</td>
<td>3</td>
<td>1</td>
<td>(Attack - (Defense * 2) + 0-3) * 3</td>
<td></td>
</tr>
<tr>
<td>Centering</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Sets momentum to 5, remove debuffs.</td>
</tr>
<tr>
<td>Guard</td>
<td>3</td>
<td>-2</td>
<td>0</td>
<td>Reduces damage taken by 50%.</td>
</tr>
<tr>
<td>Interrupting Blow</td>
<td>-3</td>
<td>2</td>
<td>(Attack - Defense + 1-3) / 2</td>
<td>Interrupts prepared opponent.</td>
</tr>
<tr>
<td>Defense Breaker</td>
<td>-1</td>
<td>0</td>
<td>(Attack - Defense + 1-2) / 2</td>
<td>Reduces Defense by 2.</td>
</tr>
</tbody>
</table>

↑ Back to Membership Ritual ↑
Raiding System

During raids, you need to manage your troops by giving them a specific role. The game then compares your Troops Stats with the requirement of the raid.

My advice is to specialize each unit in a different stat and to have at least two good Combat units.

<table>
<thead>
<tr>
<th>Troops Base Stats</th>
<th>Combat</th>
<th>Defense</th>
<th>Raid</th>
<th>Diplomacy</th>
<th>Siege</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sabia’s Squad</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Tekrok’s Warriors</td>
<td>4</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Rokgrid’s Warriors</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>Dajrab’s Warriors</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Kulgan’s Squad</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Catgirl Recruits</td>
<td>4</td>
<td>2</td>
<td>6</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Catgirl Allies</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Enslaved Catgirls</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

↑ Back to Raiding - Part #1 ↑