



# A short guide to Grolokk

v.0.62







Greeting, to you powerful warchiefs, deviler of priestesses and helpless maidens, conquerer of small towns and little huts,

Welcome to Grolokk. It's a light-hearted, humorous, adult game.

The game's pretty easy and straightforward. For most things, just read the conversations that the characters in game have and you should be able to solve the quests. If not, this is a walkthrough that helps you out in case you get stuck.

Happy harem building and good luck in becoming an all-powerful war chief!

# NTR – the nightmare of many a F95 user

This game has an NTR tag. And that's not necessarily a fan favorite for everybody.

However: All NTR is avoidable. You can either pay with gold instead of women or do another short quest. Still, often when opting for NTR, you'll get a sweet bonus in the form of a unique item.

Still, don't sweat it, you won't have to share them girlies!





# Infiltrate the capital

- After Grolokk's very understandable little daydream, the red headed she-demon and sexy piece of ass, Darcia Redmane is laying out her plan to take over the kingdom.
- For now, however, you will have start with a war-camp. Go and start a fight at the red square. There you will rescue Worm. With Grolokk and Darcia's Melee skills, this fight should be easy. Just go all in, you can heal quickl afterwards.



# A war-camp and worm

- Worm is very quickly convinced that Grolokk is the war chief he always knew he was. After a short pledge of undying loyalty, Worm will be your war-camp steward and a great source of updates on quests.
- After being on the map again, follow the path and walk past the first building, the mill. We will come back to it in a sec. The next building you see, is your war-camp. Enter and bask in the glory of your fresh camp....



# Update the war-camp

- You can still go to the chair on which Darcia is sitting and rest. Do that to recover your hp lost in the last battle.
- After listening to the chat, leave the war-camp and follow the path we were on before to the right. Between the mountains, you can see a wall blocking the path. After trying to enter, Grolokk and Darcia quickly discover that they won't get through
- Go back to your war camp. Worm lays out that you need to get a proper Goblin horde, to upgrade your war camp, and most importantly, to get at least 5 harem girls.





# Getting da foodz

- First things first, we need to get some food for the soon-to-be horde or ours. For that, we go back to the mill following the path back to where we first encountered Worm.
- Once we arrived there, we hear that the Miller and his niece Aya were robbed by them Grass Apes (or Stree-uhks)
- Now we need to find the base of them grassy gorillaz. For that we go straight down from the mill until at the very bottom of the map, we see an opening in the mountain range to the left. In that gap, we see the base of the Stree-ukhs.



# It's a trap!

- When in the camp, Darcia's tits are itching. A truly bad sign! Go to the cage where you see another green fellow and talk to him
- Start the fight and you must try really, really hard to beat them all! Even when more and more are coming, just struggle on! You are almost there! No? You're dead? Well, that's a shame.
- The little green cannibals are gonna use you for their meal. Tough luck. At least for Darcia..... It is time to say good-bye to our red-headed companion.
- Soon after, with a bit of 'team-work' Grolokk and Stank-Breath manage to escape and to fight their way out of the cage.



# Cleaning the cave 1

- Stank-Breath has great fire magic, he will be your damage dealer.
- Once you started the fight, you can actually beat the stree-uhks. Go make 'em pay! Use a mix out of Grolokk's melee and stank's firestorm.
- Now it is time for some good ol' genocide....
- Walk in the cave and talk to a few of the stree-ukhs that you see. Once spoken too, they'll start a battle. Note: when you run low on health or MP, just leave the area, go back to your war camp and recover there.
- For the normal stree-ukhs a normal attack from Grolokk and a fireball from Stank-breath is normally enough
- Also, check all the barrels, pots, and other things you see, for supplies and other helpful items. Later, you'll need 20 supplies to enlarge your camp.

# Cleaning the cave 2

- There should be 5 to 6 groups max. Defeat all of them and go back to camp if you need healing.
- Defeating all of the enemies, you can hear an ominous voice. Now, it is time to “avenge” Darcia and fight the chief of the stree-uhks. (Flamethrower works great here)
- After defeating the chief, go back to his location and grab the rope that was behind him and go to the well that was at the top left corner of the dungeon. When you interact with the well, you can go down, get some treasure and enjoy an easter-egg appearance (no way to rescue her at the moment)





## Side note: Our favorite redhead

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- There is no way that Darcia will ever come back. Like for real. She's dead. There are bones and stuff.
- Remember when you entered the Stree-ukhs cave the chief was in an important meeting? Who could that have been? Or the person he talked to? Definitely not Darcia.
- Oh snap, who was this mysterious red-haired figure on the mountain? Nooo way that was Darcia.



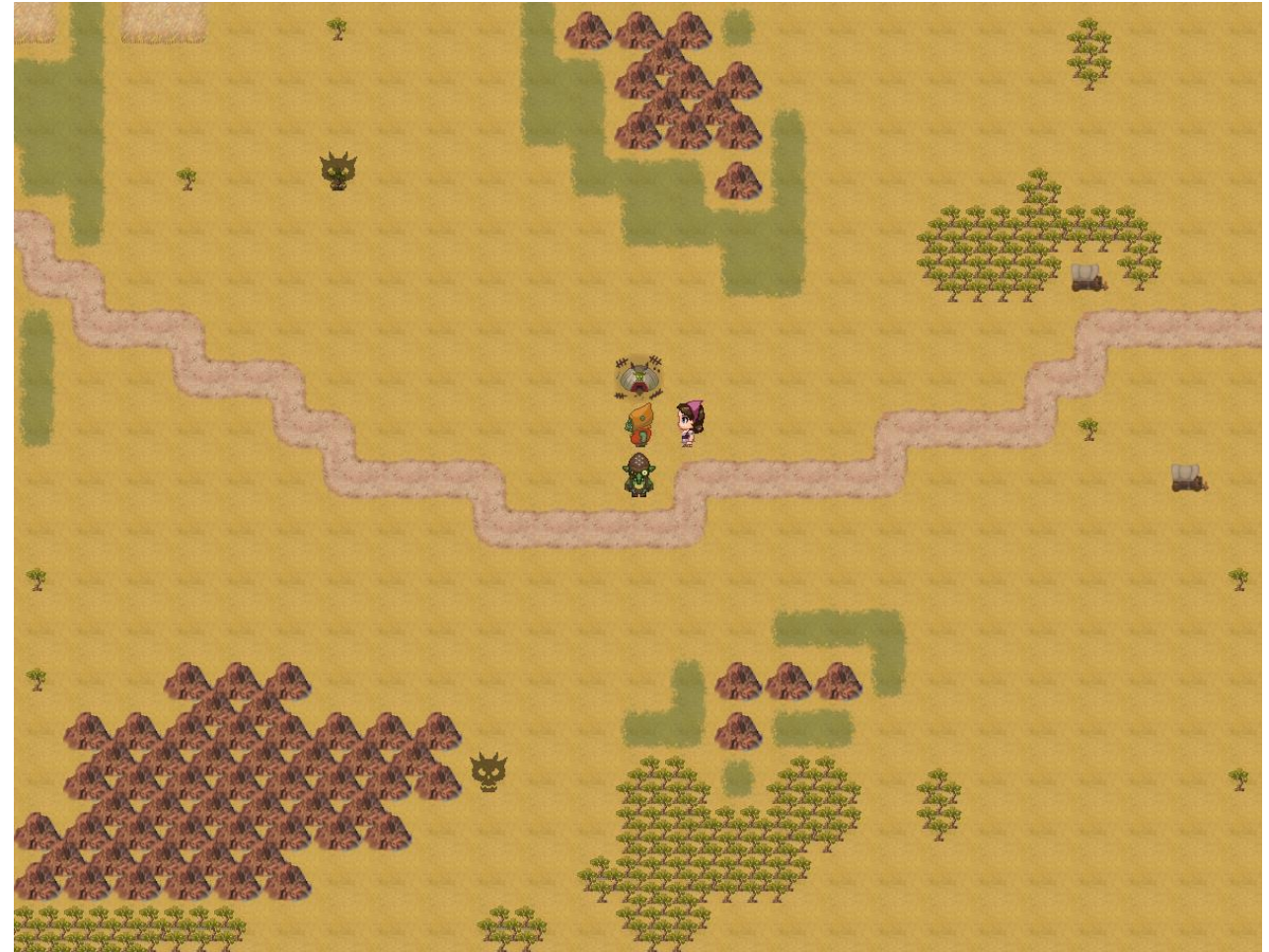
# Your first harem girl

- Go back to the mill to get your amazing reward.
- Congrats, Aya has joined your party and you can interact with her back at the camp.
- If you do that, listen to Worm, he'll explain the whole Harem system. For now, one of the easiest ways to interact with her is the old material. The new stuff requires higher stats, a lot of these will naturally increase as the story continues.
- Aya is a healer and provides some much-needed healing for the crew.



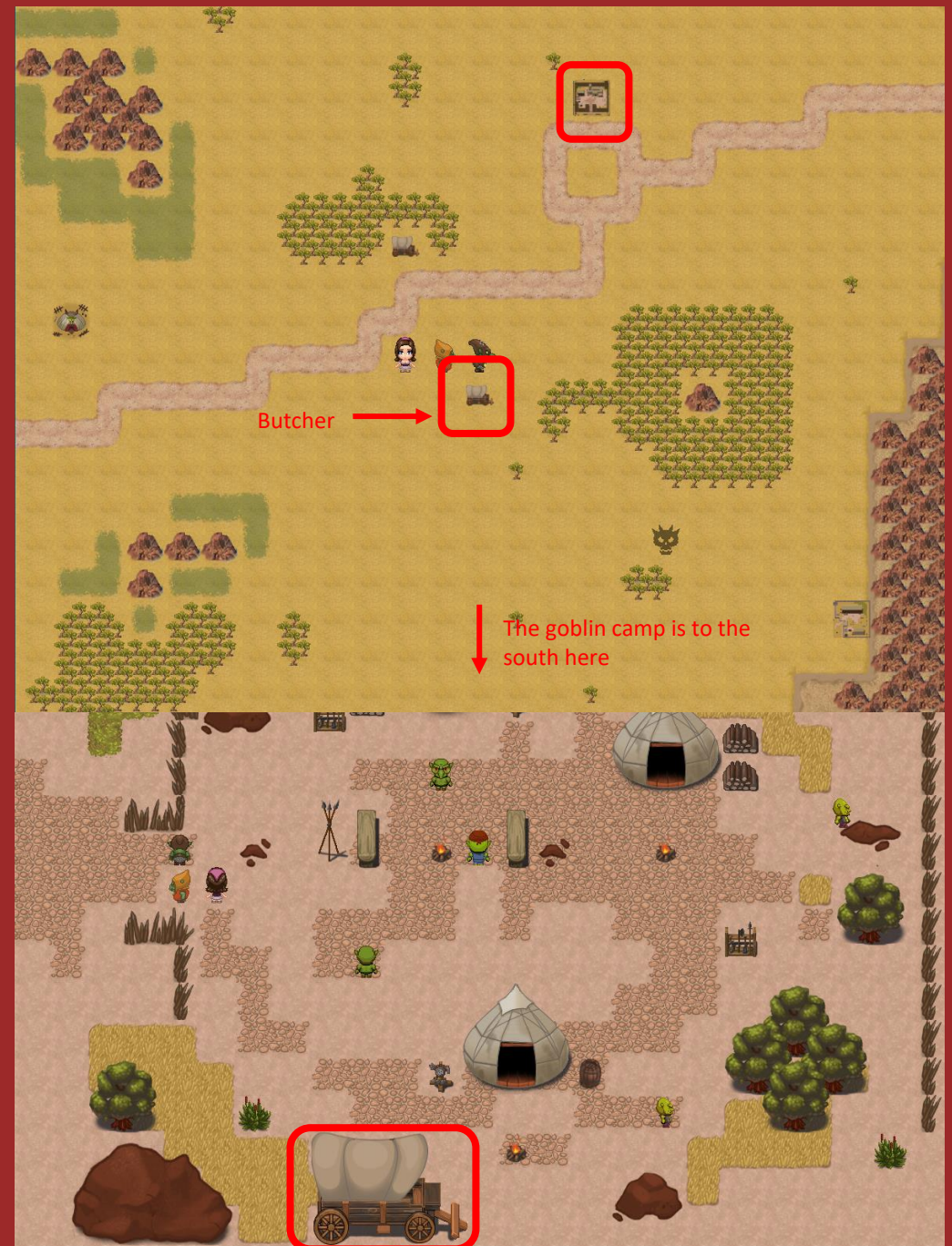
# Expanding your harem

- Now, the quests are a bit more free flowing. You can acquire 5 more harem girls, although only 4 are needed.
- Getting all of them, however, isn't really that much a hustle. And, what would be a war boss without a proper Harem?



# A butcher in need

- If you go to the butcher you can talk with him and he asks you for your help. You'll need to gather an Axle and Yoke for him.
- The Yoke can be found here, just interact with the wagon that is standing in the trading post.
- For the Axle, leave the trading post and head south until you see a camp in the bottom right corner of the map. It's a goblin camp and a location for two things needed. The Axle and some additional muscle for your world domination! Make sure to talk to the leader of the goblins
- Now, when you head back to the butcher, you'll be 'rewarded' with not one but two harem girls at once, a mother and her daughter,... Well, what a trade.





# The best milk in town

- If you head back to the right side of the map, you will find a dairy farm. The farmer quickly tells you that the best cow of the herd has gone missing – Creamia.
- First head back to the trading post, the town of Kordo. There you will see a new figure, a hooded stree-urkh. Talk to him and we will tell you where to find the cave where Creamia is being held.
- For those that have troubles, the cave is marked on the right. Interact with the mountain at that location.
- In the cave, you'll have to fight a mudcrab, a bit of a tough fight, but manageable.
- Once done you'll find Creamia and your next harem girl! Her milk is a good healing item



# The right kinda herbs

- For the next harem girl head back in the direction of the stree-urkh camp where Darcia departed from the group. You will see a tree building you can enter.
- In the building you will find Sheeriku who asks you to help her by finding tree plants for her.
- The first one you find in the stree-ukhs camp, on the side of the big face statue that is standing there.





## The right kinda herbs 2

- For the next one travel north of your base camp and you will find the graveyard, where you can get a plant AND a harem girl.
- The last plant can be found back at Creamia's farm at the bottom next to the tree.
- With that, head back to Sheeriku and complete your harem in this province.



# Side note: The harem trainer

- The harem trainer is a new feature that helps you to raise all the levels of your harem girls. So, you can study together their anatomy better, of course.
- In the current version, not all harem girls have the system implemented or a lot of progress for that matter.



# A proper warlord

- Now, if you gathered enough supplies during all of your little adventures, you can upgrade your war camp by talking to Worm.
- With the harem girls and the upgraded war camp you can recruit the goblins to your cause. Go back to their camp and talk to their leader.
- Back at your war camp talk to Worm and ask him about the state of your war-camp, then the option to attack the fort will appear.
- Then a scene starts to play in which your green guys take the hummies to a beating. And who might this red-head be that watches from a top the mountain range? We will never know.
- Fight your way through the enemies in the fort and enter the second section of the game.



# Entering the second area

- After a cut-scene in which you see the queen, you are free to roam the second area of the game.
- When following the path, you will quickly find your newly-moved war-camp. From there, follow the path north to quickly overrun the capital!!!
- But you'll quickly find yourself again in the war camp. A new plan must be hatched. You will need an engineer.
- Follow the path to the right of the camp and enter the city, Yholden.
- Here is an avoidable NTR scene, you can just pay up or let Aya convince the guards in her own way. Note, quite often, if you let the NTR scenes play out, there will be some sort of reward. Like increased obedience here.

# Yholden

- When in the city, go to the tent in front of the bridge. You get to see Myradonne for the first time.
- Now, find out more about the bridge. First talk to the guard that stands in the middle of the path to the bridge. He will require you to find a book for him. The book can be found in the tavern, in the book shelve at the top left corner of the room.
- In the tavern you can also find your second source of information. Talk to the guy sitting alone at the table, left of the entrance.
- Talk to the blonde bar wench and she will drop a key. Go upstairs to her room, read her diary and go back down to talk to her again. She will quickly realize that she can help a man in need to get his creative juices flowing again.

## Yholden 2

- The last clue can be found with the shop keeper next to the three prostitutes in the southern part of the city. Just chat with her.
- You can interact with the prostitutes and for a hefty fee have a go at them. To get them away, you need to talk to the guy just above the prostitutes and slightly to the left, behind the barrel.
- To motivate him to scare the prostitutes away, go to the tavern and buy some rum from the barkeeper. Now, go back to Bum and give him the alcohol. Watch out, when he hunts the prostitutes away, they will not appear in the game anymore. Now, you will get the last hint for the bridge.
- Once you got all three hints, you get a scene in the tavern.



# Fuck up da bridge

- Now, it's time to practice your massage skills. Go to Myradonna's tent and use the entrance on the left.
- The first choice doesn't matter, for the second choice, choose the hot rocks, and then to warm them (normally), for the next choice, distract her with hot oil, and then, you know what she likes, a finger up the bum. Messing up here is actually fun, so play around a bit.
- Outside of the tent, go and talk to the guard to the south of the entrance and he will let you through.
- Then, an area appears where you have to fight again. You can try to avoid the roaming enemies and make it straight to the red pillars and fight the oversized garden gnome.

# Destroying the bridge

- The fight is relatively easy, just destroy the 4 pillars.
- Now make a run for it and you will get some help in your escape.
- Quickly, the officials in charge have found their scapegoat, Myradonna. She will be auctioned off and you can try to purchase her. However, this is not needed. You can let another guy buy her for 10,000 gold and trade her for a rare item – which is also a fun quest.



# Indiana Grolokk

- Go back to the tavern in Yholden and talk to Breyo, he sits at the corner of the counter. You can either buy a tablet or have him play with Aya's tits.
- You will see your epic arch enemy for the rest of the game. A VERY intense dude.
- Once you have the tablet, head to the south of the map. There, in the middle, you'll find an old ruin.
- Interact with the table in the south left corner of the screen and you'll get a map with three keys.



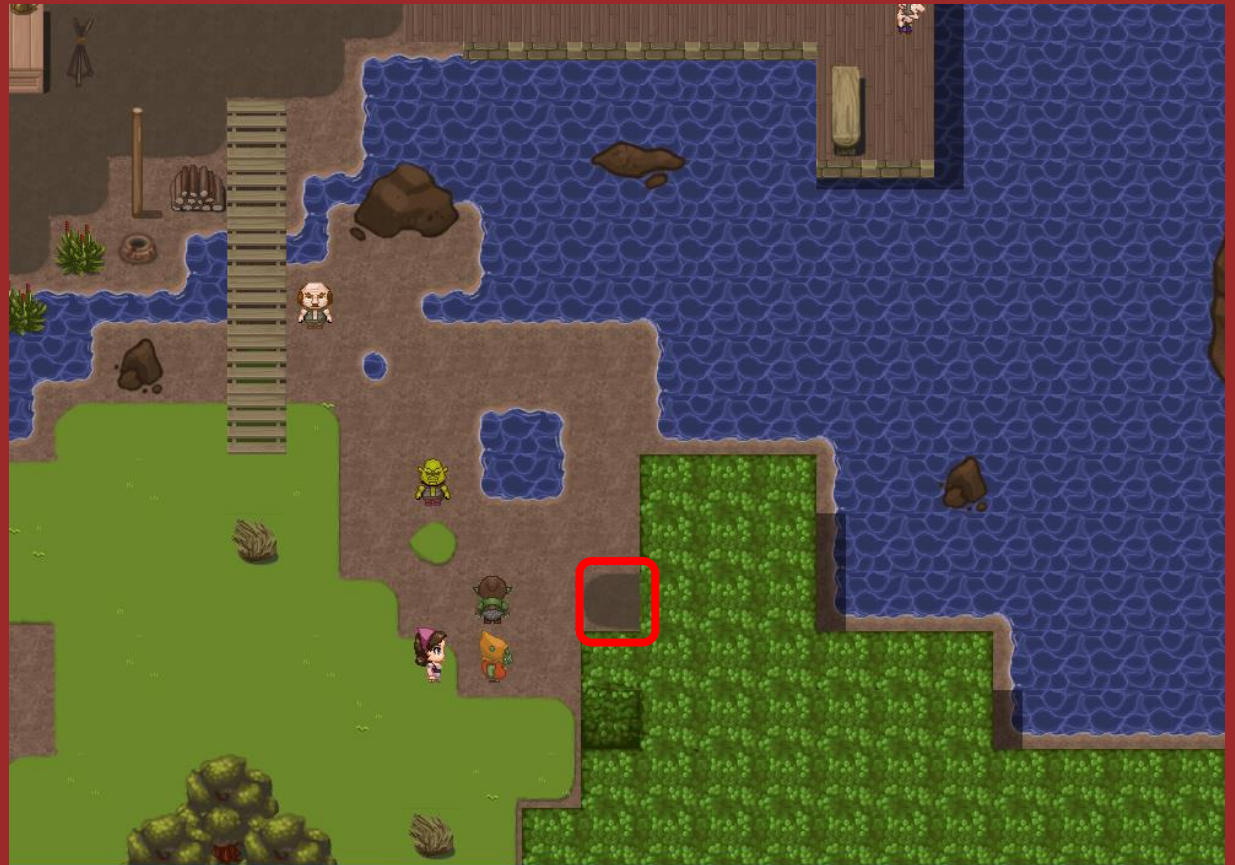


# The first key, the temple

- When going to the temple east of your war camp, the priest will send you away. Interact with the statue that is standing there, and you will have a chance: you can send Kara to “work” at the temple or clear the dungeon underneath. Note: when you send Kara to the temple you will still have access to the dungeon afterwards.
- No-NTR path: To clear the dungeon, talk again with the priest and agree to kill the beasts. There can be a tentaclely interaction between the monster and Aya. Also, you can find a special reward down in the dungeon. First interact with the slightly lither pillar in the bottom right corner of the room and then you can find a bridge to the chest in the middle of the room.
- NTR path: Go to the war-camp, talk to Kara and Rhenise and send Kara to the temple. Note, she will still always be at the war-camp, but now also always at the temple when you visit. At the temple, talk to the priest and re-visit the area

# The second key, the not so little mermaid

- Next to the ocean of the map, north of the village where we met Myradonna is a fishing village. There, we get the second key.
- You can talk to the people there, but you need to enter the overgrown area at the red square. Once through, interact with the pillar and then go to the pier above the pillar, where you can provide your essence to the mermaids.



# The third key, sex doll

- The location of the third key is hidden. You can find it at the red square:
- In the grove, interact with the statue, then with the table above, and then again with the statue
- Although Aya's hard work is appreciated, you find the third key





# Finding the treasure

- Now, you head back to the temple and open the door that was closed before.
- Inside the very dusty crypt, you will encounter your arch enemy again and an epic battle ensues while you will meet Grolokk's potential first love. Plus, a fucking amazing little video clip.
- Afterwards loot the chests and be on your way again.
- Back in Yholden, you can trade the brain you found in the treasure for Myradonna.

# Getting some sappers

- Myradonna has now joined your party. As of this version, she doesn't have any content in your war-camp.
- With her in tow, you can now enter the city to the north-east of your war-camp – Koapa.
- In the city, make your way to the tent north-east of the city. Inside you will find two tempting looking priestesses. Agree to help them.



# The unfinished elixir

- You are tasked with collecting 4 ingredients for an elixir to help them. In the current, version only 2 are implemented (actually 3 – but the point is, quest isn't done yet).
- For the first hint, go to the tavern of the town. Chat with the barkeep and ask him about things, ask about the beans of vigor and the fruit of the harvest sun.
- The fruit of the harvest sun can be found left to the tavern. Go and talk to the farmer that blocks the path to his little garden.
- You can either pay him 300 gold or have him fertilize the tits of Aya or Myradonna.





# The unfinished elixir 2

- For the beans of vigor, go to the merchant in the north-west of the main square of the city. Chat with him about things and ask about the beans. Meet with him in the alley next to his shop. You can either pay a 1000 gold for the beans or raid a nearby warehouse.
- If you pay the gold, you are done with the game in the current state.
- If you decide to raid the warehouse, it is at the south-west corner of the city.
- Once inside talk to the guard at the left door, he will let you through.

# The warehouse and the end

- The warehouse is pretty straight forward. Just avoid the guards and make your way to the chest.
- There is the possibility to go back to the war-camp and talk to Sheeriku, the witch about making the potion. She will have an opinion on the matter, but send you away as you do not have all the ingredients.



## Extra: Some bandits need to be taught proper manners

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- There is a bandit on the map that you can battle to get a certain non-monetary reward afterwards,....
- I found her, more or less, in the middle of the map.

