

UPDATE 0.61

(Friends or Foes)

PART 1: CONTENT

Orc Camp

- Clash

Requirements:

'Recapturing the camp' talk with Korg done

OR

'The best defense is a good offense' event with Everett done + 'Horde's Gathering' talk with Orgram done OR MC is not accepted in the tribe

Decisions:

- Stand against Mirage
- Side with Mirage

Boss Fights:

- Mirage
- Orgram

Some decisions made previously can change the allies that show up with the boss themselves.

Swamp

- Witch's Hut

River's Bank

Feliar's Hut:

- Entrance (Two variants depending on result of the fight)
- Check the back door (Req: Feliar dead)
- Conversation: Honest talk (Req: Fight Mirage + Feliar alive)
- Conversation: Mother (Req: Honest talk done)
- Conversation: Questioning (Req: Fight Orgram)

River's Cave

Vicoria's Chamber:

- Entrance (Two variants depending on result of the fight)
- Conversation: Explaining (Req: Fight Mirage + Vicoria alive)
- Conversation: Questioning (Req: Fight Orgram)

Iron Blood Tribe

Entrance:

- Blocked if fought Orgram

Orgram:

- Conversation: The last battle (Req: Fight Mirage)

Korg can appear in many of those scenes and fights if he was still in your house. Which adds additional dialogues.

And the biggest reward of them all:

- The path through the orc camp is available after finishing the current event. No need to visit underground anymore!