



This is a Table
for Tim to
iterate
through for
Meshes

No idea on
Charisma but if
someone
wants to play
with this... tell
me how.

Used only for
Mesh
references

ItemType ElementDescription ElementDialog ShopRequestDialog QuestDialog

Request:
Hello there, arrows to defeat a Fire Breathing racoon. Do you have any?

Sell:
Hello there, Fire arrows here. Would you like to buy them?