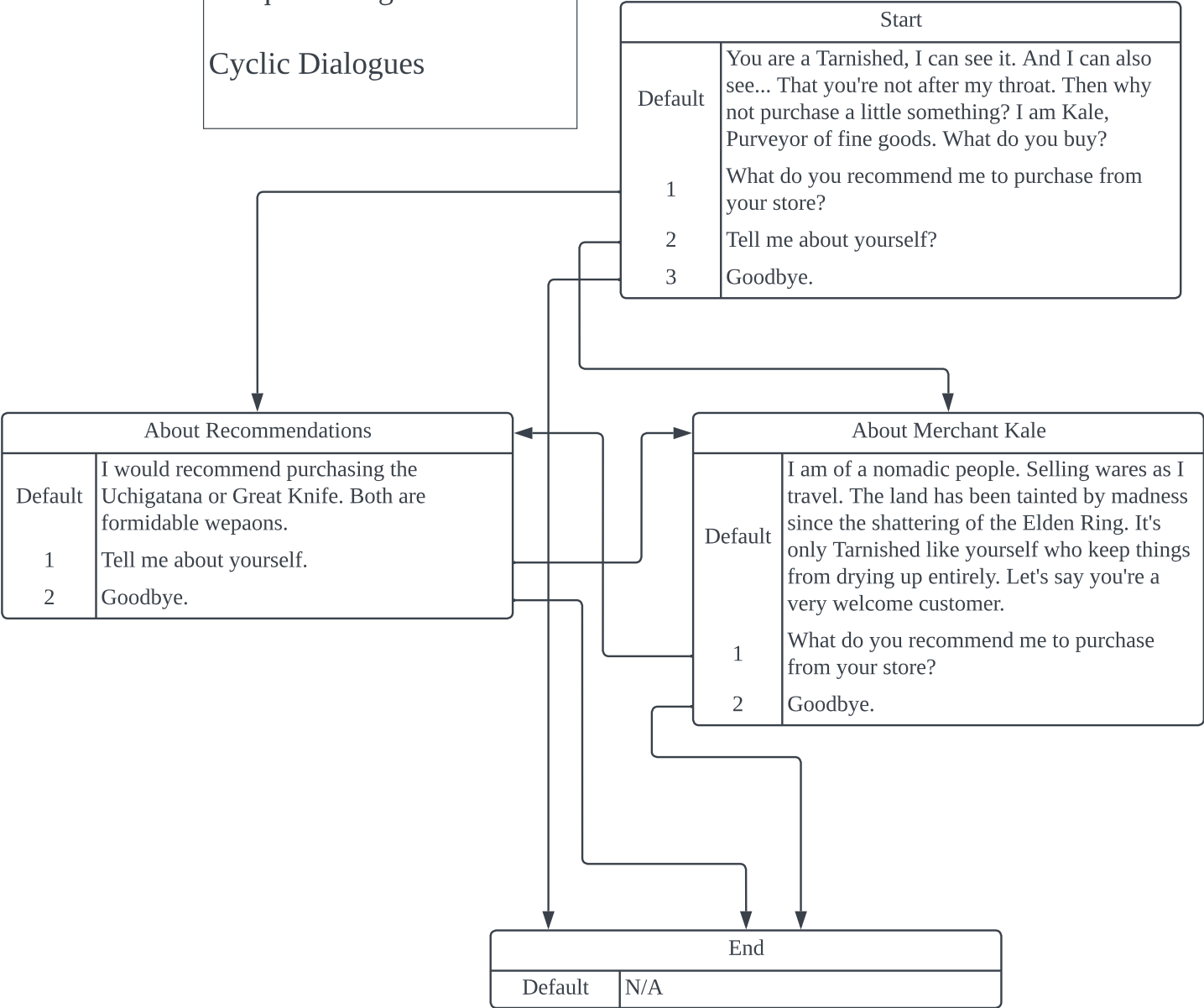


Kale

Unique Dialogue Feature:
Cyclic Dialogues



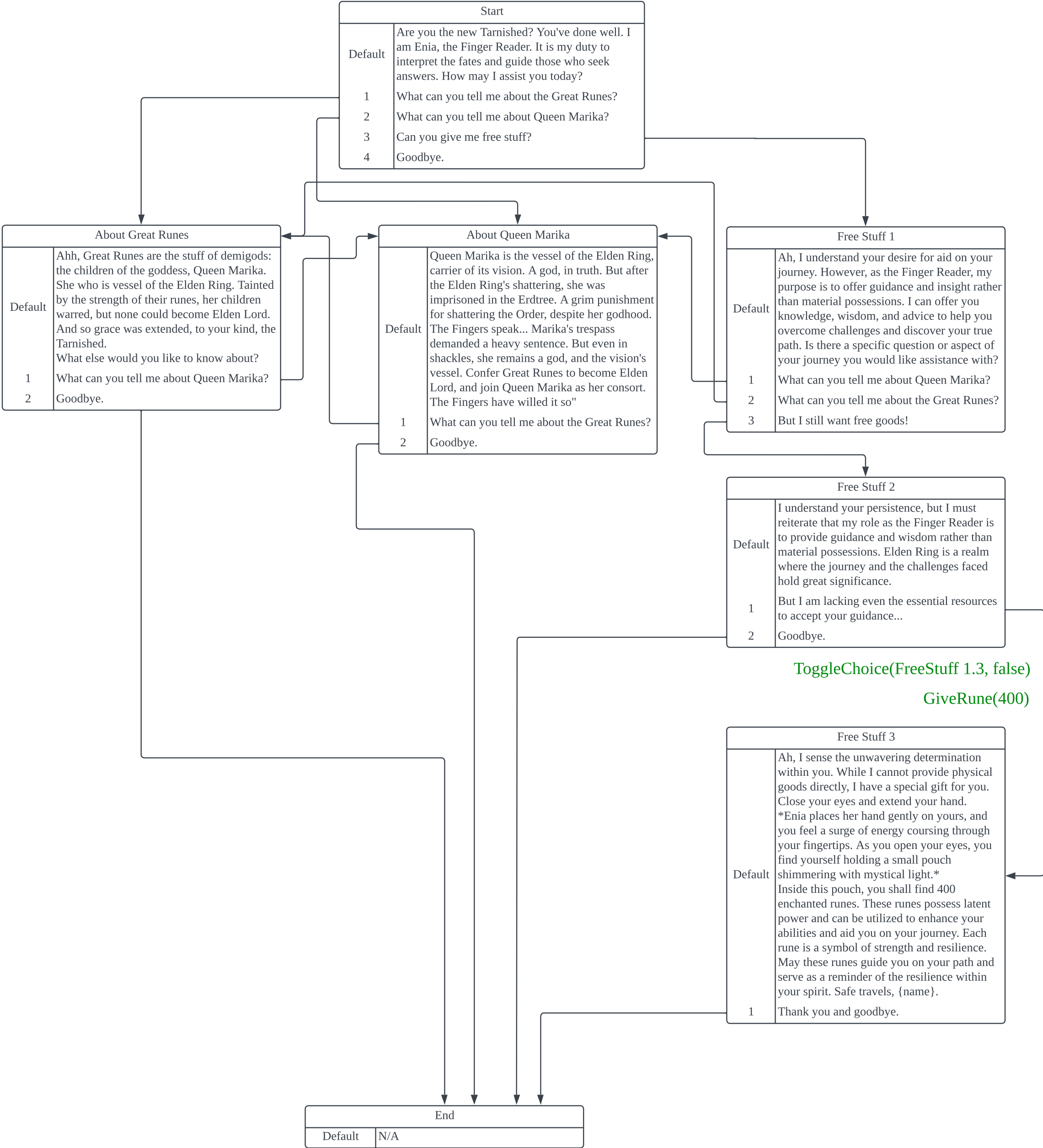
Unique Dialogue Feature:

Cyclic Dialogues

ToggleChoice()
Toggles the availability of a Choice.

GiveRune()
Can give player any amount of runes. (400)

Enia



Gatekeeper

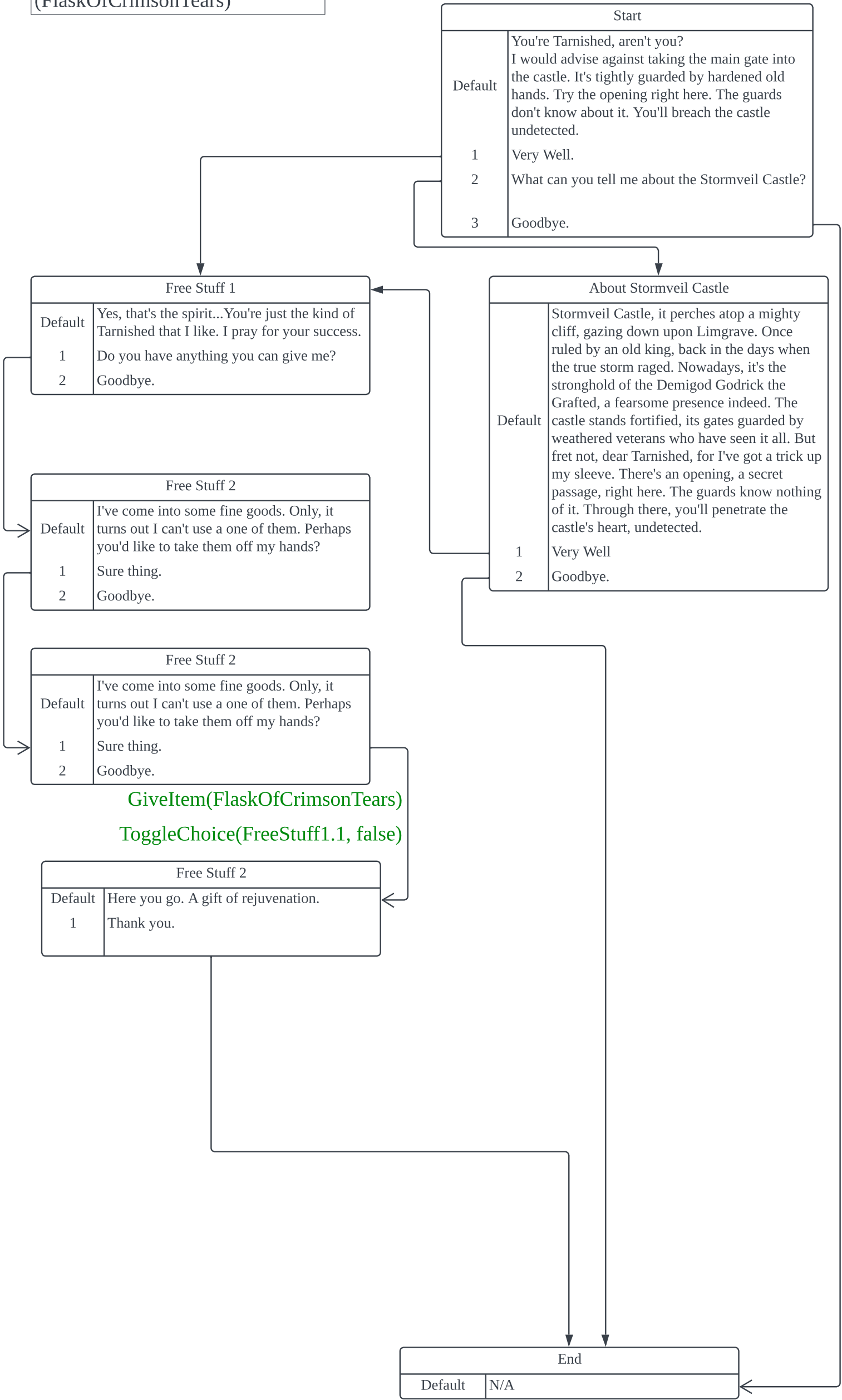
Gostoc

Unique Dialogue Feature:

Cyclic Dialogues

ToggleChoice()
Toggles the availability of a Choice.

GiveItem()
Can give the player any item
(FlaskOfCrimsonTears)



Unique Dialogue Feature:

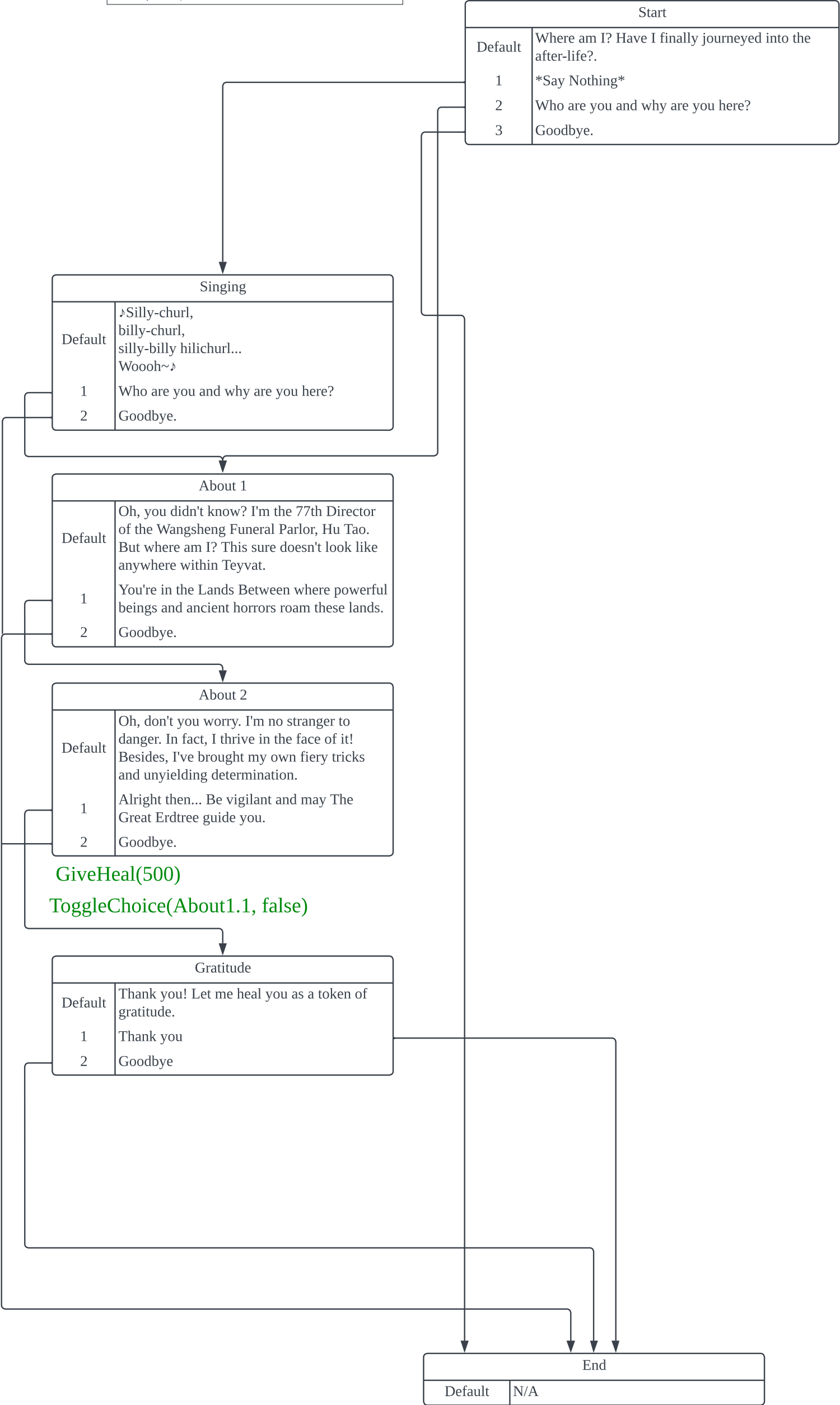
ToggleChoice()

Toggles the availability of a Choice.

GiveHeal()

Heals the player any amount of HP (500)

Hu Tao



Shuten Douji

Unique Dialogue Feature:

GiveWeapon()
Can give the player any weapon
(Chisui).

ToggleChoice()
Toggles the availability of a Choice.

InflictDamage()
If the NPC is disrespected, it will
damage the Player

Conditional Choices
A hidden choice (branch) will be
available when the Player has
STATUS.BLESSED (given by Chisui).

