Left column:

```
0001 <?xml version="1.0" encoding="utf-8"?>
0002 <fmg>
0003 <compression>None</compression>
0004 <version>DarkSouls3</version>
0005 <bigendian>False</bigendian>
0006 <entries>
0007 <text id="1">%null%</text>
0008 <text id="2">%null%</text>
0009 <text id="100">Online multiplayer item. Receipt of a plea for
0010 help to the maidens of the Finger Reader.
0011
0012 Summons a Broken Finger Stalker from another
0013 world to face an invading Broken Finger.
0014
0015 Maidens of the Finger Reader speak in hushed
0016 tones about the loathsome, traitorous Broken
0017 Fingers and the dangers of their base invasions.</text>
0018 <text id="101">Online multiplayer item. Record of contract with
0019 the maidens of the Finger Reader.
0020
0021 Be summoned to the world of a player who
0022 has been invaded by a Broken Finger.
0023
0024 The Broken Fingers have betrayed the Finger
0025 Reader. They are a cancer that afflicts the
0026 ties that bind the Tarnished to one another.
0027 They must be excised, and eradicated.</text>
0028 <text id="1000">A medallion with crimson amber inlaid.
0029 Boosts maximum HP.
0030
0031 The Erdtree's old sap becomes amber,
0032
0033 treasured as the most precious of jewels
    in the age of Godfrey, the first Elden Lord.
0034
0035 A primordial life energy resides inside.</text>
0036 <text id="1001">A medallion with crimson amber inlaid.
0037 Greatly boosts maximum HP.
0038
0039 The Erdtree's old sap becomes amber,
0040
0041 treasured as the most precious of jewels
    in the age of Godfrey, the first Elden Lord.
0042
0043 A primordial life energy resides inside.</text>
0044 <text id="1002">A medallion with crimson amber inlaid.
0045 Vastly boosts maximum HP.
0046
0047 The Erdtree's old sap becomes amber,
0048
0049 treasured as the most precious of jewels
    in the age of Godfrey, the first Elden Lord.
0050
0051 A primordial life energy resides inside.</text>
0052 <text id="1003">%null%</text>
0053 <text id="1004">%null%</text>
0054 <text id="1005">%null%</text>
0055 <text id="1006">%null%</text>
0056 <text id="1007">%null%</text>
0057 <text id="1008">%null%</text>
0058 <text id="1009">%null%</text>
0059 <text id="1010">A talisman with cerulean amber inlaid.
0060 Boosts maximum FP.
0061
0062 The Erdtree's old sap becomes amber,
0063
0064 treasured as the most precious of jewels
    in the age of Godfrey, the first Elden Lord.
0065
0066 A primordial life energy resides inside.</text>
0067 <text id="1011">A talisman with cerulean amber inlaid.
0068 Greatly boosts maximum FP.
0069
0070 The Erdtree's old sap becomes amber,
0071
0072 treasured as the most precious of jewels
    in the age of Godfrey, the first Elden Lord.
0073
0074 A primordial life energy resides inside.</text>
0075 <text id="1012">A talisman with cerulean amber inlaid.
0076 Vastly boosts maximum FP.
0077
0078 The Erdtree's old sap becomes amber,
0079
0080 treasured as the most precious of jewels
    in the age of Godfrey, the first Elden Lord.
0081
0082 A primordial life energy resides inside.</text>
0083 <text id="1013">%null%</text>
0084 <text id="1014">%null%</text>
0085 <text id="1015">%null%</text>
0086 <text id="1016">%null%</text>
0087 <text id="1017">%null%</text>
0088 <text id="1018">%null%</text>
0089 <text id="1019">%null%</text>
0090 <text id="1020">A medallion with viridian amber inlaid.
0091 Boosts maximum stamina.
0092
0093 The Erdtree's old sap becomes amber,
0094
0095 treasured as the most precious of jewels
    in the age of Godfrey, the first Elden Lord.
0096
0097 A primordial life energy resides inside.</text>
0098 <text id="1021">A medallion with viridian amber inlaid.
0099 Greatly boosts maximum stamina.
0100
```

Right column:

```
0001 <?xml version="1.0" encoding="utf-8"?>
0002 <fmg>
0003 <compression>None</compression>
0004 <version>DarkSouls3</version>
0005 <bigendian>False</bigendian>
0006 <entries>
0007 <text id="1">%null%</text>
0008 <text id="2">%null%</text>
0009 <text id="100">Online multiplayer item. Receipt of a plea for
0010 help to the maidens of the Finger Reader.
0011
0012 Summons a Broken Finger Stalker from another
0013 world to face an invading Broken Finger.
0014
0015 Maidens of the Finger Reader speak in hushed
0016 tones about the loathsome, traitorous Broken
0017 Fingers and the dangers of their base invasions.</text>
0018 <text id="101">Online multiplayer item. Record of contract with
0019 the maidens of the Finger Reader.
0020
0021 Be summoned to the world of a player who
0022 has been invaded by a Broken Finger.
0023
0024 The Broken Fingers have betrayed the Finger
0025 Reader. They are a cancer that afflicts the
0026 ties that bind the Tarnished to one another.
0027 They must be excised, and eradicated.</text>
0028 <text id="1000">A medallion with crimson amber inlaid.
0029 Boosts maximum HP.
0030
0031 The Erdtree's old sap becomes amber, treasured as the most
    precious of jewels in the age of Godfrey, the first Elden
    Lord.
0032
0033 A primordial life energy resides inside.</text>
0034 <text id="1001">A medallion with crimson amber inlaid.
0035 Greatly boosts maximum HP.
0036
0037 The Erdtree's old sap becomes amber, treasured as the most
    precious of jewels in the age of Godfrey, the first Elden
    Lord.
0038
0039 A primordial life energy resides inside.</text>
0040 <text id="1002">A medallion with crimson amber inlaid.
0041 Vastly boosts maximum HP.
0042
0043 The Erdtree's old sap becomes amber, treasured as the most
    precious of jewels in the age of Godfrey, the first Elden
    Lord.
0044
0045 A primordial life energy resides inside.</text>
0046 <text id="1003">%null%</text>
0047 <text id="1004">%null%</text>
0048 <text id="1005">%null%</text>
0049 <text id="1006">%null%</text>
0050 <text id="1007">%null%</text>
0051 <text id="1008">%null%</text>
0052 <text id="1009">%null%</text>
0053 <text id="1010">A medallion with cerulean amber inlaid.
0054 Boosts maximum FP.
0055
0056 The Erdtree's old sap becomes amber, treasured as the most
    precious of jewels in the age of Godfrey, the first Elden
    Lord.
0057
0058 A primordial life energy resides inside.</text>
0059 <text id="1011">A medallion with cerulean amber inlaid.
0060 Greatly boosts maximum FP.
0061
0062 The Erdtree's old sap becomes amber, treasured as the most
    precious of jewels in the age of Godfrey, the first Elden
    Lord.
0063
0064 A primordial life energy resides inside.</text>
0065 <text id="1012">A medallion with cerulean amber inlaid.
0066 Vastly boosts maximum FP.
0067
0068 The Erdtree's old sap becomes amber, treasured as the most
    precious of jewels in the age of Godfrey, the first Elden
    Lord.
0069
0070 A primordial life energy resides inside.</text>
0071 <text id="1013">%null%</text>
0072 <text id="1014">%null%</text>
0073 <text id="1015">%null%</text>
0074 <text id="1016">%null%</text>
0075 <text id="1017">%null%</text>
0076 <text id="1018">%null%</text>
0077 <text id="1019">%null%</text>
0078 <text id="1020">A medallion with viridian amber inlaid.
0079 Boosts maximum stamina.
0080
0081 The Erdtree's old sap becomes amber, treasured as the most
    precious of jewels in the age of Godfrey, the first Elden
    Lord.
0082
0083 A primordial life energy resides inside.</text>
0084 <text id="1021">A medallion with viridian amber inlaid.
0085 Greatly boosts maximum stamina.
0086
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 101

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 87

Left (1.00)	Right (1.10)
0101 The Erdtree's old sap becomes amber,	0087 The Erdtree's old sap becomes amber, treasured as the most precious of jewels in the age of Godfrey, the first Elden Lord.
0102 treasured as the most precious of jewels	
0103 in the age of Godfrey, the first Elden Lord.	
0104	0088
0105 A primordial life energy resides inside.</text>	0089 A primordial life energy resides inside.</text>
0106 <text id="1022">A medallion with viridian amber inlaid.	0090 <text id="1022">A medallion with viridian amber inlaid.
0107 Vastly boosts maximum stamina.	0091 Vastly boosts maximum stamina.
0108	0092
0109 The Erdtree's old sap becomes amber,	0093 The Erdtree's old sap becomes amber, treasured as the most precious of jewels in the age of Godfrey, the first Elden Lord.
0110 treasured as the most precious of jewels	
0111 in the age of Godfrey, the first Elden Lord.	
0112	0094
0113 A primordial life energy resides inside.</text>	0095 A primordial life energy resides inside.</text>
0114 <text id="1023">%null%</text>	0096 <text id="1023">%null%</text>
0115 <text id="1024">%null%</text>	0097 <text id="1024">%null%</text>
0116 <text id="1025">%null%</text>	0098 <text id="1025">%null%</text>
0117 <text id="1026">%null%</text>	0099 <text id="1026">%null%</text>
0118 <text id="1027">%null%</text>	0100 <text id="1027">%null%</text>
0119 <text id="1028">%null%</text>	0101 <text id="1028">%null%</text>
0120 <text id="1029">%null%</text>	0102 <text id="1029">%null%</text>
0121 <text id="1030">An iron charm that resembles a mass of weapons.	0103 <text id="1030">An iron charm that resembles a mass of weaponry.
0122 Boosts maximum equipment weight.	0104 Boosts maximum equipment load.
0123	0105
0124 This talisman was derived from an unusual greatsword once wielded by a hero hungry for vengeance.</text>	0106 This talisman was derived from an unusual greatsword once wielded by a hero hungry for vengeance.</text>
0125 <text id="1031">An iron charm that resembles a mass of weapons.	0107 <text id="1031">An iron charm that resembles a mass of weaponry.
0126 Greatly boosts maximum equipment weight.	0108 Greatly boosts maximum equipment load.
0127	0109
0128 This talisman was derived from an unusual greatsword once wielded by a hero hungry for vengeance.</text>	0110 This talisman was derived from an unusual greatsword once wielded by a hero hungry for vengeance.</text>
0129 <text id="1032">A charm that resembles a great jar overflowing with weapons.	0111 <text id="1032">A charm that resembles a great jar overflowing with weaponry.
0130 Vastly boosts maximum equipment weight.	0112 Vastly boosts maximum equipment load.
0131	0113
0132 The great jar grants this talisman to their warriors.	0114 The great jar grants this talisman to their warriors.
0133 Carry as much as you can—get big and strong.</text>	0115 Carry as much as you can—grow big and strong.</text>
0134 <text id="1033">%null%</text>	0116 <text id="1033">%null%</text>
0135 <text id="1034">%null%</text>	0117 <text id="1034">%null%</text>
0136 <text id="1035">%null%</text>	0118 <text id="1035">%null%</text>
0137 <text id="1036">%null%</text>	0119 <text id="1036">%null%</text>
0138 <text id="1037">%null%</text>	0120 <text id="1037">%null%</text>
0139 <text id="1038">%null%</text>	0121 <text id="1038">%null%</text>
0140 <text id="1039">%null%</text>	0122 <text id="1039">%null%</text>
0141 <text id="1040">A talisman depicting a special blessing of the Erdtree.	0123 <text id="1040">A talisman depicting a special blessing of the Erdtree.
0142 Slightly raises maximum HP, stamina, and equip load.	0124 Slightly raises maximum HP, stamina, and equip load.
0143	0125
0144 It is said that talismans such as these were presented by Queen Marika personally at the start of the Age of the Erdtree.</text>	0126 It is said that when the Age of the Erdtree began, such blessings were personally bestowed upon their recipients by Queen Marika herself.</text>
0145 <text id="1041">A talisman depicting a special blessing of the Erdtree.	0127 <text id="1041">A talisman depicting a special blessing of the Erdtree.
0146 Raises maximum HP, stamina, and equip load.	0128 Raises maximum HP, stamina, and equip load.
0147	0129
0148 It is said that talismans such as these were presented by Queen Marika personally at the start of the Age of the Erdtree.</text>	0130 It is said that when the Age of the Erdtree began, such blessings were personally bestowed upon their recipients by Queen Marika herself.</text>
0149 <text id="1042">A talisman depicting a special blessing of the Erdtree.	0131 <text id="1042">A legendary talisman depicting a special blessing of the Erdtree.
	0132
0150 Greatly raises maximum HP, stamina, and equip load.	0133 Greatly raises maximum HP, stamina, and equip load.
0151	0134
0152 It is said that talismans such as these were presented by Queen Marika personally at the start of the Age of the Erdtree.</text>	0135 It is said that when the Age of the Erdtree began, such blessings were personally bestowed upon their recipients by Queen Marika herself.</text>
0153 <text id="1043">%null%</text>	0136 <text id="1043">%null%</text>
0154 <text id="1044">%null%</text>	0137 <text id="1044">%null%</text>
0155 <text id="1045">%null%</text>	0138 <text id="1045">%null%</text>
0156 <text id="1046">%null%</text>	0139 <text id="1046">%null%</text>
0157 <text id="1047">%null%</text>	0140 <text id="1047">%null%</text>
0158 <text id="1048">%null%</text>	0141 <text id="1048">%null%</text>
0159 <text id="1049">%null%</text>	0142 <text id="1049">%null%</text>
0160 <text id="1050">An eye engraved with an Elden Rune.	0143 <text id="1050">An eye engraved with an Elden Rune.
0161 Said to be the seal of King Consort Radagon.	0144 Said to be the seal of King Consort Radagon.
0162	0145
0163 Raises vigor, endurance, strength, and dexterity, but also increases damage taken.	0146 Raises vigor, endurance, strength, and dexterity, but also increases damage taken.
0164	0147
0165 These seals represent the lifelong duty of those chosen by the gods.</text>	0148 These seals represent the lifelong duty of those chosen by the gods.</text>
0166 <text id="1051">An eye engraved with an Elden Rune.	0149 <text id="1051">This legendary talisman is an eye engraved with an Elden Rune, said to be the seal of King Consort Radagon.
0167 Said to be the seal of King Consort Radagon.	
0168	0150
0169 Greatly raises vigor, endurance, strength, and dexterity, but also increases damage taken by a similar measure.	0151 Greatly raises vigor, endurance, strength, and dexterity, but also increases damage taken by a similar measure.
0170	0152
0171 The weight of a heavy duty gnaws away at the one charged with carrying it out, like a curse from which there is no deliverance.</text>	0153 Solemn duty weighs upon the one beholden; not unlike a gnawing curse from which there is no deliverance.</text>
0172 <text id="1052">%null%</text>	0154 <text id="1052">%null%</text>
0173 <text id="1053">%null%</text>	0155 <text id="1053">%null%</text>
0174 <text id="1054">%null%</text>	0156 <text id="1054">%null%</text>
0175 <text id="1055">%null%</text>	0157 <text id="1055">%null%</text>
0176 <text id="1056">%null%</text>	0158 <text id="1056">%null%</text>
0177 <text id="1057">%null%</text>	0159 <text id="1057">%null%</text>
0178 <text id="1058">%null%</text>	0160 <text id="1058">%null%</text>
0179 <text id="1059">%null%</text>	0161 <text id="1059">%null%</text>
0180 <text id="1060">A talisman engraved with a scene from a heroic tale.	0162 <text id="1060">A talisman engraved with a scene from a heroic tale.
0181 Raises strength.	0163 Raises strength.
0182	0164
0183 The mightiest hero of the demigods confronted the falling star alone, and triumphed, sealing the fate of the stars forevermore.</text>	0165 The mightiest hero of the demigods confronted the falling stars alone—and thus did he crush them, his conquest sealing the very fate of the stars.</text>
0184 <text id="1061">%null%</text>	0166 <text id="1061">%null%</text>
0185 <text id="1062">%null%</text>	0167 <text id="1062">%null%</text>
0186 <text id="1063">%null%</text>	0168 <text id="1063">%null%</text>

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 187

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 169

	Left		Right
0187	`<text id="1064">%null%</text>`	0169	`<text id="1064">%null%</text>`
0188	`<text id="1065">%null%</text>`	0170	`<text id="1065">%null%</text>`
0189	`<text id="1066">%null%</text>`	0171	`<text id="1066">%null%</text>`
0190	`<text id="1067">%null%</text>`	0172	`<text id="1067">%null%</text>`
0191	`<text id="1068">%null%</text>`	0173	`<text id="1068">%null%</text>`
0192	`<text id="1069">%null%</text>`	0174	`<text id="1069">%null%</text>`
0193	`<text id="1070">A talisman engraved with a scene from a heroic tale.`	0175	`<text id="1070">A talisman engraved with a scene from a heroic tale.`
0194	Raises dexterity.	0176	Raises dexterity.
0195		0177	
0196	Though sickly from birth, when the young girl encountered her mentor and his flowing blade, she gained wings of unparalleled strength.`</text>`	0178	Though born into the accursed rot, when the young girl encountered her mentor and his flowing blade, she gained wings of unparalleled strength.`</text>`
0197	`<text id="1071">%null%</text>`	0179	`<text id="1071">%null%</text>`
0198	`<text id="1072">%null%</text>`	0180	`<text id="1072">%null%</text>`
0199	`<text id="1073">%null%</text>`	0181	`<text id="1073">%null%</text>`
0200	`<text id="1074">%null%</text>`	0182	`<text id="1074">%null%</text>`
0201	`<text id="1075">%null%</text>`	0183	`<text id="1075">%null%</text>`
0202	`<text id="1076">%null%</text>`	0184	`<text id="1076">%null%</text>`
0203	`<text id="1077">%null%</text>`	0185	`<text id="1077">%null%</text>`
0204	`<text id="1078">%null%</text>`	0186	`<text id="1078">%null%</text>`
0205	`<text id="1079">%null%</text>`	0187	`<text id="1079">%null%</text>`
0206	`<text id="1080">A talisman engraved with the legend of a queen.`	0188	`<text id="1080">A talisman engraved with the legend of a queen.`
0207	Raises intelligence.	0189	Raises intelligence.
0208		0190	
0209	The young astrologer gazed at the night sky as she walked. She had always chased the stars every step of her journey. And then she met the full moon—and then the astrologer became a queen.`</text>`	0191	The young astrologer gazed at the night sky as she walked. She had always chased the stars every step of her journey. Then she met the full moon—and, in time, the astrologer became a queen.`</text>`
0210	`<text id="1081">%null%</text>`	0192	`<text id="1081">%null%</text>`
0211	`<text id="1082">%null%</text>`	0193	`<text id="1082">%null%</text>`
0212	`<text id="1083">%null%</text>`	0194	`<text id="1083">%null%</text>`
0213	`<text id="1084">%null%</text>`	0195	`<text id="1084">%null%</text>`
0214	`<text id="1085">%null%</text>`	0196	`<text id="1085">%null%</text>`
0215	`<text id="1086">%null%</text>`	0197	`<text id="1086">%null%</text>`
0216	`<text id="1087">%null%</text>`	0198	`<text id="1087">%null%</text>`
0217	`<text id="1088">%null%</text>`	0199	`<text id="1088">%null%</text>`
0218	`<text id="1089">%null%</text>`	0200	`<text id="1089">%null%</text>`
0219	`<text id="1090">A talisman engraved with the legend of the Two Fingers.`	0201	`<text id="1090">A talisman engraved with the legend of the Two Fingers.`
0220	Raises faith.	0202	Raises faith.
0221		0203	
0222	Fingers cannot speak, yet these were eloquent.	0204	Fingers cannot speak, yet these were eloquent.
0223	Persistently did they wriggle, spelling out mysteries in the air.	0205	Persistently did they wriggle, spelling out mysteries in the air.
0224	Thus did we gain the words. The words of our faith.`</text>`	0206	Thus did we gain the words. The words of our faith.`</text>`
0225	`<text id="1091">%null%</text>`	0207	`<text id="1091">%null%</text>`
0226	`<text id="1092">%null%</text>`	0208	`<text id="1092">%null%</text>`
0227	`<text id="1093">%null%</text>`	0209	`<text id="1093">%null%</text>`
0228	`<text id="1094">%null%</text>`	0210	`<text id="1094">%null%</text>`
0229	`<text id="1095">%null%</text>`	0211	`<text id="1095">%null%</text>`
0230	`<text id="1096">%null%</text>`	0212	`<text id="1096">%null%</text>`
0231	`<text id="1097">%null%</text>`	0213	`<text id="1097">%null%</text>`
0232	`<text id="1098">%null%</text>`	0214	`<text id="1098">%null%</text>`
0233	`<text id="1099">%null%</text>`	0215	`<text id="1099">%null%</text>`
0234	`<text id="1100">A talisman fashioned on a scarab, the carrier of treasures and precious things.`	0216	`<text id="1100">A talisman facsimile of a scarab, the carrier of treasures and precious things.`
0235		0217	
0236	This silver scarab enhances item discovery.`</text>`	0218	This silver scarab enhances item discovery.`</text>`
0237	`<text id="1101">%null%</text>`	0219	`<text id="1101">%null%</text>`
0238	`<text id="1102">%null%</text>`	0220	`<text id="1102">%null%</text>`
0239	`<text id="1103">%null%</text>`	0221	`<text id="1103">%null%</text>`
0240	`<text id="1104">%null%</text>`	0222	`<text id="1104">%null%</text>`
0241	`<text id="1105">%null%</text>`	0223	`<text id="1105">%null%</text>`
0242	`<text id="1106">%null%</text>`	0224	`<text id="1106">%null%</text>`
0243	`<text id="1107">%null%</text>`	0225	`<text id="1107">%null%</text>`
0244	`<text id="1108">%null%</text>`	0226	`<text id="1108">%null%</text>`
0245	`<text id="1109">%null%</text>`	0227	`<text id="1109">%null%</text>`
0246	`<text id="1110">A talisman fashioned on a scarab, the carrier of treasures and precious things.`	0228	`<text id="1110">A talisman facsimile of a scarab, the carrier of treasures and precious things.`
0247		0229	
0248	This golden scarab increases the amount of runes obtained from defeating enemies.`</text>`	0230	This golden scarab increases the amount of runes obtained from defeating enemies.`</text>`
0249	`<text id="1140">A treasure of Nokstella, the Eternal City.`	0231	`<text id="1140">This legendary talisman is a treasure of Nokstella, the Eternal City.`
		0232	
0250	Increases memory slots.	0233	Increases memory slots.
0251		0234	
0252	This talisman represents the lost black moon.	0235	This talisman represents the lost black moon.
0253	The moon of Nokstella was the guide of countless stars.`</text>`	0236	The moon of Nokstella was the guide of countless stars.`</text>`
0254	`<text id="1141">%null%</text>`	0237	`<text id="1141">%null%</text>`
0255	`<text id="1142">%null%</text>`	0238	`<text id="1142">%null%</text>`
0256	`<text id="1143">%null%</text>`	0239	`<text id="1143">%null%</text>`
0257	`<text id="1144">%null%</text>`	0240	`<text id="1144">%null%</text>`
0258	`<text id="1145">%null%</text>`	0241	`<text id="1145">%null%</text>`
0259	`<text id="1146">%null%</text>`	0242	`<text id="1146">%null%</text>`
0260	`<text id="1147">%null%</text>`	0243	`<text id="1147">%null%</text>`
0261	`<text id="1148">%null%</text>`	0244	`<text id="1148">%null%</text>`
0262	`<text id="1149">%null%</text>`	0245	`<text id="1149">%null%</text>`
0263	`<text id="1150">A talisman in the shape of a green tortoise.`	0246	`<text id="1150">A talisman in the shape of a green turtle.`
0264	Raises stamina recovery speed.	0247	Raises stamina recovery speed.
0265		0248	
0266	The people of the fringes once believed that tortoise flesh enhanced vitality—but those who held tortoises to be wise among the beasts derided this belief as a barbarous custom.`</text>`	0249	Turtles are known as a nutritious ingredient, symbolic of inexhaustible power.
		0250	
		0251	However, those who hold turtles to be wise creatures consider the practice of eating their meat to be barbarous.`</text>`
0267	`<text id="1151">%null%</text>`	0252	`<text id="1151">%null%</text>`
0268	`<text id="1152">%null%</text>`	0253	`<text id="1152">%null%</text>`
0269	`<text id="1153">%null%</text>`	0254	`<text id="1153">%null%</text>`
0270	`<text id="1154">%null%</text>`	0255	`<text id="1154">%null%</text>`
0271	`<text id="1155">%null%</text>`	0256	`<text id="1155">%null%</text>`
0272	`<text id="1156">%null%</text>`	0257	`<text id="1156">%null%</text>`
0273	`<text id="1157">%null%</text>`	0258	`<text id="1157">%null%</text>`
0274	`<text id="1158">%null%</text>`	0259	`<text id="1158">%null%</text>`
0275	`<text id="1159">%null%</text>`	0260	`<text id="1159">%null%</text>`
0276	`<text id="1160">An accoutrement worn by worshippers of ancestral spirits.`	0261	`<text id="1160">An accoutrement worn by the ancestral followers.`
0277	Raises robustness.	0262	Raises robustness.
0278	(Robustness governs resistance to hemorrhaging and frostbite.)	0263	(Robustness governs resistance to blood loss and frost.)

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 279

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 264

	Left (1.00)		Right (1.10)
0279		0264	
0280	Said to be a budding horn. Worshippers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>	0265	Said to be a budding horn. The ancestral followers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>
0281	<text id="1161">An accoutrement worn by worshippers of ancestral spirits.	0266	<text id="1161">An accoutrement worn by the ancestral followers.
0282	Greatly raises robustness.	0267	Greatly raises robustness.
0283	(Robustness governs resistance to hemorrhaging and frostbite.)	0268	(Robustness governs resistance to blood loss and frost.)
0284		0269	
0285	Said to be a budding horn. Worshippers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>	0270	Said to be a budding horn. The ancestral followers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>
0286	<text id="1162">%null%</text>	0271	<text id="1162">%null%</text>
0287	<text id="1163">%null%</text>	0272	<text id="1163">%null%</text>
0288	<text id="1164">%null%</text>	0273	<text id="1164">%null%</text>
0289	<text id="1165">%null%</text>	0274	<text id="1165">%null%</text>
0290	<text id="1166">%null%</text>	0275	<text id="1166">%null%</text>
0291	<text id="1167">%null%</text>	0276	<text id="1167">%null%</text>
0292	<text id="1168">%null%</text>	0277	<text id="1168">%null%</text>
0293	<text id="1169">%null%</text>	0278	<text id="1169">%null%</text>
0294	<text id="1170">An accoutrement worn by worshippers of ancestral spirits.	0279	<text id="1170">An accoutrement worn by the ancestral followers.
0295	Raises immunity.	0280	Raises immunity.
0296	(Immunity governs resistance to poison and rot.)	0281	(Immunity governs resistance to poison and rot.)
0297		0282	
0298	Said to be a budding horn. Worshippers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>	0283	Said to be a budding horn. The ancestral followers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>
0299	<text id="1171">An accoutrement worn by worshippers of ancestral spirits.	0284	<text id="1171">An accoutrement worn by the ancestral followers.
0300	Greatly raises immunity.	0285	Greatly raises immunity.
0301	(Immunity governs resistance to poison and rot.)	0286	(Immunity governs resistance to poison and rot.)
0302		0287	
0303	Said to be a budding horn. Worshippers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>	0288	Said to be a budding horn. The ancestral followers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>
0304	<text id="1172">%null%</text>	0289	<text id="1172">%null%</text>
0305	<text id="1173">%null%</text>	0290	<text id="1173">%null%</text>
0306	<text id="1174">%null%</text>	0291	<text id="1174">%null%</text>
0307	<text id="1175">%null%</text>	0292	<text id="1175">%null%</text>
0308	<text id="1176">%null%</text>	0293	<text id="1176">%null%</text>
0309	<text id="1177">%null%</text>	0294	<text id="1177">%null%</text>
0310	<text id="1178">%null%</text>	0295	<text id="1178">%null%</text>
0311	<text id="1179">%null%</text>	0296	<text id="1179">%null%</text>
0312	<text id="1180">An accoutrement worn by worshippers of ancestral spirits.	0297	<text id="1180">An accoutrement worn by the ancestral followers.
0313	Raises focus.	0298	Raises focus.
0314	(Focus governs resistance to sleep and madness.)	0299	(Focus governs resistance to sleep and madness.)
0315		0300	
0316	Said to be a budding horn. Worshippers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>	0301	Said to be a budding horn. The ancestral followers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>
0317	<text id="1181">An accoutrement worn by worshippers of ancestral spirits.	0302	<text id="1181">An accoutrement worn by the ancestral followers.
0318	Greatly raises focus.	0303	Greatly raises focus.
0319	(Focus governs resistance to sleep and madness.)	0304	(Focus governs resistance to sleep and madness.)
0320		0305	
0321	Said to be a budding horn. Worshippers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>	0306	Said to be a budding horn. The ancestral followers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>
0322	<text id="1182">%null%</text>	0307	<text id="1182">%null%</text>
0323	<text id="1183">%null%</text>	0308	<text id="1183">%null%</text>
0324	<text id="1184">%null%</text>	0309	<text id="1184">%null%</text>
0325	<text id="1185">%null%</text>	0310	<text id="1185">%null%</text>
0326	<text id="1186">%null%</text>	0311	<text id="1186">%null%</text>
0327	<text id="1187">%null%</text>	0312	<text id="1187">%null%</text>
0328	<text id="1188">%null%</text>	0313	<text id="1188">%null%</text>
0329	<text id="1189">%null%</text>	0314	<text id="1189">%null%</text>
0330	<text id="1190">A fetid pustule taken from facial flesh.	0315	<text id="1190">A fetid pustule taken from facial flesh.
0331	Raises vitality.	0316	Raises vitality.
0332	(Vitality governs resistance to the effects of death.)	0317	(Vitality governs resistance to the effects of Death.)
0333		0318	
0334	It is said that this pustule came from the corrupted visage of the Prince of Death, a scion of gold who was the first of the demigods' dead.</text>	0319	It is said that this pustule came from the visage of the Prince of Death, he who used to be called Godwyn. As First Dead of the demigods, it's said he's buried deep under the capital, at the Erdtree's roots.</text>
0335	<text id="1191">A fetid, overgrown pustule taken from facial flesh.	0320	<text id="1191">A fetid, overgrown cyst taken from facial flesh.
0336	Greatly raises vitality.	0321	Greatly raises vitality.
0337	(Vitality governs resisance to the effects of death.)	0322	(Vitality governs resistance to the effects of Death.)
0338		0323	
0339	It is said that this pustule came from the corrupted visage of the Prince of Death, a scion of gold who was the first of the demigods' dead.</text>	0324	It is said that this cyst came from the corrupted visage of one unable to die a true Death. Indeed, it comes from the Prince of Death, scion of the golden bough and First of the Dead among the demigods.</text>
0340	<text id="1192">%null%</text>	0325	<text id="1192">%null%</text>
0341	<text id="1193">%null%</text>	0326	<text id="1193">%null%</text>
0342	<text id="1194">%null%</text>	0327	<text id="1194">%null%</text>
0343	<text id="1195">%null%</text>	0328	<text id="1195">%null%</text>
0344	<text id="1196">%null%</text>	0329	<text id="1196">%null%</text>
0345	<text id="1197">%null%</text>	0330	<text id="1197">%null%</text>
0346	<text id="1198">%null%</text>	0331	<text id="1198">%null%</text>
0347	<text id="1199">%null%</text>	0332	<text id="1199">%null%</text>
0348	<text id="1200">A particularly precious and ornamented accoutrement worn by worshippers of ancestral spirits.	0333	<text id="1200">A vividly-colored accoutrement precious to the ancestral followers.
0349		0334	
0350	Raises immunity, robustness, and focus.	0335	Raises immunity, robustness, and focus.
0351		0336	
0352	Said to be a budding horn. Worshippers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>	0337	Said to be a budding horn. The ancestral followers believe that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>
0353	<text id="1201">A particularly precious and ornamented accoutrement worn by worshippers of ancestral spirits.	0338	<text id="1201">A vividly-colored accoutrement precious to the ancestral followers.
0354		0339	
0355	Greatly raises immunity, robustness, and focus.	0340	Greatly raises immunity, robustness, and focus.
0356		0341	
0357	Said to be a budding horn. Worshippers believe that the horns	0342	Said to be a budding horn. The ancestral followers believe

	Left (1.00)		Right (1.10)
	of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>		that the horns of a long-lived beast continue to bud like antlers, over and over again, until the beast one day becomes an ancestral spirit.</text>
0358	<text id="1202">%null%</text>	0343	<text id="1202">%null%</text>
0359	<text id="1203">%null%</text>	0344	<text id="1203">%null%</text>
0360	<text id="1204">%null%</text>	0345	<text id="1204">%null%</text>
0361	<text id="1205">%null%</text>	0346	<text id="1205">%null%</text>
0362	<text id="1206">%null%</text>	0347	<text id="1206">%null%</text>
0363	<text id="1207">%null%</text>	0348	<text id="1207">%null%</text>
0364	<text id="1208">%null%</text>	0349	<text id="1208">%null%</text>
0365	<text id="1209">%null%</text>	0350	<text id="1209">%null%</text>
0366	<text id="1210">A talisman depicting the horns of a bull-goat. Raises poise.	0351	<text id="1210">A talisman depicting the horns of a bull-goat. Raises poise.
0367		0352	
0368		0353	
0369	Bull-goats are associated with a certain knight—the stout, mighty, and most of all, unflinching Tragoth, a silent comrade to those who fight.</text>	0354	Bull-goats are associated with the stout and mighty Tragoth, said to be unflinching in combat—now a silent comrade to those who fight.</text>
0370	<text id="1211">%null%</text>	0355	<text id="1211">%null%</text>
0371	<text id="1212">%null%</text>	0356	<text id="1212">%null%</text>
0372	<text id="1213">%null%</text>	0357	<text id="1213">%null%</text>
0373	<text id="1214">%null%</text>	0358	<text id="1214">%null%</text>
0374	<text id="1215">%null%</text>	0359	<text id="1215">%null%</text>
0375	<text id="1216">%null%</text>	0360	<text id="1216">%null%</text>
0376	<text id="1217">%null%</text>	0361	<text id="1217">%null%</text>
0377	<text id="1218">%null%</text>	0362	<text id="1218">%null%</text>
0378	<text id="1219">%null%</text>	0363	<text id="1219">%null%</text>
0379	<text id="1220">An eye engraved with an Elden Rune. Said to be the seal of Queen Marika.	0364	<text id="1220">An eye engraved with an Elden Rune. Said to be the seal of Queen Marika.
0380		0365	
0381		0366	
0382	Raises mind, intelligence, faith, and arcane, but also increases damage taken.	0367	Raises mind, intelligence, faith, and arcane, but also increases damage taken.
0383		0368	
0384	These seals represent the lifelong duty of those chosen by the gods.</text>	0369	These seals represent the lifelong duty of those chosen by the gods.</text>
0385	<text id="1221">An eye engraved with an Elden Rune.	0370	<text id="1221">This legendary talisman is an eye engraved with an Elden Rune, said to be the seal of Queen Marika.
0386	Said to be the seal of Queen Marika.		
0387		0371	
0388	Greatly raises mind, intelligence, faith, and arcane, but also increases damage taken by a similar measure.	0372	Greatly raises mind, intelligence, faith, and arcane, but also increases damage taken by a similar measure.
0389		0373	
0390	The weight of a heavy duty gnaws away at the one charged with carrying it out, like a curse from which there is no deliverance.</text>	0374	Solemn duty weighs upon the one beholden; not unlike a gnawing curse from which there is no deliverance.</text>
0391	<text id="1222">%null%</text>	0375	<text id="1222">%null%</text>
0392	<text id="1223">%null%</text>	0376	<text id="1223">%null%</text>
0393	<text id="1224">%null%</text>	0377	<text id="1224">%null%</text>
0394	<text id="1225">%null%</text>	0378	<text id="1225">%null%</text>
0395	<text id="1226">%null%</text>	0379	<text id="1226">%null%</text>
0396	<text id="1227">%null%</text>	0380	<text id="1227">%null%</text>
0397	<text id="1228">%null%</text>	0381	<text id="1228">%null%</text>
0398	<text id="1229">%null%</text>	0382	<text id="1229">%null%</text>
0399	<text id="1230">The innards of Alexander, the warrior jar.	0383	<text id="1230">Shard of a shattered warrior jar.
0400	A congealed mass of blood, flesh, and gold.		
0401		0384	
0402	Boosts the attack power of skills.	0385	Boosts the attack power of skills.
0403		0386	
0404	Inside the jars lie dregs inherited from those who came before.	0387	Scraps of stewed flesh cling to the shard, and tatters of ornaments can be seen mingled within the slime. Relics of ancient royal warriors, perhaps.</text>
0405	The warriors within are passed from jar to jar, to one day achieve greatness.</text>	0388	<text id="1231">Shard of the late Alexander, a shattered warrior jar.
0406	<text id="1231">The remains of Alexander, the warrior jar.		
0407	A congealed mass of blood, flesh, and heroes.		
0408		0389	
0409	Greatly boosts the attack power of skills.	0390	Greatly boosts the attack power of skills.
0410		0391	
0411	Inside the jars lie dregs inherited from those who came before.	0392	Scraps of stewed flesh cling to the shard, and tatters of ornaments can be seen mingled within the slime. Relics of a red-haired champion, it would seem.</text>
0412	The warriors within are passed from jar to jar, to one day achieve greatness.</text>		
0413	<text id="1232">%null%</text>	0393	<text id="1232">%null%</text>
0414	<text id="1233">%null%</text>	0394	<text id="1233">%null%</text>
0415	<text id="1234">%null%</text>	0395	<text id="1234">%null%</text>
0416	<text id="1235">%null%</text>	0396	<text id="1235">%null%</text>
0417	<text id="1236">%null%</text>	0397	<text id="1236">%null%</text>
0418	<text id="1237">%null%</text>	0398	<text id="1237">%null%</text>
0419	<text id="1238">%null%</text>	0399	<text id="1238">%null%</text>
0420	<text id="1239">%null%</text>	0400	<text id="1239">%null%</text>
0421	<text id="1240">%null%</text>	0401	<text id="1240">%null%</text>
0422	<text id="1241">%null%</text>	0402	<text id="1241">%null%</text>
0423	<text id="1242">%null%</text>	0403	<text id="1242">%null%</text>
0424	<text id="1243">%null%</text>	0404	<text id="1243">%null%</text>
0425	<text id="1244">%null%</text>	0405	<text id="1244">%null%</text>
0426	<text id="1245">%null%</text>	0406	<text id="1245">%null%</text>
0427	<text id="1246">%null%</text>	0407	<text id="1246">%null%</text>
0428	<text id="1247">%null%</text>	0408	<text id="1247">%null%</text>
0429	<text id="1248">%null%</text>	0409	<text id="1248">%null%</text>
0430	<text id="1249">%null%</text>	0410	<text id="1249">%null%</text>
0431	<text id="1250">An elaborate prosthesis owned by Millicent.	0411	<text id="1250">Part of the golden prosthesis used by Millicent.
0432	Equipping will raise dexterity, and raise	0412	The hand is locked into a fist that once raised a sword aloft.
0433	attack power with successive attacks.</text>	0413	
		0414	Boosts dexterity and raises attack power with successive attacks.
		0415	
		0416	The despair of sweet betrayal transformed Millicent from a mere bud into a magnificent flower. And one day, she will be reborn—as a beautiful scarlet valkyrie.</text>
0434	<text id="2000">A talisman carried by assassins who strike unseen.	0417	<text id="2000">A talisman carried by assassins who strike unseen.
0435	Patterned on a scorpion with a shed exoskeleton, its claws seizing a heart that shimmers with magic.	0418	Patterned on a scorpion freshly shed of its exoskeleton, its claws seizing a heart that shimmers with magic.
0436		0419	
0437	Raises magic attack power, but lowers damage negation.</text>	0420	Raises magic attack power, but lowers damage negation.</text>
0438	<text id="2001">%null%</text>	0421	<text id="2001">%null%</text>
0439	<text id="2002">%null%</text>	0422	<text id="2002">%null%</text>
0440	<text id="2003">%null%</text>	0423	<text id="2003">%null%</text>
0441	<text id="2004">%null%</text>	0424	<text id="2004">%null%</text>
0442	<text id="2005">%null%</text>	0425	<text id="2005">%null%</text>
0443	<text id="2006">%null%</text>	0426	<text id="2006">%null%</text>
0444	<text id="2007">%null%</text>	0427	<text id="2007">%null%</text>

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 445

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 428

Left (1.00)	Right (1.10)
0445 `<text id="2008">%null%</text>`	0428 `<text id="2008">%null%</text>`
0446 `<text id="2009">%null%</text>`	0429 `<text id="2009">%null%</text>`
0447 `<text id="2010">A talisman carried by assassins who strike unseen.`	0430 `<text id="2010">A talisman carried by assassins who strike unseen.`
0448 `Patterned on a scorpion with a shed exoskeleton, its claws seizing a heart that sparks with lightning.`	0431 `Patterned on a scorpion freshly shed of its exoskeleton, its claws seizing a heart that sparks with lightning.`
0449	0432
0450 `Raises lightning attack power, but lowers damage negation.</text>`	0433 `Raises lightning attack power, but lowers damage negation.</text>`
0451 `<text id="2011">%null%</text>`	0434 `<text id="2011">%null%</text>`
0452 `<text id="2012">%null%</text>`	0435 `<text id="2012">%null%</text>`
0453 `<text id="2013">%null%</text>`	0436 `<text id="2013">%null%</text>`
0454 `<text id="2014">%null%</text>`	0437 `<text id="2014">%null%</text>`
0455 `<text id="2015">%null%</text>`	0438 `<text id="2015">%null%</text>`
0456 `<text id="2016">%null%</text>`	0439 `<text id="2016">%null%</text>`
0457 `<text id="2017">%null%</text>`	0440 `<text id="2017">%null%</text>`
0458 `<text id="2018">%null%</text>`	0441 `<text id="2018">%null%</text>`
0459 `<text id="2019">%null%</text>`	0442 `<text id="2019">%null%</text>`
0460 `<text id="2020">A talisman carried by assassins who strike unseen.`	0443 `<text id="2020">A talisman carried by assassins who strike unseen.`
0461 `Patterned on a scorpion with a shed exoskeleton, its claws seizing a heart that burns with fire.`	0444 `Patterned on a scorpion freshly shed of its exoskeleton, its claws seizing a heart that burns with fire.`
0462	0445
0463 `Raises fire attack power, but lowers damage negation.</text>`	0446 `Raises fire attack power, but lowers damage negation.</text>`
0464 `<text id="2021">%null%</text>`	0447 `<text id="2021">%null%</text>`
0465 `<text id="2022">%null%</text>`	0448 `<text id="2022">%null%</text>`
0466 `<text id="2023">%null%</text>`	0449 `<text id="2023">%null%</text>`
0467 `<text id="2024">%null%</text>`	0450 `<text id="2024">%null%</text>`
0468 `<text id="2025">%null%</text>`	0451 `<text id="2025">%null%</text>`
0469 `<text id="2026">%null%</text>`	0452 `<text id="2026">%null%</text>`
0470 `<text id="2027">%null%</text>`	0453 `<text id="2027">%null%</text>`
0471 `<text id="2028">%null%</text>`	0454 `<text id="2028">%null%</text>`
0472 `<text id="2029">%null%</text>`	0455 `<text id="2029">%null%</text>`
0473 `<text id="2030">A talisman carried by assassins who strike unseen.`	0456 `<text id="2030">A talisman carried by assassins who strike unseen.`
0474 `Patterned on a scorpion with a shed exoskeleton, its claws seizing a heart with a blessed glow.`	0457 `Patterned on a scorpion freshly shed of its exoskeleton, its claws seizing a heart with a blessed glow.`
0475	0458
0476 `Raises holy attack power, but lowers damage negation.</text>`	0459 `Raises holy attack power, but lowers damage negation.</text>`
0477 `<text id="2031">%null%</text>`	0460 `<text id="2031">%null%</text>`
0478 `<text id="2032">%null%</text>`	0461 `<text id="2032">%null%</text>`
0479 `<text id="2033">%null%</text>`	0462 `<text id="2033">%null%</text>`
0480 `<text id="2034">%null%</text>`	0463 `<text id="2034">%null%</text>`
0481 `<text id="2035">%null%</text>`	0464 `<text id="2035">%null%</text>`
0482 `<text id="2036">%null%</text>`	0465 `<text id="2036">%null%</text>`
0483 `<text id="2037">%null%</text>`	0466 `<text id="2037">%null%</text>`
0484 `<text id="2038">%null%</text>`	0467 `<text id="2038">%null%</text>`
0485 `<text id="2039">%null%</text>`	0468 `<text id="2039">%null%</text>`
0486 `<text id="2040">A talisman adorned with red feathers, once used in ancient death rituals.`	0469 `<text id="2040">A talisman adorned with red feathers, once used in ancient death rituals.`
0487 `Raises attack power when HP is low.`	0470 `Raises attack power when HP is low.`
0488	0471
0489 `The heart sings when one draws close to death, and a glorious death awaits those who cling so tenaciously to life.</text>`	0472 `The heart sings when one draws close to death, and a glorious end awaits those who cling so tenaciously to life.</text>`
0490 `<text id="2041">%null%</text>`	0473 `<text id="2041">%null%</text>`
0491 `<text id="2042">%null%</text>`	0474 `<text id="2042">%null%</text>`
0492 `<text id="2043">%null%</text>`	0475 `<text id="2043">%null%</text>`
0493 `<text id="2044">%null%</text>`	0476 `<text id="2044">%null%</text>`
0494 `<text id="2045">%null%</text>`	0477 `<text id="2045">%null%</text>`
0495 `<text id="2046">%null%</text>`	0478 `<text id="2046">%null%</text>`
0496 `<text id="2047">%null%</text>`	0479 `<text id="2047">%null%</text>`
0497 `<text id="2048">%null%</text>`	0480 `<text id="2048">%null%</text>`
0498 `<text id="2049">%null%</text>`	0481 `<text id="2049">%null%</text>`
0499 `<text id="2050">A talisman patterned after swords used in ritual combat held to honor the Erdtree.`	0482 `<text id="2050">A talisman patterned after swords used in ritual combat held to honor the Erdtree.`
0500	0483
0501 `Raises attack power when HP is at maximum.`	0484 `Raises attack power when HP is at maximum.`
0502	0485
0503 `The practice had died out by the age of King Consort Radagon, but remains of the arenas where ritual combat took place can still be found in every land.</text>`	0486 `The practice had died out by the age of King Consort Radagon, but remains of the arenas where ritual combat took place can still be found in every land.</text>`
0504 `<text id="2051">%null%</text>`	0487 `<text id="2051">%null%</text>`
0505 `<text id="2052">%null%</text>`	0488 `<text id="2052">%null%</text>`
0506 `<text id="2053">%null%</text>`	0489 `<text id="2053">%null%</text>`
0507 `<text id="2054">%null%</text>`	0490 `<text id="2054">%null%</text>`
0508 `<text id="2055">%null%</text>`	0491 `<text id="2055">%null%</text>`
0509 `<text id="2056">%null%</text>`	0492 `<text id="2056">%null%</text>`
0510 `<text id="2057">%null%</text>`	0493 `<text id="2057">%null%</text>`
0511 `<text id="2058">%null%</text>`	0494 `<text id="2058">%null%</text>`
0512 `<text id="2059">%null%</text>`	0495 `<text id="2059">%null%</text>`
0513 `<text id="2060">A talisman depicting a spear and a soldier.`	0496 `<text id="2060">A talisman depicting a spear and a soldier.`
0514 `Enhances the counterattacks that are unique to piercing weapons.`	0497 `Enhances the counterattacks that are unique to thrusting weapons.`
0515	0498
0516 `Spears are standard weapons for soldiers in the Lands Between. They made it possible to occasionally respond to a ferocious foe with an equally ferocious counterattack.</text>`	0499 `Spears are standard weapons for soldiers in the Lands Between. They made it possible to respond to a ferocious foe with an equally ferocious counterattack.</text>`
0517 `<text id="2061">%null%</text>`	0500 `<text id="2061">%null%</text>`
0518 `<text id="2062">%null%</text>`	0501 `<text id="2062">%null%</text>`
0519 `<text id="2063">%null%</text>`	0502 `<text id="2063">%null%</text>`
0520 `<text id="2064">%null%</text>`	0503 `<text id="2064">%null%</text>`
0521 `<text id="2065">%null%</text>`	0504 `<text id="2065">%null%</text>`
0522 `<text id="2066">%null%</text>`	0505 `<text id="2066">%null%</text>`
0523 `<text id="2067">%null%</text>`	0506 `<text id="2067">%null%</text>`
0524 `<text id="2068">%null%</text>`	0507 `<text id="2068">%null%</text>`
0525 `<text id="2069">%null%</text>`	0508 `<text id="2069">%null%</text>`
0526 `<text id="2070">A talisman depicting a hammer and a knight.`	0509 `<text id="2070">A talisman depicting a hammer and a knight.`
0527 `Enhances stamina-reducing attacks against a blocking opponent.`	0510 `Enhances stamina-reducing attacks against a blocking opponent.`
0528	0511
0529 `Hammers are highly effective against shield-bearing foes, so much so that they are known as "knight-killers."</text>`	0512 `Hammers are highly effective against shield-bearing foes, so much so that they are known as "knight-killers."</text>`
0530 `<text id="2071">%null%</text>`	0513 `<text id="2071">%null%</text>`
0531 `<text id="2072">%null%</text>`	0514 `<text id="2072">%null%</text>`
0532 `<text id="2073">%null%</text>`	0515 `<text id="2073">%null%</text>`
0533 `<text id="2074">%null%</text>`	0516 `<text id="2074">%null%</text>`
0534 `<text id="2075">%null%</text>`	0517 `<text id="2075">%null%</text>`
0535 `<text id="2076">%null%</text>`	0518 `<text id="2076">%null%</text>`
0536 `<text id="2077">%null%</text>`	0519 `<text id="2077">%null%</text>`
0537 `<text id="2078">%null%</text>`	0520 `<text id="2078">%null%</text>`
0538 `<text id="2079">%null%</text>`	0521 `<text id="2079">%null%</text>`
0539 `<text id="2080">A talisman depicting a raised prosthetic blade.`	0522 `<text id="2080">A talisman depicting a raised prosthetic blade.`
0540 `An honor bestowed upon the knights who fought alongside Malenia, Blade of Miquella.`	0523 `An honor bestowed upon the knights who fought alongside Malenia the Severed.`

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 541

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 524

0541	0524
0542 Raises attack power with successive attacks.	0525 Raises attack power with successive attacks.
0543	0526
0544 The wings represent Malenia, the undefeated. Though she never knew relief from her lifelong illness, her sword was forever beautiful—and relentless.</text>	0527 The wings symbolize Malenia and her undefeated prowess. Though she never knew relief from the accursed rot she was born into, her blade was forever beautiful—and relentless.</text>
0545 <text id="2081">%null%</text>	0528 <text id="2081">A talisman depicting a raised prosthetic blade.
	0529 An honor bestowed upon the valkyries who serve the Goddess of Rot.
	0530
	0531 Greatly raises attack power with successive attacks.
	0532
	0533 The four sisters were born in the Swamp of Aeonia, and came to the Haligtree under the aegis of Gowry. And yet, those buds were doomed to never blossom.</text>
0546 <text id="2082">%null%</text>	0534 <text id="2082">%null%</text>
0547 <text id="2083">%null%</text>	0535 <text id="2083">%null%</text>
0548 <text id="2084">%null%</text>	0536 <text id="2084">%null%</text>
0549 <text id="2085">%null%</text>	0537 <text id="2085">%null%</text>
0550 <text id="2086">%null%</text>	0538 <text id="2086">%null%</text>
0551 <text id="2087">%null%</text>	0539 <text id="2087">%null%</text>
0552 <text id="2088">%null%</text>	0540 <text id="2088">%null%</text>
0553 <text id="2089">%null%</text>	0541 <text id="2089">%null%</text>
0554 <text id="2090">A talisman depicting a dagger and a field surgeon.	0542 <text id="2090">A talisman depicting a dagger and a surgeon.
0555 Enhances critical hits.	0543 Enhances critical hits.
0556	0544
0557 The white-garbed field surgeons come to the aid of friend and foe alike by dealing a final deadly thrust to spare them from the prolonged agony of a mortal wound. A sense of mercy is a catalyst for bloodlust.</text>	0545 The white-garbed field surgeons come to the aid of friend and foe alike by dealing a final deadly thrust to spare them from the prolonged agony of a mortal wound. A sense of mercy is a catalyst for bloodlust.</text>
0558 <text id="2091">%null%</text>	0546 <text id="2091">%null%</text>
0559 <text id="2092">%null%</text>	0547 <text id="2092">%null%</text>
0560 <text id="2093">%null%</text>	0548 <text id="2093">%null%</text>
0561 <text id="2094">%null%</text>	0549 <text id="2094">%null%</text>
0562 <text id="2095">%null%</text>	0550 <text id="2095">%null%</text>
0563 <text id="2096">%null%</text>	0551 <text id="2096">%null%</text>
0564 <text id="2097">%null%</text>	0552 <text id="2097">%null%</text>
0565 <text id="2098">%null%</text>	0553 <text id="2098">%null%</text>
0566 <text id="2099">%null%</text>	0554 <text id="2099">%null%</text>
0567 <text id="2100">A talisman depicting three arrows.	0555 <text id="2100">A talisman depicting three arrows.
0568 Carried by hunters of beasts.	0556 Carried by hunters of beasts.
0569	0557
0570 Increases the effective range of bows.</text>	0558 Increases the effective range of bows.</text>
0571 <text id="2101">%null%</text>	0559 <text id="2101">%null%</text>
0572 <text id="2102">%null%</text>	0560 <text id="2102">%null%</text>
0573 <text id="2103">%null%</text>	0561 <text id="2103">%null%</text>
0574 <text id="2104">%null%</text>	0562 <text id="2104">%null%</text>
0575 <text id="2105">%null%</text>	0563 <text id="2105">%null%</text>
0576 <text id="2106">%null%</text>	0564 <text id="2106">%null%</text>
0577 <text id="2107">%null%</text>	0565 <text id="2107">%null%</text>
0578 <text id="2108">%null%</text>	0566 <text id="2108">%null%</text>
0579 <text id="2109">%null%</text>	0567 <text id="2109">%null%</text>
0580 <text id="2110">A cloth doll depicting a dancer garbed in blue.	0568 <text id="2110">A cloth doll depicting a dancer garbed in blue.
0581 An ancient heirloom of some sort.	0569 An ancient heirloom of some sort.
0582	0570
0583 Raises attack power with lower equipment load.	0571 Raises attack power with lower equipment load.
0584	0572
0585 The dancer in blue represents a fairy, who in legend bestowed a flowing sword upon a blind swordsman. Blade in hand, the swordsman sealed away an ancient god and the blight that preceded him.</text>	0573 The dancer in blue represents a fairy, who in legend bestowed a flowing sword upon a blind swordsman. Blade in hand, the swordsman sealed away an ancient god—a god that was Rot itself.</text>
0586 <text id="2111">%null%</text>	0574 <text id="2111">%null%</text>
0587 <text id="2112">%null%</text>	0575 <text id="2112">%null%</text>
0588 <text id="2113">%null%</text>	0576 <text id="2113">%null%</text>
0589 <text id="2114">%null%</text>	0577 <text id="2114">%null%</text>
0590 <text id="2115">%null%</text>	0578 <text id="2115">%null%</text>
0591 <text id="2116">%null%</text>	0579 <text id="2116">%null%</text>
0592 <text id="2117">%null%</text>	0580 <text id="2117">%null%</text>
0593 <text id="2118">%null%</text>	0581 <text id="2118">%null%</text>
0594 <text id="2119">%null%</text>	0582 <text id="2119">%null%</text>
0595 <text id="2120">A talisman depicting a twinblade and an emissary.	0583 <text id="2120">A talisman depicting a twinblade and a confessor.
0596 Enhances the crescendo ending a chain of attacks.	0584 Enhances the final hit ending a chain of attacks.
0597	0585
0598 The twinblade technique is a tradition of the covert emissaries, who closely guard the secret of how they preserve the momentum of their attacks. Thus is the final strike of their onslaught all the more deadly.</text>	0586 The twinblade technique is a tradition of the confessors, who closely guard the secret of how they preserve the momentum of their attacks. Thus is the final strike of their onslaught all the more deadly.</text>
0599 <text id="2121">%null%</text>	0587 <text id="2121">%null%</text>
0600 <text id="2122">%null%</text>	0588 <text id="2122">%null%</text>
0601 <text id="2123">%null%</text>	0589 <text id="2123">%null%</text>
0602 <text id="2124">%null%</text>	0590 <text id="2124">%null%</text>
0603 <text id="2125">%null%</text>	0591 <text id="2125">%null%</text>
0604 <text id="2126">%null%</text>	0592 <text id="2126">%null%</text>
0605 <text id="2127">%null%</text>	0593 <text id="2127">%null%</text>
0606 <text id="2128">%null%</text>	0594 <text id="2128">%null%</text>
0607 <text id="2129">%null%</text>	0595 <text id="2129">%null%</text>
0608 <text id="2130">A talisman depicting an axe and a warrior.	0596 <text id="2130">A talisman depicting an axe and a warrior.
0609 Enhances charge attacks.	0597 Enhances charge attacks.
0610	0598
0611 The Lord who led the Long March bore an axe, and his loyal warriors honored him by wielding axes of their own, making them very effective at dealing decisive blows.</text>	0599 The Lord who led the Long March bore an axe, and his loyal warriors honored him by wielding axes of their own, making them very effective at dealing decisive blows.</text>
0612 <text id="2131">%null%</text>	0600 <text id="2131">%null%</text>
0613 <text id="2132">%null%</text>	0601 <text id="2132">%null%</text>
0614 <text id="2133">%null%</text>	0602 <text id="2133">%null%</text>
0615 <text id="2134">%null%</text>	0603 <text id="2134">%null%</text>
0616 <text id="2135">%null%</text>	0604 <text id="2135">%null%</text>
0617 <text id="2136">%null%</text>	0605 <text id="2136">%null%</text>
0618 <text id="2137">%null%</text>	0606 <text id="2137">%null%</text>
0619 <text id="2138">%null%</text>	0607 <text id="2138">%null%</text>
0620 <text id="2139">%null%</text>	0608 <text id="2139">%null%</text>
0621 <text id="2140">A talisman depicting a lance and a knight.	0609 <text id="2140">A talisman depicting a lance and a knight.
0622 Enhances attacks while on horseback.	0610 Enhances attacks while on horseback.
0623	0611
0624 Knights on horseback are deadly foes. They see all below from their lofty position, meeting little meaningful resistance as they charge ahead.</text>	0612 Knights on horseback are deadly foes. They see all below from their lofty position, meeting little meaningful resistance as they charge ahead.</text>
0625 <text id="2141">%null%</text>	0613 <text id="2141">%null%</text>
0626 <text id="2142">%null%</text>	0614 <text id="2142">%null%</text>
0627 <text id="2143">%null%</text>	0615 <text id="2143">%null%</text>

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 628

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 616

	Left (1.00)		Right (1.10)
0628	`<text id="2144">%null%</text>`	0616	`<text id="2144">%null%</text>`
0629	`<text id="2145">%null%</text>`	0617	`<text id="2145">%null%</text>`
0630	`<text id="2146">%null%</text>`	0618	`<text id="2146">%null%</text>`
0631	`<text id="2147">%null%</text>`	0619	`<text id="2147">%null%</text>`
0632	`<text id="2148">%null%</text>`	0620	`<text id="2148">%null%</text>`
0633	`<text id="2149">%null%</text>`	0621	`<text id="2149">%null%</text>`
0634	`<text id="2150">A talisman depicting three iron arrows.`	0622	`<text id="2150">A talisman depicting three iron arrows.`
	Carried by soldiers long ago.	0623	Carried by soldiers long ago.
0636		0624	
0637	Raises attack power of arrows and bolts.`</text>`	0625	Raises attack power of arrows and bolts.`</text>`
0638	`<text id="2151">%null%</text>`	0626	`<text id="2151">%null%</text>`
0639	`<text id="2152">%null%</text>`	0627	`<text id="2152">%null%</text>`
0640	`<text id="2153">%null%</text>`	0628	`<text id="2153">%null%</text>`
0641	`<text id="2154">%null%</text>`	0629	`<text id="2154">%null%</text>`
0642	`<text id="2155">%null%</text>`	0630	`<text id="2155">%null%</text>`
0643	`<text id="2156">%null%</text>`	0631	`<text id="2156">%null%</text>`
0644	`<text id="2157">%null%</text>`	0632	`<text id="2157">%null%</text>`
0645	`<text id="2158">%null%</text>`	0633	`<text id="2158">%null%</text>`
0646	`<text id="2159">%null%</text>`	0634	`<text id="2159">%null%</text>`
0647	`<text id="2160">A talisman depicting the exultation of the`	0635	`<text id="2160">A talisman depicting the exultation of the`
	Lord of Blood.	0636	Lord of Blood.
0649	Raises attack power when hemorrhaging occurs in the vicinity.	0637	Raises attack power when blood loss occurs in the vicinity.
0650		0638	
0651	Offer the Lord his deserved blood.	0639	"Render up your offerings of blood to your Lord. Drench my
			consort's chamber. Slake his cocoon's thirst. His awakening
			shall herald the dawn of our dynasty."`</text>`
0652	Daub his chamber, drench the cocoon.		
0653	The awakening of his young consort will herald the start of		
	our dynasty.`</text>`		
0654	`<text id="2161">%null%</text>`	0640	`<text id="2161">%null%</text>`
0655	`<text id="2162">%null%</text>`	0641	`<text id="2162">%null%</text>`
0656	`<text id="2163">%null%</text>`	0642	`<text id="2163">%null%</text>`
0657	`<text id="2164">%null%</text>`	0643	`<text id="2164">%null%</text>`
0658	`<text id="2165">%null%</text>`	0644	`<text id="2165">%null%</text>`
0659	`<text id="2166">%null%</text>`	0645	`<text id="2166">%null%</text>`
0660	`<text id="2167">%null%</text>`	0646	`<text id="2167">%null%</text>`
0661	`<text id="2168">%null%</text>`	0647	`<text id="2168">%null%</text>`
0662	`<text id="2169">%null%</text>`	0648	`<text id="2169">%null%</text>`
0663	`<text id="2170">A talisman depicting the exultation of pests.`	0649	`<text id="2170">A talisman depicting the exultation of pests.`
0664		0650	
0665	Raises attack power when poisoning or rot occurs in the	0651	Raises attack power when poisoning or rot occurs in the
	vicinity.		vicinity.
0666		0652	
0667	Rot for the scarlet goddess.	0653	"Rot for the scarlet goddess. O scarlet blossoms, flourish in
			distant lands, and return to us, the unwanted children."`</`
			text>`
0668	O scarlet blossoms, flourish in distant lands,		
0669	and return to us, the unwanted children.`</text>`		
0670	`<text id="2171">%null%</text>`	0654	`<text id="2171">%null%</text>`
0671	`<text id="2172">%null%</text>`	0655	`<text id="2172">%null%</text>`
0672	`<text id="2173">%null%</text>`	0656	`<text id="2173">%null%</text>`
0673	`<text id="2174">%null%</text>`	0657	`<text id="2174">%null%</text>`
0674	`<text id="2175">%null%</text>`	0658	`<text id="2175">%null%</text>`
0675	`<text id="2176">%null%</text>`	0659	`<text id="2176">%null%</text>`
0676	`<text id="2177">%null%</text>`	0660	`<text id="2177">%null%</text>`
0677	`<text id="2178">%null%</text>`	0661	`<text id="2178">%null%</text>`
0678	`<text id="2179">%null%</text>`	0662	`<text id="2179">%null%</text>`
0679	`<text id="2180">A talisman depicting a claw and an assassin.`	0663	`<text id="2180">A talisman depicting a claw and an assassin.`
0680	Enhances jump attacks.	0664	Enhances jump attacks.
0681		0665	
0682	The assassins of Ravenmount are killers by	0666	The assassins of Ravenmount are killers by trade. They assail
			their victims while dressed as birds of prey.`</text>`
0683	trade. They assail their victims while dressed as birds of		
	prey.`</text>`		
0684	`<text id="2181">%null%</text>`	0667	`<text id="2181">%null%</text>`
0685	`<text id="2182">%null%</text>`	0668	`<text id="2182">%null%</text>`
0686	`<text id="2183">%null%</text>`	0669	`<text id="2183">%null%</text>`
0687	`<text id="2184">%null%</text>`	0670	`<text id="2184">%null%</text>`
0688	`<text id="2185">%null%</text>`	0671	`<text id="2185">%null%</text>`
0689	`<text id="2186">%null%</text>`	0672	`<text id="2186">%null%</text>`
0690	`<text id="2187">%null%</text>`	0673	`<text id="2187">%null%</text>`
0691	`<text id="2188">%null%</text>`	0674	`<text id="2188">%null%</text>`
0692	`<text id="2189">%null%</text>`	0675	`<text id="2189">%null%</text>`
0693	`<text id="2190">A bronze medallion depicting a roaring giant.`	0676	`<text id="2190">A bronze medallion depicting a roaring giant.`
0694	Enhances Skills that employ roars and war cries.	0677	Enhances roars and breath attacks.
0695		0678	
0696	In ancient times, the giants were mortal enemies	0679	In ancient times, the giants were mortal enemies of the
			Erdtree. Their bellowing roars desolated nature, triggered
			avalanches, and whipped up storms of flame.`</text>`
0697	of the Erdtree. Their bellowing roars desolated		
0698	nature, triggered avalanches, and whipped up		
0699	storms of flame.`</text>`		
0700	`<text id="2191">%null%</text>`	0680	`<text id="2191">%null%</text>`
0701	`<text id="2192">%null%</text>`	0681	`<text id="2192">%null%</text>`
0702	`<text id="2193">%null%</text>`	0682	`<text id="2193">%null%</text>`
0703	`<text id="2194">%null%</text>`	0683	`<text id="2194">%null%</text>`
0704	`<text id="2195">%null%</text>`	0684	`<text id="2195">%null%</text>`
0705	`<text id="2196">%null%</text>`	0685	`<text id="2196">%null%</text>`
0706	`<text id="2197">%null%</text>`	0686	`<text id="2197">%null%</text>`
0707	`<text id="2198">%null%</text>`	0687	`<text id="2198">%null%</text>`
0708	`<text id="2199">%null%</text>`	0688	`<text id="2199">%null%</text>`
0709	`<text id="2200">A talisman depicting a curved sword and a`	0689	`<text id="2200">A talisman depicting a curved sword and a`
	swordsman.		swordsman.
0710	Enhances guard counters.	0690	Enhances guard counters.
0711		0691	
0712	It is said that a blind swordsman was the originator of this	0692	It is said that a blind swordsman was the originator of this
	technique—the art of allowing your opponent to strike so as		technique—the art of allowing one's opponent to strike so as
	to leave them vulnerable to your reply.`</text>`		to leave them vulnerable to a well-timed reply.`</text>`
0713	`<text id="2201">%null%</text>`	0693	`<text id="2201">%null%</text>`
0714	`<text id="2202">%null%</text>`	0694	`<text id="2202">%null%</text>`
0715	`<text id="2203">%null%</text>`	0695	`<text id="2203">%null%</text>`
0716	`<text id="2204">%null%</text>`	0696	`<text id="2204">%null%</text>`
0717	`<text id="2205">%null%</text>`	0697	`<text id="2205">%null%</text>`
0718	`<text id="2206">%null%</text>`	0698	`<text id="2206">%null%</text>`
0719	`<text id="2207">%null%</text>`	0699	`<text id="2207">%null%</text>`
0720	`<text id="2208">%null%</text>`	0700	`<text id="2208">%null%</text>`
0721	`<text id="2209">%null%</text>`	0701	`<text id="2209">%null%</text>`
0722	`<text id="2210">A talisman given by the jars to their`	0702	`<text id="2210">A talisman given by the jars to their`
	friends.		friends.
0723	Raises potency of thrown jars.	0703	Raises potency of thrown jars.
0724		0704	
0725	Though the jars are brought to life by human flesh and blood,	0705	Though the jars are brought to life by human flesh and blood,
	they are all rather kindly folk. Perhaps they were made to be		they are all rather kindly folk. Perhaps they were made to be
	better than their innards.`</text>`		better than their innards.`</text>`

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 726

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 706

Left	Right
0726 `<text id="2211">%null%</text>`	0706 `<text id="2211">%null%</text>`
0727 `<text id="2212">%null%</text>`	0707 `<text id="2212">%null%</text>`
0728 `<text id="2213">%null%</text>`	0708 `<text id="2213">%null%</text>`
0729 `<text id="2214">%null%</text>`	0709 `<text id="2214">%null%</text>`
0730 `<text id="2215">%null%</text>`	0710 `<text id="2215">%null%</text>`
0731 `<text id="2216">%null%</text>`	0711 `<text id="2216">%null%</text>`
0732 `<text id="2217">%null%</text>`	0712 `<text id="2217">%null%</text>`
0733 `<text id="2218">%null%</text>`	0713 `<text id="2218">%null%</text>`
0734 `<text id="2219">%null%</text>`	0714 `<text id="2219">%null%</text>`
0735 `<text id="2220">A talisman depicting a perfume bottle.`	0715 `<text id="2220">A talisman depicting a set of perfume bottles.`
0736 Raises potency of perfume items.	0716 Raises potency of perfume items.
0737	0717
0738 There are gardens known only to the perfumers. Whether hidden on the fringes of the highlands, or obscured by shadows inside caves, the flowers blossom in secret, waiting to impart their scent.`</text>`	0718 There are gardens known only to the perfumers. Whether hidden on the fringes of the highlands, or obscured by shadows inside caves, the flowers blossom in secret, waiting to impart their scent.`</text>`
0739 `<text id="3000">A talisman depicting a school of graven mages, the nightmare of the Academy.`	0719 `<text id="3000">A talisman depicting a school of graven mages, the nightmare of the academy.`
0740	0720
0741 Raises potency of sorceries.	0721 Raises potency of sorceries.
0742	0722
0743 The primeval current is a forbidden tradition of glintstone sorcery. To those who cleave to its teachings, the act of collecting sorcerers to fashion them into the seeds of stars is but another path of scientific inquiry.`</text>`	0723 The primeval current is a forbidden tradition of glintstone sorcery. To those who cleave to its teachings, the act of collecting sorcerers to fashion them into the seeds of stars is but another path of scientific inquiry.`</text>`
0744 `<text id="3001">A talisman depicting a school of graven mages, the nightmare of the Academy.`	0724 `<text id="3001">A talisman depicting the first school of graven mages—a nightmare that would continue to haunt the academy.`
0745	0725
0746 Greatly raises potency of sorceries.	0726 Greatly raises potency of sorceries.
0747	0727
0748 The primeval current is a forbidden tradition of glintstone sorcery. To those who cleave to its teachings, the act of collecting sorcerers to fashion them into the seeds of stars is but another path of scientific inquiry.`</text>`	0728 The primeval current is a forbidden tradition of glintstone sorcery. To those who cleave to its teachings, the act of collecting sorcerers to fashion them into the seeds of stars is but another path of scientific inquiry.`</text>`
0749 `<text id="3040">A talisman bearing an icon that depicts a group of masked figures.`	0729 `<text id="3040">A talisman bearing an icon that depicts a group of masked figures.`
0750 Raises potency of incantations.	0730 Raises potency of incantations.
0751	0731
0752 The figures represent the flock at prayer, their firm belief in the intangible inspiring even the solitary founder of their religion.	0732 The figures represent the flock at prayer, their firm belief in the intangible inspiring even the solitary founder of their religion.
0753	0733
0754 What is faith if not an affirmation?`</text>`	0734 What is faith if not an affirmation?`</text>`
0755 `<text id="3041">%null%</text>`	0735 `<text id="3041">%null%</text>`
0756 `<text id="3042">%null%</text>`	0736 `<text id="3042">%null%</text>`
0757 `<text id="3043">%null%</text>`	0737 `<text id="3043">%null%</text>`
0758 `<text id="3044">%null%</text>`	0738 `<text id="3044">%null%</text>`
0759 `<text id="3045">%null%</text>`	0739 `<text id="3045">%null%</text>`
0760 `<text id="3046">%null%</text>`	0740 `<text id="3046">%null%</text>`
0761 `<text id="3047">%null%</text>`	0741 `<text id="3047">%null%</text>`
0762 `<text id="3048">%null%</text>`	0742 `<text id="3048">%null%</text>`
0763 `<text id="3049">%null%</text>`	0743 `<text id="3049">%null%</text>`
0764 `<text id="3050">A talisman bearing an icon that depicts a group of masked figures.`	0744 `<text id="3050">A talisman bearing an icon that depicts a mass of masked figures.`
0765 Greatly raises potency of incantations.	0745 Greatly raises potency of incantations.
0766	0746
0767 The figures represent the flock at prayer, their firm belief in the intangible inspiring even the solitary founder of their religion.	0747 The figures represent the flock at prayer, their firm belief in the intangible inspiring even the solitary founder of their religion.
0768	0748
0769 What is faith if not an affirmation?`</text>`	0749 What is faith if not an affirmation?`</text>`
0770 `<text id="3051">%null%</text>`	0750 `<text id="3051">%null%</text>`
0771 `<text id="3052">%null%</text>`	0751 `<text id="3052">%null%</text>`
0772 `<text id="3053">%null%</text>`	0752 `<text id="3053">%null%</text>`
0773 `<text id="3054">%null%</text>`	0753 `<text id="3054">%null%</text>`
0774 `<text id="3055">%null%</text>`	0754 `<text id="3055">%null%</text>`
0775 `<text id="3056">%null%</text>`	0755 `<text id="3056">%null%</text>`
0776 `<text id="3057">%null%</text>`	0756 `<text id="3057">%null%</text>`
0777 `<text id="3058">%null%</text>`	0757 `<text id="3058">%null%</text>`
0778 `<text id="3059">%null%</text>`	0758 `<text id="3059">%null%</text>`
0779 `<text id="3060">A talisman depicting the ancient king whose seat lies at the heart of the storm beyond time.`	0759 `<text id="3060">A legendary talisman depicting the ancient king whose seat lies at the heart of the storm beyond time.`
0780	0760
0781 Extends the duration of sorceries and incantations.	0761 Extends the duration of sorceries and incantations.
0782	0762
0783 It is said that the ancient royal city of Farum Azula has been slowly crumbling since time immemorial.`</text>`	0763 It is said that the ancient royal city of Farum Azula has been slowly crumbling since time immemorial.`</text>`
0784 `<text id="3061">%null%</text>`	0764 `<text id="3061">%null%</text>`
0785 `<text id="3062">%null%</text>`	0765 `<text id="3062">%null%</text>`
0786 `<text id="3063">%null%</text>`	0766 `<text id="3063">%null%</text>`
0787 `<text id="3064">%null%</text>`	0767 `<text id="3064">%null%</text>`
0788 `<text id="3065">%null%</text>`	0768 `<text id="3065">%null%</text>`
0789 `<text id="3066">%null%</text>`	0769 `<text id="3066">%null%</text>`
0790 `<text id="3067">%null%</text>`	0770 `<text id="3067">%null%</text>`
0791 `<text id="3068">%null%</text>`	0771 `<text id="3068">%null%</text>`
0792 `<text id="3069">%null%</text>`	0772 `<text id="3069">%null%</text>`
0793 `<text id="3070">A talisman depicting the Elden Lord Radagon.`	0773 `<text id="3070">A legendary talisman depicting the Elden Lord Radagon.`
0794 Shortens the casting time of sorceries and incantations.	0774 Shortens the casting time of sorceries and incantations.
0795	0775
0796 As the husband of Rennala of Caria, the red-haired Radagon studied sorcery, and as the husband of Queen Marika, he studied incantations. Thus did the hero aspire to be complete.`</text>`	0776 As the husband of Rennala of Caria, the red-haired Radagon studied sorcery, and as the husband of Queen Marika, he studied incantations. Thus did the hero aspire to be complete.`</text>`
0797 `<text id="3071">%null%</text>`	0777 `<text id="3071">%null%</text>`
0798 `<text id="3072">%null%</text>`	0778 `<text id="3072">%null%</text>`
0799 `<text id="3073">%null%</text>`	0779 `<text id="3073">%null%</text>`
0800 `<text id="3074">%null%</text>`	0780 `<text id="3074">%null%</text>`
0801 `<text id="3075">%null%</text>`	0781 `<text id="3075">%null%</text>`
0802 `<text id="3076">%null%</text>`	0782 `<text id="3076">%null%</text>`
0803 `<text id="3077">%null%</text>`	0783 `<text id="3077">%null%</text>`
0804 `<text id="3078">%null%</text>`	0784 `<text id="3078">%null%</text>`
0805 `<text id="3079">%null%</text>`	0785 `<text id="3079">%null%</text>`
0806 `<text id="3080">An old glintstone blade that has been stained with blood.`	0786 `<text id="3080">An old glintstone blade that has been stained with blood.`
0807	0787
0808 Reduces FP consumption of sorceries and incantations at the cost of maximum HP.	0788 Reduces FP consumption of sorceries and incantations at the cost of maximum HP.
0809	0789
0810 The old sorcerers would slice open their hearts with these blades to remake their souls in glintstone, and thus did they die.`</text>`	0790 The old sorcerers would slice open their hearts with these blades to imbue a primal glintstone with their soul, and thus did they die.`</text>`
0811 `<text id="3081">%null%</text>`	0791 `<text id="3081">%null%</text>`

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 812

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 792

	Left (1.00)		Right (1.10)
0812	`<text id="3082">%null%</text>`	0792	`<text id="3082">%null%</text>`
0813	`<text id="3083">%null%</text>`	0793	`<text id="3083">%null%</text>`
0814	`<text id="3084">%null%</text>`	0794	`<text id="3084">%null%</text>`
0815	`<text id="3085">%null%</text>`	0795	`<text id="3085">%null%</text>`
0816	`<text id="3086">%null%</text>`	0796	`<text id="3086">%null%</text>`
0817	`<text id="3087">%null%</text>`	0797	`<text id="3087">%null%</text>`
0818	`<text id="3088">%null%</text>`	0798	`<text id="3088">%null%</text>`
0819	`<text id="3089">%null%</text>`	0799	`<text id="3089">%null%</text>`
0820	`<text id="3090">`A talisman depicting the Elden Lord Godfrey.	0800	`<text id="3090">`A legendary talisman depicting the Elden Lord Godfrey.
0821	Raises charged attack power of sorceries, incantations, and Skills.	0801	Raises charge attack power of sorceries, incantations, and skills.
0822		0802	
0823	Godfrey was a ferocious warrior. When he vowed to become a lord, he took the Beast Regent Serosh upon on his back to suppress the ceaseless lust for battle that raged within.`</text>`	0803	Godfrey was a ferocious warrior. When he vowed to become a lord, he took the Beast Regent Serosh upon his back to suppress the ceaseless lust for battle that raged within.`</text>`
0824	`<text id="4000">`Wrought iron talisman depicting an ancient dragon.	0804	`<text id="4000">`Wrought iron talisman depicting an ancient dragon.
0825	Boosts physical damage negation.	0805	Boosts physical damage negation.
0826		0806	
0827	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0807	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0828	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`	0808	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`
0829	`<text id="4001">`Wrought iron talisman depicting a duo of ancient dragons.	0809	`<text id="4001">`Wrought iron talisman depicting a duo of ancient dragons.
0830	Greatly boosts physical damage negation.	0810	Greatly boosts physical damage negation.
0831		0811	
0832	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0812	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0833	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`	0813	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`
0834	`<text id="4002">`Wrought iron talisman depicting a trio of ancient dragons.	0814	`<text id="4002">`Wrought iron talisman depicting a trio of ancient dragons.
0835	Vastly boosts physical damage negation.	0815	Vastly boosts physical damage negation.
0836		0816	
0837	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0817	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0838	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`	0818	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`
0839	`<text id="4003">`Wrought iron talisman depicting a massive ancient dragon.	0819	`<text id="4003">`Legendary talisman of wrought iron depicting a massive ancient dragon.
0840	Enormously boosts physical damage negation.	0820	Enormously boosts physical damage negation.
0841		0821	
0842	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0822	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0843	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`	0823	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`
0844	`<text id="4004">%null%</text>`	0824	`<text id="4004">%null%</text>`
0845	`<text id="4005">%null%</text>`	0825	`<text id="4005">%null%</text>`
0846	`<text id="4006">%null%</text>`	0826	`<text id="4006">%null%</text>`
0847	`<text id="4007">%null%</text>`	0827	`<text id="4007">%null%</text>`
0848	`<text id="4008">%null%</text>`	0828	`<text id="4008">%null%</text>`
0849	`<text id="4009">%null%</text>`	0829	`<text id="4009">%null%</text>`
0850	`<text id="4010">`Talisman depicting a blue ancient dragon.	0830	`<text id="4010">`Talisman depicting a blue ancient dragon.
0851	Boosts magic damage negation.	0831	Boosts magic damage negation.
0852		0832	
0853	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0833	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0854	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`	0834	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`
0855	`<text id="4011">`Talisman depicting a duo of blue ancient dragons.	0835	`<text id="4011">`Talisman depicting a duo of blue ancient dragons.
0856	Greatly boosts magic damage negation.	0836	Greatly boosts magic damage negation.
0857		0837	
0858	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0838	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0859	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`	0839	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`
0860	`<text id="4012">`Talisman depicting a trio of blue ancient dragons.	0840	`<text id="4012">`Talisman depicting a trio of blue ancient dragons.
0861	Vastly boosts magic damage negation.	0841	Vastly boosts magic damage negation.
0862		0842	
0863	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0843	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0864	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`	0844	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`
0865	`<text id="4013">%null%</text>`	0845	`<text id="4013">%null%</text>`
0866	`<text id="4014">%null%</text>`	0846	`<text id="4014">%null%</text>`
0867	`<text id="4015">%null%</text>`	0847	`<text id="4015">%null%</text>`
0868	`<text id="4016">%null%</text>`	0848	`<text id="4016">%null%</text>`
0869	`<text id="4017">%null%</text>`	0849	`<text id="4017">%null%</text>`
0870	`<text id="4018">%null%</text>`	0850	`<text id="4018">%null%</text>`
0871	`<text id="4019">%null%</text>`	0851	`<text id="4019">%null%</text>`
0872	`<text id="4020">`Talisman depicting a red ancient dragon.	0852	`<text id="4020">`Talisman depicting a red ancient dragon.
0873	Boosts fire damage negation.	0853	Boosts fire damage negation.
0874		0854	
0875	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0855	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0876	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`	0856	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`
0877	`<text id="4021">`Talisman depicting a duo of red ancient dragons.	0857	`<text id="4021">`Talisman depicting a duo of red ancient dragons.
0878	Greatly boosts fire damage negation.	0858	Greatly boosts fire damage negation.
0879		0859	
0880	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0860	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0881	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`	0861	And so it is that the shape of the dragon has become symbolic of all manner of protections.`</text>`
0882	`<text id="4022">`Talisman depicting a trio of red ancient dragons.	0862	`<text id="4022">`Talisman depicting a trio of red ancient dragons.
0883	Vastly boosts fire damage negation.	0863	Vastly boosts fire damage negation.
0884		0864	
0885	In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their	0865	The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 885

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 865

Left (1.00)	Right (1.10)
king as a veritable wall of stone.	rock.
0886 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0866 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0887 <text id="4023">%null%</text>	0867 <text id="4023">%null%</text>
0888 <text id="4024">%null%</text>	0868 <text id="4024">%null%</text>
0889 <text id="4025">%null%</text>	0869 <text id="4025">%null%</text>
0890 <text id="4026">%null%</text>	0870 <text id="4026">%null%</text>
0891 <text id="4027">%null%</text>	0871 <text id="4027">%null%</text>
0892 <text id="4028">%null%</text>	0872 <text id="4028">%null%</text>
0893 <text id="4029">%null%</text>	0873 <text id="4029">%null%</text>
0894 <text id="4030">Talisman depicting a yellow ancient dragon.	0874 <text id="4030">Talisman depicting a yellow ancient dragon.
0895 Boosts lightning damage negation.	0875 Boosts lightning damage negation.
0896	0876
0897 In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0877 The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0898 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0878 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0899 <text id="4031">Talisman depicting a duo of yellow ancient dragons.	0879 <text id="4031">Talisman depicting a duo of yellow ancient dragons.
0900 Greatly boosts lightning damage negation.	0880 Greatly boosts lightning damage negation.
0901	0881
0902 In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0882 The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0903 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0883 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0904 <text id="4032">Talisman depicting a trio of yellow ancient dragons.	0884 <text id="4032">Talisman depicting a trio of yellow ancient dragons.
0905 Vastly boosts lightning damage negation.	0885 Vastly boosts lightning damage negation.
0906	0886
0907 In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0887 The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0908 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0888 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0909 <text id="4033">%null%</text>	0889 <text id="4033">%null%</text>
0910 <text id="4034">%null%</text>	0890 <text id="4034">%null%</text>
0911 <text id="4035">%null%</text>	0891 <text id="4035">%null%</text>
0912 <text id="4036">%null%</text>	0892 <text id="4036">%null%</text>
0913 <text id="4037">%null%</text>	0893 <text id="4037">%null%</text>
0914 <text id="4038">%null%</text>	0894 <text id="4038">%null%</text>
0915 <text id="4039">%null%</text>	0895 <text id="4039">%null%</text>
0916 <text id="4040">Talisman depicting a golden ancient dragon.	0896 <text id="4040">Talisman depicting a golden ancient dragon.
0917 Boosts holy damage negation.	0897 Boosts holy damage negation.
0918	0898
0919 In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0899 The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0920 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0900 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0921 <text id="4041">Talisman depicting a duo of golden ancient dragons.	0901 <text id="4041">Talisman depicting a duo of golden ancient dragons.
0922 Greatly boosts holy damage negation.	0902 Greatly boosts holy damage negation.
0923	0903
0924 In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0904 The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0925 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0905 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0926 <text id="4042">Talisman depicting a trio of golden ancient dragons.	0906 <text id="4042">Talisman depicting a trio of golden ancient dragons.
0927 Vastly boosts holy damage negation.	0907 Vastly boosts holy damage negation.
0928	0908
0929 In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0909 The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0930 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0910 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0931 <text id="4043">%null%</text>	0911 <text id="4043">%null%</text>
0932 <text id="4044">%null%</text>	0912 <text id="4044">%null%</text>
0933 <text id="4045">%null%</text>	0913 <text id="4045">%null%</text>
0934 <text id="4046">%null%</text>	0914 <text id="4046">%null%</text>
0935 <text id="4047">%null%</text>	0915 <text id="4047">%null%</text>
0936 <text id="4048">%null%</text>	0916 <text id="4048">%null%</text>
0937 <text id="4049">%null%</text>	0917 <text id="4049">%null%</text>
0938 <text id="4050">Talisman depicting a pearlescent ancient dragon.	0918 <text id="4050">Talisman depicting a pearlescent ancient dragon.
0939 Boosts non-physical damage negation.	0919 Boosts non-physical damage negation.
0940	0920
0941 In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0921 The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0942 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0922 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0943 <text id="4051">Talisman depicting a duo of pearlescent ancient dragons.	0923 <text id="4051">Talisman depicting a duo of pearlescent ancient dragons.
0944 Greatly boosts non-physical damage negation.	0924 Greatly boosts non-physical damage negation.
0945	0925
0946 In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0926 The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0947 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0927 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0948 <text id="4052">Talisman depicting a trio of pearlescent ancient dragons.	0928 <text id="4052">Talisman depicting a trio of pearlescent ancient dragons.
0949 Vastly boosts non-physical damage negation.	0929 Vastly boosts non-physical damage negation.
0950	0930
0951 In the primitive age before the Erdtree, the ancient dragons ruled above all else, and were said to have protected their king as a veritable wall of stone.	0931 The ancient dragons, who ruled in the prehistoric era before the Erdtree, would protect their lord as a wall of living rock.
0952 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>	0932 And so it is that the shape of the dragon has become symbolic of all manner of protections.</text>
0953 <text id="4053">%null%</text>	0933 <text id="4053">%null%</text>
0954 <text id="4054">%null%</text>	0934 <text id="4054">%null%</text>
0955 <text id="4055">%null%</text>	0935 <text id="4055">%null%</text>
0956 <text id="4056">%null%</text>	0936 <text id="4056">%null%</text>
0957 <text id="4057">%null%</text>	0937 <text id="4057">%null%</text>
0958 <text id="4058">%null%</text>	0938 <text id="4058">%null%</text>
0959 <text id="4059">%null%</text>	0939 <text id="4059">%null%</text>
0960 <text id="4060">A talisman fashioned from a scale that embodies the aspects of a number of beasts.	0940 <text id="4060">A talisman fashioned from a scale that embodies the aspects of various creatures.
0961 Said to have grown on the human body long ago.	0941 Said to have grown on the human body long ago.
0962	0942
0963 Reduces damage taken from critical hits.	0943 Reduces damage taken from critical hits.

0964	0944
0965 A vestige of the crucible of primeval life. Born partially	0945 A vestige of the crucible of primordial life. Born partially of devolution, it was considered a signifier of the divine in ancient times, but is now increasingly disdained as an impurity as civilization has advanced.</text>
0966 of devolution, it was considered a signifier of the divine 0967 in ancient times, but is now increasingly disdained as an 0968 impurity as civilization has advanced.</text>	
0969 <text id="4061">%null%</text>	0946 <text id="4061">%null%</text>
0970 <text id="4062">%null%</text>	0947 <text id="4062">%null%</text>
0971 <text id="4063">%null%</text>	0948 <text id="4063">%null%</text>
0972 <text id="4064">%null%</text>	0949 <text id="4064">%null%</text>
0973 <text id="4065">%null%</text>	0950 <text id="4065">%null%</text>
0974 <text id="4066">%null%</text>	0951 <text id="4066">%null%</text>
0975 <text id="4067">%null%</text>	0952 <text id="4067">%null%</text>
0976 <text id="4068">%null%</text>	0953 <text id="4068">%null%</text>
0977 <text id="4069">%null%</text>	0954 <text id="4069">%null%</text>
0978 <text id="4070">A talisman fashioned from feathers that embody the aspects of a number of beasts.	0955 <text id="4070">A talisman fashioned from feathers that embody the aspects of various creatures.
0979 Said to have grown on the human body long ago.	0956 Said to have grown on the human body long ago.
0980	0957
0981 Improve the ability to dodge while rolling, but	0958 Improves the effectiveness of dodge rolls, but increases damage taken at all times.
0982 increases damage taken at all times.	
0983	0959
0984 A vestige of the crucible of primeval life. Born partially	0960 A vestige of the crucible of primordial life. Born partially of devolution, it was considered a signifier of the divine in ancient times, but is now increasingly disdained as an impurity as civilization has advanced.</text>
0985 of devolution, it was considered a signifier of the divine 0986 in ancient times, but is now increasingly disdained as an 0987 impurity as civilization has advanced.</text>	
0988 <text id="4071">%null%</text>	0961 <text id="4071">%null%</text>
0989 <text id="4072">%null%</text>	0962 <text id="4072">%null%</text>
0990 <text id="4073">%null%</text>	0963 <text id="4073">%null%</text>
0991 <text id="4074">%null%</text>	0964 <text id="4074">%null%</text>
0992 <text id="4075">%null%</text>	0965 <text id="4075">%null%</text>
0993 <text id="4076">%null%</text>	0966 <text id="4076">%null%</text>
0994 <text id="4077">%null%</text>	0967 <text id="4077">%null%</text>
0995 <text id="4078">%null%</text>	0968 <text id="4078">%null%</text>
0996 <text id="4079">%null%</text>	0969 <text id="4079">%null%</text>
0997 <text id="4080">A talisman adorned with blue feathers, once used in ancient death rituals.	0970 <text id="4080">A talisman adorned with blue feathers, once used in ancient death rituals.
0998 Raises defense when HP is low.	0971 Raises defense when HP is low.
0999	0972
1000 The heart sings when one draws close to death, and a glorious death awaits those who cling so tenaciously to life.</text>	0973 The heart sings when one draws close to death, and thus does one cling so tenaciously to life—to render up a death worth offering.</text>
1001 <text id="4081">%null%</text>	0974 <text id="4081">%null%</text>
1002 <text id="4082">%null%</text>	0975 <text id="4082">%null%</text>
1003 <text id="4083">%null%</text>	0976 <text id="4083">%null%</text>
1004 <text id="4084">%null%</text>	0977 <text id="4084">%null%</text>
1005 <text id="4085">%null%</text>	0978 <text id="4085">%null%</text>
1006 <text id="4086">%null%</text>	0979 <text id="4086">%null%</text>
1007 <text id="4087">%null%</text>	0980 <text id="4087">%null%</text>
1008 <text id="4088">%null%</text>	0981 <text id="4088">%null%</text>
1009 <text id="4089">%null%</text>	0982 <text id="4089">%null%</text>
1010 <text id="4090">A talisman patterned after shields used in ritual combat held to honor the Erdtree.	0983 <text id="4090">A talisman patterned after shields used in ritual combat held to honor the Erdtree.
1011	0984
1012 Raises defense when HP is at maximum.	0985 Raises defense when HP is at maximum.
1013	0986
1014 The practice had died out by the age of King Consort Radagon, but remains of the arenas where ritual combat took place can still be found in every land.</text>	0987 The practice had died out by the age of King Consort Radagon, but remains of the arenas where ritual combat took place can still be found in every land.</text>
1015 <text id="4091">%null%</text>	0988 <text id="4091">%null%</text>
1016 <text id="4092">%null%</text>	0989 <text id="4092">%null%</text>
1017 <text id="4093">%null%</text>	0990 <text id="4093">%null%</text>
1018 <text id="4094">%null%</text>	0991 <text id="4094">%null%</text>
1019 <text id="4095">%null%</text>	0992 <text id="4095">%null%</text>
1020 <text id="4096">%null%</text>	0993 <text id="4096">%null%</text>
1021 <text id="4097">%null%</text>	0994 <text id="4097">%null%</text>
1022 <text id="4098">%null%</text>	0995 <text id="4098">%null%</text>
1023 <text id="4099">%null%</text>	0996 <text id="4099">%null%</text>
1024 <text id="4100">Talisman depicting a knight holding a shield.	0997 <text id="4100">Talisman depicting a knight holding a greatshield.
1025 Boosts guarding ability.	0998 Boosts guarding ability.
1026	0999
1027 The knights of Leyndell once modelled themselves	1000 The knights of Leyndell once modelled themselves after the Tree Sentinels. Their purpose is to protect that which deserves protection, and thus the shield always comes before the sword.</text>
1028 after the Tree Sentinels. Their purpose is to protect 1029 that which deserves protection, and thus the shield 1030 always comes before the sword.</text>	
1031 <text id="4101">%null%</text>	1001 <text id="4101">%null%</text>
1032 <text id="4102">%null%</text>	1002 <text id="4102">%null%</text>
1033 <text id="4103">%null%</text>	1003 <text id="4103">%null%</text>
1034 <text id="4104">%null%</text>	1004 <text id="4104">%null%</text>
1035 <text id="4105">%null%</text>	1005 <text id="4105">%null%</text>
1036 <text id="4106">%null%</text>	1006 <text id="4106">%null%</text>
1037 <text id="4107">%null%</text>	1007 <text id="4107">%null%</text>
1038 <text id="4108">%null%</text>	1008 <text id="4108">%null%</text>
1039 <text id="4109">%null%</text>	1009 <text id="4109">%null%</text>
1040 <text id="4110">A talisman fashioned from a bony knot that embodies the aspects of a number of beasts.	1010 <text id="4110">A talisman fashioned from a bony knot that embodies the aspects of various creatures.
1041 Said to have grown on the human body long ago.	1011 Said to have grown on the human body long ago.
1042	1012
1043 Reduces damage taken from headshots.	1013 Reduces damage and impact of headshots taken.
1044	1014
1045 A vestige of the crucible of primeval life. Born partially	1015 A vestige of the crucible of primordial life. Born partially of devolution, it was considered a signifier of the divine in ancient times, but is now increasingly disdained as an impurity as civilization has advanced.</text>
1046 of devolution, it was considered a signifier of the divine 1047 in ancient times, but is now increasingly disdained as an 1048 impurity as civilization has advanced.</text>	
1049 <text id="5000">A crimson-colored talisman patterned after an Erdtree seed.	1016 <text id="5000">A crimson-colored talisman patterned after an Erdtree seed.
1050 Boosts HP restoration from the Flask of Crimson Tears.	1017 Boosts HP restoration from the Flask of Crimson Tears.
1051	1018
1052 The Erdtree was once perfect and eternal, and thus was it believed that Erdtree seeds could not exist.</text>	1019 The Erdtree was once perfect and eternal, and thus was it believed that Erdtree seeds could not exist.</text>
1053 <text id="5001">%null%</text>	1020 <text id="5001">%null%</text>
1054 <text id="5002">%null%</text>	1021 <text id="5002">%null%</text>

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 1055

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-msgbnd-dcx/AccessoryCaption.fmg.txt, Top line: 1022

Left	Right
1055 `<text id="5003">%null%</text>`	1022 `<text id="5003">%null%</text>`
1056 `<text id="5004">%null%</text>`	1023 `<text id="5004">%null%</text>`
1057 `<text id="5005">%null%</text>`	1024 `<text id="5005">%null%</text>`
1058 `<text id="5006">%null%</text>`	1025 `<text id="5006">%null%</text>`
1059 `<text id="5007">%null%</text>`	1026 `<text id="5007">%null%</text>`
1060 `<text id="5008">%null%</text>`	1027 `<text id="5008">%null%</text>`
1061 `<text id="5009">%null%</text>`	1028 `<text id="5009">%null%</text>`
1062 `<text id="5010">A cerulean-colored talisman patterned after an Erdtree seed.`	1029 `<text id="5010">A cerulean-colored talisman patterned after an Erdtree seed.`
Boosts FP restoration from the Flask of Cerulean Tears.	1030 Boosts FP restoration from the Flask of Cerulean Tears.
1064	1031
1065 The Erdtree was once perfect and eternal, and thus was it believed that Erdtree seeds could not exist.`</text>`	1032 The Erdtree was once perfect and eternal, and thus was it believed that Erdtree seeds could not exist.`</text>`
1066 `<text id="5011">%null%</text>`	1033 `<text id="5011">%null%</text>`
1067 `<text id="5012">%null%</text>`	1034 `<text id="5012">%null%</text>`
1068 `<text id="5013">%null%</text>`	1035 `<text id="5013">%null%</text>`
1069 `<text id="5014">%null%</text>`	1036 `<text id="5014">%null%</text>`
1070 `<text id="5015">%null%</text>`	1037 `<text id="5015">%null%</text>`
1071 `<text id="5016">%null%</text>`	1038 `<text id="5016">%null%</text>`
1072 `<text id="5017">%null%</text>`	1039 `<text id="5017">%null%</text>`
1073 `<text id="5018">%null%</text>`	1040 `<text id="5018">%null%</text>`
1074 `<text id="5019">%null%</text>`	1041 `<text id="5019">%null%</text>`
1075 `<text id="5020">Talisman depicting a drop of the Erdtree's sap, a blessed boon.`	1042 `<text id="5020">Talisman depicting a drop of the Erdtree's sap, a blessed boon.`
1076	1043
1077 Gradually restores HP.	1044 Gradually restores HP.
1078	1045
1079 It was once thought that the blessed sap of the Erdtree would drip from its boughs forever—but that age of plenty **was short-lived, and the Erdtree became merely** an object of faith.`</text>`	1046 It was once thought that the blessed sap of the Erdtree would drip from its boughs forever—but that age of plenty **swiftly came to a close, and with time, the Erdtree became more** an object of faith.`</text>`
1080 `<text id="5021">%null%</text>`	1047 `<text id="5021">%null%</text>`
1081 `<text id="5022">%null%</text>`	1048 `<text id="5022">%null%</text>`
1082 `<text id="5023">%null%</text>`	1049 `<text id="5023">%null%</text>`
1083 `<text id="5024">%null%</text>`	1050 `<text id="5024">%null%</text>`
1084 `<text id="5025">%null%</text>`	1051 `<text id="5025">%null%</text>`
1085 `<text id="5026">%null%</text>`	1052 `<text id="5026">%null%</text>`
1086 `<text id="5027">%null%</text>`	1053 `<text id="5027">%null%</text>`
1087 `<text id="5028">%null%</text>`	1054 `<text id="5028">%null%</text>`
1088 `<text id="5029">%null%</text>`	1055 `<text id="5029">%null%</text>`
1089 `<text id="5030">A talisman engraved with a stern likeness of Praetor Rykard, master of Volcano Manor.`	1056 `<text id="5030">A talisman engraved with a stern likeness of Praetor Rykard, master of Volcano Manor.`
1090	1057
1091 Restores HP upon defeating enemies.	1058 Restores HP upon defeating enemies.
1092	1059
1093 When Rykard turned to heresy, taking by force became the rule. The gods themselves were no different, after all.`</text>`	1060 When Rykard turned to heresy, taking by force became the rule. The gods themselves were no different, after all.`</text>`
1094 `<text id="5031">%null%</text>`	1061 `<text id="5031">%null%</text>`
1095 `<text id="5032">%null%</text>`	1062 `<text id="5032">%null%</text>`
1096 `<text id="5033">%null%</text>`	1063 `<text id="5033">%null%</text>`
1097 `<text id="5034">%null%</text>`	1064 `<text id="5034">%null%</text>`
1098 `<text id="5035">%null%</text>`	1065 `<text id="5035">%null%</text>`
1099 `<text id="5036">%null%</text>`	1066 `<text id="5036">%null%</text>`
1100 `<text id="5037">%null%</text>`	1067 `<text id="5037">%null%</text>`
1101 `<text id="5038">%null%</text>`	1068 `<text id="5038">%null%</text>`
1102 `<text id="5039">%null%</text>`	1069 `<text id="5039">%null%</text>`
1103 `<text id="5040">Sacred cloth of the Godskin **a**postles, made from supple skin sewn together.`	1070 `<text id="5040">Sacred cloth of the Godskin **A**postles, made from supple skin sewn together.`
1104	1071
1105 Successive attacks restore HP.	1072 Successive attacks restore HP.
1106	1073
1107 The **queen in black** cradles newborn apostles swaddled in this cloth. Soon they will grow to become the death of the gods.`</text>`	1074 The **Gloam-Eyed Q**ueen cradles newborn apostles swaddled in this cloth. Soon they will grow to become the death of the gods.`</text>`
1108 `<text id="5041">%null%</text>`	1075 `<text id="5041">%null%</text>`
1109 `<text id="5042">%null%</text>`	1076 `<text id="5042">%null%</text>`
1110 `<text id="5043">%null%</text>`	1077 `<text id="5043">%null%</text>`
1111 `<text id="5044">%null%</text>`	1078 `<text id="5044">%null%</text>`
1112 `<text id="5045">%null%</text>`	1079 `<text id="5045">%null%</text>`
1113 `<text id="5046">%null%</text>`	1080 `<text id="5046">%null%</text>`
1114 `<text id="5047">%null%</text>`	1081 `<text id="5047">%null%</text>`
1115 `<text id="5048">%null%</text>`	1082 `<text id="5048">%null%</text>`
1116 `<text id="5049">%null%</text>`	1083 `<text id="5049">%null%</text>`
1117 `<text id="5050">A **crimson-stained**, misshapen a**ssassin's dagger**.`	1084 `<text id="5050">A**n assassin's dagger**, misshapen an**d stained in crimson**.`
1118 Critical hits restore HP.	1085 Critical hits restore HP.
1119	1086
1120 This charm is modelled after the darkly gleaming	1087 This charm is modelled after the darkly gleaming **blades used in the Night of Black Knives. Those which gave the demigods their first taste of Death.`</text>`**
1121 **blades used in the Night of Black Knives. Those**	
1122 **which gave the demigods their first taste of Death.`</text>`**	
1123 `<text id="5051">%null%</text>`	1088 `<text id="5051">%null%</text>`
1124 `<text id="5052">%null%</text>`	1089 `<text id="5052">%null%</text>`
1125 `<text id="5053">%null%</text>`	1090 `<text id="5053">%null%</text>`
1126 `<text id="5054">%null%</text>`	1091 `<text id="5054">%null%</text>`
1127 `<text id="5055">%null%</text>`	1092 `<text id="5055">%null%</text>`
1128 `<text id="5056">%null%</text>`	1093 `<text id="5056">%null%</text>`
1129 `<text id="5057">%null%</text>`	1094 `<text id="5057">%null%</text>`
1130 `<text id="5058">%null%</text>`	1095 `<text id="5058">%null%</text>`
1131 `<text id="5059">%null%</text>`	1096 `<text id="5059">%null%</text>`
1132 `<text id="5060">A **cerulean-stained**, misshapen a**ssassin's dagger**.`	1097 `<text id="5060">A**n assassin's dagger**, misshapen an**d stained in cerulean**.`
1133 Critical hits restore FP.	1098 Critical hits restore FP.
1134	1099
1135 This charm is modelled after the darkly gleaming	1100 This charm is modelled after the darkly gleaming **blades used in the Night of Black Knives. Those which gave the demigods their first taste of Death.`</text>`**
1136 **blades used in the Night of Black Knives. Those**	1101 `<text id="6000">`**Small mysterious bottle with a dark mist sealed within.**
1137 **which gave the demigods their first taste of Death.`</text>`**	1102
1138 `<text id="6000">Sm`**all bottle sealing awa**y the "shadow of death".	1103 **Eliminates** all **sound made b**y the **wearer during movement**.
1139 **Eliminates all sound made by the wearer.`</text>`**	1104
	1105 **A ritual implement used by Roundtable Hold assassins. There was a time when Tarnished who had strayed from guidance feared nothing more than utter silence.`</text>`**
1140 `<text id="6001">%null%</text>`	1106 `<text id="6001">%null%</text>`
1141 `<text id="6002">%null%</text>`	1107 `<text id="6002">%null%</text>`
1142 `<text id="6003">%null%</text>`	1108 `<text id="6003">%null%</text>`
1143 `<text id="6004">%null%</text>`	1109 `<text id="6004">%null%</text>`
1144 `<text id="6005">%null%</text>`	1110 `<text id="6005">%null%</text>`
1145 `<text id="6006">%null%</text>`	1111 `<text id="6006">%null%</text>`
1146 `<text id="6007">%null%</text>`	1112 `<text id="6007">%null%</text>`

Left column:

```
1147  <text id="6008">%null%</text>
1148  <text id="6009">%null%</text>
1149  <text id="6010">A talisman constructed from scraps of a
1150  pallid veil. Conceals the bearer's presence at
1151  great distances.
1152
1153  This veil is said to have been secreted away
1154  from the Eternal City and given over to a band
1155  of assassins for use in the foul plot that came
1156  to be known as the Night of Black Knives.</text>
1157  <text id="6011">%null%</text>
1158  <text id="6012">%null%</text>
1159  <text id="6013">%null%</text>
1160  <text id="6014">%null%</text>
1161  <text id="6015">%null%</text>
1162  <text id="6016">%null%</text>
1163  <text id="6017">%null%</text>
1164  <text id="6018">%null%</text>
1165  <text id="6019">%null%</text>
1166  <text id="6020">A talisman adorned with the Raya Lucaria
      crest.
1167  Lowers FP consumed from Skills.</text>
1168  <text id="6040">A brooch depicting a long-tailed cat, known
      to be the beloved pet of General Radahn.
1169
1170  Reduces fall damage.
1171
1172  This black cat was known to have enjoyed jumping down from
      great heights; it would leap from the great bell-tower of
      Raya Lucaria as a kitten, and once fully grown, from the
      great heavenward roots that twisted through the Erdtree
      Capital skies.</text>




1173  <text id="6041">%null%</text>
1174  <text id="6042">%null%</text>
1175  <text id="6043">%null%</text>
1176  <text id="6044">%null%</text>
1177  <text id="6045">%null%</text>
1178  <text id="6046">%null%</text>
1179  <text id="6047">%null%</text>
1180  <text id="6048">%null%</text>
1181  <text id="6049">%null%</text>
1182  <text id="6050">Disturbing likeness of an old noble whose
      eyes were
1183  destroyed. The edges of his mouth are upturned in an
1184  almost flirtatious manner.
1185
1186  Attracts enemies to your position.
1187
1188  The man, named Shabriri, was born without pupils.


1189  Known to be a great lover of the grape, a sickness in
1190  the form of a red colored chaos was said to have
1191  come to dwell beneath his eyes. Eventually, his
1192  pupil-less eyeballs were crushed by other men, and
1193  he was driven to the gloomy southern peninsula.</text>
1194  <text id="6051">%null%</text>
1195  <text id="6052">%null%</text>
1196  <text id="6053">%null%</text>
1197  <text id="6054">%null%</text>
1198  <text id="6055">%null%</text>
1199  <text id="6056">%null%</text>
1200  <text id="6057">%null%</text>
1201  <text id="6058">%null%</text>
1202  <text id="6059">%null%</text>
1203  <text id="6060">Disturbing likeness of an old noble whose
      skin was
1204  flayed. He smiles with a serene tenderness.
1205
1206  Increases damage taken.
1207
1208  This soft-featured man's name was Daedicar,

1209  and he was one of Captain Rykard's paramours,
1210  as well an attendant in his Inquisition.
1211
1212  He would test new methods of torture first upon
1213  himself, making a gift of his pain and first-hand
1214  knowledge to the one he loved.</text>
1215  <text id="6061">%null%</text>
1216  <text id="6062">%null%</text>
1217  <text id="6063">%null%</text>
1218  <text id="6064">%null%</text>
1219  <text id="6065">%null%</text>
1220  <text id="6066">%null%</text>
1221  <text id="6067">%null%</text>
1222  <text id="6068">%null%</text>
1223  <text id="6069">%null%</text>
1224  <text id="6070">A talisman fashioned on a golden shrub.

1225  Prevents loss upon death, but breaks.</text>




1226  <text id="6071">%null%</text>
1227  <text id="6072">%null%</text>
1228  <text id="6073">%null%</text>
1229  <text id="6074">%null%</text>
```

Right column:

```
1113  <text id="6008">%null%</text>
1114  <text id="6009">%null%</text>
1115  <text id="6010">Talisman put together from dark cloth with a
      lustrous sheen.
1116
1117  Completely conceals the wearer's presence while crouching at
      a distance from foes.
1118
1119  Part of one of the concealing veils used by the assassins on
      the Night of Black Knives.</text>
1120  <text id="6011">%null%</text>
1121  <text id="6012">%null%</text>
1122  <text id="6013">%null%</text>
1123  <text id="6014">%null%</text>
1124  <text id="6015">%null%</text>
1125  <text id="6016">%null%</text>
1126  <text id="6017">%null%</text>
1127  <text id="6018">%null%</text>
1128  <text id="6019">%null%</text>
1129  <text id="6020">A talisman adorned with the royal crest.


1130
1131  Lowers FP consumed by skills.
1132
1133  An honor said to have once been awarded to Carian knights who
      served as direct retainers to the kingdom's princesses. Now
      there is only one princess: Ranni, daughter of Rennala.</
      text>
1134  <text id="6040">A brooch depicting Lacrima, the long-tailed
      cat.
1135
1136  Grants immunity to fall damage, but does not prevent death
      from a high fall.
1137
1138  Lacrima features in the fables of Raya Lucaria, in which she
      is described as a faerie cat who was fond of playing in the
      great bell tower.</text>
1139  <text id="6041">%null%</text>
1140  <text id="6042">%null%</text>
1141  <text id="6043">%null%</text>
1142  <text id="6044">%null%</text>
1143  <text id="6045">%null%</text>
1144  <text id="6046">%null%</text>
1145  <text id="6047">%null%</text>
1146  <text id="6048">%null%</text>
1147  <text id="6049">%null%</text>
1148  <text id="6050">Disturbing likeness of a man whose eyes have
      been gouged out.
1149  The corners of his mouth are upturned in an almost
      flirtatious manner.
1150
1151  Constantly attracts enemies' aggression.
1152
1153  It is said that the man, named Shabriri, had his eyes gouged
      out as punishment for the crime of slander, and, with time,
      the blight of the flame of frenzy came to dwell in the empty
      sockets.</text>




1154  <text id="6051">%null%</text>
1155  <text id="6052">%null%</text>
1156  <text id="6053">%null%</text>
1157  <text id="6054">%null%</text>
1158  <text id="6055">%null%</text>
1159  <text id="6056">%null%</text>
1160  <text id="6057">%null%</text>
1161  <text id="6058">%null%</text>
1162  <text id="6059">%null%</text>
1163  <text id="6060">Disturbing likeness of a woman whose skin was
      flayed.
1164  She smiles with a serene tenderness.
1165
1166  Increases damage taken.
1167
1168  It is said that this woman, named Daedicar, indulged in every
      form of adultery and wicked pleasure imaginable, giving birth
      to a myriad of grotesque children.</text>




1169  <text id="6061">%null%</text>
1170  <text id="6062">%null%</text>
1171  <text id="6063">%null%</text>
1172  <text id="6064">%null%</text>
1173  <text id="6065">%null%</text>
1174  <text id="6066">%null%</text>
1175  <text id="6067">%null%</text>
1176  <text id="6068">%null%</text>
1177  <text id="6069">%null%</text>
1178  <text id="6070">A talisman fashioned from a dried twig, so
      slender that it might snap at the slightest touch.
1179
1180  Prevents rune loss upon death, but will be lost itself in
      exchange.
1181
1182  Believed to be a twig pruned from the Erdtree long, long
      ago.</text>
1183  <text id="6071">%null%</text>
1184  <text id="6072">%null%</text>
1185  <text id="6073">%null%</text>
1186  <text id="6074">%null%</text>
```

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 1230

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/item-ms
gbnd-dcx/AccessoryCaption.fmg.txt, Top line: 1187

	Left (1.00)		Right (1.10)
1230	`<text id="6075">%null%</text>`	1187	`<text id="6075">%null%</text>`
1231	`<text id="6076">%null%</text>`	1188	`<text id="6076">%null%</text>`
1232	`<text id="6077">%null%</text>`	1189	`<text id="6077">%null%</text>`
1233	`<text id="6078">%null%</text>`	1190	`<text id="6078">%null%</text>`
1234	`<text id="6079">%null%</text>`	1191	`<text id="6079">%null%</text>`
1235	`<text id="6080">`Small mirror talisman in which an indistinct figure is reflected. Host of Fingers appears as otherworldly visitor.`</text>`	1192	`<text id="6080">`A small, clouded mirror that reflects an image of a golden figure.
		1194	Makes the bearer take on the appearance of a Host of Fingers.
		1196	One of the ritual implements created by the Tarnished to deceive invaders.`</text>`
1237	`<text id="6081">%null%</text>`	1197	`<text id="6081">%null%</text>`
1238	`<text id="6082">%null%</text>`	1198	`<text id="6082">%null%</text>`
1239	`<text id="6083">%null%</text>`	1199	`<text id="6083">%null%</text>`
1240	`<text id="6084">%null%</text>`	1200	`<text id="6084">%null%</text>`
1241	`<text id="6085">%null%</text>`	1201	`<text id="6085">%null%</text>`
1242	`<text id="6086">%null%</text>`	1202	`<text id="6086">%null%</text>`
1243	`<text id="6087">%null%</text>`	1203	`<text id="6087">%null%</text>`
1244	`<text id="6088">%null%</text>`	1204	`<text id="6088">%null%</text>`
1245	`<text id="6089">%null%</text>`	1205	`<text id="6089">%null%</text>`
1246	`<text id="6090">`Small mirror talisman in which an indistinct figure is reflected. Otherworldly visitor appears as Host of Fingers.`</text>`	1206	`<text id="6090">`A small, clouded mirror that reflects a flesh-and-blood figure.
		1208	Makes the bearer take on the appearance of a summoned cooperator.
		1210	One of the ritual implements created by the Tarnished to deceive invaders.`</text>`
1248	`<text id="6091">%null%</text>`	1211	`<text id="6091">%null%</text>`
1249	`<text id="6092">%null%</text>`	1212	`<text id="6092">%null%</text>`
1250	`<text id="6093">%null%</text>`	1213	`<text id="6093">%null%</text>`
1251	`<text id="6094">%null%</text>`	1214	`<text id="6094">%null%</text>`
1252	`<text id="6095">%null%</text>`	1215	`<text id="6095">%null%</text>`
1253	`<text id="6096">%null%</text>`	1216	`<text id="6096">%null%</text>`
1254	`<text id="6097">%null%</text>`	1217	`<text id="6097">%null%</text>`
1255	`<text id="6098">%null%</text>`	1218	`<text id="6098">%null%</text>`
1256	`<text id="6099">%null%</text>`	1219	`<text id="6099">%null%</text>`
1257	`<text id="6100">`Mysterious circular object that's oddly warped. Changes the demeanour of the wearer's actions.`</text>`	1220	`<text id="6100">`Mysterious circular object that's oddly warped. Changes the demeanour of the wearer's actions.`</text>`
1259	`<text id="6101">%null%</text>`	1222	`<text id="6101">%null%</text>`
1260	`<text id="6102">%null%</text>`	1223	`<text id="6102">%null%</text>`
1261	`<text id="6103">%null%</text>`	1224	`<text id="6103">%null%</text>`
1262	`<text id="6104">%null%</text>`	1225	`<text id="6104">%null%</text>`
1263	`<text id="6105">%null%</text>`	1226	`<text id="6105">%null%</text>`
1264	`<text id="6106">%null%</text>`	1227	`<text id="6106">%null%</text>`
1265	`<text id="6107">%null%</text>`	1228	`<text id="6107">%null%</text>`
1266	`<text id="6108">%null%</text>`	1229	`<text id="6108">%null%</text>`
1267	`<text id="6109">%null%</text>`	1230	`<text id="6109">%null%</text>`
1268	`<text id="6110">`Large horn taken from an Ancestral Spirit.`</text>`	1231	`<text id="6110">`Item cut from the horns of the Regal Ancestor Spirit.
		1233	Restore FP upon defeating enemies.
		1235	A number of new growths bud from the antler-like horns of the fallen king, each glowing with light. Thus does new life grow from death, and from death, one obtains power.`</text>`
1269	`</entries>`	1236	`</entries>`
1270	`</fmg>`	1237	`</fmg>`
1271		1238	